

10 ALL-NEW

ABSURD MONSTERS

Dungeonous  Octopus



Unconventional Creatures for The Pathfinder Roleplaying Game



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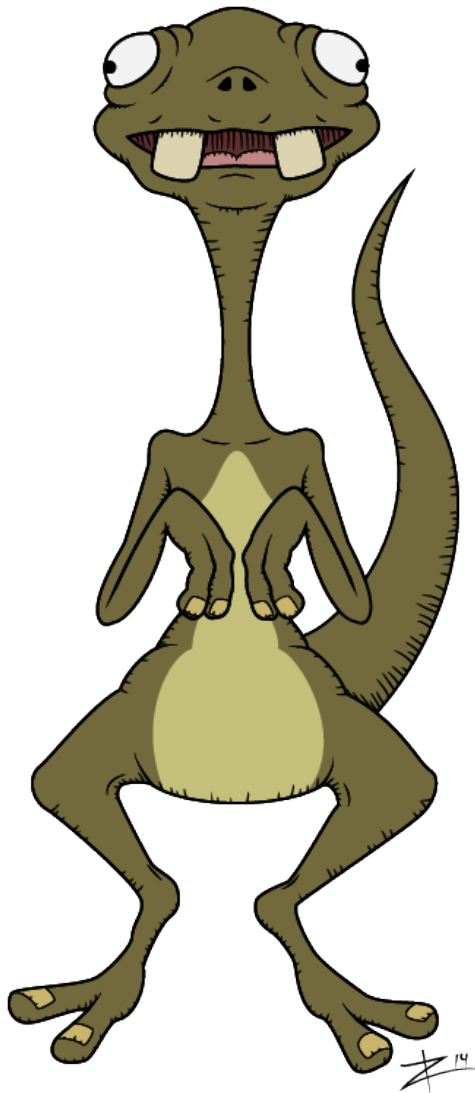


Dungeonus ctopus

10 All-New

Absurd Monsters

Unconventional Creatures for The Pathfinder Roleplaying Game



“10 All-New Absurd Monsters”

Revision 2

Another unconventional product from



This book is dedicated to all the fine folks past and present
who think it's okay for things to be a little silly in a world
inhabited by elves, gnomes, and wizards.

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Written, Edited, & Illustrated by Z “*The Mad Bard*” Gosck
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MONSTERS BY CHALLENGE RATING

CR 1	Elastic Skeleton
CR 2	Hissman
	Wormfolk
CR 3	Manoset
	Moisture Vampire
	Ungmog
CR 4	Dumbfounded
	Hissman Shaman
	Spear Deer
CR 6	Blood Stone
CR 7	Roving Pit
CR 10	Jubbernaut

BLOOD STONE

This large stone altar has significantly more to do with the sacrifice than it's letting on.

BLOOD STONE

CR 6

NE Large aberration

XP 2,400

Init: -3 | **Senses:** blindsight 60 ft., blindsense 120 ft.; Perception +12

DEFENSE

AC: 20 | **touch:** 6 | **flat-footed:** 20

Modifiers: -3 Dex, -1 size, +14 natural

hp: 67 (9d8+27)

Fort: +8 | **Ref:** +0 | **Will:** +8

DR: 8/adamantine, hammers, or picks | **Immune:** electricity

OFFENSE

Speed: 20 ft.

Melee: 3 tentacles +8 (1d6+3)

Ranged: touch attack +3

Space 10: ft. | **Reach:** 10 ft.

Spells Known: CL 5th

2nd (5/day)—*invisibility, scorching ray*

1st (7/day)—*burning hands, expeditious retreat, magic missile, silent image*

0th (at will)—*dancing lights, daze, ghost sound, mending, prestidigitation, ray of frost*

STATISTICS

Str: 25 | **Dex:** 4 | **Con:** 17 | **Int:** 13 | **Wis:** 10 | **Cha:** 18

Base Atk: +6 | **CMB:** +14 | **CMD:** 21

(cannot be grappled, tripped, or repositioned)

Feats: Eschew Materials[®], Great Fortitude, Iron Will, Skill Focus (Bluff), Weapon Focus (ray), Weapon Focus (tentacle)

Skills: Bluff +16, Knowledge (religion) +13, Perception +12, Spellcraft +12, Stealth +9 | **Racial Modifiers:** Stealth +4

Languages: Telepathy 100 ft.

SQ: freeze, minor levitation, psionic sorcery

ECOLOGY

Environment: any

Frequency: very rare

Organization: solitary

Treasure: none

Psionic Sorcery (Su): A blood stone expends psychic energy to satisfy somatic and verbal spell component requirements.

To the uncanny observer, a blood stone may seem to be nothing more than an oddly shaped bolder. 8 feet across, the blood stone has a roughly pentagonal shape with its top sloping down to one edge. At semi-regular intervals around the body are small holes through which the blood stone extends its 3 blood-red tentacles. While its exterior has the appearance and toughness of stone, it is actually a layer of ultra hard skin.

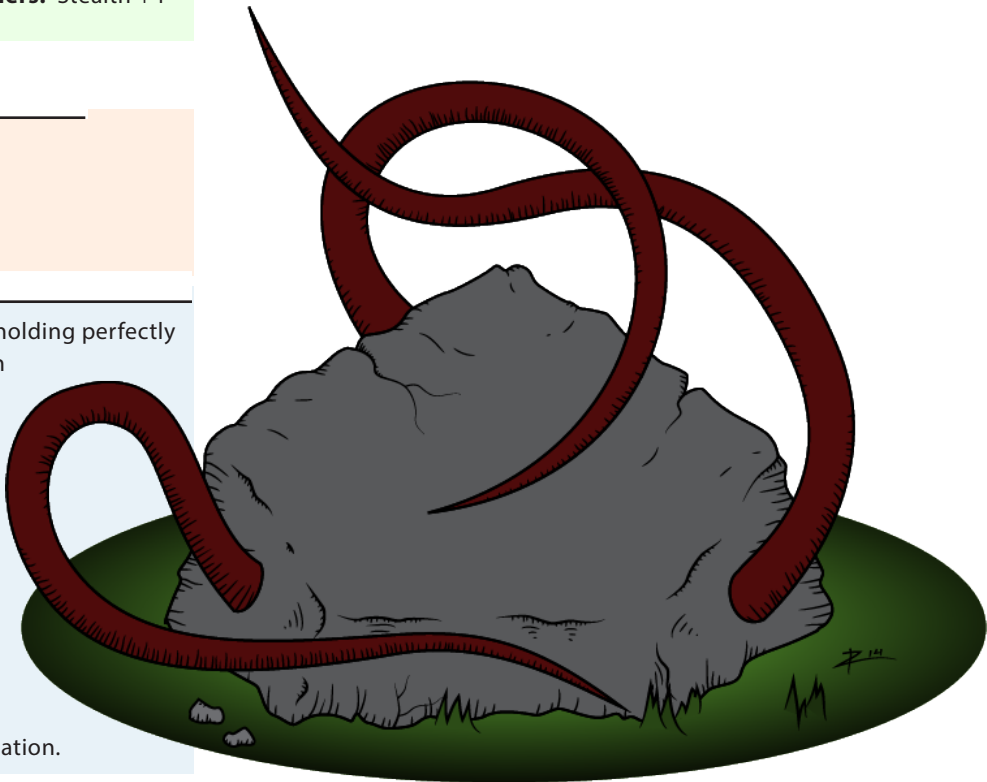
Blood stones gain their name from the fact that they feed on blood. Having no mouth, feeding is done via absorption through the blood stone's skin. While they can sustain themselves on the blood of animals, they often prefer the meals to come from sapient creatures. While they are more than capable of obtaining their own prey, blood stones find it more satisfying—and amusing—to trick humanoids into feeding them.

Intelligent and evil creatures, blood stones are fond of using their telepathy to impersonate deities, promising power and riches in exchange for blood sacrifices performed on a specific large rock that mysteriously appeared overnight. The blood stone will often use its spells to help sell the deception, creating lights, sounds, and even images of sacred objects or the gods themselves. As long as the blood stone is able to carry on the charade and receive blood in exchange for empty promises, it will be content to remain in place. If however, its demands get ignored, it's may get upset and lay waste to the surrounding area.

SPECIAL ABILITIES

Freeze (Ex): By retracting its tentacles and holding perfectly still, a blood stone can take 20 on stealth checks made to hide in plain sight as a large rock.

Levitation (Su): When a blood stone moves, it levitates itself a few inches off the ground, allowing it to move its considerable mass without leaving tracks. This ability requires no action and persists as long as the blood stone remains moving. If the blood stone stops for any reason—such as taking a standard action—it sinks back to the ground where it will leave a large indentation.



DUMBFOUNDED

This strange creature stares blankly at nothing in particular. Its wide-set eyes never both looking in quite the same direction.

