

# Shadowglade

## *Basic Bestiary*

By Nate Petersen



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Shadowglade: Basic Bestiary

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# Introduction

*"Monsters do not make men; men, however, make excellent monsters."*

Shadowglade is a realm that is probably unique in the assortment of fantasy realms out there to explore. In many, the world is besieged; fell creatures of darkness, horrible hordes, and devious demons and devils seek to undermine the fabric of everyday life, which valiant heroes step forward to vanquish. Like many of the traditional fantasy aspects, this is yet another one that is lost to the shadows and mists of memory when it comes to dealing with the long nights in the land of Shadowglade.

A key to dealing with many of the frightening creatures outlined in this tome is to remember one thing: nearly all things are a product of their environment. The characters portrayed by your players are born of their trials and tribulations, but by the same token so are their foes. Ghosts are not just another monster to slay, they are the remnant of a lost soul, searching for something; peace, vengeance, the extension of their cruelty beyond the grave. Even goblins in this realm may have once been human; petty, selfish, greedy, but human. Many of the dire creatures discussed herein were once mortal, human even, and as such are subject to many of the same whims, desires, and failings. Yes, they can be evil, yes they can hold murder in their hearts, but always remember that there is a reason for this.

## What This Bestiary Is

This bestiary is not quite complete; in some regards you will still need the **Pathfinder Bestiary** to fill in the specifics of some monsters. This bestiary is one part guide to the unique creatures that populate the lands, for which you will be provided everything you need to run the creature through your own campaign. It is also one part rediscovering creatures you thought you knew. Because of how Shadowglade differs from other worlds, not all fantasy creatures function the same here.

Some are very similar and aside from a few notes will be left alone; those are the creatures for which you will certainly need the Pathfinder Bestiary.

Others will have more notes on tactics; who and what the creature is in Shadowglade. Many will have a few notes about substitutions to the stat block, but will otherwise remain.

Finally, brand new creatures, or creatures that receive a drastic make over for the setting feature complete stat blocks, tactics, and more.

# Monster Lore

## In Shadowglade

Monsters such as these are virtual unknowns in Shadowglade. At most, a peasant hears snippets or has brief encounters; their understanding of the creatures comes from second-hand sightings and wild conjecture. Others are horrors known only to the most learned sages, and even then only through reputation, for few have ever laid eyes on the most horrific of those laid out in this tome.

A general rule of thumb when it comes to creature lore is that a Knowledge check of an appropriate type, with a DC of 10 + the monster's CR, will yield most basic features, while every 5 points past that yields another detail. For the Shadowglade setting, we're going to up the difficulty a bit.

First, most players should hardly, if ever, know the contents of this book. In keeping with the tactics covered in the full **Game Master's Guide**, keeping players in the dark about the mechanical aspects of these creatures makes it easier for you to maintain an atmosphere of uncertainty. So we're going to tinker with the expectations for what they think they know a little bit.

As monsters are a virtual unknown, use a base DC of 12, not 10, to start the equation. Add the CR.

Take the region into account. Several creatures are seen in various areas and unheard of in others. Modify it upwards in areas where they are unheard of (its harder to find someone who knows what the characters are talking about) and drop it down in areas where these creatures are heard of, even if it is as a myth.

And lastly, should the region warrant it, sow a little confusion in the ranks; relying on local yokals for information has its drawbacks and a failed check can yield bad information just as easily as it could yield no information. In some cases, no information could be the preferable of the two. Should the character fail the requisite skill check for knowledge about a creature, introduce a piece of false information. Something the opposite of what is true can be seen through easily enough, but something just plausible enough, though still false, can be seen as legitimate. An incorrect or partial weakness such as being told the creature was severely injured from a strike by a metal weapon, for example, may be partly true, but it could be a particular material the weapon or item was made of and the user didn't realize it was the type of metal that incited the reaction.



# Appropriate Monsters

Without additional details or information, the following creatures can generally be used in the Shadowglade campaign setting with little alteration. Most come from the **Pathfinder Bestiary**, as marked with a B, while others come from the **Pathfinder Bestiary 2**, as marked with B2, or the **Bonus Bestiary** marked with BB. While “new” monsters could be crafted, Shadowglade is a campaign about the “old world” and the traditional myths and folklore that gave rise to our favorite fantasy monsters.

Rarity is a function to help you determine which creatures may be appropriate for an encounter by story as opposed to simply the CR of the creature.

In general, animals, some plants, and insect swarms are considered common for their environment. Odds are good that wandering through a swamp characters will encounter swarms of insects and a variety of animals.

Uncommon creatures are the sort that, while potentially expected in a given environment, may not always turn up. This accounts for several breeds of dire animals, as their more common counterparts are much better known, and several creatures unique to an environment. While fae, undead and supernatural species are fairly unknown in the realm a few still make the “uncommon” grade; these are the sort of which tales are told about. Not that they are believed, but there are a handful of eye witness accounts of the creatures that folks know of them.

Rare creatures are mixed bag. These are either incredibly rare specimens of creatures that appear naturally, including a few of the dire variety, or creatures otherwise considered mythological in the realm. The few examples of fae in the realm are mostly considered rare, those who choose to keep to themselves. Likewise, nearly all of the undead in the setting are considered rare, the sort of thing to appear very rarely and usually a centerpiece of the story when they do.

Some of the creatures, while suitable out of the book and included on the following list, do receive some additional attention here. In these cases, the information we provide includes alternate features or supplemental information. A few creatures are also conspicuously absent from the list. This includes common creatures such as goblins and kobolds, as well as iconic supernatural creatures such as vampires and werewolves. Such creatures are not included on the list because, while they are in the setting, their **Pathfinder Bestiary** entries are generally out of step with the setting. Many such creatures are presented here with additional twists to fit the setting and this information should trump that found in the **Pathfinder Bestiary**, at least for the Shadowglade campaign setting.

Creature Name	Sourcebook	Rarity
Allip	BB	Rare
Amoeba, Giant	B2	Uncommon
Amoeba, Swarm	B2	Uncommon
Animated Object	B	Uncommon
Ant, Army Ant Swarm	B	Common
Assassin Vine	B	Uncommon
Ant, Giant	B	Uncommon
Attic Whisperer	B2	Rare
Aurumvorax	B2	Uncommon
Badger	B2	Common
Badger, Dire	B2	Uncommon
Banshee	B2	Rare
Bat, Dire	B	Uncommon
Bat, Mobat	B2	Rare
Bat, Skaveling	B2	Rare
Bat, Swarm	B	Common
Bear, Dire	B	Uncommon
Bear, Grizzly	B	Common
Bee, Giant	B2	Uncommon
Bee, Giant Queen	B2	Rare
Beetle, Fire	B	Uncommon
Beetle, Giant Stag	B	Uncommon
Boar	B	Common
Boar, Dire	B	Uncommon
Brownie	B2	Rare
Carniverous Blob	B2	Rare
Centepede, Giant	B	Uncommon
Centepede, Swarm	B	Common
Centepede, Giant Whiptail	B2	Rare
Cockroach, Giant	B2	Rare
Crocodile	B	Uncommon
Crocodile, Dire	B	Rare
Cockroach, Swarm	B2	Common
Crypt Thing	B2	Rare
Dragonfly, Giant	B2	Rare
Draugr	B2	Rare
Dryad	B	Rare
Dullahan	B2	Rare
Eagle	B	Common
Eagle, Giant	B	Rare
Faceless Stalker	B2	Rare
Fly, Giant	B2	Rare
Fly, Giant Maggot	B2	Rare

Frog, Giant	B	Uncommon
Frog, Poison	B	Uncommon
Fungal Crawler	B2	Rare
Gargoyle	B	Rare
Ghost	B	Rare
Ghoul	B	Uncommon
Golem (all)	B, B2	Rare
Gremlins (all)	B2	Rare
Hag, Annis	BB	Rare
Hag, Green	B	Rare
Hag, Night	B	Rare
Hag, Sea	B	Rare
Hangman Tree	B2	Uncommon
Herd Animal, Aurochs	B	Common
Herd Animal, Bison	B	Common
Huecuva	BB	Rare
Kraken	B	Rare
Leech, Giant	B	Rare
Leech, Swarm	B	Uncommon
Mosquito, Giant	B2	Rare
Mosquito, Swarm	B2	Common
Octopus, Giant	B	Rare
Poltergeist	B2	Rare
Quickwood	B2	Rare
Rat, Dire	B	Uncommon
Rat, Swarm	B	Common
Redcap	B2	Rare
Revenant	B2	Rare
Scarecrow	B2	Rare
Shadow	B	Rare
Shadow, Greater	B	Rare
Shambling Mound	B	Rare
Skeletal Champion	B	Rare
Skeleton	B	Rare
Snake, Constructor	B	Common
Snake, venomous	B	Common
Solifugid, Albino Cave	B2	Common
Solifugid, Giant	B2	Common
Soulbound Doll	B2	Rare
Spectre	B	Rare
Spider, Giant	B	Uncommon
Spider, Giant Black Widow	B2	Uncommon
Spider, Giant Tarantula	B2	Uncommon

Spider, Swarm	B	Common
Squid	B	Common
Squid, Giant	B	Uncommon
Tick, Giant	B2	Rare
Tick, Swarm	B2	Rare
Toad, Giant	B2	Rare
Treant	B	Uncommon
Twigjack	B2	Uncommon, Rare
Wasp, Giant	B	Rare
Wasp, Swarm	B	Uncommon
Whale	B2	Uncommon
Wight	B	Rare
Will-O-Wisp	B	Rare
Witchfire	B2	Rare
Wolf	B	Common
Wolf, Dire	B	Uncommon
Wolverine	B	Common
Wolverine, Dire	B	Uncommon
Worg	B	Rare
Worg, Winterwolf	B	Rare
Worm That Walks	B2	Rare
Wraith	B	Rare
Yellow Musk Creeper	B	Rare
Zombie	B	Rare
Zombie, Juju	B2	Rare



## Animals

Animals in Shadowglade run a full gamut between timid and ferocious, more trend toward the ferocious however. Much of the territory is unexplored, or at least unrecorded, and animals may have been in regular contact with human settlements before the Upheaval. After the fact most humans retreated to their settlements, leaving those animals in the wilds never to encounter humans again.

