

Monsters Unleashed v. 2





Monsters Unleashed

Volume 2



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Who To Blame

Writer: Mark Gedak, Stefen Styrsky
Cover: Rick Hershey, Standard Stock with additional work by Michael Scotta
Art: Michael Scotta
(kronos_mal@hotmail.com)
Published by: Purple Duck Games

Patrons for This Issue

(Who are Awesome)

Axel K. Carlsson
Franz Rösel
Megan Robertson
Thomas Baumbach

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CORPSE ORGY

Screaming and wriggling, this foul being appears to be a pile of entwined moldering corpses.

CORPSE ORGY CR 13 (XP 25,600)

CE Large aberration

Init +4; **Senses** all-around vision, darkvision 60 ft, tremorsense 60 ft.; Perception +25

Defense

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 184 (16d8+112)

Fort +12, **Ref** +7, **Will** +14

DR 10/slashing or piercing

Offense

Speed 30 ft.

Melee 4 slams +20 (2d6+8 plus grab)

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

Special Attacks absorb body, pain shriek

Statistics

Abi Str 26, Dex 10, Con 24, Int 14, Wis 14, Cha 16

Base Atk +12; **CMB** +21 (+23 bull rush, +25 grapple); **CMD** 31 (33 vs. bull rush)

Feats Blind-fight, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +27 (19), Escape Artist +19 (19), Intimidate +22 (19), Knowledge (dungeoneering) +21 (19), Perception +25 (19), Survival +21 (19); Racial Modifiers +4 Perception

Languages Aklo, Common, Undercommon

Ecology

Environment underground

Organization solitary

Treasure none

Special Abilities

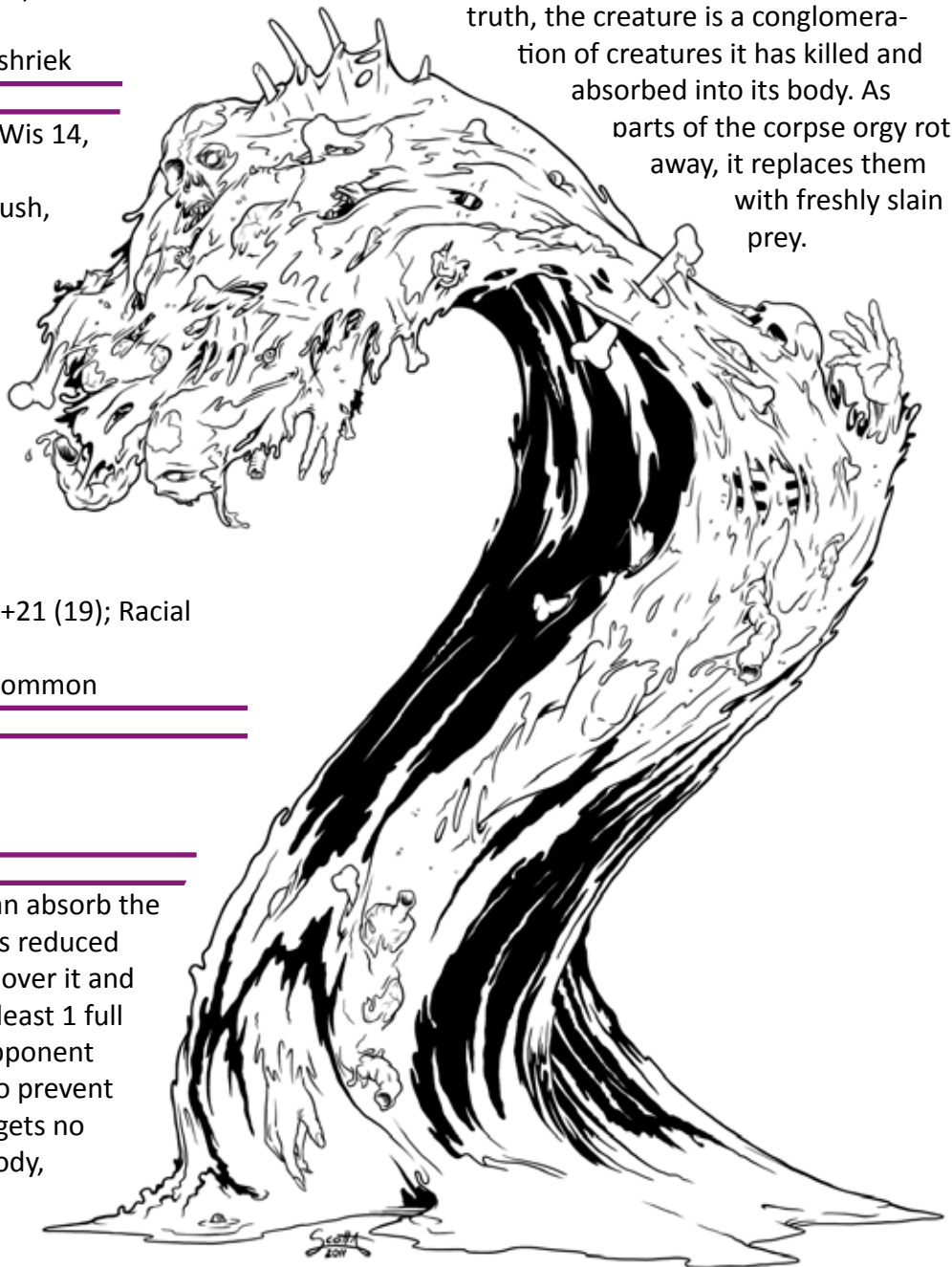
Absorb Body (Su) A corpse orgy can absorb the physical body of any creature it has reduced to 0 or fewer hit points by moving over it and remaining in contact with it for at least 1 full round. An unconscious or dying opponent can make a DC 25 Fortitude save to prevent the absorption. A dead opponent gets no saving throw. When it absorbs a body, the corpse orgy gains 12 temporary hit points. A creature whose