DUMBFOUNDED**CR 4**

CN Medium magical beast

XP 1,200**Init:** +2 | **Senses:** darkvision 60 ft., low-light vision; **Perc** +4**Aura:** forgetfulness (60 ft.)**DEFENSE****AC:** 16 | **touch:** 13 | **flat-footed:** 13**Modifiers:** +2 Dex, +1 dodge, +3 natural**hp:** 42 (5d10+15)**Fort:** +7 | **Ref:** +6 | **Will:** +0**Immune:** mind-affecting effects**OFFENSE****Speed:** 30 ft.**Melee:** slam +6 (1d6+10) [+8 (1d6+4) without Power Attack]**Special Attacks:** stupefying gaze**STATISTICS****Str:** 16 | **Dex:** 14 | **Con:** 17 | **Int:** 3 | **Wis:** 8 | **Cha:** 16**Base Atk:** +5 | **CMB:** +8 (+10 to bull rush) | **CMD:** 20**Feats:** Dodge, Improved Bull Rush, Power Attack**Skills:** Perception +4, Stealth +8**Languages:** All (cannot speak any coherently)**ECOLOGY****Environment:** any plains**Frequency:** rare**Organization:** solitary or congress (3–12)**Treasure:** none**SPECIAL ABILITIES**

Forgetfulness Aura (Su): A dumbfounded is surrounded by an intellectual void which makes recollection of information difficult. All creatures within 60 ft. Of the dumbfounded take a -10 penalty on all Intelligence-based skill checks. Additionally, arcane spell-casters cannot prepare spells within the aura.

Stupefying Gaze (Su): 1d3 Intelligence damage, range 30 ft., Will DC 15 negates. Creatures who fail their save must make an additional DC 16 Will save or be confused for 1 round. Creatures with Intelligence scores lower than 3 are immune to the Intelligence damage effect and must only make a save against the confusion. This is a mind-affecting effect, the primary save DC is Charisma-based, the secondary save DC is negative Intelligence-based.

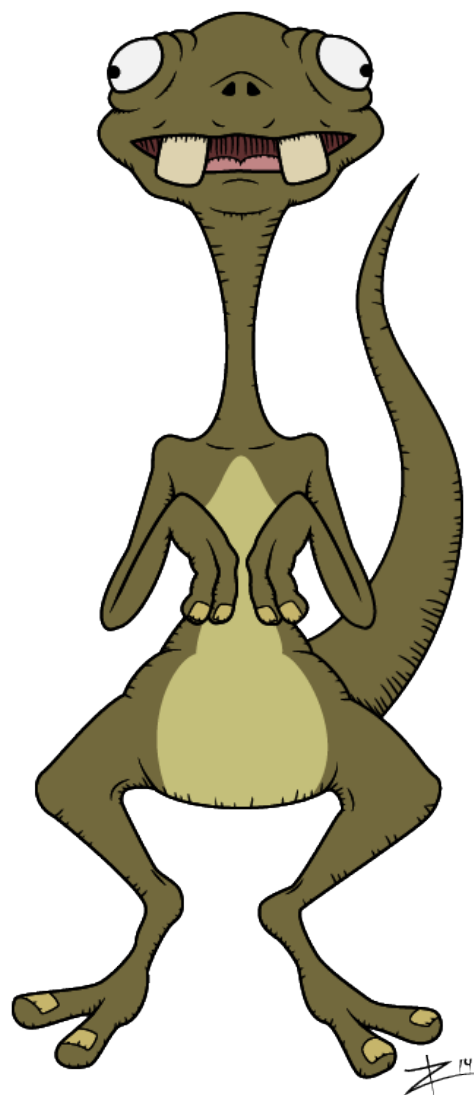
ADVANCEMENT

At 10 hit dice a dumbfounded's size changes to large and gains a touch attack that causes confusion for 1d4+1 rounds, Will save negates, DC is negative Intelligence-based.

Dumbfounded stand around 5 and a half feet tall with spindly limbs and an unusually long, thin neck. Their thick hide is greenish brown in color, which combined with their long tail gives them a somewhat reptilian appearance. The dumbfounded's mostly distinctive feature however, is their large, wide head with wandering eyes and 2 large, flat teeth.

Dumbfounded are generally regarded as profoundly stupid creatures, a reputation that they are more than willing to live up to. They spend the majority of their time wandering aimlessly, occasionally shouting out incoherent strings of garbled language. It isn't uncommon to see a dumbfounded walk into trees, fall off small ledges, or aggressively charge their own reflection.

Dumbfounded feed on intelligent thought, while one might assume that absorbing intelligence would make the dumbfounded *less* stupid, this seems not to be the case. Once a dumbfounded finds an intelligent creature, it will use its stupefying gaze to drain the creatures intelligence. If the target moves away, the dumbfounded will pursue it but maintain some distance. In general, dumbfounded will not take aggressive action against their prey—other than the use of their stupefying gaze—although they will retaliate if attacked.



HISSMAN

With the mobility of a man and deadly bite of a snake, this combination actually seems to make more sense than the reverse.

HISSMAN

CR 2

CE Medium monstrous humanoid

XP 600

Init: +7 | Senses: darkvision 60 ft.; Perception +5

DEFENSE

AC: 14 | touch: 13 | flat-footed: 11

Modifiers: +3 Dex, +1 natural

hp: 22 (3d10+6)

Fort: +3 | Ref: +6 | Will: +3

Immune: charm effects

OFFENSE

Speed: 30 ft., climb 20 ft.

Melee: bite +4 (2d6+1 plus poison)

STATISTICS

Str: 12 | Dex: 16 | Con: 14 | Int: 6 | Wis: 10 | Cha: 8

Base Atk: +3 | CMB: +4 | CMD 17

Feats: Improved Initiative, Lunge^B, Skill Focus (Survival)

Skills: Climb +9, Intimidate +6, Perception +5, Stealth +11, Survival +7

Racial Modifiers: Climb +8, Intimidate +2, Stealth +4

Languages: Common, Speak with Snakes

ECOLOGY

Environment: any desert or warm swamps

Organization: solitary, party (3-6), or tribe (10-30 with 1 or more hissman shamans)

Frequency: rare

Treasure: standard

SPECIAL ABILITIES

Poison (Ex): Bite—*injury*; *save* Fort DC 13; *frequency* 1/round for 6 Rounds; *effect* 1d2 Con; *cure* 1 save

Note: Hissmen can hold and manipulate objects with their mouth as if using 1 hand. Any held object will be dropped if the hissman makes a bite attack.

HISSMAN SHAMAN

CR 4

hissman druid 3

XP 1,200

CE Medium monstrous humanoid

Init: +8 | Senses: darkvision 60 ft.; Perception +8

DEFENSE

AC: 18 | touch: 14 | flat-footed: 14

Modifiers: +3 armor, +4 Dex, +1 natural

hp: 41 (3d10+3d8+12)

Fort: +6 | Ref: +8 | Will: +8

Immune: charm effects

OFFENSE

Speed: 30 ft., climb 20 ft.

Melee: bite +5 (2d6 plus poison)

Spells Prepared: CL 5th

2nd (2/day)—*barkskin*, *summon swarm*

1st (3/day)—*cure light wounds*, *entangle* (DC 13), *magic fang*

0th (at will)—*create water*, *detect magic*, *flair*, *resistance*

STATISTICS

Str: 10 | Dex: 18 | Con: 14 | Int: 8 | Wis: 14 | Cha: 12

Base Atk: +5 | CMB: +5 | CMD: 19

Feats: Combat Casting, Improved Initiative, Lunge^B, Skill Focus (Survival)

Skills: Climb +8, Handle Animal +8, Intimidate +10, Knowledge (nature) +8, Perception +8, Stealth +13, Survival +13

Racial Modifiers: Climb +8, Intimidate +2, Stealth +4

Languages: Common, Druidic, Speak with Snakes

SQ: nature bond (constrictor snake companion), nature sense, trackless step, wild empathy +4, woodland stride

Gear: +1 leather armor*, 2 potions of *cure light wounds*, wand of *heat metal*** (26 Charges)

SPECIAL ABILITIES

Poison (Ex): Bite—*injury*; *save* Fort DC 15; *frequency* 1/round for 6 Rounds; *effect* 1d2 Con; *cure* 1 save

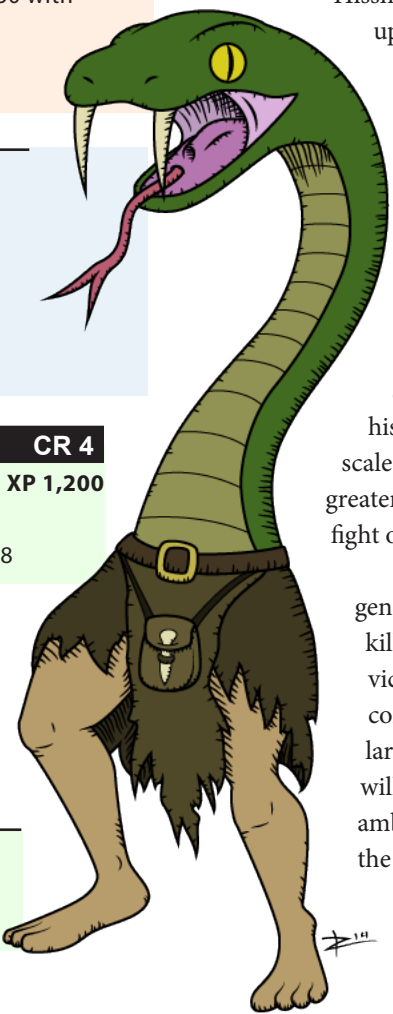
*Armor has been modified to fit a hissman but can still be worn by normal humanoid.