Appropriate animals in the realm of Shadowglade include any animal common to temperate climates, farming fields and woodlands; bats, bears, birds such as eagles, hawks, and owls, boars, snakes, squirrels, wolves, etc. All entries under the *Familiars* category, with the exception of monkeys, in the **Pathfinder Bestiary** can be found in Shadowglade as common animals.

Other animals, such as those found on the savannah or in tropical climates are inappropriate. This includes creatures such as apes, cheetahs, any breed of dinosaur, lions, tigers, etc.



## Animals, Dire

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance. It is believed that the Upheaval created the first of these twisted specimens, the dark energies of Asurik's dying mortal form warping the natural world. This would seem to fit with witness accounts of the beasts. The creatures do stink of evil, and a wicked malevolence shines in their eyes as they spy intelligent prey.

Dire animals are found in the darkest corners of the realm, typically in the deep woods or secluded groves in the grasslands for common creatures such as bears or boars. Dire animals are found in areas where their natural cousins typically can be found, though much fewer in number.

The natural refuge of a dire animal is typically overgrown by twisted and warped versions of natural flora. When possible the creatures seem to favor swamp or marshlands, areas of significant decay and death. It is speculated, however, that the reverse is true: that the tainted, death-filled lands give rise to these warped creatures. This is possible, as many regions suffered heavy losses during the preceeding war. Mass graves, battle sites, and similar areas that are now home to dark lakes of death could serve to amplify the necrotic energies.

# Animals, Mythic

Dire, fiendish, and monstrous forms of animals and insects exist in the world, examples of common specimens warped or twisted by the dark energies of the Upheaval, the primal world of the thick woodlands and distant wastelands, or other examples. Other stories are told, however, of great and powerful animals roaming the backwoods of the world. Their sightings are spectacular, their acts fantastic, and their existence counted among the mythical lore of the land. Like many things in this land, however, the tale holds more truth than common wisdom would suppose...

Mythic animals are examples of animals that are extraordinary, emphasis on the “extra”. Smarter, faster, stronger, wiser, and generally more powerful than any of their breed, mythic animals are the root of legends and lore.

They are a rare lot, often only one of a given breed exists in one place at one time, and hardly ever sighted. Their alignment is dictated heavily by that of their breed, but also of their surrounding lands. A mythic wolf, for example, may be of strong, noble stock and exhibit this in any of its tales or encounters. Likewise, a mythic wolf could be a desperate killer, filled with bloodlust and a need for carnal destruction.

As discussed with many creatures of the land, a mythic creature is an animal with its own identity and lore behind it, not just another block of information. Tales regarding the creature often give it a name, often related to a distinctive feature of the creature or an act in its early tales. Likewise, these tales pervade the local lore where the animal might be found. These are commonly used in parables and fairy tales, told to young children to inspire thoughts of greatness and majesty or terror and fear.

Rumor has it these mythic creatures are quite intelligent. Much lore indicates it to be so, and those who have tracked the beasts and even the occasional first-hand account claim them to be as smart as humans. Capable of intelligently evading traps, laying traps of their own, acting in disturbingly human manners, and, should the tales be believed, capable of communication and speech even in the Common tongue.

To see a mythic animal is often regarded as a harbinger of things to come, though as an omen of good or ill varies with the animal. A mythical creature deemed as good-aligned appearing is said to change the fortunes of one who meets it for the better; they may be saved by such a creature while in its territory, they could turn the tide of an ill omen or force, or as is popularly believed, they are simply a good omen of their own. Likewise, a mythical animal deemed evil bodes an ill-fate. While one attacked by such a creature wouldn't survive to know their fate sealed, the sight of one

can set a person down a path of danger and a self-fulfilling prophecy of destruction.

Likewise, rumors of several of these creatures congregating always bodes poorly. As discussed, each creature keeps to their own territory, and their grounds cover considerable distance in the first place. Crossing the territorial lines has brought such magnificent animals to blows and from these clashes have been born the more amazing tales regarding these creatures. To have several acting in concert means one of the following: a force exists that is strong enough to cause the good creatures to put aside their differences and band together to put it down, or a group of evil creatures have decided on a course of action whose destructive potential is higher with the cooperation of others of their kind. Either way, no matter which way the proverbial winds blow, humans caught in the cross hairs of such an event rarely survive.

## Building a Mythic Animal

Mechanically, mythic animals are fairly easily constructed through Pathfinder templates. First, because they are intelligent, change the type from “animal” to “magical beast.” Apply the Giant template to the base creature, followed by the Advanced template. This increases the size and physical prowess of the base creature to more mythic proportions and then increases their abilities for the personality and cunning oft attributed to such creatures. For creatures of particular inclinations, apply the Celestial or Fiendish templates on top of the previous two or simply apply the Advanced template once more for a more formidable creature.

To top off most mythic animals, many tales are rife with stories of the supernatural prowess of the creatures. While not directly supernatural, the appearance is enough to startle the common folk who witness the creature. Assign feats that augment speed, allow for empathy with creatures of the same kind, etc.

The true work in building a mythic animal comes in building the lore that surrounds it. Like much of Shadowglade's bestiary, the true impression, the true depth lie in the presentation. Anything could be a large, advanced wolf, for example, but there is only one Greypaw of the Eastern Slopes or only one Great Boar of Fieldhaven. Use the advice feature in the **Shadowglade Game Master's Guide** under *Traditional Monsters in Shadowglade* as a spring board to develop the lore around the creature. Above all, make the creature interesting and unique.



# Dryads

Dryads are an oft whispered about aspect of the darkened woods of Shadowglade. Very rarely do those facinated with her understand her true nature, however.

Dryads are linked intimately to their woodlands; those whose woodlands stand true and pure are good natured, though protective, guardians who simply watch over those who pass through their lands. They take no action against those who pass peacably and respect her forests but is a fierce enemy of those who would do her lands harm. For those poor souls whose forests have been destroyed or tainted, the taint reaches into their very being, corrupting them as well. Terrible beauties and unstoppable forces of nature, they bring ruin to all who enter their lands.

The change in demeanor is reflected mostly in tactics and spell like abilities. Natural and normal dryads use many of the basic tactics of the species. They are loathe to spill blood, fearing that in doing so they risk corrupting themselves and will more often immobilize enemies. Charmed allies, and even druidic worshippers of Rheana who live safely in a dryad's grove, then remove the stunned enemy from their territory.

Their dark and twisted companions spread the contagion infecting their spirit to others. They strike, viciously, at intruders into their realm and are not afraid to kill. Their victims become the nourishment for the dark and twisted treants in their woodlands.

The following are variant dryads. Use the accompanying notes to adjust the Dryad as found in the **Pathfinder Bestiary** for a complete creature. For additional information about their chosen habitats, see Treants ahead.

## Blightwood Dryad

Blightwood dryads are a truly dark creature. Born of the deep woodlands ravaged by the worst of the wars, they are themselves undead. Unlike their living counterparts, Blightwood Dryads consume life, not preserve it.

They can be found living in the deep woods where they keep to dead groves as they slowly work on despoiling greater tracts of woodlands. They are rare, thankfully, else their numbers would have overwhelmed even the thick forests of the Midlands long ago.

Apply the basic undead template to create a blightwood dryad. In addition, her abilities are updated as follows:

**Blighted (Su)** A blightwood dryad loses her *tree dependant* weakness, but instead gains a *blighted* weakness: she must remain with 100 yards of a blighted space she has created. If she strays more than 100 yards from such a space, she immediately becomes sickened. Every hour thereafter she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out range of her blighted space for 24 hours takes 1d6 points of Charisma damage, and another 1d6 points of Charisma damage for each day that follows. A blightwood dryad can blight a space using the special attack listed below.

**Blight (Su)** The blightwood dryad can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the dryad must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A dryad can affect an area with a radius equal to her Charisma modifier x 10 feet. Blighting an area is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: *Blight Hex - type* curse; *save* Will negates; *frequency* 1/day; *effect* 1 Con damage. Both types of curse can be removed with a *remove curse* or similar magic, using the save DC as the DC to remove the curse. A dryad can have a number of blights in effect equal to her Charisma modifier. If a blight is made after she has reached this limit, the oldest blight effect ends, though any damage done due to deforestation or damage due to curse remains.

**Spell-like Abilities** (CL 7th) At will – add *ghost sound*.

**Tree Meld (Su)** A blightwood dryad can only meld with a dead or undead tree. The ability otherwise functions as usual.



## Darkwood Dryad

The darkwood dryads are just as reclusive as the darkwood trees and treants. With the help of the treants, darkwood dryads keep their groves secret and shadowed, helping hide from the eyes of mortals. While not evil, they are ruthless to anyone who would intrude upon their grove.

Apply the darkwood creature template to create a darkwood dryad. In addition, her abilities are updated as follows:

**Spell-like Abilities** 3/day – add *darkness*.

## Ghostwood Dryad

Ghostwood Dryad resemble their homes, homes which resemble the greywood from which they take their name. They are a ghostly white with tones of grey accenting their form. The neon green flecks that are characteristic of greywood manifest in the veins of the dryad; darker and lighter veins of the neon green substance course through their body. As it is necromantic in origin, the substance weakens these creatures of life and has been known to drive the mad.

Ghostwood dryads can, occasionally, be mistaken for true ghosts thanks to their similar pallor. Some in great agony thanks to their greywood infection are said to resemble Neressa, the emissary of Asurik, which may lead to multiple sightings of the purported angel of death.

Apply the ghostwood creature template to create a ghostwood dryad. In addition, her abilities are updated as follows:

**Tree Dependant** A greywood dryad retains her *tree dependant* weakness, though her home tree must be a greywood tree (DC 20 Will save as normal to bond). She can forge a new bond with a normal, healthy tree per the typical ritual but with a DC 25 Will save. Success indicates that she has bonded with the new tree which, due to her presense, has become a greywood tree.

# Flock of Ravens

Ravens are regarded with a variety of feelings, from respect to fear to revulsion. The subject of poems, horror stories, and staple associates of warlocks, witches, and dabblers of the occult, they have a place in the darker ream of any world. While considered wise by the nature cults dedicated to the goddess Rheana in Shadowglade, much of the rest of the realm regards ravens with fear and suspicion.