body is absorbed can only be raised or resurrected if the corpse orgy that absorbed its body is slain and the corpse in question is recovered. The save DC is Constitution-based.

All-around Vision (Ex) A corpse orgy sees in all directions at once. It cannot be flanked.

Pain Shriek (Su) Twice per day as a standard action, a corpse orgy can unleash a piercing shriek from the various heads captured in its form. This shriek deals 10d6 points of sonic damage to all creatures within a 40-ft. radius. Affected creatures can make a DC 21 Fortitude save for half damage. This is a sonic effect. The save DC is Charisma-based.

A corpse orgy is truly a disgusting creature easily mistaken for a pile of rotten corpses. In truth, the creature is a conglomeration of creatures it has killed and absorbed into its body. As parts of the corpse orgy rot away, it replaces them with freshly slain prey.



A corpse orgy makes its home in deep subterranean caverns and dungeons. Here it can usually find sanctuary amongst the bone pits and corpse piles of other underground denizens where it bides its time, casually adding fresh “meat” to its obscene framework. In times when food is scarce (which is almost never as there is always a fresh supply of Underdeep dwellers or adventurous surface dwellers to whet its appetite), the creature may journey to the surface world to hunt for food. A corpse orgy is not picky when it comes to its diet. If something is living and breathing, it’s a perfect target for the corpse orgy.

A corpse orgy is a large, undulating mass of rotting corpses, sinew, bones, blood, muscle, mucus, and organs. It resembles an ooze in nature and has no discernible features (other than the corpse parts that make up its form). Corpse orgies can speak Common and at least two other languages (or so it is believed, though no one has ever successfully communicated with the creature).

Knowledge (dungeoneering) DC	Lore
23	Corpse orgies are foul aberrations that stalk creatures in the charnel pits of underground cities and dungeons.
28	Any creature killed by a corpse orgy is subsumed into its ever increasing mass of corpses.
33	The insensate conglomeration of dead tissue makes the corpse orgy particularly resistant to bludgeoning weapons, but it lacks any resistance to elemental attack.
38	It is said that a body was once recovered from a corpse orgy and resurrected with powerful clerical magic.

Clay Warriors

Before you stands a horde of earthen warriors: foot soldiers armed with stony spears, archers wielding bows that are extensions of their bodies, cavalry made of horse and rider fused together as one.

Clay warriors are fearless constructs usually made in large numbers to serve individuals requiring large numbers of loyal soldiers. A clay warrior obeys its creator or anyone it has been commanded to heed, as long as it can hear the commands. Silence spells are powerful tools against clay warriors.

Initially constructed to defend the tomb of the First Emperor, the process of creating clay soldiers has been rediscovered and its secrets have spread across the land.

CLAY SOLDIER CR 3 (XP 800)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 42 (4d10+20)

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

Immune construct traits, piercing

Offense

Speed 30 ft.

Melee spear +9 (1d8+5)

Special Attacks impale

Statistics

Abi Str 21, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +4; **CMB** +9; **CMD** 19

Ecology

Environment any

Organization pair, company (11-20), or legion (400-2000)

Treasure none

Special Abilities

Impale (Ex) On a successful critical hit with its spear, a clay soldier also inflicts 2 points of bleed damage.

Clay soldiers are the frontline soldiers of any clay army. With their spears they inflict serious damage against creatures that try to break their line. Although mindless, they retain an aspect of the military training of their progenitors and will flank opponents and deny them passage whenever possible.

CLAY ARCHER CR 3 (XP 800)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)
hp 42 (4d10+20)

Fort +1, **Ref** +6, **Will** +1

Immune construct traits, piercing

Offense

Speed 30 ft.

Ranged longbow +9 (1d8+5/x3)

Special Attacks pinning shot

Statistics

Abi Str 10, Dex 20, Con —, Int —, Wis 11, Cha 1

Base Atk +4; **CMB** +4; **CMD** 19

Ecology

Environment any

Organization pair, wing (11-20), flight (30-100)

Treasure none

Special Abilities

No Opportunity (Ex) A clay archer does not draw attacks of opportunity while using its bow to attack.