**Wand is worn on a chord around the neck and can be “put away” as a free action.

Hissmen are not what one generally expects upon hearing “half-man, half snake,” with human legs attached to the body of a large, venomous snake. They generally stand seven-to-eight feet tall with green scales, olive skin, and yellow eyes.

Hissmen live in small tribes of 10-30, led by 1 or more shamans who serve as priests for the worship of ancient and largely forgotten gods. Hissman tribes can be found both in deep swamps and secluded deserts, with the desert-dwelling hissman often having darker skin and brownish scales. Beyond their own tribe, hissman have no greater sense of racial camaraderie and will often fight other tribes for land and resources.

Hissmen are highly territorial and will generally attack any intruders with intent to kill. Hissmen’s preferred tactic is to track their victims while remaining out of sight until the conditions are in their favor. When taking on larger—or more powerful—groups, hissman will attempt to set up and lead they prey to an ambush, if at all possible, one in which they have the aid of their shaman’s magic.



JUBBERNAUT

This massive creature is like a mobile mountain of thick, flabby flesh with an insatiable appetite.

JUBBERNAUT

CR 10

N Colossal magical beast

XP 9,600

Init: -3 | **Senses:** darkvision 60 ft., low-light vision; Perc +6

DEFENSE

AC: 22 | **touch:** -1 | **flat-footed:** 22

Modifiers: -3 Dex, +23 natural, -8 size

hp: 162 (12d10+96)

Fort: +18 | **Ref:** +5 | **Will:** +2

DR: 15/magic

OFFENSE

Speed: 60 ft.

Melee: bite +17 (4d6+12 plus grab) or 2 stomps +15 (2d8+6/19-20)

Space: 30 ft. | **Reach** 20 ft.

Special Attacks: swallow whole (4d6 acid damage, AC 21, 15 hp)

STATISTICS

Str: 34 | **Dex:** 5 | **Con:** 27 | **Int:** 2 | **Wis:** 3 | **Cha:** 13

Base Atk: +12 | **CMB:** +32 (+36 to grab) | **CMD:** 39 (43 vs. trip)

Feats: Great Fortitude, Improved Critical (stomp), Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (stomp)

Skills: Perception +6, Swim +20

SQ: oblivious, over-sized bite

ECOLOGY

Environment: cold and temperate plains

Frequency: very rare

Organization: solitary, pair, or herd (3-6)

Treasure: none

SPECIAL ABILITIES

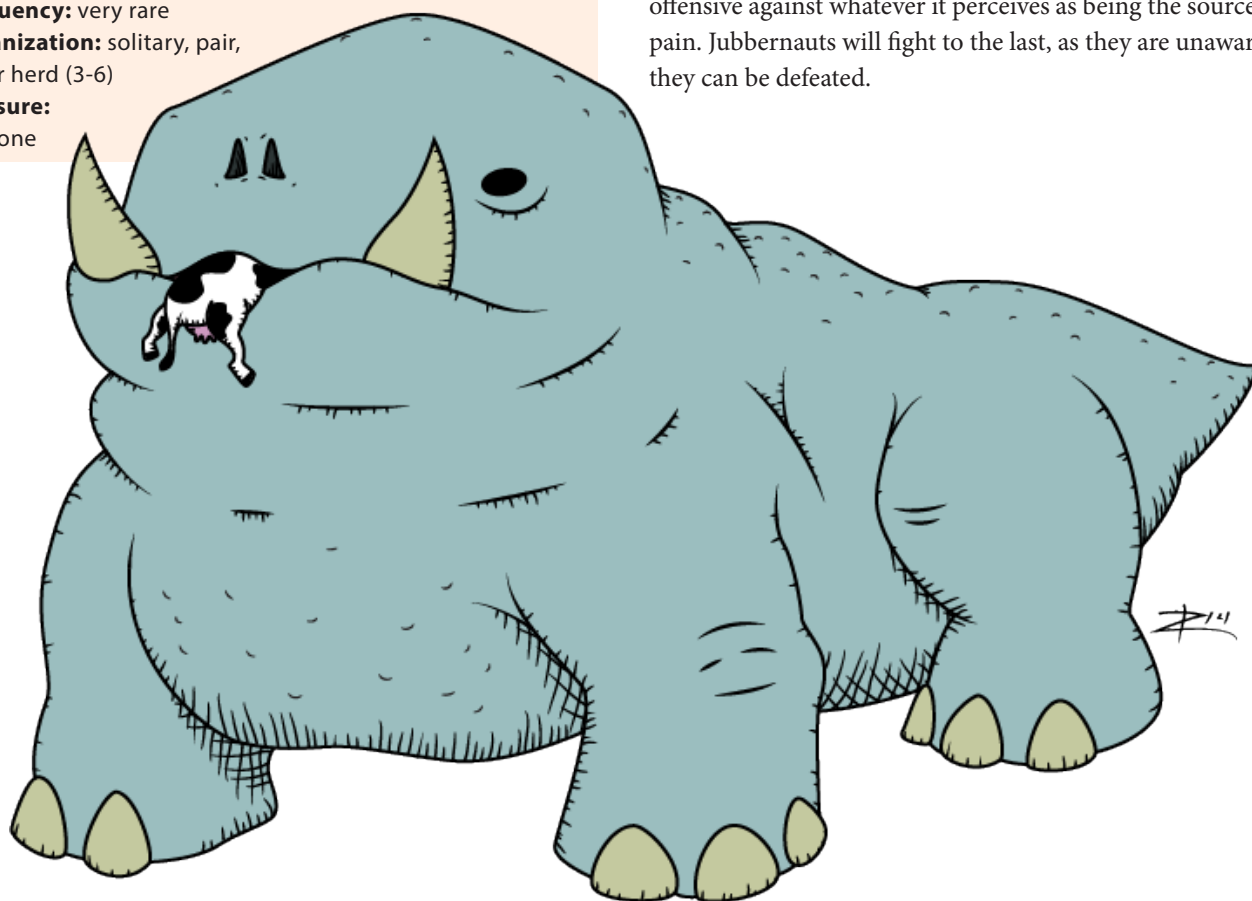
Oblivious (Ex): Whenever a jubbernaut is subject to an attack that does not penetrate its damage reduction, it remains unaware of the attack—and the attacker—unless it succeeds on a perception check with a DC equal to 20 minus the attack's damage.

Over-sized Bite (Ex): When attacking large or smaller sized creatures with its bite attack, a jubbernaut targets all creatures in a 10'×10' square. If the creature is not entirely in the area it gains a +4 bonus to AC against the attack. The jubbernaut can grapple and swallow all affected creatures at once, but must make a separate combat maneuver check for each creature.

If there's one thing jubbernauts are known for it's size, a full grown jubbernaut can be up to 50 feet wide, 70 feet wide, 40 feet high at the withers, and weigh up to 190 tons. Their thick, blue-grey flesh lays atop heavy layers of fat and a sturdy, muscular frame.

Jubbernauts generally disregard anything that they cannot eat, as well as most creatures smaller than large—which are neither an adequate meal nor worthy threat. A single jubbernaut is more than capable of decimating an area, eating up the livestock from several farms in a single day. Fences, houses, and even small barns are not even an inconvenience to a jubbernaut, who will just walk over—or through—whatever stands between it and food.

In combat, a jubbernaut will largely ignore—or remain unaware of—any attacks that fail to bypass its damage reduction. However, once a jubbernaut is actually injured, it will go on the offensive against whatever it perceives as being the source of its pain. Jubbernauts will fight to the last, as they are unaware that they can be defeated.



MANOSET

This creature seems to be nothing more than a gigantic hand, supported by a pair of stout legs.