Sometimes referred to as the “Eyes of Asurik” today, the name is rooted in the pre-Upheaval war though none alive are aware of the connection. They earned this name as they were frequently seen on battle fields after the necromancer’s passing, carrion birds true to their nature feasting on the armies of the fallen. In some cases, massive flocks of such birds heralded the arrival of an undead legion. The name today survives more as a colloquialism. Black birds seen around graveyards and death, the name has stuck as their choice of roosting remains the same down through the ages, war or not.

A flock of ravens consists of about a dozen such creatures. While a group of ravens are normally independant creatures, occasionally a flock will arise with more of a focused mind. This group of creatures moves with an unsettling sense of purpose, as though each member of the flock was wordlessly in communication with the others or, and this is what brings many nightmares, that the flock as a whole shares one, malevolent, intelligence.

## Flock of Ravens CR 3

XP 800

N Tiny animal (swarm)

**Init** +4; **Senses** low-light vision; **Perception** +9

### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 Size)

**hp** 10 (4d8-8)

**Fort** +4, **Ref** +9, **Will** +4

**Defensive Abilities** half damage slashing and piercing, swarm traits

### OFFENSE

**Speed** 10 ft., fly 40 ft. (good)

**Melee** swarm (1d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 14), eye gouge

### STATISTICS

**Str** 3, **Dex** 16, **Con** 8, **Int** 2, **Wis** 14, **Cha** 7

**Base Attack** +3; **CMB** –; **CMD** –

**Feats** Improved Initiative, Skill Focus (Perception)

**Skills** +11 Fly, +9 Perception, +15 Stealth; **Racial Modifiers** +4 Fly, +8 Stealth

**SQ** swarm traits

### ECOLOGY

**Environment** any temperate

**Organization** solitary, flock (2-5 swarms), murder (6-12 swarms)

**Treasure** none

### SPECIAL ABILITIES

**Eye Gouge (Ex)** Any living creature struck by a flock of ravens may be blinded as the flock has a tendency to attack the eyes of their victims. If a creature is successfully damaged by this swarm, roll 1d20; on a 19 or 20 the creature is blinded for one round.



# Ghosts

Ghosts are prevalent in any setting steeped in supernatural lore, and Shadowglade is no exception. With the path to the afterlife closed thanks to the dispersion of the god of the dead, ghosts are actually far more common in Shadowglade than elsewhere.

The *summon spirit* spells as well as a variety of adventures will involve the use of ghosts of many temperments and levels. Ahead are several ghosts of various challenges to help a harried game master pluck the right block or give a character the right sort of spirit at their fingertips.

## Special Weaknesses

Ghosts in Shadowglade are more than simply mere spirits; they are, frequently, tortured and haunted souls themselves. As such, each ghost in Shadowglade has a special weakness. This weakness is tied to how the individual died and came to be a spirit. An individual who died in a fire, for example, would be weak to flame. A murderer hung could be killed by the application of a new noose.

Ghosts in Shadowglade gain the following:

**Fearful (Su):** Anyone brandishing an item associated with the ghost's death and transformation is protected as though possessing a fear aura; the ghost cannot approach within 30 ft. without making a Will save (DC 10 + brandishing creature's Cha modifier). A ghost that succeeds on the saving throw is immune to the same creature brandishing such an item for 24 hours.

**Final Rest (Su):** When the ghost would make contact with an item associated with the ghost's death and transformation, they must make a Will save (DC 10 + wielding creature's Cha modifier) or instantly die, finally at rest. Even if the save is successful the ghost takes damage, a number of d6's equal to the wielder's Cha modifier (minimum 1). A ghost that succeeds on the saving throw is immune to the same creature wielding such an item for 24 hours.

## Demented Bandit - CR 3

XP 800

Human ghost fighter 2

N Medium undead (aumented humanoind, incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +15

### DEFENSE

**AC** 13 **touch** 13, **flat-footed** 12 (+2 deflection, +1 Dex)

**hp** 16 (2d10+4)

**Fort** +5, **Ref** +1, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**Weaknesses** fearful (law enforcement), final rest

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +3 (3d6, Fort. DC 13)

### STATISTICS

**Str** -, **Dex** 13, **Con** -, **Int** 10, **Wis** 12, **Cha** 12

**Base Atk** +2 **CMB** +2 **CMD** 15

**Feats** Alertness, Improved Initiative

**Skills** Handle Animal +3, Intimidate +3, Perception +15, Profession +5, Ride +5, Sense Motive +3, Stealth +8, Survival +5; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common



## Insane Cultist - CR 4

XP 1,200

Human ghost cleric 3

N Medium undead (aumented humanoind, incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 16 **touch** 16, **flat-footed** 15 (+5 deflection, +1 Dex)

**hp** 28 (3d8+15)

**Fort** +2, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**Weaknesses** fearful (fire), final rest

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +3 (4d6, Fort. DC 17)

**Domain Spell-Like Abilities** (CL 3rd; concentration +5) 6/day - *rebuke death* (1d4+1), *touch of evil* (1 round)

**Cleric Spells Prepared** (CL 3rd; concentration +5) 2nd - *cure moderate wounds<sup>d</sup>*, *death knell* (DC 14), *hold person* (DC 14)

1st - *bane* (DC 13), *cause fear* (DC 13), *cure light wounds<sup>d</sup>*, *doom* (DC 13)

0 (at will) - *bleed* (DC 13), *guidance*, *light*, *resistance*

**D** domain spells; **Domains** Evil, Healing

### STATISTICS

**Str** -, **Dex** 13, **Con** -, **Int** 10, **Wis** 12, **Cha** 12

**Base Atk** +2 **CMB** +2 **CMD** 15

**Feats** Alertness, Improved Initiative

**Skills** Knowledge (planes) +3, Knowledge (religion) +3, Linguistics +3, Perception +11, Sense Motive +6, Spellcraft +3, Stealth +9; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common

## Vengeful Woodsman - CR 5

XP 1,600

Human ghost ranger 4

N Medium undead (aumented humanoind, incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 15 **touch** 15, **flat-footed** 12 (+2 deflection, +2 Dex, +1 dodge)

**hp** 34 (4d10+12)

**Fort** +5, **Ref** +6, **Will** +2

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**Weaknesses** fearful (wood axe), final rest

### OFFENSE

**Speed** fly 30 ft (perfect)

**Special Attacks** corrupting touch +6 (5d6, Fort. DC 14), favored enemy (animal +2)

**Ranger Spells Prepared** (CL 1st; concentration +2) 1st - *charm animal* (DC 12)

### STATISTICS

**Str** -, **Dex** 15, **Con** -, **Int** 10, **Wis** 13, **Cha** 14

**Base Atk** +4 **CMB** +4 **CMD** 16

**Feats** Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot

**Skills** Climb +10, Craft (traps) +9, Handle Animal +8, Heal +8, Perception +16, Profession (trapper) +8, Ride +6, Stealth +16, Survival +8 (+10 to follow tracks), Swim +6; **Racial Modifiers** Perception +8, Stealth +8

**Languages** Common

**SQ** favored terrain (forest +2), hunter's bond (allies), track +2, wild empathy +6



# Ghouls

Ghouls are a rare, but deadly, creature in the world of Shadowglade. Formed of those who have consumed the flesh of sentient beings and remained unrepentant, they are depraved creatures capable of any atrocity.



Normally ghouls are not capable of coherent thought. Those commonly encountered are feral monsters living in the wilds and wilderness. They live close enough to a settlement that they can raid graveyards or, if desperate, effect an abduction and make away through the brush with their victim, losing pursuers in the thick woodlands.

It is said that ghouls are found in uncommon number and frequency near the Centerspine, close to Northport. Those who know of illicit deeds in the mountain fortress and the nature of the ghoul know it only to be natural; those worked to exhaustion are left for dead on the slopes of the mountain, while ghouls swoop in for an easy meal.

Rumors persist of even deadlier ghouls, however. These creatures are thought to be sentient themselves, in full control of their mental faculties though with a warped sense of reality and a taste for human flesh. While difficult to corroborate, learned hunters of monsters and the inhuman exchange their tales with hushed whispers. This can only mean the reality is far worse than could ever be imagined.

## Origin of Ghouls

Ghouls are a bizarre combination of the necromancer arts and the magics that created the world. The great Blue Dragon of the Southern Seas, in the aftermath of the Upheaval, fled dying to the southern oceans and collapsed just shy of the salt water refuge it sought. There, it dripped ichor from its wounds that infected the land and the humans who lived near by. These lands became the Southern Marshes, lands both overgrown and sick at once and thick with the stench of death.

The necromantic energies released in Asurik's death transformed the Blue Dragon, emptied it of everything but hunger. The wounds, the ichor, dripping from its shattered body carried a similar plague that hollowed the souls of mortals as well, leaving them ravenous. So it was the first ghouls came to Shadowglade. Their forbearer, the great Blue Dragon, was unable to bear the burden of the hunger and harm he had caused Rheana's children and exiled itself to the depths of the marshes. There it lies, sleeping. Down through the centuries, the hunger has maddened the great dragon such that any semblance of consciousness has fled. Now, the once powerful patron of the seas would be as feral and hungry as its offspring should it awaken...

## Unusual Ghouls

Due to their origin in the setting as once-living mortals twisted by necromancy and a lust for human flesh, ghouls will vary considerably. The application of templates directly to the ghoul can help create variety:

- Ghouls who have received the advanced template are referred to as “ghasts” and are further strengthened as discussed in the Bestiary. These provide a basic, stronger ghoul for use as an enemy.
- A particularly foul ghoul may be advanced with a “fiendish” template, adding additional immunities and damage, the rage of the netherworld fueling its lust.
- The “Fast Zombie” template renders a swift ghoul capable of dealing considerable amounts of damage quickly. Add in the ghoul’s natural “Ghoul Fever” sickness, and single ghouls can take on a large group of characters easily.
- Class levels are an additional, and for the setting flavorful, way to craft stronger ghouls. The wild barbarian, for example, exemplifies the feral rage of the ghouls. The monk and fighter classes provide a great mechanical backbone for a stronger monster; while that ghoul might not be a real monk, using the basic skeleton and options can allow you to craft a highly capable creature.