Pinning Shot (Ex) On a successful critical hit, the target loses 5 ft. of base speed until healed with curative magic or receives care in the form of a DC 15 Heal check.

Supernatural Precision

(Su) A clay archer adds its Dex modifier to its projectile damage.

Clay archers are often stationed within the ranks of clay soldiers or directly behind them. With their earthen bows they rain sharp stone spikes down on their enemies from afar. Melee combatants fail to threaten the clay archers who can fire stone arrow after arrow even when completely surrounded.

CLAY CAVALRYMAN CR 5 (XP 1,600)

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 21, touch 11, flat-footed 19
(+2 Dex, +10 natural, -1 size)

hp 63 (6d10+30)

Fort +2, **Ref** +4, **Will** +4

Offense

Speed 40 ft.

Melee horse chopping blade +12 (1d10+10), 2 hooves +8 (1d6+3)

Special Attack charging fury, sweeping strike

Statistics

Abi Str 24, Dex 14, Con —, Int —, Wis 14, Cha 1

Base Atk +6; **CMB** +14; **CMD** 26 (+30 vs. trip)

Ecology

Environment any

Organization pair, rush (5-20), cavalcade (21-50)

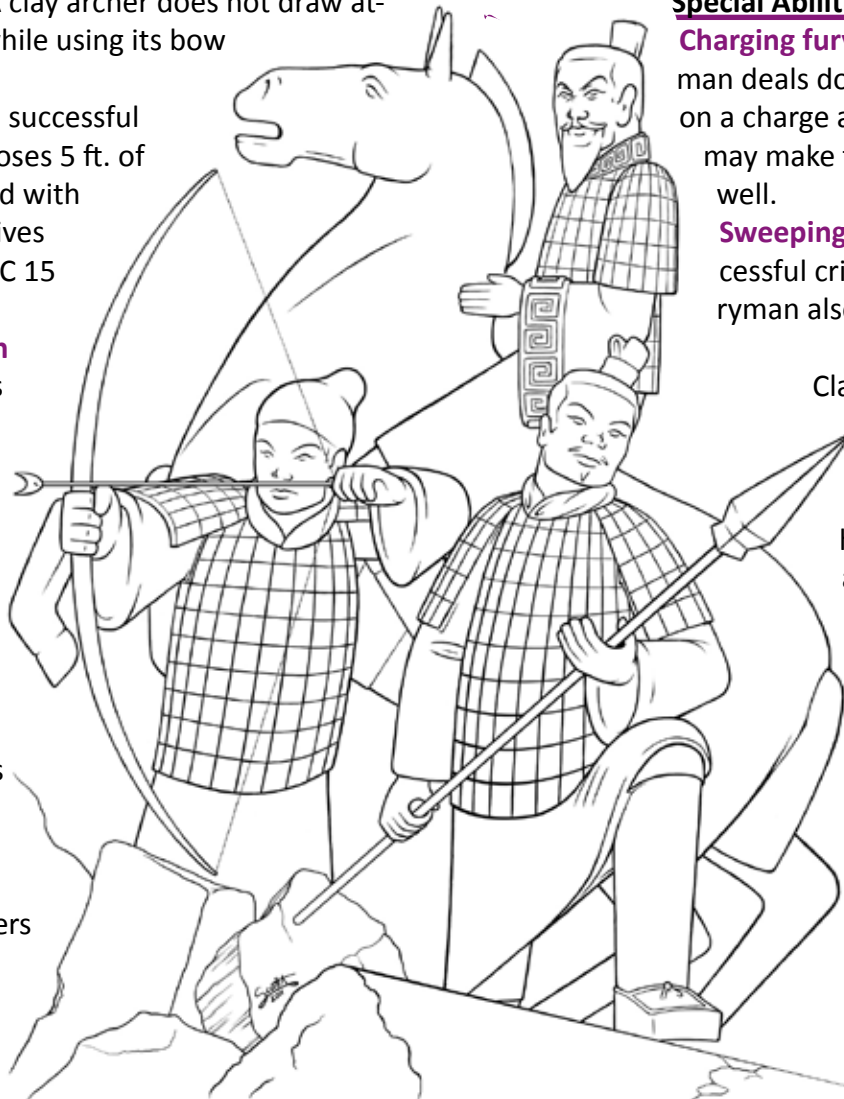
Treasure none

Special Abilities

Charging fury (Ex) A clay cavalryman deals double polearm damage on a charge and if its attack hits he may make two hoof attacks as well.

Sweeping Strike (Ex) On a successful critical hit, the clay cavalryman also trips the opponent.

Clay cavalrymen break from the protective lines of the clay soldiers. They crash headlong into foes, attempting to spread panic or disable the leadership of an opposing force. With their horse chopping blade, clay cavalrymen are able to deliver shocking damage to opponents and knock them to the ground.



Construction

A clay soldier’s body must be formed and baked from at least 400 pounds of clay (1,000 pounds for cavalry), and treated with rare oils worth 350 gp. Each clay soldier must also contain a scroll with the name of a warrior written on it. This scroll imbues the clay soldier with the semblance of life and ensures its bravery and loyalty.