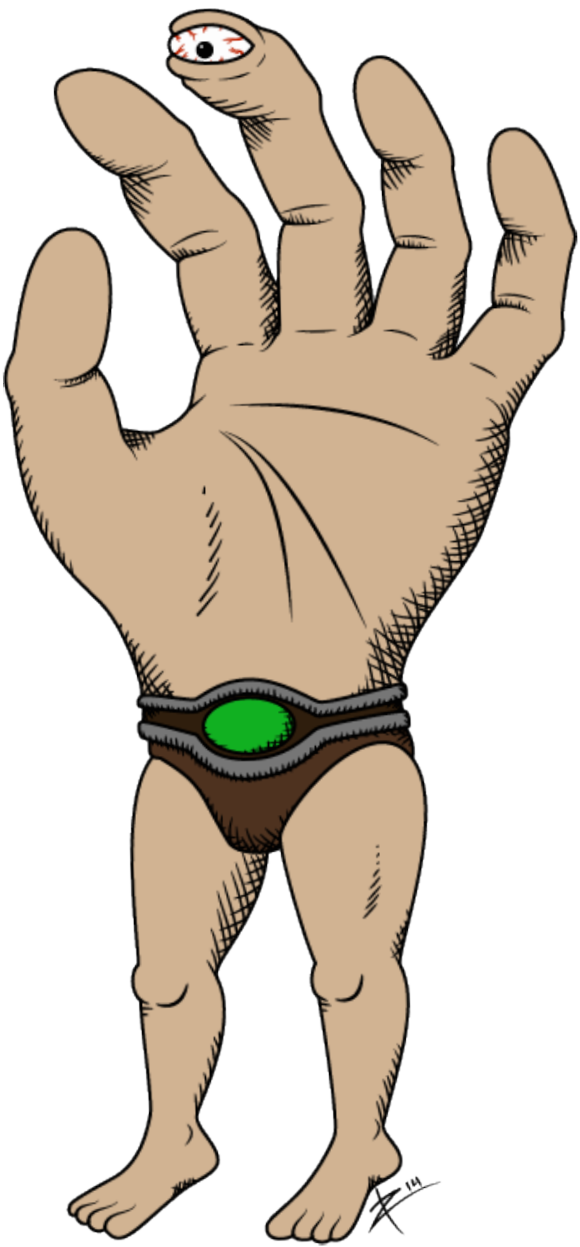
MANOSET	CR 3
N Medium monstrous humanoid	XP 800
Init: +2 Senses: darkvision 60 ft.; Perception +8	
DEFENSE	
AC: 14 touch: 13 flat-footed: 11	
Modifiers: +2 Dex, +1 dodge, +1 natural	
hp: 30 (4d10+8)	
Fort: +2 Ref: +6 Will: +6	
OFFENSE	
Speed: 30 ft.	
Melee: slam +7 (2d6+4)	
Special Attacks: constrict (1d8+4), two-handed grapple	
STATISTICS	
Str: 16 Dex: 14 Con: 12 Int: 10 Wis: 15 Cha: 11	
Base Atk: +4 CMB: +7 (+9 to grapple) CMD: 19 (21 vs. grapple)	
Feats: Dodge, Improved Grapple ⁸ , Toughness	
Skills: Climb +15, Perception +8, Stealth +9, Sense Motive +5, Survival +8 Racial Modifiers: Climb +6	
Languages: Common, Giant	
SQ: helping hand	
ECOLOGY	
Environment: any mountains, ruins, or underground	
Frequency: very rare	
Organization: pair (left and right), or round (2-6 pairs)	
Treasure: 30% chance of having a colossal ring of protection +1	

SPECIAL ABILITIES	
Helping Hand (Ex): When a manoset uses the aid another action to assist another manoset, it provides a +3 bonus instead of the normal +2. Additionally, when two manosets flank a creature they gain a +1 moral bonus to AC and attack rolls against the flanked creature.	
Two-Handed Grapple (Ex): As a full-round action, a manoset can attempt to grapple a creature already grappled by another manoset. If successful, the target becomes pinned, takes a -2 penalty to checks made to escape the grapple, and takes constrict damage from the second manoset—but not damage from the grapple—however, it also gains concealment against all attacks from creatures other than the grappling manosets. A successful attempt to escape the grapple ends the grapple from both manosets.	

Manosets are unusual and imposing creatures, having powerful human-like legs attached at the waist to what would appear to be the wrist of a colossal humanoid’s hand with a single, large eye on the tip of the middle finger. Manosets average 7 to 8 feet in height and weigh 500 to 800 pounds. The skin of manosets runs the full range of shades seen in humans, and very rarely, colors common to non-human humanoids—Red, green, orange, black, etc.

Little-to-nothing is known about manosets’ origins. Some believe they were originally created—or still *are* created—by mad wizard, others that they pull themselves off the corpses of slain titans, and still others believe them to inhabit some unknown plane. One thing that is known is that manosets exist in pairs, each pair consists of one left, and one right hand similar enough in appearance to suggest they could be the hands of the same creature. If a manoset becomes separated from its pair, it can function normally, but will pair up if it finds another solitary manoset. Very rarely, a lone manoset will pair itself with a non-manoset creature.

A manoset is equivalent to a level 7 cohort. A manoset cohort is treated as having the Back to Back and Outflank teamwork feats if either of those feats are possessed by the leading character, although the manoset only gain a +1 bonus to attacks and AC.



MOISTURE VAMPIRE

Nothing seems too unusual about this large, flowering cactus. Which is exactly what it wants.

MOISTURE VAMPIRE

CR 3

N Medium plant

XP 800

Init: +0; Senses low-light vision; Perception +0

DEFENSE

AC: 13 | **touch:** 10 | **flat-footed:** 13 | **Mods:** +3 natural

hp: 38 (4d8+20)

Fort: +8 | **Ref:** +1 | **Will:** +1

Defensive Abilities: needles | **Immune:** plant traits

OFFENSE

Speed: 20 ft.

Melee: slam +5 (1d6+3)

Special Attacks: entangle (DC 14), moisture drain (1d6 nonlethal, DC 16)

STATISTICS

Str: 14 | **Dex:** 10 | **Con:** 18 | **Int:** — | **Wis:** 10 | **Cha:** 2

Base Atk: +3 | **CMB:** +5 | **CMD:** 15 (cannot be tripped)

Feats: Toughness^B

Skills: Stealth +8 | **Racial Modifiers Stealth** +8

SQ: freeze

ECOLOGY

Environment: any desert

Organization: solitary or gathering (2-20)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Entangle (Ex): As a standard action, a moisture vampire can entangle a creature within 10 feet using its roots, the target must succeed on a DC 14 Reflex save or become entangled. Affected creatures gain the entangled condition, cannot move more than 10 feet away from the moisture vampire, and are subject to moisture drain on their next turn. The entangle can be broken with a DC 14 Strength or Escape Artist check. Save DC is Strength-based.

Freeze (Ex): As a free action, a moisture vampire can bury its roots and hold itself perfectly still, allowing it to take a 20 on stealth checks made to hide in plain sight as a non-mobile cactus. This ability does not prevent characters from noticing that a cactus is somewhere unexpected or that it has moved while they were not looking.