## Becoming a Ghoul

Ghouls are undead, not a part of a natural cycle at all. They are able to create more of their foul kind, however.

First, all ghouls still carry their dreadful disease, *Ghoul Fever*. Anyone who contracts the disease and dies of it rises as a ghoul twenty-four hours later. This is a foul enough way to die, and a disgraceful way to “live” for anyone. The worst is yet to come, however.

### Mortal to Ghoul

There are among mortals, those still alive, some who savor the taste of mortal flesh. Unlike creatures such as vampires, the wyre, and even mindless ghouls and zombies, these folks do not need such fare to survive, at least not initially. They choose their diet.

In Shadowglade, unlike other realms, this practice has a peculiar quality to it. In partaking of such morbid dishes, a change comes over the devourer. It is subtle at first, and most who pull back quickly never fully succumb to it. Those who do not, however, are drawn deeper into an illness, a sickening need to feed.

The following table outlines the process. A normal character begins at Stage 0. Each meal prepared of the flesh of a sentient creature triggers an Advancement check. The DC listed is the DC to advance to the next stage; at stage 0, a roll of 18 or better moves the character on to stage 1. Each

step of the way, it becomes easier and easier to move on to the next stage.

Part of the process is the cravings; a character so afflicted must eat a suitable dish once per day to satiate the craving. Failure to respond to those cravings results in painful side effects; 1d3 Con and 1d3 Dex damage as with *ghoul fever*.

**Table SB-1: Ghoul Advancement**

Stage	DC	Effect
0	18	The person in question is, entirely normal and should not willingly seek out mortal flesh.
1	16	The person in question has tasted human flesh and, while not a deep craving, will seek it out occasionally...
2	14	The person in question is continually hungry, seeking out scraps of meat and consuming it as quickly as possible. This may mean eating it raw...
3	10	The person in question becomes violent if they are prevented from eating and more ravenously seeks out sources of meat...
4	—	The character becomes a full fledged ghoul, though still technically alive. Upon death, the character rises as a true ghoul on the following midnight.

### Resisting

It is possible to resist the process, and can be important if the character has unwittingly begun the process. First, the character has to be aware of the change. Folklore often speaks of those who have become ghouls and occasional remarks are made about the process outside of direct infection. A DC 20 Wisdom check, -1 for each stage the character has attained, allows a character to realize that something is happening and that it is tied to their diet. This means that characters further advanced are more likely to be aware of their condition, but less likely to do something about it.

Once aware of it, the character must resist their cravings and abstain from eating until their condition has improved, reverting to zero. Each day the character must resist eating, period. Water is acceptable, but no food what so ever can be eaten else the character triggers the hunger pangs. This is a Fortitude save, DC 12 plus the stage the character has attained and is made once per day. Success indicates the character has successfully resisted their craving and drops one stage; failure, and the character must either sate the craving or suffer the consequences as discussed earlier.

If the character is presented with food, they must make a check, even if they have made one for the day already,



with a -1 penalty per stage. If the food presented contains mortal flesh, this is at a -2 penalty.

## Characters as Ghouls

"Ghoul" can be an acquired template that can be added to any living creature (referred to hereafter as the base creature). This template can be applied to creatures who become a ghoul through the process discussed above.

**Challenge Rating:** Same as base creature +1.

**Alignment:** Chaotic evil.

**Type:** The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

**Senses:** A ghoul gains darkvision 60 ft.

**Armor Class:** A ghoul has +2 natural armor bonus or the base creature's armor bonus, whichever is better.

**Hit Dice:** Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, ghouls use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** A ghoul gains channel resistance equal to its Charisma modifier.

**Melee Attack:** A ghoul gains a bite attack (1d6+Str plus disease and paralysis) and 2 claws (1d6+Str plus paralysis).

### Special Attacks:

*Disease (Su) Ghoul Fever:* Bite - injury; save Fort DC 10+Cha; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast (apply the advanced monster template, with the following additions: paralysis affects elves, and *Stench (Ex)*: An overwhelming stench surrounds the creature. All creatures in a 10 ft. radius must make a successful Fort save, DC 15, or be sickened for 1d6+4 minutes).

**Abilities:** +1 Dex, +1 Cha. Being undead, a ghoul has no constitution score.

**Skills:** Ghouls have a +8 racial bonus to Stealth.

## Additional Notes

Topics such as cannibalism, which is what becoming a ghoul amounts to, are touchy territory. The rules outlined here are presented with the express intention of allowing for some disturbing encounters. Keep in mind, not all play groups will be up for such an experience. Before using these rules, consider your group and their preferences. Should they enjoy a good horror movie, slasher flick, etc. this is the sort of content that could provide an entertaining evening. If they're more squeamish, however, avoid the details. Ghouls make perfectly dire and capable foes on their own without the additional support.

# Goblyns

The goblyns of the realm of Shadowglade are quite similar to their goblinoid cousins of other realms: they are small, a sickly green, very nearly feral, offensive in every definition of the word, ignorant, and destructive. Unlike other lands, however, goblyns do not run rampant. Like many unusual and fantastical elements of Shadowglade, goblyns prefer life in the shadows and on the outskirts of civilization. They loathe humans, but find many things about human life interesting. To that end they are scavengers, raiding trash sites, ambush sites, and occasionally camp sites under the cover of darkness to procure their treasures.

Goblyns are generally puckish and mischevious, preferring to entertain themselves by frustrating their opponents or a hapless traveler. Each goblin can, for a time, use prestidigitation to confuse and toy with a poor soul. They move items, undo housework, and leave crude and offensive "gifts" in exchange for a precious possession, preferably one that is "shiny". Attracted to these items, they are apt to make a bee-line straight for magical items in a character's possession or, barring that, the shiniest item they can see, often armor and weaponry among traveling mercenaries.

It is believed goblyns occasionally abduct children; to what end none can, or will, say; beliefs are hinted at in the darker parables, wherein naughty or ill-minded children are taken and become goblyns, or in some more gruesome tales are eaten. They appear to children but use their magical power to hide from adults and lure them away from the home.

Sometimes these children are found wandering the woods with no recollection, but there are other times when a child truly disappears and goblyns are blamed.



## Goblyn- CR<sup>1</sup>/<sub>3</sub>

**XP 135**

Goblyn warrior 1

N Small humanoid (Goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception +1

### DEFENSE

**AC** 13 touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 6hp (1d10+1)

**Fort** +3, **Ref** +2, **Will** -1

### OFFENSE

**Speed** 40 ft.

**Melee** short sword +2 (1d4/19-20)

**Ranged** short bow +4 (1d4/x3)

**Spell-Like Abilities** (CL 1st; concentration +1)

At will – *prestidigitation*

### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 9, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Stealth +10, Survival +10, Swim +4; **Racial Modifiers** +4 Stealth, +4 Survival

### ECOLOGY

**Environment** any

**Organization** solitary, pair, hunting party (3-5), raiding party (8-12), clan (17-24 plus 100% noncombatants; 1 shaman (adept) of 3rd level per 20 adults)

**Treasure** NPC Gear

What goblyns are is a matter of great debate among the scholars of the world. They are not acknowledged as real except by a handful of entities; knowledge of them and their existence is mostly folklore, potentially tall tales told around hearthfires. A select few, however, know all too well what the creatures are.

In villages they are often likened to a boogey man with the intent of scaring small children, or in a more comedic tale providing a "harmless" patsey for a parable. These local folk pay little mind to goblyns as, to them, they exist only in the imagination of children. Some goblyns are aware of this and use this to their advantage.

Other entities aware of the magical elements of the world watch for these creatures



carefully. In numbers they are dangerous and capable of overwhelming the unwary. Like an insect infestation, those experienced with goblins know that where there is one there are many, and so try to capture or kill any goblin seen lest they alert the others.

### Tactics

Goblins are not smart, as they never are, but these ones are mischievous. This leads to some clever tactics but with more of an end goal of frustrating or incapacitating opponents. Their tricks are never *designed* to kill, or take advantage of such an opponent, but they certainly can turn out that way in the end.

A favorite tactic when given time is to use woodland traps and children's toys in various Rube Goldberg-type contraptions. Otherwise, goblins will improvise. Prestidigitation serves them quite well in this regard, pulling supports from a distance, dragging items away from their owners as they try to grab them, etc.

Goblins are weak when cornered, a disadvantage to be sure. They are intelligent enough to know when to use their numbers however; goblins are typically found in caves and hollows with dozens of their comrades. They have found their pranks and similar hit and run tricks have left many of the big folk unaware of their large families and so lure would-be assailants back to a nest so that their siblings can bring them down.

Finally, Shadowglade goblins aren't incredibly bright; they will use nearby debris for cover, but rarely think to don armors or use shields when they do charge into battle. Frequently they rely on their force of numbers to overwhelm a foe they have to attack headlong but otherwise take measures discussed above to dissuade pursuit.

### Goblins as Characters

Goblin should not be an option as a player race at the beginning of the game. It can happen, however, that a character becomes a goblin through misfortune; various effects exist in Shadowglade capable of transforming a character into something else. Of those, the malicious forces such as hags and witches enjoy tormenting their enemies with transformation into such a foul, despicable little creature.

Characters so afflicted are transformed into a goblin; remove any bonuses that character receives from their race and apply the goblins features instead. The duration of the effects vary; some are permanent, while others are curses with either a time duration or a special effect that will release them from the curse.

## Goblin Characters

Goblins are defined by their class levels - they do not possess racial Hit Dice. All goblins have the following racial traits.

**-2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma:**

Goblins are fast and cunning, but weak and generally unpleasant and often cruelly petty.

**Small:** Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 bonus on their Stealth checks.

**Fast:** Goblins are fast for their size, and have a base land speed of 40 feet.

**Darkvision:** Goblins can see in the dark up to 60 feet.

**Skilled:** +4 racial bonus on Stealth and Survival checks.

**Spell-Like Ability:** Goblins can use prestidigitation at will (caster level equals the goblin's class level).

**Languages:** Goblins begin play speaking Goblin and Common. Goblins with high Intelligence scores can choose any of these bonus languages: Draconic, Dwarven, Gnome, Halfling, Orc.