CLAY SOLDIER

CL 5th; Price 4,850 gp (warrior), 8,350 gp (archer) or 15,475 gp (cavalry)

Construction

Requirements Craft Construct, Craft Scroll, animate objects, soften earth and stone, speak with dead; create must be caster level 5th; Skill Craft (pottery) DC 14 (soldier/archer) or DC 16 (cavalry); Cost 2,600 gp (warrior), 4,350 gp (archer) or 7,912 gp (cavalry)

Knowledge (arcana) DC	Lore
8	Clay soldiers respond to the commands of their leaders or follow the last orders they were given.
13	Clay soldiers are linked to the soul of the warrior they were fashioned after. Inside each of the constructs is a scroll enchanted with the name of the warrior.
18	Though it appears that clay soldiers wield weapons in combat, these items are in fact just part of their magical construction.
23	Although the most common clay soldier is the foot soldier, archer and cavalry, others such as acrobats, strongmen, chariots, musicians and generals also exist.

Fenris Wolf

The massive dire wolf, larger than an elephant, glares at you. Behind its yellow eyes is a spark of intelligence and maliciousness.

Fenris Wolf CR 22 (XP 614,400)

CE Huge outsider (chaotic, evil)

Init +10; Senses darkvision 120 ft., low-light vision, scent, true seeing; Perception +46

Aura fearsome bearing (DC 35, 100 ft.)

Defense

AC 38, touch 15, flat-footed 32

(+6 Dex, +1 dodge, +23 natural, -2 size)

hp 459 (34d10+272); fast healing 20

Fort +21, Ref +25, Will +21; +4 vs. poison

DR 15/epic; Immune charm, fear, electricity; Resist acid 20, cold 20, fire 20; SR 33

Offense

Speed 60 ft.

Melee bite +46/+46/+46 (4d6+28/19-20 plus grab plus trip)

Space 15 ft.; Reach 15 ft.

Special Attacks crushing jaws, fearsome bearing, swallow whole (4d6+21 bludgeoning damage plus 4d6 acid, AC 21, 45 hp)

Spell-Like Abilities (CL 20th; concentration +42)

Constant – true seeing
At-will – call lightning (DC 21), deeper darkness, greater invisibility, meteor swarm (DC 27), plane shift (DC 25), storm of vengeance (DC 27)

Statistics

Abi Str 38, Dex 23, Con 26, Int 16, Wis 20, Cha 26
Base Atk +34; CMB +50 (+54 grapple, trip); CMD 66 (70 vs. trip)

Feats Alertness, Awesome Blow, Cleave, Combat Reflexes, Crippling Critical, Critical Focus, Dazing Assault, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Run, Stunning Assault

Skills Acrobatics +43 (+47 jumping), Bluff +45, Diplomacy +45, Intimidate +45, Knowledge (planes) +40, Perception +46, Sense Motive +7, Stealth +35, Survival +42, Swim +51

Languages Abyssal, Aklo, Common, Celestial, Infernal; telepathy 100 ft.

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Crushing Jaws (Ex) The powerful jaws of the Fenris Wolf are treated as a Colossal bite attack that deals double the creature's Strength modifier on a hit.

Fearsome Bearing (Ex) Because of his foreboding and gruesome appearance any creature within 100 ft. of Fenris must make a DC 35 Will save or suffer a -4 morale penalty to all attack and damage rolls against him. Creatures with fewer than half of Fenris's Hit Dice suffer this penalty even if the save is successful. On a failed save these creatures flee as if panicked. Creatures who make their save are immune to this effect for 24 hours. The save DC is Charisma-based.

Vicious Combatant (Ex) The ferocity and speed at which Fenris attacks allows him to make three bite attacks per round as a full-attack action.

The Fenris Wolf lives in the homeland of the hero gods due to it being the offspring of the Trickster. Unfortunately, such a dangerous creature could not be allowed to roam free. The gods crafted many chains to bid Fenris but it easily destroy all that they made.

The gods decided to send a request to the dwarves smiths to have them to craft bindings that would be able to hold Fenris. So the dwarves fashioned a silken bond out of six things: the sound of a cat's footfalls, the beard of a maiden, the roots of a mountain, the dreams of a bear, the breath of a fish and the spittle of a bird. The gods then brought this silken bond before Fenris and bade him attempt to break it. Wary of treachery and aware that there was likely some magic in the silken bond, Fenris said he would agree only if one of the gods consented to place his hand in his mouth.

The god of heroic glory stepped forward and placed his right hand between the wolf's jaws while the gods fastened the silken bond to Fenris and he attempted to break free. As he struggled to free himself, the bond only got tighter. When he realized he could not break free, he closed his jaw and severed the god's right hand. He remains chained there until the end of times.

The Fenris wolf is extremely quick and agile in battle, which allows him to make multiple bite attacks on up to three different opponents in the same round. He fears no god and thinks all mortals are puny at best. He loves to fight but is leery of spellcasters, so



he will usually attempt to swallow them whole at the first opportunity.

