

TRENCH CRAWLER

This piscine creature clings to the rocky wall of the abyss by burying two serrated, hook-tipped appendages deep in crevices, while two more snap out to impale nearby prey.

TRENCH CRAWLER

CR 2

XP 600

N Medium animal (aquatic)

Init +6; Senses blindsight 60ft; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (4d8+4)

Fort +5, Ref +6, Will +1

OFFENSE

Speed 5 ft., swim 20 ft., climb 10ft.

Melee bite +3 (1d6+1), 2 claws +5 (1d8+2, plus grab)

Special Attacks trench hook

STATISTICS

Str 14, Dex 14, Con 13, Int 2, Wis 10, Cha 6

Base Atk +3; CMB +5 (+9 grapple); CMD 17

Feats Multiattack, Improved Initiative

Skills Climb +10, Perception +4, Stealth +6 (+10 in rocky terrain), Swim +14

Racial Modifiers +8 Swim, +4 Stealth (in rocky terrain), +4 Climb

ECOLOGY

Environment Ocean trenches

Organization solitary, or family (3-5)

Treasure none

SPECIAL ABILITIES

Burst of Speed (Ex) Trench crawlers can swim at 5 times its normal swim speed (100 ft) for 10 rounds per day. These rounds need not be consecutive.

Trench Hook (Ex) The trench crawler's hooks give it a +4 bonus to grapple checks. This bonus increases to +8 if more than one claw attack is successful against the target in a single turn or if one or more claws hit with a critical. If the target of a critical hit frees itself from the grapple, it takes an additional 1d6+2 damage.

Trench walls, whether deep water or coastal, provide homes to thousands of marine species. In these aquatic settings, where danger may come at you from any direction, the advantage of having a wall at your back is even more significant than on land. In a trench crawler's territory, however, this safety is an illusion.

APPEARANCE

Trench crawlers resemble 5 ft. long primitive fish with placoid scales. Its colors vary widely from brick red, for those living in deep sea trenches, to bright reds, yellows, and golds in coral communities. When camouflaged in its natural habitat, it's dorsal and posterior fin-spines lie flat against its skin.

The creature's arms end in serrated hooks that can pierce a turtle-shell. Sages recently discovered that the crawler's hooks, teeth, scales, and rasping tongue are laced with iron. It is believed that eggs are laid near hydrothermal vents, allowing the young to fix iron disgorged into the sea.



ORIGINS

Contrary to rumor and myth, the trench crawler is a naturally occurring creature. Its ability to fix iron from the surrounding water is the result of a rare organ also found in some sea snails. Trench crawlers exposed to magical or alchemical elements from vents which tap into other planes or pockets of stagnant magic may possess hooks infused with other elements (silver or adamantite for instance).

ENCOUNTERING TRENCH CRAWLERS

Trench crawlers' main mode of movement is to crawl along reefs and outcroppings with its hooks, but they can swim at high speeds in short bursts. They secure their hooks in small crevices and lay flat against the trench wall to ambush prey. Its vision is poor, but a form of electroreception allows it to detect its victims. Its primary food sources are fish and sea turtles, but its jaw can unhinge to consume larger prey.

Highly territorial, a trench crawler will tolerate other crawlers only if prey is plentiful. Other predators are not tolerated at all. When a trench crawler attacks, it lashes out with one or more hooks, keeping at least one buried deep in the rock wall. It is extremely difficult for an impaled victim to pull away from a trench crawler, which often waits for its prey to exhaust itself or die from blood loss.



©2015 Mechanical Muse, LLC. All rights reserved. ISBN 978-0-9905296-3-7

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc..

See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game

Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License.

See paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

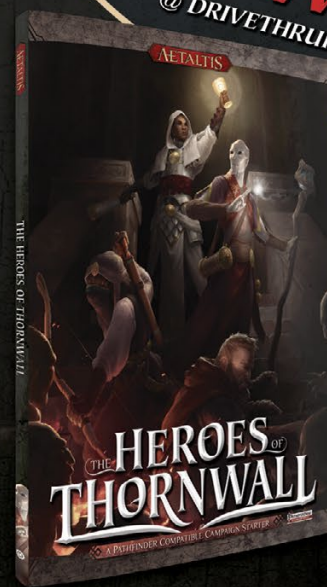
Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

THE HEROES OF THORNWALL

AETALTIS

AVAILABLE
NOW!
@DRIVETHRURPG.COM



Adventure calls! Will you answer?

Goblins are loose in the hills surrounding the town of Thornwall, and Mayor Thane has learned that no reinforcements are coming from Downbury Castle. You and your intrepid band of heroes are the only hope for this harried hamlet. If you cannot defeat the goblins and seal whatever Deepland hole they crawled from, Thornwall is doomed!

The Heroes of Thornwall campaign starter provides you with everything needed to launch your campaign. Inside you'll find:

- **An Introduction to Aetaltis:** Discover Aetaltis, a fantastic new campaign setting where stalwart heroes fight to protect the people they care about from the rising forces of darkness.
- **The Town of Thornwall:** A detailed town environment for your fantasy campaign. It includes a full map, detailed building descriptions, equipment lists, and a rich supply of exciting adventure hooks.
- **The Green Briar Tavern:** A classic fantasy tavern where the party can relax after a long day at the dungeon! It features a color map of the tavern, authentic medieval menu, recipes for making the cook's specialties at home, and various tavern games.
- **The People of Thornwall:** Stats for 20 non-player characters you can use to populate your town, including constables, farmers, merchants, priests, tavern staff, and woodwards.
- **The Temple of Modren:** A heroic Pathfinder® compatible adventure for 4-8 1st Level Characters. Delve into the Deeplands and face the dark power of the Endrori as you begin your quest to save Thornwall!.

Plus five pre-generated characters, new rules for goodwill character rewards, and much more. It's everything you need to start your campaign off right and support it for many adventures to come.



CHAMPIONS OF AETALTIS

AN ANTHOLOGY OF HEROIC FANTASY STORIES
SET IN THE WORLD OF AETALTIS!

COMING
DECEMBER
2015



FOLLOW US ONLINE FOR THE LATEST AETALTIS NEWS! www.aetaltis.com [f/aetaltis](https://www.facebook.com/aetaltis) [@aetaltis](https://twitter.com/aetaltis)