# Insects

Insects are a deadly threat in Shadowglade, but not exactly the ones that spring to mind. The insects to fear in Shadowglade are ones grown to monstrous proportions.

Enormous insects are found the darker heart of the woodlands and deep beneath the ground in the grasslands; they leave their environment only to hunt, and return to their homes quite quickly. Unlike their smaller cousins, the monstrous insects are relatively few in number, a thankful fact as they could easily overwhelm many cities if they were larger in number.

Monstrous insects typically avoid the heavily settled cities, opting instead to keep to the more secluded areas and harass farmers and small villagers. It isn't unknown for a group of aggressive species to overwhelm some small villages foolish enough to build too near their woodland territory.

The common encounter with insects are with swarms; Shadowglade is, literally beneath the surface, an ancient world. Insects of all kinds swarm the old ruins of the land, including the buried structures of old. Archeological teams frequently crack a sealed chamber only to be overrun by carpets of such vile insects.

The insect swarm provided here is a basic swarm of a variety of insects; damage types and additional effects can be added or removed for flavorful purposes and a variety of uses. This swarm is generally the default swarm used in the campaign setting.

## Special Abilities

**Damage Types:** Swarm attacks can possess the acid or fire type.

**Disease (Ex):** Swarm - injury; *save* Fortitude DC 12; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Con damage and 1d3 Wis damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Poison (Ex):** Swarm - injury; *save* Fortitude DC 12; *frequency* 1/round for 2 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based.

## Insect Swarm - CR 1

XP 400

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., Perception +4

### DEFENSE

**AC** 17, touch 17, flat footed 14 (+3 Dex, +4 size)

**hp** 13 (2d8+4)

**Fort** +4, **Ref** +3, **Will** +1

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

### OFFENSE

**Speed** 20 ft.

**Melee** swarm (1d6 plus distraction)

**Space** 10 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 1 **Dex** 16, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** —; **CMD** —

**Skills** Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks.

**SQ** swarm traits, vermin traits

### ECOLOGY

**Environment** any

**Organization** solitary, pair, cluster (3-6 swarms), or colony (11-20 swarms)

**Treasure** none

### SPECIAL ABILITIES

**Distraction (Ex):** Any living creature that takes damage from an insect swarm is nauseated for 1 round; a Fortitude save (DC 12) negates the effect.



# Kobolds

The kobolds of Shadowglade harken back to their European ancestors of lore; they are most frequently house spirits, capable of lending a hand and keeping a home happy unless displeased.

In Shadowglade lore, kobolds and goblins are frequently mistaken for creatures of the same cloth. Indeed, they appear most frequently to children and when displeased leave quite the mess behind. Those well versed in the lore of the fantastic creatures of the realm, however, know when a goblin has been afoot as opposed to when a kobold has been offended.

Make no mistake about their ingenuity, however; though they are not the trap-laying lizard kin of other realms, Shadowglade's kobolds are quite industrious. When happy with their home and chosen family, they work very hard to help maintain the household and keep it clean and in order. When angered, they can turn that same ingenuity against those in their household with cruel pranks, carefully calculated destruction, and expert framing of their would-be family.

Turned loose onto the world, a homeless kobold is unpredictable. At their heart, they simply want a home and hearth to keep warm and will happily repay the kindness as discussed above. A kobold that has been abused, taken for granted, ignored, or otherwise banished from their home can take several roads. Some find new homes, simply disappearing one day and turning up somewhere else shortly after, making themselves at home. Others grow very despondant and wander off, some say to spend their last days living in a hollow and dying shortly thereafter of a broken heart. Others come to call abandoned places "home" and guard it as fiercely as anything else; back alleys, abandoned buildings, and other areas just as neglected are likely places for these kobolds. Finally, some turn bitter and twisted, taking their rage out on those around them, deserving or not. New families a kobold joins, or those who inherit their former home, become the targets of brutal acts carried out under the cover of dark. Abandoned places are said to be "haunted" and anyone who even attempts to stay within is in for a rough night at best and a terrifying encounter at worst.

## Goblins & Kobolds

Goblins and kobolds have a very strained relationship in Shadowglade, and for a number of reasons. First, the two are quite opposite in their mannerisms and regards for the "big people"; goblins hate and fear them, seeking to take whatever they can, whereas kobolds generally wish to help them and seek to protect those they have adopted as "their" family.

The most frightening thing of all however, for a kobold that is, is the relationship the two share. They are, effectively, one and the same creature, warped like many other things by the negative energies of the world. When a kobold is cast out from their family, mistreated and abused, or neglected for far too long, that anger coupled with the magics around them transform otherwise kind kobolds into their hated and feared cousin, the goblin.

As a goblin, kobolds take on all mannerisms of the devious little creatures, turning their industriousness to wicked use. They have little to no recollection of their life before; in their mind, this is the way they were always meant to be.

## Kobold Characters

Kobolds are defined by their class levels - they do not possess racial Hit Dice. All kobolds have the following racial traits.

**-2 Strength, +2 Wisdom, +2 Charisma:** Kobolds are physically weak but make up for it with their cunning. Unlike their goblin cousins, they are also much easier to get along with.

**Small:** Kobolds are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 bonus on their Stealth checks.

**Darkvision:** Kobolds can see in the dark up to 60 feet.

**Skilled:** +4 racial bonus on Stealth and Survival checks.

**Spell-Like Ability:** Kobolds can use prestidigitation at will (caster level equals the kobold's class level).

**Languages:** Kobolds begin play speaking "" and Common. Kobolds with high Intelligence scores can choose any of these bonus languages:

# Outcast Wyre

"Outcast" Wyre are a dirty and dark secret of the Wyre packs. A form of dementia among their kind, some Wyre become afflicted with a condition that slowly eats away at their sanity and will. In the course of doing so they lose control of their transformations, lose their sense of self during these transformations, and slowly become more and more feral.



## Outcast Wyre - CR 10

XP 9,600

CE Large monstrous humanoid

**Init** +9; **Senses** darkvision 60 ft.; Perception +13

**Aura** frightful presence (30 ft., DC 17)

### DEFENSE

**AC** 21, touch 14, flat footed 16 (Natural armor +7, dex +5, size -1)

**hp** 149 (13d10+78)

**Fort** +10, **Ref** +13, **Will** +16

**Defensive Abilities** DR 10/magic and silver

### OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (1d8+7), 2 claws +20 (1d8+7)

**Space** 10 ft./ **Reach** 10 ft.

### STATISTICS

**Str** 25, **Dex** 20, **Con** 22, **Int** 2, **Wis** 26, **Cha** 13

**Base Atk** +13; **CMB** +21; **CMD** 36

**Feats** Cleave, Improved Initiative, Improved Natural Weapons (claws), Intimidating Prowess, Power Attack, Run, Skill Focus (Intimidate)

**Skills** Climb +12, Intimidate +16, Perception +13, Stealth +9, Survival +13 (+17 scent tracking), Swim +12

**Racial Modifiers** +4 Survival when tracking by scent

**Languages** none

### ECOLOGY

**Environment** cold or temperate forests

**Organization** solitary, pack (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Curse of Lycanthropy (Su):** A wyre outcast's bite attack infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the wyre outcast, this ability has no effect. Afflicted victims become werewolves.

**Dominate (Su):** A wyre outcast pack-leader can crush an opponent's will as a standard action. Anyone the wyre outcast targets must succeed on a Will save or fall instantly under the wyre outcast's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. Save DC is equal to 10 + 1/2 wyre outcast's HD + wyre outcast's Wis modifier.



Those who are aware of their developing condition will often alert their pack-leader. No action is taken at first, the individual is watched closely by the pack until such time the pack-leader suspects they are too great a threat to themselves and the pack.

At that point, the individual is brought before the pack-leader and their decision is announced. A ceremony is then held wherein the afflicted is slain, with the intention of halting the spread of the disease before it overtakes the individual and makes them a threat to the pack. The ceremony carries great weight within the culture, as it represents a great ideal of the people, the sacrifice of the one to guarantee the safety of the others. This allows the individual to pass with dignity before the madness overtakes them and is a form of honor for those who would otherwise be monsters. As is the tradition for all pack funerals, the body is burned upon a pyre; it is believed that this is where the tradition began, as the burning of the body ensures that the individual is indeed deceased and unable to threaten the pack.

Those who are not slain, for whatever reason, and allowed to advance to the later stages of the disease become fearsome monsters indeed. Often quite old in the first place, the disease enhances the strength of the individual even further such that the older the victim the stronger they are once it has run its course. Likewise, their alternate form becomes further twisted, growing longer fangs and nails, shaggier and thinner fur, and developing sickening, milk-white eyes. They also lose all ability to return to their human form as well as all sense of self and identity, becoming a true monster.

Especially fearful for Wyre is the pathological desire these Outcasts have to hunt their own kin; Outcasts seem to hunt down those they knew in life and slay them, brutally even compared to the most hard-hearted Wyre. When pack mates are not available Outcasts will hunt and kill nearly anything, though they will go out of their way to attack other Wyre first when they are found in mixed company.

Outcasts are commonly independent dwellers and hunters, though rarely a truly powerful and elder Outcast can gather fellow Outcasts into a pack. These packs are quite fearful, especially in that they grant an already powerful elder Outcast the ability to Dominate others. Thanks to the single mindedness of these beasts, this form of Dominate is by far the most powerful, crushing the will of any Wyre who opposes them just before they are torn to ribbons.

While it is rarely observed, it is believed that the bite of such an afflicted Outcast can spread the condition, infecting otherwise young or healthy Wyre with the disease. As the brutality of the Outcast's assaults leave few survivors, however, this is difficult to support.

## Tactics

Outcasts are, in their nature, Wyre. This means they are hunters, scheming and deadly despite their feral nature. An Outcast will use guerrilla tactics when hunting alone, stalking a party of travelers and picking them off one by one, effectively treating their prey as common animals. This action is more instinct than it is intelligence, and will use this tactic first.

As canines, Outcasts respect a show of strength. Should their hit & run method of attack fail and draw the attention of their prey, or should a prey put up a significant fight rendering their slow process impossible, the Outcast will retreat, beginning to regard their prey as another pack. It will continue to stalk the prey from the shadows to learn more about them. Once it has deduced the "pack-leader" of the group, the Outcast will attempt to take that character down first in an effort to demoralize and panic the others. Again, this tactic is an instinct, a dull memory of their life among the pack: take over the pack by taking out the pack-leader.