Knowledge (religion) DC	Lore
32	The Fenris wolf appears to be a giant dire wolf but is a powerful godspawn.
37	The Fenris wolf can quickly lay an opponent low with its amazing accuracy and ferocity of attack.
42	Only the legendary weapons of epic tales have been known to piece the flesh of the beast and even then the wounds quickly heal.
47	Fenris wolf escaped his bonds centuries ago with the help of his Trickster father and a false clone lies chained and bound.

Knollman

When the corpse rises strips of flesh fall away to expose bones. Its face retains enough meat to show its fury at your intrusion.

Knollman CR 8 (XP 4,800)

CE Medium undead

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

Defense

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 102 (12d8+48)

Fort +7, **Ref** +9, **Will** +12

Defensive Abilities +2 channel resistance; **DR** 5/slaying; **Immune** undead traits

Offense

Speed 40 ft.

Melee 2 claws +15 (1d4+6 plus 1d6 negative energy plus 1 Str)

Special Attacks chill touch, entangle, leech

Statistics

Abi Str 22, Dex 21, Con—, Int 5, Wis 14, Cha 16

Base Atk +8; **CMB** +14; **CMD** 29

Feats Alertness, Cleave, Improved Initiative, Toughness, Weapon Focus (claw), Iron Will

Skills Perception +13, Stealth +14

Languages Common

Ecology

Environment ancient tombs

Organization solitary

Treasure standard

Special Abilities

Chill Touch (Su) The bony hands of a knollman delivers an additional +1d6 of negative energy damage on a successful melee attack. Creatures struck must also succeed on a DC 19 Fortitude save or take 1 point of Strength damage. The save DC is Charisma-based.

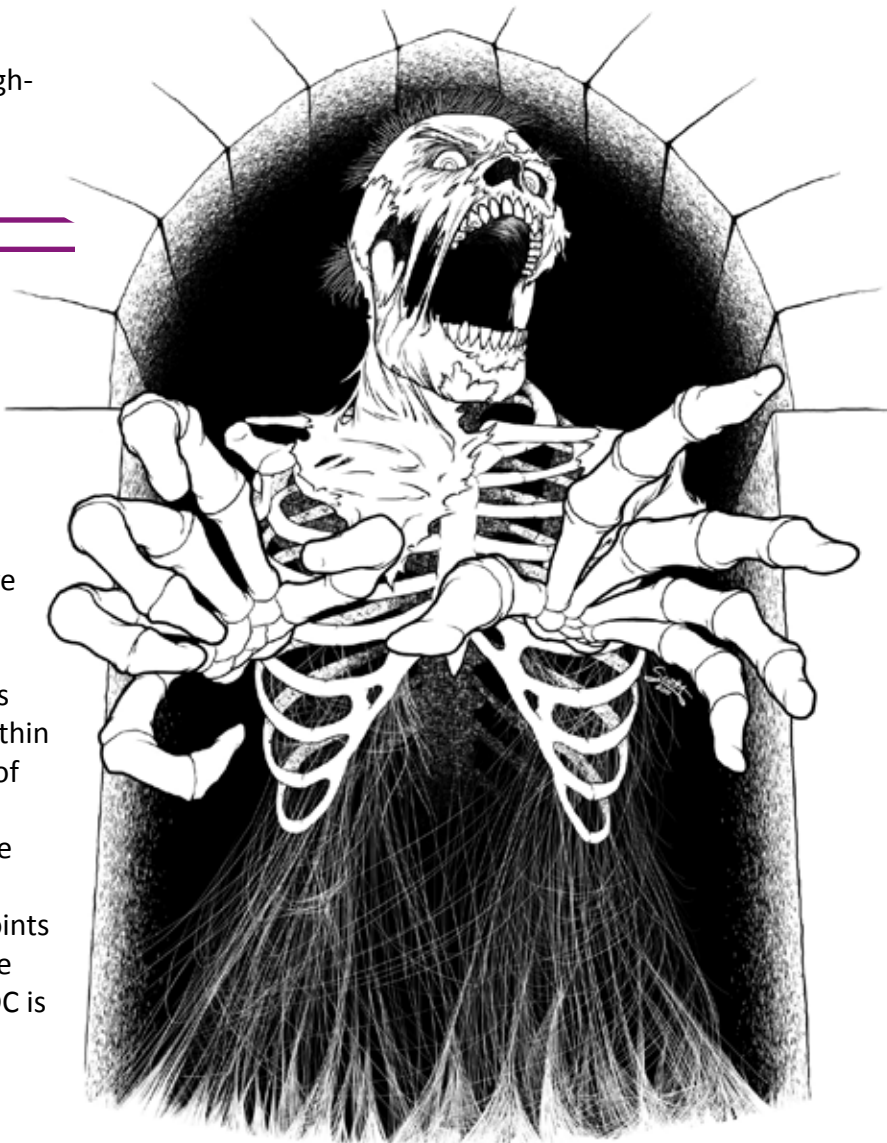
Entangle (Su) The knollman is the master of his domain, and has the power to call forth the roots of the earth, which will entangle any creature within his burial mound. This power works as the spell of the same name, caster level 12th.