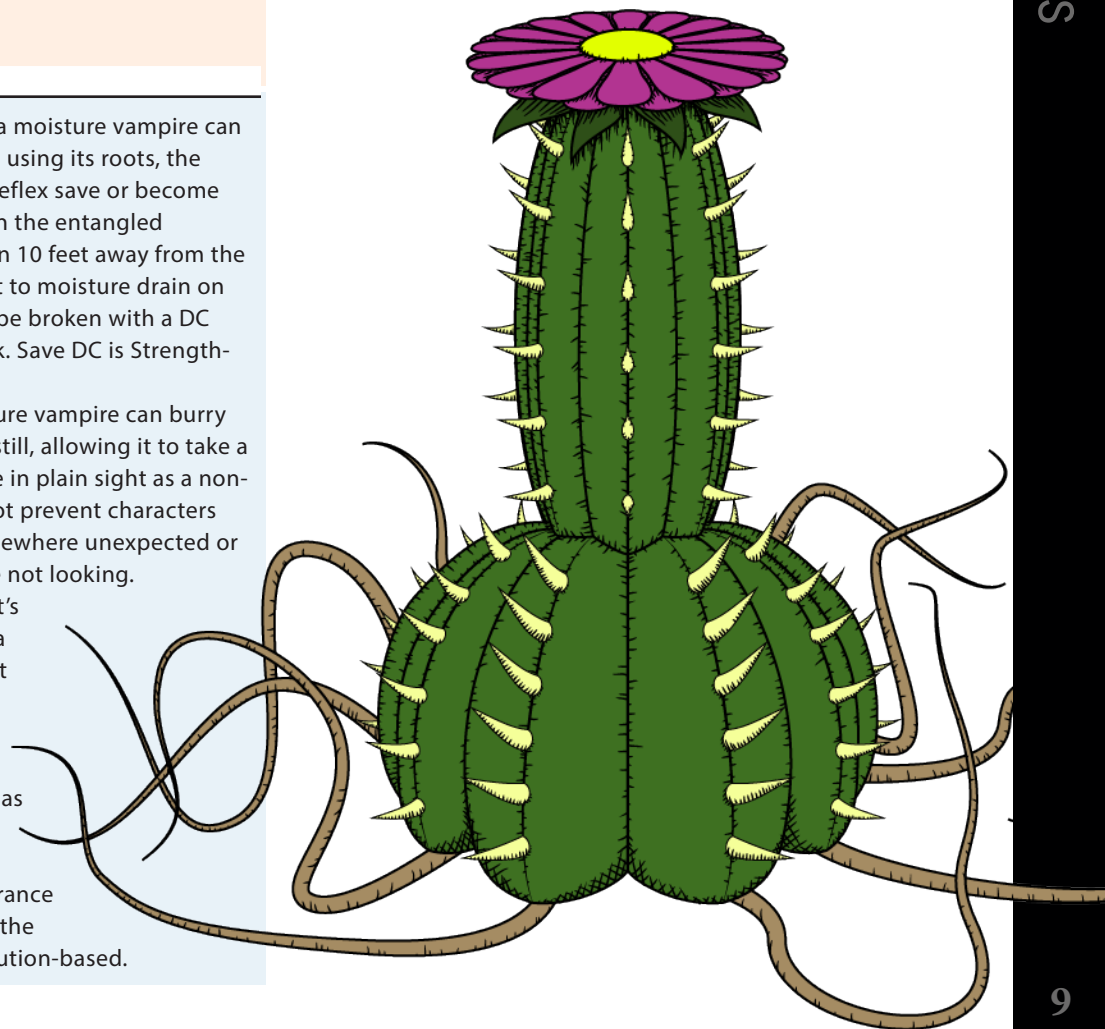
Moisture Drain (Su): At the start of its turn, a creature that is subject to a moisture vampire's entangle, must make a DC 16 Fortitude save or take 1d6 nonlethal damage as the moisture vampire drains their body of water. If the target has nonlethal damage equal to their hit point total this becomes lethal damage. Creatures with the Endurance feat can apply the feat's bonus to the Fortitude save. Save DC is Constitution-based.

Needles (Ex): Any creature attacking a moisture vampire with an unarmed strike, natural attack, or light melee weapon takes 1d4 damage from the moisture vampire's spines.

A moisture vampire is a sentient cactus, 4 feet across at its base and nearly 8 feet in height. The body is covered with spines and—during summer months—a large fuchsia bloom sprouts from its top. Many long, prehensile roots extend out from the body, which the moisture vampire uses to pull itself along the ground and entangle its prey.

Moisture vampire prefer to feed on helpless prey, often those who have already succumb to the heat of the desert. If only healthy prey is available, the moisture vampire will stalk it until it stops, then slowly approach and try to catch the creature off-guard. At night, moisture vampires will be drawn to light sources—such as campfires and torches—as they indicate the presence of creatures. While lacking the intelligence necessary for group tactics, it is not uncommon for multiple moisture vampires to attack almost simultaneously if they're stalking the same prey.

A creature slain by a moisture vampire's moisture drain is mummified by the process, a DC 14 Heal check can identify the mummification as not being natural or intentional embalming. Creatures mummified in this way may be subject to *raise dead* up to 1 week per caster level after death.



ROVING PIT

This large, fleshy hole in the ground seems to defy both logic and physics as it moves about leaving no trace.

ROVING PIT	CR 7
CN Large aberration (flesh beast)	XP 3,200
Init: +1 Senses: low-light vision, tremorsense 90 ft.; Perc +1	
DEFENSE	
AC: 19 touch: 14 flat-footed: 18	
Modifiers: +1 Dex, +4 cover, +5 natural, -1 size	
hp: 102 (12d8+48)	
Fort: +8 Ref: +5 Will +9	
Immune: mind-affecting effects, precision damage	
OFFENSE	
Speed: 40 ft.	
Melee: 4 bites +12 (1d6+4), tentacle +7 touch (grab)	
Space :10 ft. Reach: 0 ft. (20 ft. with tentacle)	
Special Attacks: entrap, pull (tentacle 10 ft.)	
STATISTICS	
Str: 18 Dex: 12 Con: 19 Int: — Wis: 13 Cha: 4	
Base Atk: +9 CMB: +14 (+18 to grab) CMD: 24 (see trans-dimensional)	
Skills: Stealth +13 Racial Modifiers: Stealth +16	
SQ: transdimensional	
ECOLOGY	
Environment: any underground or ruins	
Organization: solitary	
Frequency: very rare	
Treasure: none	
SPECIAL ABILITIES	

Entrap (Ex): A roving pit may move through other creatures' squares, each creature whose square the roving pit moves through must make a DC 17 Reflex save or fall prone. If the roving pit ends its movement with a creature in its space, that creature must make a DC 17 Reflex save or fall into the roving pit, a successful Reflex save allows the creature to move 5 feet. A creature in the roving pit loses their Dexterity bonus to AC, takes a -2 penalty on attack rolls, and may be subject to the roving pit's bite attacks. Casting while inside the roving pit requires a concentration check DC equal to 16 + spell level. Against creatures inside it, a roving pit loses its Dexterity and natural cover bonuses to AC and immunity to precision damage. Climbing out of a roving pit is a DC 20 climb check taking 15 feet of movement. Creatures in the roving pit are considered to be inside its pocket dimension, as such they are always pulled downward—regardless of the pit's orientation—and cannot be affected by any effect that cannot affect a target on another plane. Save DC is Dexterity-based.

Transdimensional (Ex): A roving pit exists by merging itself with a surface in the material plane leaving the majority of its body in its own dimension. This grants the roving pit a +4 natural cover bonus and immunity to precision damage. The interior area of a moving pit functions on the same principal as the *create pit* spell.

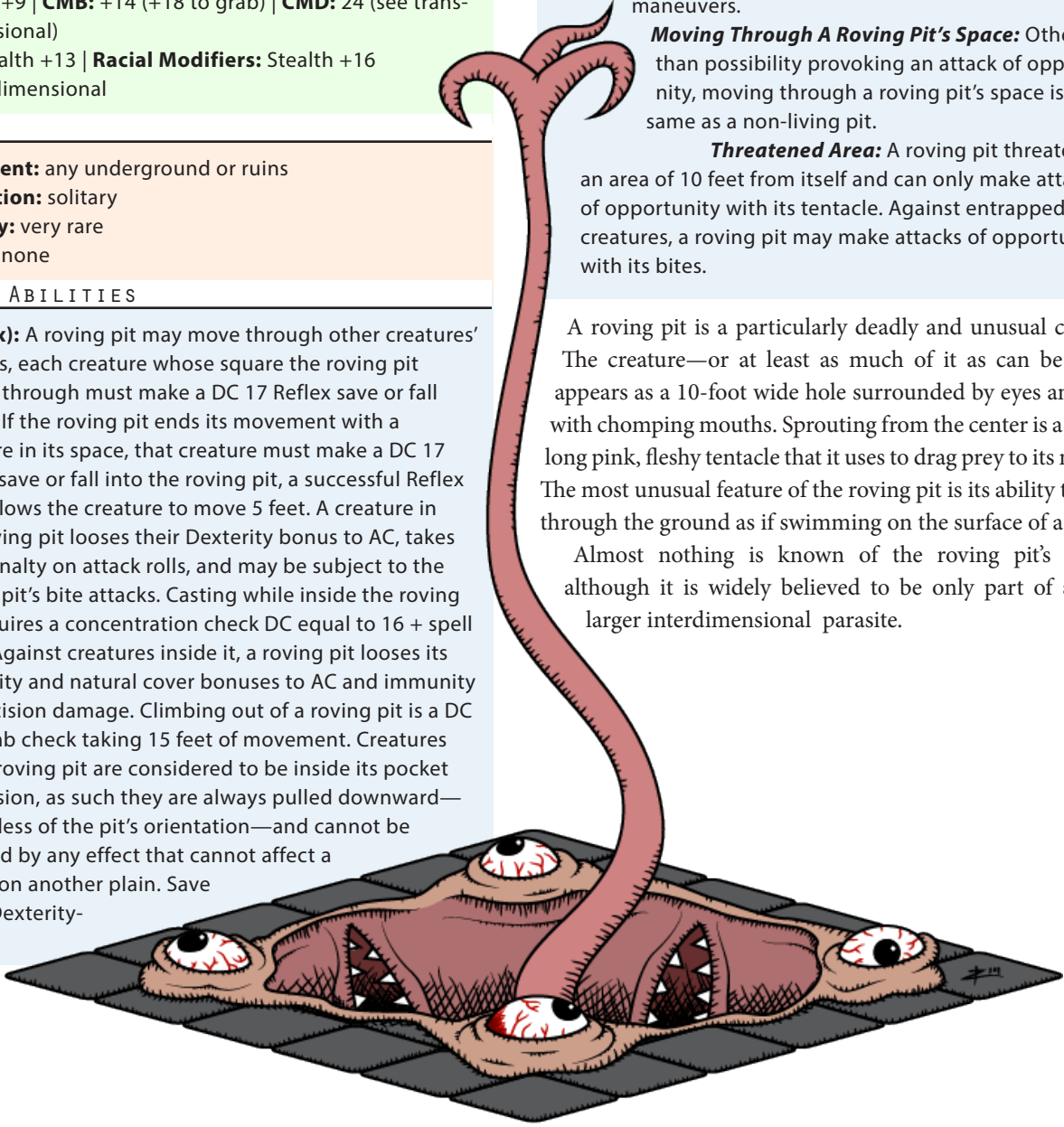
Movement: A roving pit can move on any reasonably flat surface regardless of orientation, but cannot move across a surface less than 10 feet wide. It can move 5 feet as a move action, or its full speed as a full-round action and cannot take a 5-foot step. At the start of movement, the roving pit loses its natural cover bonus which it regains at the start of its next turn. Movement of a roving pit provokes attacks of opportunity as normal.