An Outcast is anything but foolish, however. Should attempts to take down their prey fail, the Outcast has no qualm fleeing the scene. This will often be after only a couple of rounds of combat, wherein the beast has suffered enough pain to know it stands a poor chance of surviving. After taking about 60% damage, the Outcast will take the first chance presented to flee the battle. It will attempt to move through shadows and underbrush in an attempt to evade pursuers and throw them off its trail before doubling back to its lair to recuperate.

Rarely, an Outcast will draw others to him or her, forming their own pack, often numbering between three and six Outcast. The pack-leader is thus granted the *dominate* ability as leader. This ability is rarely used on their own pack, however, and almost never consciously. Instead, they will select an opponent, a perceived "pack-leader", when in combat and use the ability subconsciously. In many, this ability simply crushes the opponent's will and ability to resist, the Outcast issuing "commands" such as "stand still" or "come here", preventing their target from fleeing, fighting back, or drawing them closer. More intelligent Outcasts, those with a spark of their old imagination, will encourage such enemies to turn on their allies, activate abilities such as a barbarian's rage, and otherwise turn the character into a menace for their allies to deal with, as well as the Outcast's pack.

# Owlbears

Owlbears are a mythological creature of the deep woods. One part owl, one part bear, it combines the danger, power, and cunning of both into one fearsome frame. Scant tales are told of encounters with the beasts which must be some freak of nature or unnatural breeding experiments.

The truth, however, is an entirely different creature, literally. Owlbears are nothing more than humans, mortals living clandestine lives. Shunning the larger cities and the oppressive churches, they have found solace in nature and a home among the trees. Early attempts to reach out to these folks resulted in a backlash from their villages; they wanted none of what the outside world had to offer. Thus, the persona and legend of the owlbear was born.

Owlbears as encountered by others are simply trained men in costume, cloaks really. The headress of the cloak is fashioned after large birds of prey, utilizing the skull and beaks to craft a formidable armor. Talons from similar large birds of prey, as well as the claws of grizzly bears, make up the massive mitts of the warriors, capable of leaving deep gashes in the trunks of trees or the bellies of enemies with a simple slash. The ensemble is completed with a cloak fashioned of bear fur and owl feathers.

How many owlbears, and how they approach visitors, varies with the community. Some prefer to dwell deep within the woods and all members of the community possess their own owlbear cloaks and are trained in the ways of battle with the chosen weapons. These sort shy away from other people the most. Their skill is weak and their chances for combat few. Thus, these warriors tend to be of lower levels than their companions elsewhere. They are fiercer fighters, however, viewing anyone so deep within the forests to be a serious threat to their community.

Others keep tucked away from the rest of the world but still exist on the fringes. These villages appoint owlbears, at least one and up to five depending on the size of the community, who represents the will of the village. These warriors keep a nightly vigil at the edge of the town's territory, leaving enough evidence and occasional sighting to deter outside folk from straying too closely to the secluded village. They are more cautious than isolated villages, knowing that it would be too easy for outsiders to storm their village if found.

## Creating an Owlbear

To create an owlbear appropriate for the setting, use the following items to equip a barbarian of 5th level or higher. The character should select rage powers as appropriate for a hunter/stalker build or a melee brawler build. The archetypes *brutal pugilist* and *invulnerable rager* from the **Advanced Player's Guide** are excellent sets of abilities for the brutal owlbear clans.

### Owlbear Cloak

**Aura** no aura (nonmagical); **CL** -  
**Slot** shoulders; **Price** 160 gp; **Weight** 2 lbs.

#### DESCRIPTION

This nonmagical cloak and headress is a fearsome sight to behold, bearing the visage of a scowling bird of prey atop what appears to be a bearskin woven with bird feathers. The wearer gains a +5 competence bonus to Intimidate, Stealth checks while motionless in a wooded environment, and Fortitude saves against cold weather. Additionally, at distances of greater than 60 ft. the wearer has a +10 circumstance bonus to appear as an owlbear.

### Owlbear Gauntlet

**Aura** no aura (nonmagical); **CL** -  
**Slot** hands; **Price** 10 gp; **Weight** 1 lbs.

#### DESCRIPTION

This nonmagical gauntlet has been fashioned to appear as an arm for a large woodland creature of indeterminate origin. This is treated as a natural and manufactured weapon for the purposes of enhancement. The wielder has a claw attack as a creature one size larger.





# Scarecrows

Many realms speak of unnatural creatures, constructs born of magic, man's mind, or the distant mechanical planes undreamt of by mortal mechanics. But some of these creations, these constructs, are different. Some are not powered by cogs and gears, steam or electricity. Some are powered by far deeper and stronger sources: rage, fear, hatred, revenge. These are scarecrows.

Scarecrows are powerful creatures born of powerful emotions. They are most frequently found in the Frontier and the farming villages of the Midlands, areas where man-made scarecrows are quite common.

Normally, scarecrows are simple constructs: sticks, straw, a gourd, spare clothing, etc. What makes these creatures separate from their inanimate variations is their animating force. As the doorway to the afterlife is closed to Shadowglade, vengeful spirits often have a hard time finding peace in the world they are forced to watch, especially if someone who wronged them goes unpunished.

Such vengeful spirits latch on to the physical form of a scarecrow, likely one of their own creation though some are believed to have inhabited others. Through this form, the spirit seeks revenge on those who wronged it in life. Their hatred and bitterness twist them inside and out, however, eventually resulting in a mind so fractured they cannot tell the difference between friend and foe. Thus, while the first attacks made by the creature are against enemies in life, they will eventually turn on those they once loved.

Scarecrows can exist only because of the imbalance in the world of the living. Though all spirits are unable to cross over, most find solace in a life well lived and either watch over their loved ones for a time or rest peacefully in their graves. Those who go on to animate scarecrows are bitter and unable to so rest, seeking the means with which to avenge themselves.

The information accompanying the scarecrow here represents a "common" encounter, if such thing could be said. Other scarecrows have been found with powers beyond the reckoning of these simple specimens...

## Common Scarecrows

Common scarecrows vary considerably from their construct cousins in other realms. As a result, while the basic scarecrow build provides the general chassis, there are some differences to the Shadowglade scarecrow.

## Scarecrow - CR 4

XP 1,200

NE Medium construct

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

### DEFENSE

**AC** 16, touch 10, flat footed 16 (+6 natural)

**hp** 47 (5d10+20)

**Fort** +1, **Ref** +1, **Will** +1

**Immune** cold, construct traits

**Weaknesses** vulnerability to fire, mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +8 (1d8+3 plus fear)

**Melee** scythe +9 (2d4+3 plus fear, trip)

### STATISTICS

**Str** 16, **Dex** 10, **Con** —, **Int** 12, **Wis** 11, **Cha** 14

**Base Atk** +5; **CMB** +8; **CMD** 18

**SQ** freeze

**Feats** Improved Initiative, Weapon Focus (scythe)

**Skills** Acrobatics +6, Disguise +8, Intimidate +8, Perception +6, Stealth +6 (+4 bonus when in a field)

**Racial Modifiers** Stealth +4 when in a field.

**Languages** common

### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or gang (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Facinating Gaze (Su):** Target is facinated, 30 feet, Will DC 14 negates. Facination lasts as long as the scarecrow remains within 300 feet of the facinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular facination effect (although the scarecrow's attack does count as an obvious threat and ends the facination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

**Fear (Su):** A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, she cowers and can take no actions other than attempting a new DC 14 Will save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Scarecrows are much more than automatons and constructs; they are constructs in form, but not in mind. As such, all Shadowglade scarecrows benefit from the physical aspects of the *construct traits*, but not the mental ones.

Shadowglade scarecrows have an Intelligence of at least 12. As creatures with Intelligence, they qualify for skill ranks and feats. Scarecrows commonly have the following skills:

**Skills** Acrobatics +6, Disguise +8, Intimidate +8, Perception +6, Stealth +6 (+4 bonus when in a field) **Racial Modifiers** Stealth +4 when in a field (tall grass, corn, etc.).

Based on its hit dice, a scarecrow qualifies for three feats. Which feats a scarecrow has depends on its goals; is it stealthy, intending to assassinate those in life who visited such terrible things upon them, or does it revel in its unlifelike, intending to frighten enemies to death?

Common scarecrows are proficient with a number of tools, farm implements that they now use as deadly weapons. This includes daggers, sickles, scythes, tridents (pitchforks), and whips. Scarecrows favoring weapons will typically have the Weapon Focus feat attached to their preferred method of attack.

Unless care has been given to construct the scarecrow with a proper mouth, the scarecrow is unable to speak but comprehends common and possibly other languages based on the soul animating the construct. A scarecrow is not necessarily mute, however; they can make rudimentary noises though not speech. It's not uncommon for such creatures to laugh, wheeze, and make other, unsettling, sounds.

### Variant Scarecrows

The following are variant scarecrows found in the realm of Shadowglade. Each inherits the full complement of abilities discussed above, as well as new abilities which increase the CR of each of these scarecrows to 5.

### Plague Keeper

The Plague Keeper scarecrows are especially difficult to fight, for not only is there a physical threat to be had but other threats as well. Within the dusty, moth-eaten frame of the creature lies a plague, a rot capable of eating anything, be it flesh or tender foliage. Plague keepers are known to bring ruin to their enemies with the defoliation of their crops and destroying their herds with its deadly touch.

**CR** A plague keeper scarecrow is CR 5.

**Special Attacks:** A plague keeper gains the following special abilities.

**Blight (Su):** The plague keeper can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the scarecrow must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A scarecrow can affect an area with a radius equal to its Charisma modifier x 10 feet. Blighting an area is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: *Blight Hex - type* curse; *save* Will negates; *frequency* 1/day; *effect* 1 Con damage. Both types of curse can be removed with a *remove curse* or similar magic, using the save DC as the DC to remove the curse. A scarecrow can have a number of blights in effect equal to its Charisma modifier. If a blight is made after it has reached this limit, the oldest blight effect ends, though any damage done due to deforestation or damage due to curse remains.