Leech (Su) Instead of making a normal attack, the knollman can make a ranged touch attack that leeches the strength of its victim, causing 1d4 points of Strength damage. The Strength damage can be negated with a DC 19 Fortitude save. The save DC is Charisma-based.

Knollmen are broken spirits trapped in the mounds of ancient kings. They look much like human skeletons, though with pieces of rotten meat attached to the white bones. A white layer of spiders web coats the bones, as if spiders had lived here for a thousand years. The skull is the least rotten part of this creature, as it has wrinkled skin and eyeballs, yes even a layer of thin white hair.

These undead are angry spirits, protective of the mounds where they are trapped. Their existence is a curse, as they are bound by an oath to the king in whose mound they are trapped. They can never leave this place and must keep anyone from entering the inner sanctum. The mound is their domain and they control it completely.

They often guard ancient treasures against thieves and grave robbers. A knollman fights fiercely, using all its powers to gain the upper hand and keep any from entering his king's grave. They are fearless and control their surroundings completely.



Variant Knollman Abilities

Obscurity (Su) The knollman’s long entombment in the ground has caused it to incorporate the dust and ash of the grave into its being. As a move action, it can cause the dust and ash of the surrounding land to swirl up and conceal his actual location. This power acts as the obscuring mist spell at the 12th caster level. This replaces entangle.

Sap (Su) Instead of making a normal attack, the knollman can make a ranged touch attack that saps the will of its victim, causing 1d4 points of Wisdom damage. The wisdom damage can be negated with a DC 19 Will save. The save DC is Charisma-based. This ability replaces leech.

Screaming Strike (Su) Some knollman are so filled with rage that their profound disgust is audible in their every action. The strike from such a knollman delivers an addition +1d6 points of sonic damage on a successful melee attack and hit creatures must make a Fortitude save DC 19 or take 1 point of Constitution damage. The save DC is Charisma-based. This ability replaces chill touch.

Knowledge (religion) DC	Lore
18	Knollmen are the undead incarnations of individuals who swore an oath of loyalty to a king.
23	The oath of a knollman binds it to the mound in which it resides, preventing it from leaving the burial site. It protects the mound’s contents from thieves and grave robbers.
28	A knollman can drain the strength of foes from a distance as well as deliver a touch of searing cold with its formidable claws.
33	Knollmen exercise total control over their lairs and can cause the very ground inside a tomb to rise up and attack intruders.

Purple Duck Note: It seems to me that the role that undead play within games might be getting a bit stale. In fact, with the knollman presented here this becomes the third vengeful spirit reanimated as an undead creature bound to a location to protect its contents (the others being the Barrow Wight from

Monsters Unleashed V.1 and the Crypt Thing from Forgotten Foes). Perhaps we should shake things up a bit. Instead of being trapped guardians, perhaps they should be vengeful spirits who have risen from the grave to restore their kingdoms. For that model, I would use the character of Lord Alvaris III presented below.

Lord Alvaris III, former ruler CR 14 (XP 38,400)

Knollman antipaladin 6th
CE Medium undead
Init +10; **Senses** darkvision 60 ft.; Perception +14
Aura cowardice (10 ft.), evil

Defense

AC 30, touch 11, flat-footed 29 (+10 armor, +1 Dex, +6 natural, +3 shield)
hp 181 (12d8+6d10+90)
Fort +19, **Ref** +17, **Will** +23
Defensive Abilities +2 channel resistance; **DR** 5/slaying; **Immune** undead traits

Offense

Speed 30 ft. (base 40 ft.)
Melee 2 claws +17 (1d4+8 plus 1d6 sonic plus 1 Con)
Special Attacks channel negative energy (DC 18, 3d6), cruelty (sickened, diseased), leech, plague bringer, screaming strike, smite good (2/day), touch of corruption (8/day; 3d6)
Spell-Like Abilities (CL 6th; concentration +11)
At-will – *detect good*
Spells Prepared (CL 3rd; concentration +11)
1st- *bane, death knell, murderous command*

Statistics

Abi Str 26, Dex 23, Con --, Int 5, Wis 16, Cha 20
Base Atk +14; **CMB** +22; **CMD** 38
Feats Alertness, Channelled Shield Wall, Cleave, Improved Initiative, Quick Channel, Toughness, Weapon Focus (claw), Iron Will
Skills Knowledge (religion) +5, Perception +14, Sense Motive +5, Stealth +9
Languages Common
SQ fiendish boon (fiendish ape, Gralix)
Gear +1 *dragonhide plate, spined shield, ring of invisibility*, 5,000 gp of additional treasure

Special Abilities

Leech (Su) Instead of making a normal attack, Lord Alvaris III can make a ranged touch attack that leeches the strength of its victim, causing 1d4 points of Strength damage. The Strength damage can be negated with a DC 20 Fortitude save. The save DC is Charisma-based.