Combat Maneuvers: A roving pit is immune to most combat maneuvers—bull rush, drag, grapple, overrun, reposition, and trip—and is not subject to the grappled condition when it grapples a creature. The roving pit's tentacle can be sundered, having hardness 0 and 10 hit points. If sundered, the tentacle will regrow in 1d4 rounds. It is up to the GM's discretion to determine if the roving pit can be subject to any other combat maneuvers.

Moving Through A Roving Pit's Space: Other than possibility provoking an attack of opportunity, moving through a roving pit's space is the same as a non-living pit.

Threatened Area: A roving pit threatens an area of 10 feet from itself and can only make attacks of opportunity with its tentacle. Against entrapped creatures, a roving pit may make attacks of opportunity with its bites.

A roving pit is a particularly deadly and unusual creature. The creature—or at least as much of it as can be seen—appears as a 10-foot wide hole surrounded by eyes and filled with chomping mouths. Sprouting from the center is a 15-foot long pink, fleshy tentacle that it uses to drag prey to its mouths. The most unusual feature of the roving pit is its ability to move through the ground as if swimming on the surface of a lake. Almost nothing is known of the roving pit's origins, although it is widely believed to be only part of a much larger interdimensional parasite.



SKELETON, ELASTIC

At first glance this creature seems to be a skeleton, but the color is too white, the joints too smooth, the movements too fluid.

ELASTIC SKELETON CR 1

N Medium ooze (solid-bodied) **XP 400**
Init: +3 | **Senses:** blindsight 60 ft.; Perception -5

DEFENSE

AC: 13 | **touch:** 13 | **flat-footed:** 10 | **Modifiers:** +3 Dex
hp: 13 (2d8+4)
Fort: +2 | **Ref:** +3 | **Will:** -5
Defensive Abilities: snapback | **Immune:** bludgeoning and force damage, electricity, ooze traits

OFFENSE

Speed: 30 ft.
Melee: 2 slams +2 (1d4+1)
Space: 5 ft. | **Reach:** 10 ft.

STATISTICS

Str: 13 | **Dex:** 17 | **Con:** 15 | **Int:** — | **Wis:** 1 | **Cha:** 1
Base Atk: +1 | **CMB:** +2 | **CMD:** 19 (cannot be tripped)
Skills: Climb +5, Stealth +7
Racial Modifiers: Climb +4, Stealth +4
SQ: elasticity, freeze up, skeletal appearance

ECOLOGY

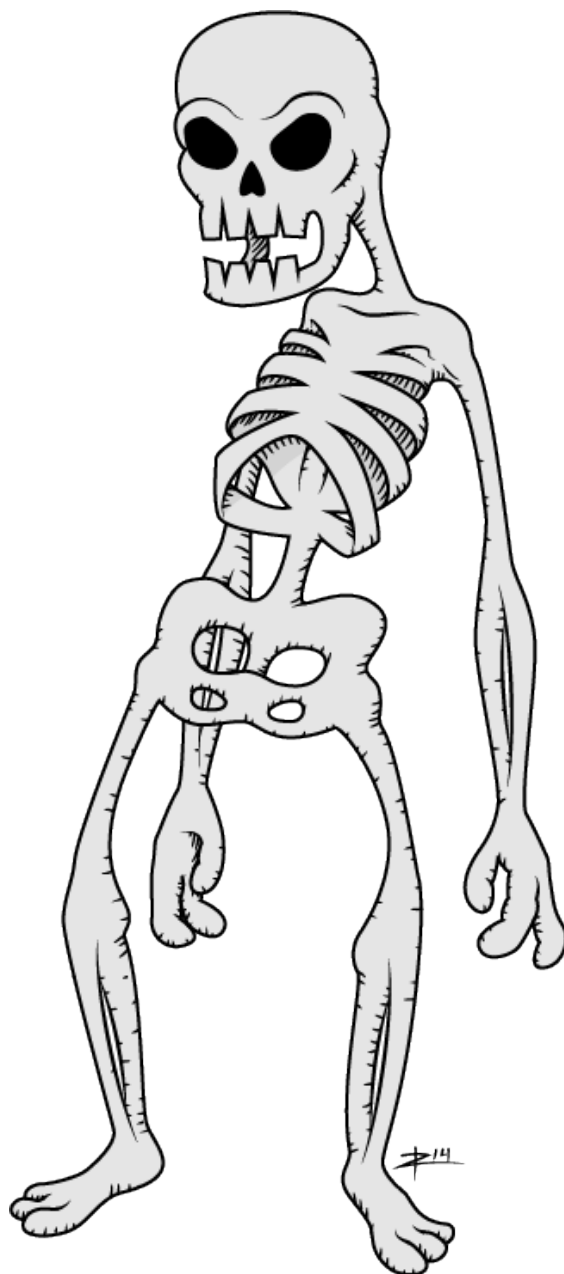
Environment: cold ruins or underground
Organization: 1-6
Frequency: very rare
Treasure: none