**Crop Rot (Su):** Disease – slam; *save* Fort DC 12; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Wis; *cure* 2 consecutive saves. Similar to a mummy and their *mummy rot* curse, some scarecrows are capable of rapidly rotting everything around them. The crop rot disease affects living creatures foolish enough to stand in their way and is delivered through their brutal slam attack. Creatures unfortunate enough to end up on the receiving end of such a blow experience a series of fevers and chills as the rot eats away at them and their sanity.



## Raven Keeper

The Raven Keeper possesses the ability to command the scourage of seed and the sky; crows and ravens, one of the very things they were created to ward against. The twisted spirit somehow is able to call on their kind to do its bidding.

In addition to its flocks of creepy cohorts, Raven Keepers are said to possess a chilling laughter and wield a mean scythe capable of carving up several foes at once.

**CR** A raven keeper scarecrow is CR 5.

**Special Attacks:** A raven keeper gains the following special ability.

*Maniacal Laughter (Su):* Once per minute a scarecrow may laugh manically as a full-round action. The laughter lasts until the beginning of its next turn. All creatures within 40 feet of the scarecrow when it begins laughing, as well as all creatures that end their turn within that radius, must make a DC 14 Fortitude save (This save is only required once per laugh). Creatures under the penalty of a fear effect take a -2 penalty on this save. The effect deals 2d8 points of damage and sickens listeners for 1d4 rounds. A successful Fortitude save reduces the damage to half and negates the sickened effect. If a laughing scarecrow is damaged while laughing, it must make a Will save (DC 10 + the damage taken) to maintain the laugh; otherwise it ends. This is a sonic effect.

*Murder of Crows (Ex):* The crows perched on a raven keeper's shoulders afford the creature additional abilities but do not attack themselves. As a move action, a raven keeper may take flight, the two crows keeping the creature aloft; it has a fly speed of 15 ft. and is clumsy for 1d4 rounds. The raven keeper also has blindsense, 60 ft. Should a raven keeper lose more than 25% of its health, the crows perched on the raven keeper are slain and it loses these abilities. A raven keeper may attract new crows after twenty-four hours or on a subsequent use of its *summon ravens* ability.

*Summon Ravens (Su):* Once per day, the scarecrow can call upon 1d3+1 flocks of ravens as a standard action. These creatures arrive in 1d6 rounds from the surrounding fields and serve the scarecrow for 1 hour.

## Swarm Keeper

The Swarm Keeper and the Raven Keeper share many features and tactics, though the Swarm Keeper shares the Plague Keeper's deadly melee presence as well. Swarm Keepers are homes to colonies of insects, which varies by region but all are terribly destructive and have the potential to be deadly. Fire ants are common and deadly, locusts also which helps duplicate the deforestation of the Plague Keeper, and often a winged insect, such as hornets. Spider swarms are the most common, and occasionally it has been reported of a Swarm Keeper commanding larger breeds of spider...

**CR** A swarm keeper scarecrow is CR 5.

**Special Attacks:** A swarm keeper scarecrow gains the following special attacks.

*Breath of Flies (Su):* Once per minute as a standard action, a swarm keeper scarecrow can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 4d6 points of slashing damage. A DC 12 Reflex save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a DC 12 Reflex save to avoid taking 2d6 points of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. The save DCs are Constitution-based.

*Disincorporate (Su):* A swarm keeper scarecrow can collapse into a shapeless swarm as a free action. All held, worn, and carried items fall. The swarm keeper scarecrow functions as a true swarm (see *Insect Swarm*) while disincorporated, with a reach of 0 feet. While disincorporated, the swarm keeper scarecrow loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and attacks, but can make a swarm attack that deals damage equal to its engulf attack. A swarm keeper scarecrow can reform into its true form (including equipping all gear in reach) as a full round action as long as it has at least 1 hit point.

*Distraction (Ex):* Any living creature that takes damage from a swarm keeper scarecrow is nauseated for 1 round; a Fortitude save (DC 12) negates the effect.

# Treants

In the darkest woodlands of the realm lie horrors beyond mortal reckoning. More than simply monstrous creatures and the bizzare animals, some say that in the blackest, darkest, eeriest stretches and back roads the very woods themselves conspire against its travelers. Those poor souls would be right.

Treants in the realm of Shadowglade are a mixed and varied lot. Their intentions and dispositions vary with their own experiances, but even these once noble and sturdy creatures are not immune to the taint of the world around them.

Like many elements of the unknown tales abound of the creatures thoughvvery few put serious stock in them until they are camped on the side road. A handful will make claims as to encounters with the unnatural beasts; often those who do are simply offering frightening tales of the unknown handed down from one showman to another. Those with real experiance, those who have seen the horrors with their own eyes, almost never speak of it again for fear the dark creatures will return to finish a deed left undone...



## Basic Ecology

Teants are the children of the earth, of Rheana. Even they were affected during the Upheaval however and are not quite the same as they once were.

Treants are intelligent, but not social. They keep to themselves, shunning interactions with other races. They rarely congregate with others of their kind as well, preferring solitude. Groves deep within the rarely traveled woodlands are the preferred site of their existance and all types react poorly to attempts to settle lands that they watch over.

Frequently, a single elder treant will watch over a small grove of young treants until such time they are capable of caring for themselves, after which they leave for their own territories. Nothing unleashes the rage of an elder treant than the logging of the young, performed by ignorant and unaware settlers, loggers, and other intelligent races.

Adding to this is the fact that Shadowglade treants hibernate for several decades at a time. Time has very little meaning for these very ancient creatures who spend a great deal of time and energy tending to mile after mile of woodland. Thus, it is not uncommon for an elder treant to awaken from such a period only to find their once vast home is significantly reduced in size.



The following are variant treants. Use the accompanying notes to adjust the Treant as found in the **Pathfinder Bestiary** for a complete creature.

## Black Sap Treants

The Black Sap treants are the most horrible treants imaginable; they are, in fact, undead treants whose bitter souls still plague the world of the living. They resemble ancient and dead trees, their bark black and limbs bare, deformed. Interestingly, they are quite unlike zombies or standard undead of other species: they are quite intelligent and self-aware, though twisted and warped.

Black Sap treants are carnivorous, feasting on the flesh of those they have slain. They strike out with their whip-like limbs in the hope that some amount of their black sap enters the wound of the victim. This sap is a potent poison, slowly affecting the nervous system of the target until he, she, or it loses control of their body and are unable to fight back. They feast upon the flesh directly as any other living thing might, through a hidden mouth. The body is frequently left to decay at its base to feed the roots, nurturing it completely.

Regardless of if the rumors of their living nature are believed, the sap of these creatures is highly sought after by assassins, herbalists, and others with a predilection toward dark arts. Not many who would harvest it survive, but a few Black Sap treants aware of who is harvesting their lifeblood and why will allow some to be taken if only to spread their taint to the rest of the world through unwitting allies.

Apply the basic undead template to create a black sap treant and add the following; trees animated by the black sap treant's animate trees are likewise undead, they are animated as usual but also apply the basic undead template; the treant's slam attack carries the black sap poison (below), creatures struck by this attack must make a Fortitude save or be affected;

### Black Sap Poison

**Type** poison, injury; **Save** Fortitude DC 18

**Frequency** 1/round for 1d4 rounds.

**Initial Effect** 1 Con; **Secondary Effect** unconscious 1d4 hours; **Cure** 2 saves

*Black Sap Poison* has a cost of 200 gp.

## Darkwood Treants

Darkwood is a very valuable substance in the realm of Shadowglade. Without "magical" items, adventurers looking for better equipment seek out darkwood instead. Darkwood is also very rare, and very dangerous to collect, found only in the darkest heart of the most sinister woodlands. It is here that the Darkwood Treants call home.

Composed of the very same substance, Darkwood Treants are quite difficult to fight, quicker and sturdier than their breatheren. Like Black Sap Treants, they are also of a darker complexion allowing them to hide in and strike from the shadows of their chosen glen.

Unlike other treants, Darkwood Treants are not aggressive, however. This may be owed to the fact that they are rarely disturbed, calling a secluded grove far away from the meddling of humanity home. It could be a tactic, waiting in the shadows and taking measure of their opponents. If this is the case, they might only strike at those they know are vulnerable, leaving the others be. They might simply be less warped by the dark energies of the world than their cousins, or it could be they are more evenly tempered. Regardless, sighting of Darkwood Treants are unheard of.

Among those who know of the Darkwood Treants, namely witches and hags of the deep woods, their roots are a highly prized alchemical ingredient. With this, an enterprising chemist can create a substance capable of conferring the benefits of darkwood to nearly any wooden item for a short time. Even those not aware of the treants themselves know of the purported powers and uses of the "Darkroot" and have been known to venture for it, heedless of the dangers that lie ahead.

Apply the darkwood creature template to create a darkwood treant. Trees animated by a darkwood treant's *animate trees* ability receive +2 to Dex-based checks.

## Fruit Bearing Treants

Fruit bearing treants are a covetous lot, a fear and compulsion rightly earned. As the victim of frequent "thefts", they are quite aggressive toward anyone or anything, be it person or animal. Unlike their undead Black Sap cousins, these treants are not carnivorous, though it is not uncommon to discover numerous graves or skeletons near fruit bearing treants, the victims of the creature's rage and likely offender.

Apply the young creature template (**Pathfinder Bestiary**, Appendix 2) to create a fruit bearing treant. In addition, its abilities are updated as follows:

A fruit bearing treant gains the ranged attack "Thrown Fruit", which deals 1d4 damage, has a range increment of 10 ft. and deals nonlethal damage. A fruit bearing treant with a Charisma of 12 or better also gains the special ability *defenders rage*; a number of times per day equal to the treants Cha modifier, it can spend a standard action to act as though under effect of the *rage* spell.

## Ghostwood Treants

Greywood is one of the strongest, and most unusual, materials in the realm of Shadowglade. Those aware of its

nature fear it and rightfully so, for it is infused with dark, necromantic energies. Greywood is created when a massive negative energy source infuses the ground around a tree with its power. Ghostwood Treants, then, are created when the same occurs near a treant. As you will note, they are known by the material's "common" name, attributing supernatural qualities to the creatures by the handful of people who have actually seen it.