Obscurity (Su) Lord Alvaris III's long entombment in the ground has caused it to incorporate the dust and ash of the grave into its being. As a move action, he can cause the dust and ash of the surrounding land to swirl up and conceal his actual location. This power acts as the obscuring mist spell at the 12th caster level.

Plague Bringer (Ex) As an antipaladin, Lord Alvaris III has gained the ability to contract and spread disease even though he is undead.

Screaming Strike (Su) Lord Alvaris III's strike delivers an addition +1d6 points of sonic damage on a successful melee attack and hit creatures must make a Fortitude save DC 19 or take 1 point of Constitution damage. The save DC is Charisma-based.

Gralix (Fiendish Gorilla) CR —

N Large animal (evil, extraplanar)

Init +2; **Senses** low-light vision, scent; Perception +8

Defense

AC 14, touch 11, flat-footed 12

(+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

Resist cold 5, fire 5; **SR** 7

Offense

Speed 30 ft., **climb** 30 ft.

Melee 2 slams +3 (1d6+2)

Special Attacks smite good (1/day)

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

Statistics

Abl Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Base Atk +2; **CMB** +5; **CMD** 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14, Perception +8

Lord Alvaris III once ruled the jungle kingdom of Valkon. Over the centuries dark gods corrupted the rulers of Valkon. Some of this foul corruption seeped into the tombs and bodies of past rulers.

Lord Alvaris III awoke from death in a rage-filled but intellectually diminished state. Sensing everything in the world around him as unnatural to his new form, he gathered his arms to cleanse the Valkon lands of all sentient creatures. Once he has snuffed out the light of life from the Valkon kingdom he will expand his mission of purification into other lands.

Antipaladin Extras

Below you will find copies of a feat and a spell that were used in the creation of Lord Alvaris III's statistic block. If you do not like these additions feel free to swap them out.

Reward of Corruption

When you lay on hands, divine energy ripples through you, granting you corruption.

Prerequisite: Touch of corruption class feature

Benefit: Each time you use your touch of corruption ability, you gain a +1 profane bonus on all attack rolls for 1 round.

Purple Duck Note: When I was working on this antipaladin I realized that across the Pathfinder Roleplaying Game books there were a number of good paladin feats but very few antipaladin feats. Rewards of Corruption is a retooling of a paladin feat. Then I got distracted and rewrote a whole bunch more and gave them away for free and as a tip jar product as the Purple Duck Diversion: Antipaladin.

MURDEROUS COMMAND

School enchantment (compulsion) [mind-affecting];

Level antipaladin 1, cleric 1

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Quickgrass

The pleasant, verdant hillside disappears beneath your feet. In its place emerges a giant maw filled with sharp teeth.

Quickgrass CR 4 (XP 1,200)

N Huge plant

Init -5; **Senses** tremorsense 40 ft.; Perception +3 (no vision success)

Defense

AC 15, touch 5, flat-footed 15

(-2 blind, +4 cover, -5 Dex, +10 natural, -2 size)

hp 45 (6d8+18)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities blind, camouflage, cover; **Immune** plant traits

Weaknesses blind

Offense

Speed 0 ft.

Melee bite +8 (2d6+7 plus grab)

Space 15 ft.; **Reach** 0 ft.

Special Attacks slick, swallow whole (2d4+7 bludgeoning plus 1d6 acid, AC 12, 4 hp)

Statistics

Abi Str 21, Dex —, Con 15, Int 2, Wis 10, Cha 6

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 15 (can't be tripped)

Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +3, Survival +6

Ecology

Environment temperate hills

Organization solitary or garden (2-10)