SPECIAL ABILITIES

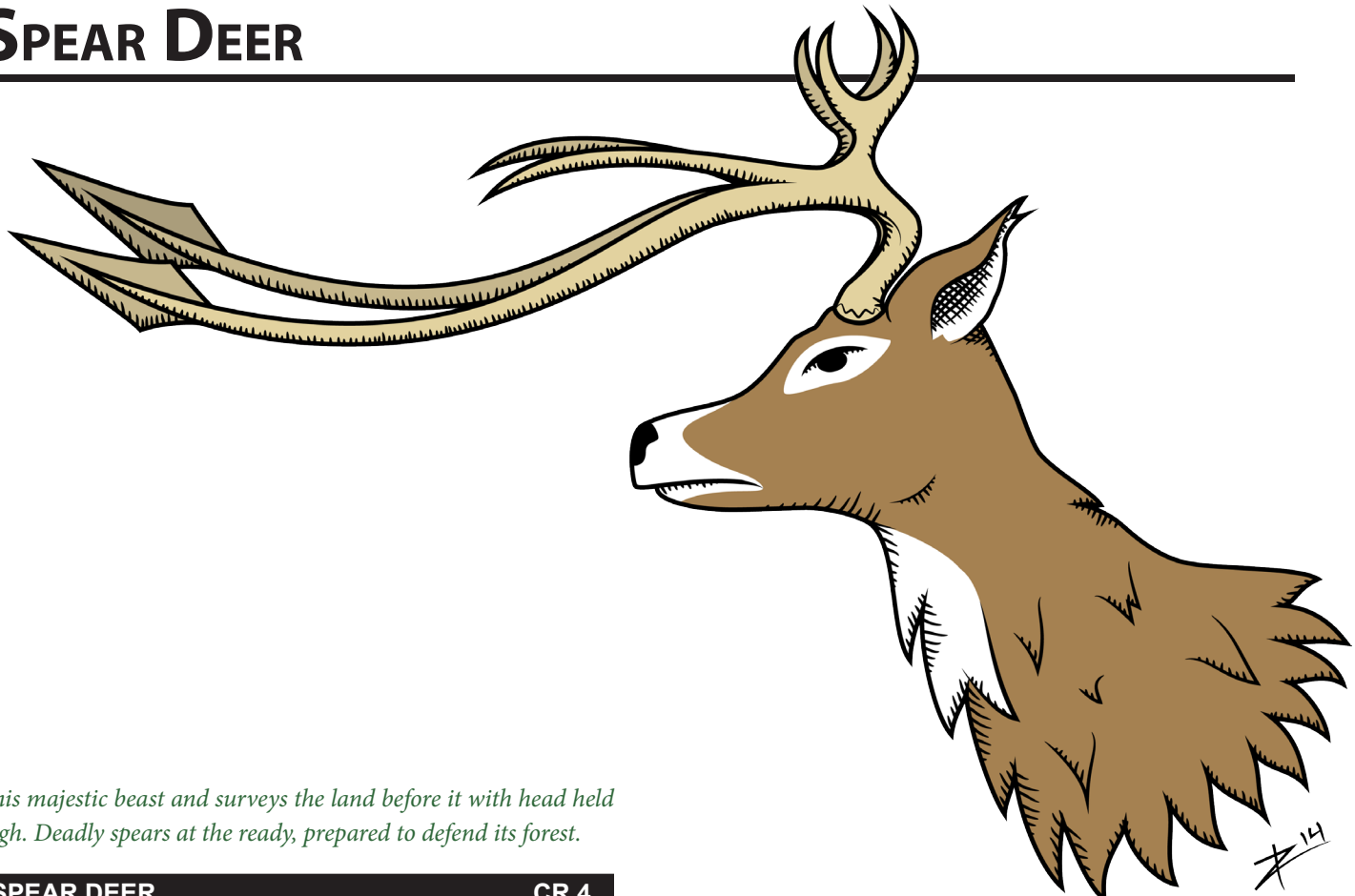
- Elasticity (Ex):** An elastic skeleton's body is composed of rubbery ooze, giving it natural reach and a +4 bonus to CMD.
- Freeze Up (Ex):** When an elastic skeleton takes any amount of cold damage it loses its elasticity and snapback abilities. Additionally, the elastic skeleton now takes half damage from bludgeoning and force attacks. This effect lasts for one round.
- Skeletal Appearance (Ex):** An elastic skeleton bears a superficial similarity to a human skeleton—albeit an animated one—creatures must succeed on a Perception check to notice its unusual features. The base DC for this check is 10, with relevant conditional perception modifiers. A DC 12 Knowledge (religion) check will also reveal that it is not an actual skeleton, but no additional information. An elastic skeleton's true—non-skeletal—nature is immediately apparent to any creature that physically interacts with it.
- Snapback (Ex):** A creature who makes a bludgeoning attack against an elastic skeleton must make a Reflex save with a DC equal to 5 + damage dealt or be knocked prone. If the attack is an unarmed or natural attack, the DC increases by 2. Affected creatures may voluntarily release their weapon to negate this effect, if they do so, the weapon will be flung back 1d4x5 feet.

An amazing example of natural camouflage, an elastic skeleton has the general appearance of a humanoid skeleton, but is made entirely of a strong rubbery ooze. Despite its bipedal appearance, an elastic skeleton requires neither its arms nor legs to function properly, it is fully capable of moving and attacking with any part of its body. Features such as fingers, toes, and jaw are completely for show, the elastic skeleton does not have the necessary level of manual dexterity for fine motor functions.

Elastic skeletons begin their lives as small, thin, clear oozes that seek out and bond with organic material. Once they find a suitable source—like a skeleton—they consume it, slowly replacing the natural structure with their own body. Because of this, elastic skeletons come in a very wide range of heights and sizes. And while most commonly humanoid, it is possible for them to be formed from any creature with a skeleton or substantial exoskeleton.



SPEAR DEER



This majestic beast and surveys the land before it with head held high. Deadly spears at the ready, prepared to defend its forest.

SPEAR DEERCR 4

LN Large magical beastXP 1,200

Init: +2 | Senses: darkvision 60 ft., low-light vision; Perc +7

DEFENSE

AC: 16 | touch: 11 | flat-footed: 14

Modifiers: +2 Dex, +5 natural, -1 size

hp: 42 (5d10+15)

Fort: +7 | Ref: +8 | Will: +4

OFFENSE

Speed: 50 ft.

Melee: 2 mwk deer spears +9 (1d8+4 x3)

Space: 10 ft. | Reach: 5 ft.

Special Attacks: trample (1d6+6, DC 16)

Spells Known: CL 2nd

1st (3/day)—obscuring mist, summon nature's ally I

0th (At will)—create water, detect poison, pass without trace, speak with animals, stabilize

STATISTICS

Str: 19 | Dex: 14 | Con: 17 | Int: 6 | Wis: 17 | Cha: 10

Base Atk: +5 | CMB: +10 | CMD: 22 (26 vs. trip)

Feats: Lightning Reflexes, Run, Skill Focus (Sense Motive)

Skills: Acrobatics +2 (+10 to jump) Perception +7, Sense Motive +9, stealth +6 (+10 in forests) | Racial Modifiers: Acrobatics +8 to jump, Stealth +4 in forests

Languages: Sylvan

ECOLOGY

Environment: any forests

Organization: solitary

Frequency: very rare

Treasure: 2 mwk deer spears (value 250 gp each)

SPECIAL ABILITIES

Deer Spears (Ex): A spear deer's antlers are shaped into formidable spears, these "deer spears" have the masterwork and brace quality and a x3 critical modifier. If removed from the spear deer, the deer spears still function as masterwork spears but gain the fragile quality—this quality is lost if the deer spear is enchanted. If a deer spear is broken, it can only be repaired by magic, or by replacing the spearhead with a metal one—craft (weapons) DC 20 Cost 60 gp this also removes the fragile quality.

ADVANCEMENT

A spear deer's caster level increases by 1 for each hit die beyond 5th. The spear deer gains additional spells per day equal to a druid of equal caster level and 1 spell known from the druid spell list per caster level. Spear deer do not naturally grow larger than large.

A spear deer has the general appearance of a normal deer, albeit nearly twice as large, standing as tall as a heavy horse and weighing up to a ton. The spear deer gets its name from its antlers which have two long, forward-pointing branches that end in razor-sharp spearheads. Both male and female spear deer grow these specialized antlers, which are shed and regrown every winter. Older spear deer may shed their antlers less frequently, or not at all.

Spear deer serve as guardians of sacred woodlands, a task that they take on instinctively. Spear deer are naturally distrustful of humanoids, although this distrust is lower for druids and members of fey-descendant races.

WORMFOLK

These vile, wriggling creatures carry the stench of death about them. Their small, beady eyes filled with hate.

WORMFOLK

CR 2

NE Small monstrous humanoid

XP 600

Init: +2 | **Senses:** darkvision 60 ft.; Perception +8

DEFENSE

AC: 14 | **touch:** 13 | **flat-footed:** 12

Modifiers: +2 Dex, +1 natural +1 size

hp: 22 (3d10+6)

Fort: +2 | **Ref:** +5 | **Will:** +5

Immune: acid, disease, paralysis

OFFENSE

Speed: 20 ft., swim 30 ft.

Melee: bite +6 (1d6-1), 2 claws +6 (1d4-1 plus attach)

Special Attacks: consume flesh

STATISTICS

Str: 8 | **Dex:** 14 | **Con:** 13 | **Int:** 9 | **Wis:** 15 | **Cha:** 6

Base Atk: +3 | **CMB:** +1 (+9 to maintain attached grapple)

CMD: 13 (cannot be tripped)

Feats: Toughness, Weapon Finesse

Skills: Perception +8, Stealth +10 (+18 in swamps), Survival +9, Swim +11

Languages: Common, Rot Tongue

ECOLOGY

Environment: warm swamps or inside large and larger creatures

Frequency: uncommon

Organization: infestation (4-40)