Ghostwood Treants in appearance match the material for which they are named. They are as tall as they would normally be, but bleached white and leafless. Through their bark flecks of neon green can be seen and their eyes flare with a bold, neon green light.

Apply the ghostwood creature template to create a ghostwood treant. Trees animated by a ghostwood treant's *animate trees* ability receive +1 to hit and +1 damage.

## Grove Keepers

Shepherds of forests, Grove Keepers appear as a great tree of significant age and growth. They are found in the center of a wood, ringed by other natural trees.

These treants often fit one of two molds: those who want nothing to do with the other sentient races and avoid them, or those malicious and vindictive who want to eradicate the destructive humans. Knowing their kin are nothing but resources to be hacked, maimed, burned, and otherwise destroyed, while their woodlands are nothing but property to be parceled out, these treants view people with great disdain.

Those who want nothing to do with them tend to keep to themselves, keep their flock clear of settlements, and attempt to move on when possible. Those vindictive seek to avenge the injuries and insults visited upon their brethren. Some achieve this through small victories such as obscuring man-made roads or rearranging important landmarks. More active Grove Keepers will make an effort to attack or injure travelers, and many succeed. It is said that several of these Grove Keepers and their groves have banded together and erased entire villages, small though they be, from the face of the map, leaving no trace of any one or any thing where a town once stood.

Apply the advanced creature template (**Pathfinder Bestiary**, Appendix 2) to create a grove keeper treant. In addition, its abilities are updated as follows:

Grove keepers are **Revered**; other treants have a starting attitude of friendly. Grove keepers receive a +10 to Diplomacy to influence other treants.

## Swarm Keeper

Swarm Keeper treants have a perverse sense of humor. They offer themselves up as homes to a variety of creatures, acting as a proper shepherd and treant would, but with the express intent of making themselves a more dangerous foe. Swarm Keepers routinely look for trouble, using their housed swarms to antagonize opponents and deal even greater damage.

To create a Swarm Keeper treant, apply the giant creature template and the swarm creature



# Templates

Many things in the realm of Shadowglade are not new, and often times not even really all that different. A tweak here, a twist there, and it seems like a whole new creature stands before you!

To help infuse some elements of Shadowglade into those monsters that already exist, we have developed a couple of handy templates featuring elements unique or more common to the Shadowglade realm.

## Darkwood Creature (CR +0)

Darkwood creatures are woodland creatures, typically plants or creatures magically connected to plants, that have taken on the qualities of darkwood after lengthy exposure to or generations of growth in darkwood groves.

**Quick Rules:** +2 to all Dex-based rolls, -2 to Str-based rolls.; +5 feet speed

**Rebuild Rules: Ability Scores** +4 Dexterity, -4 Strength; **Speed** +5 feet.

## Ghost, Quick Template (CR +2)

Ghosts are far more common in Shadowglade than other realms. The quick ghost template gives you an easy set of rules to apply to a stat block on the fly for a fast ghost when one is unexpected. Use the full ghost template to rebuild.

**Quick Rules:** +2 to all Cha-based rolls, +2 hp/HD, +8 to Perception and Stealth, no Strength or Constitution bonus, no weapon or armor bonuses. **Defensive Abilities** gains channel resistance +4, incorporeal, deflection bonus to AC equal to Cha bonus. **Offensive Abilities** no weapon attacks, gains corrupting touch, bonus equal to BAB plus Dex, damage equal to a number of d's equal to CR.

## Ghostwood Creature (CR +1)

Ghostwood creatures are woodland creatures, typically plants or creatures magically connected to plants, that have been infused with the necromantic energies that give rise to greywood. A ghostwood creature's quick and rebuild rules are the same.

**Rebuild Rules: Ability Scores** -4 Constitution; **AC** increase natural armor by +2; **Attacks** natural attacks by this creature inflict greywood poisoning on a successful critical hit and have +1 to hit and +1 to damage; **Skills** lose all racial bonuses to stealth; **Special Attacks** greywood poisoning, turn undead 1/day (use the creature's HD as their cleric level).

### Greywood Poisoning

**Type** disease, contact; **Save** Fortitude DC 14

**Onset** 1/month; **Frequency** 1/month

**Effect** 1d2 Con damage; **Cure** 3 consecutive saves

## Swarm (CR+1)

Some creatures, including large plants and undead, are deadlier than they would seem. In addition to their own formidable powers, they house a swarm of deadly insects. The swarm template can be applied to any construct, plant, undead, or thematically similar base creature with a corporeal form. The swarm inhabits this base creature until death and provides a hinderance to those who would combat it.

**Quick Rules: Special Abilities** The base creature gains the following abilities:

**Swarming (Ex):** The area around a swarm creature is filled with swarms of insects that nest within the base creature. Any creature that comes within range of the swarms suffers damage each round it is within the swarm and must make a Fortitude save, DC 10 + 1/2 the creature's HD + the creature's Cha modifier, or suffer a side effect as appropriate for the swarm and become nauseated for 1 round. Any creature struck by the creature's melee attack also takes damage from the swarm at the end of the creature's turn as if the swarm had ended its turn occupying the same space as the struck creature. Any area effect attack that deals 10 or more points of damage destroys the swarming creatures, removing this effect for 1d4 rounds, after which new creatures emerge to replace the lost swarms.

**Swarm Release (Ex):** Once the base creature is reduced to 0 hit points, the swarm within the base creature is released. This swarm immediately appears in the space that was occupied by the base creature and at full hit points. Effects that completely destroy the base creature's frame also destroy the swarm, preventing the release.

Larger creatures can house larger swarms; a medium creature can house any diminutive or fine swarm as above. A large creature can house a tiny swarm or smaller, and huge creature can house a small swarm or smaller. Calculate the CR for larger swarms as a group consisting of the base creature and the chosen swarm.

## Undead, Basic (CR +1)

The plague of undeath is strong in the darkest corners of the world. Here, even unusual creatures have felt the chill embrace of the grave and rude awakening to unlife. A basic undead creature's quick and rebuild rules are the same.

**Rebuild Rules: Ability Scores** no Constitution, +4 Charisma; **Attacks** gains a slam attack as a creature one size category larger; **Defensive Abilities** gains undead traits; **Hit Dice** racial hit dice change to d8, +1 HD; **Hit Points** add Cha-modifier, not Con-modifier, for bonus hit points; **Type** changes to undead.

# Random Encounter Tables

The following random encounter tables are designed to be dropped into a Shadowglade campaign. These are simple, grab-and-go encounter tables representative of common encounters in Shadowglade.

Many “rare” encounters listed earlier, and indeed many creatures from this very book, are absent from these lists; these creatures are intended to be more than cannon fodder before the PCs. Use the tables to determine random encounters on the way to deal with a larger threat, but use the listed rare creatures and those in this book as centerpieces, critical characters with thought as opposed to just another encounter.



**Table SGB-2: Farmland**

1-2	1d6 dire rats	CR 1
3-4	1d4 giant centepedes	CR 1
5-6	1 bat swarm	CR 2
7-8	1d6 eagles	CR 2
9-10	1 assassin vine	CR 3
11-12	1d12 ravens	CR 3
13-14	3d6 dire rats	CR 4
15-16	1d4 worgs	CR 4
17-18	1d4 giant eagles	CR 5
19-20	1d4 dire wolves	CR 5

**Table SGB-3: Forest**

1-2	1 spider swarm	CR 1
3-4	1d6 owls	CR 1
5-6	1d6 bandits	CR 2
7-8	1d4 giant spiders	CR 3
9-10	1d4 wolves	CR 3
11-12	1d4 giant spiders	CR 3
13-15	1d4 boars	CR 4
16-18	1 dire wolverine	CR 4
19	1 winter wolf (as seasonally appropriate)	CR 5
20	“Owlbear” (barbarian 6)	CR 5



**Table SGB-4: Swamp**

1-2	1d4 poison frogs	CR 1
3	1 doomsayer (adept 3)	CR 1
4-6	1 bat swarm	CR 2
7-8	1d12 lizards	CR 2
9-12	1d4 giant frogs	CR 3
13-14	1 centepede swarm	CR 4
15-16	1d6 giant frogs	CR 4
17-18	1d6 venomous snakes	CR 4
19	1d6 crocodiles	CR 5
20	hermit (druid 7)	CR 6

**Table SGB-5: Small Town**

1-2	1d6 dogs	CR 1
3-4	1 drunkard (commoner 1/warrior 2)	CR 1
5-6	1 rat swarm	CR 1
7-8	1d4 foot soldiers	CR 1
9-10	1 wanderer (bard 1/rogue 2)	CR 2
11-12	1d4 vagabonds (commoner 2/warrior 1)	CR 3
13-14	1d4 wolves	CR 3
15-16	3d6 dire rats	CR 4
17-19	1d4 dire wolves	CR 5
20	highwayman (fighter 4/rogue 3)	CR 6

**Table SGB-6: Trading Town**

1-2	1d4 pickpockets (rogue 1)	CR 1
3-4	1d6 dire rats	CR 1
5-6	1d6 bandits (warrior 2)	CR 2
7-8	1d6 farmers (commoner 1/expert 1)	CR 2
9-10	1d4 street thugs (fighter 1/rogue 1)	CR 3
11-12	1 trapper (ranger 4)	CR 3
13-14	1 slaver (fighter 2/ranger 2)	CR 3
15-16	1 dealer (expert 1/rogue 3) & 1d4 pickpockets (rogue 1)	CR 4
17-18	1d6 cultists (cleric 3)	CR 5
19-20	1 monster hunter (ranger 6)	CR 5

**Table SGB-7: Large City**

1-2	1d6 dogs	CR 1
3-4	1d6 dire rats	CR 1
5-6	1d6 bandits	CR 2
7-8	1 rat swarm	CR 2
9-10	1d4 drunkards (commoner 1/warrior 2)	CR 3
11-12	1d4 street thugs (fighter 1/rogue 1)	CR 3
13-14	1d6 guards (warrior 3)	CR 4
15-16	1d4 burglars (rogue 3)	CR 4
17-19	1d4 guard officers (fighter 4)	CR 5
20	1 watch captain (fighter 7)	CR 6

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