Treasure no coins, standard goods (gems only), 25% items

Special Abilities

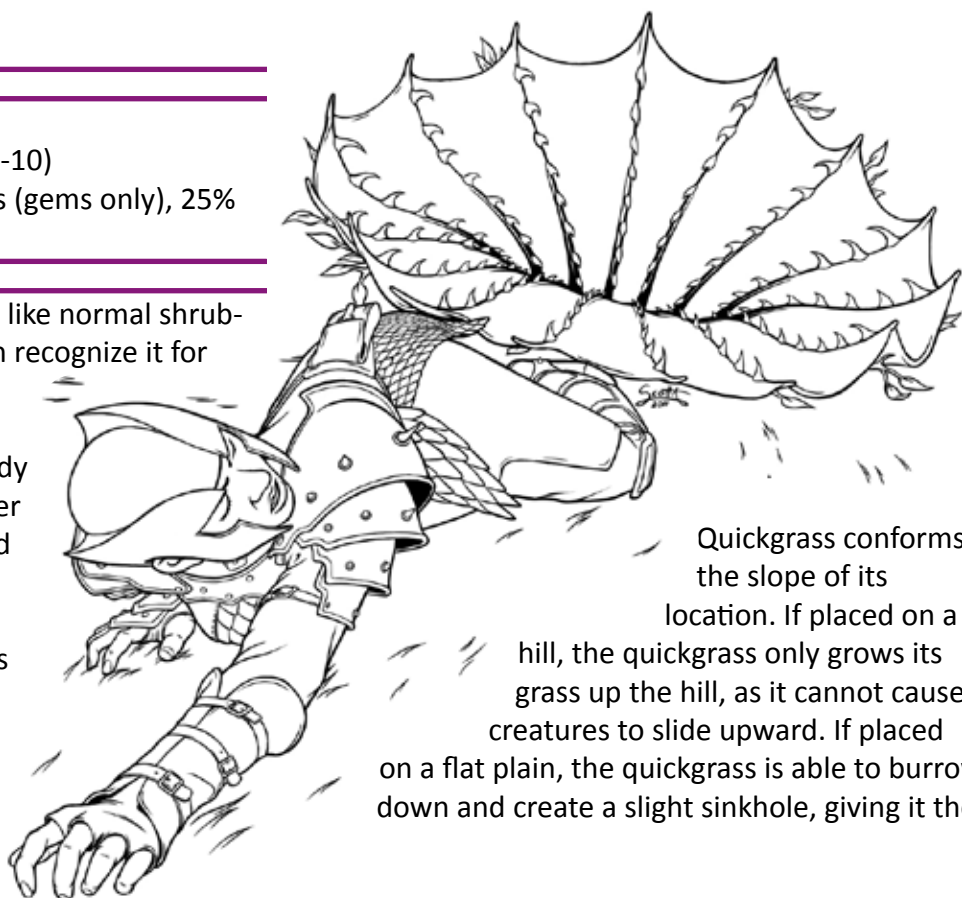
Camouflage (Ex) Quickgrass looks like normal shrubbery when at rest. A character can recognize it for what it is with a DC 20 Survival or Knowledge (nature) check.

Cover (Ex) Since a quickgrass's body is buried in the ground, it has cover against other creatures (+4 AC and +2 bonus on Reflex saves against attacks originating from the other side of the cover). The AC bonus is included in the statistics block.

Slick (Ex) If the quickgrass detects prey, it can rapidly fold its blades flat towards its center, creating a

slick one way surface that causes all creatures within a 30 foot radius to begin sliding toward its maw. Any one in the area must succeed on a DC 18 Reflex save (higher if on a steep slope) or slide 25 feet toward the quickgrass (provoking an attack of opportunity from the quickgrass upon entering its threatened area), landing prone. The shrubbery hiding the creature's body is retracted at this point to prevent creatures from grabbing onto it. The save DC is Strength-based. Creatures who succeed on their saves must succeed on DC 15 Acrobatics checks each round to move in the slick area. Falling causes a creature to slide 25 feet toward the quickgrass, as above.

The feared quickgrass is one of the leading causes of disappearances in civilized lands. Quickgrass appears to be a patch of grass, usually growing on a gentle slope or hollow, with a leafy shrub growing at its center. Quickgrass grows in fields of ordinary grass, making detection difficult. The only way to distinguish quickgrass is by the slightly slimy quality to its blades or by walking upon it. When quickgrass is trod upon, its blades all flatten into a slick surface, and its shrubbery retracts, revealing a large and hungry mouth. Those upon it slide into the creature's maw and are swallowed down. Then, as quickly as it attacked, the grass springs back up and the shrubbery returns, revealing nothing of what took place.



Quickgrass conforms to the slope of its location. If placed on a hill, the quickgrass only grows its grass up the hill, as it cannot cause creatures to slide upward. If placed on a flat plain, the quickgrass is able to burrow down and create a slight sinkhole, giving it the

slope it needs. Its most effective place is between two ridges of a hill, where a natural funnel is created.

Quickgrass does not collect treasure, although treasure tends to accumulate in the creature's body. Coins and items do not survive the digestive process, although gems pass through unharmed.

Quickgrass cannot move in combat. Instead it attacks by causing its prey to slide toward its mouth. When it senses prey upon its blades, it uses its slick attack to draw them in. The creature can only be damaged by attacking its body, which is buried in the ground. The grass and shrub portions of the creature are akin to hair, and neither cause pain nor loss of hit points to the quickgrass if targeted.

Knowledge (nature) DC	Lore
9	Quickgrass is a predatory plant that eats creatures who stumble into its mouth.
14	The quickgrass usually resides at the bottom of a hill or depression so creatures more easily slip into its maw.
19	The presence of quickgrass is often given away by the slightly slimy feel of its grass.
24	A quickgrass's body resides underground so attacking the surrounding grass deals no damage to the creature.

MONSTERS BY ROLE

Combat: Clay Archer, Clay, Calvaryman, Clay Soldier, Corpse Orgy, Fenris Wolf

Skill: Knollman

Special: Quickgrass

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CONTACT INFORMATION

Email: publisher@purpleduckgames.com

Company blog: <http://purpleduckgames.blogspot.com/>

Grand OGL Wiki: <http://grandwiki.wikidot.com/>

Facebook: PurpleDuck Mark

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