Treasure: none

SPECIAL ABILITIES

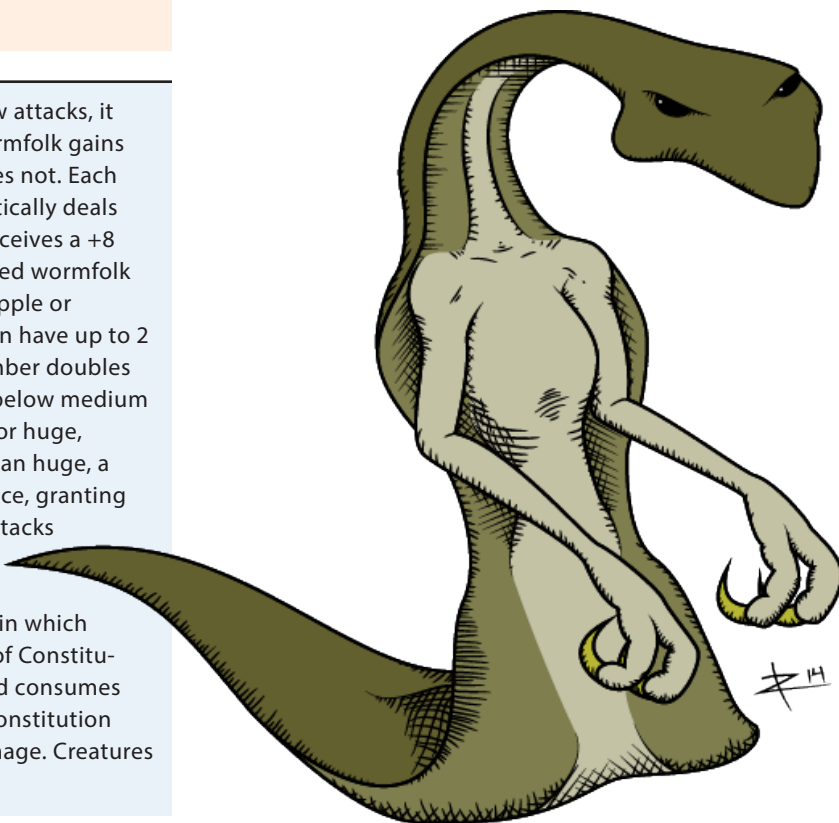
Attach (Ex): When a wormfolk hits with 2 claw attacks, it automatically grapples the target. The wormfolk gains the grappled condition, but the target does not. Each round the wormfolk is attached it automatically deals bite and claw damage to the target and receives a +8 bonus to maintain the grapple. The attached wormfolk can be removed by either a successful grapple or escape artist check. A medium creature can have up to 2 wormfolk attached to it at a time, this number doubles or halves for each size category above or below medium the creature is—1 for small, 4 for large, 8 for huge, etc. When attaching to a creature larger than huge, a wormfolk can move into the creature's space, granting them a +2 cover bonus to AC against all attacks other than those from the creature to which they are attached.

Consume Flesh (Ex): At the end of each turn in which the wormfolk is attached, it deals 1 point of Constitution damage to the target as it rips out and consumes chunks of their flesh. Creatures that lack constitution scored instead take an additional 1d4 damage. Creatures without flesh are immune to this ability.

Wormfolk stand just under 3 feet in height, although they have an overall length of over 6 feet. Their bodies are wide and flat—being only a few inches thick in most places—and almost entirely soft, save the chest and arms which are supported by a rudimentary cartilaginous skeleton. They possess 2 sharp claws on each hand which they use to latch onto their prey, and a mouth with several rows of razor-like teeth for rending flesh.

Wormfolk begin life as pea-sized eggs, which are placed inside the body of a small creature—often a frog or fish—and set out bait for a larger host. Once consumed, the heat of the host creature causes the eggs to hatch into tiny parasitic worms that latch onto the host's digestive tract. The young wormfolk will continue to live off the host until they become too large to be supported by the host's food intake, at which point they will begin devouring the host from the inside out. It will generally take a brood of wormfolk 1 month to get to this point and another 3 weeks to completely devour a medium creature—Times doubles for each size category above medium. Up to 8 adult wormfolk can survive indefinitely inside a colossal creature—half as many for each size category under colossal.

Once the wormfolk have exhausted their host, the advantage of numbers generally keeps members of the brood together now that they must find their own food. Wormfolk are opportunistic feeders, hunting only when they cannot scavenge. They have a singular fondness for rotten flesh, which combined with their immunity to disease, makes them one of the *very* few creatures who will actively hunt and feed on the undead.



UNGMOG

As the awkward pink beast lunges out from the shadows, you almost feel bad about attacking such a pathetic looking creature... Almost.

UNGMOG	CR 3
N Medium magical beast	XP 800
Init: +4 Senses: darkvision 120 ft.; Perception +4	
DEFENSE	
AC: 15 touch: 14 flat-footed: 11	
Modifiers: +4 Dex, +1 natural	
hp: 30 (4d10+8)	
Fort: +6 Ref: +8 Will: +2	
Weaknesses light blindness	
OFFENSE	
Speed: 30 ft.	
Melee: 2 claws +6 (1d4+1), gore +5 (1d6+1), tail slap +3 (1d6)	
Special Attacks: leaping charge (DC 15)	
STATISTICS	
Str: 13 Dex: 19 Con: 14 Int: 2 Wis: 12 Cha: 2	
Base Atk: +4 CMB: +5 CMD: 19	
Feats: Ability Focus (leaping charge) Multiattack, Weapon Focus (claw)	
Skills: Acrobatics +8 (+18 to jump), Perception +6, Stealth +8 Racial Modifiers: Acrobatics +10 to jump	
SQ: jumper	
ECOLOGY	
Environment: underground or warm forests	
Organization: solitary or pack (2-5)	
Frequency: uncommon	
Treasure: none	
SPECIAL ABILITIES	
Jumper (Ex): The hind legs of the ungmog are specially adapted for jumping. Ungmogs gain a +10 racial bonus to acrobatics checks made to jump and suffer no penalty for not having a running start.	

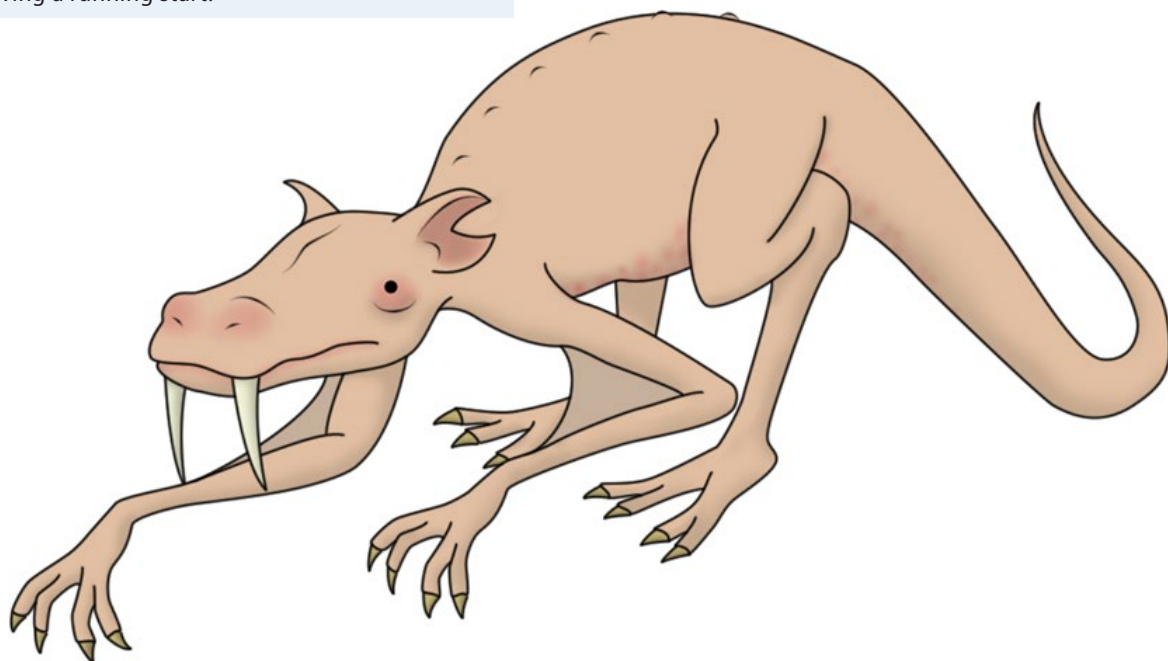
Leaping Charge (Ex): When charging, an ungmog who makes a successful acrobatics check to jump at least the final 10 feet of the charge can make 2 claw attacks and attempt to knock down the target. If the target is medium or smaller size, it must succeed on a DC 15 Reflex save or be knocked prone. Against a large or larger opponent, the ungmog can instead make a free grapple combat maneuver check without provoking. Save DC is Strength-based.

Ungmogs average 7 feet long and stand 3 1/2 feet high. Their pink, fleshy bodies are completely hairless and pink in color, with red splotches of varying sizes on their underside. The head is long with small eyes on either side and large tusks protruding downward from the mouth. They possess a long powerful tail and hind legs specially adapted for jumping. The front limbs have an unusual membrane stretching from shoulder to wrist, although what—if any—purpose this serves in unknown. Each limb has 4 distinctive, partially fused digits tipped with razor-sharp claws.

Ungmogs primarily dwell underground and will usually only come to the surface at night to hunt if they cannot find sufficient subterranean prey. Their preferred prey are other carnivorous animals such as wolves and big cats, as well as the lizards and giant vermin they hunt underground. Although if hungry enough, any creature will make a suitable meal.

Pack hunters by nature, ungmgos will silently surround their prey and simultaneously attack from all sides. Their preferred tactic is to use their leaping charge to knock down their target and try to finish it off while it's down. If outnumbered, ungmgos may attempt to pick off a single target and drag it off to be eaten—and finished off if need be—in a more secure location.

Note: At the GM's discretion, ungmgog may be added to the list of available creatures for the *summon monster IV* spell.



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