

# Tome of Monster Encounters

## NOODLIN WITH THE REDNECKS

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**Environment:** Warm swamp or bayou  
**Encounter Level:** 5 (1,600 XP)  
**Lands of Porphyr:** The Fenian Triarchy

**Area:** A sluggish, winding river with small, shallow pools and bends. Wide-branching trees on the banks, with moss and other vegetation.

**Situation:** The party meets a local tribe of swamp dwellers who decorate themselves with ocher, calling themselves Rednecks (We used the stats for Cannibals from the *GameMastery Guide*, reprinted under rednecks on pages 3-4). To gain their cooperation in passing through this territory, the clan insists that the party go 'Noo-dlin' with 4 of them, a test of bravery. This involves donning a heavy alligator-skin sleeve (DR 4 vs. piercing), wading into a pool in the river, and dangling one's fingers. This attracts the large catfish that frequent the river (use the stats for gar, *Pathfinder Bestiary*) and the 'fisherman' must then thrust their hand (roll to-hit) into the catfish's mouth, drawing from the water and taking 1d6+3 (-4) damage, ideally throwing

the prize onto the bank. Today, however, the river has brought a larger hunter, a lurking altamaha, floating just up river, only its nostrils above the surface (Stealth +12). The altamaha is hunting catfish, too, and will initially strike to steal the prize from the first successful 'noodler'. If it is attacked it will fight back fiercely, seeking to constrict, poison, and consume those that resist.

### Complications: (Optional)

- The redneck warriors forget themselves in their blood rage, and have a 50% of attacking PCs instead of the altamaha or other targets.
- The noodlers have picked a pool that is the nest of a recent hatching; 1d4 immature altamaha join their mother in the attack (use the young template for immature altamaha, without poison). The erstwhile mate of the altamaha might also be nearby...
- Anyone constricted by the beast will be dragged in to the river proper with a move action; they will have to deal with drowning as well as attacks, and the limitations of underwater combat.

**Reward:** The poison glands of an altamaha are quite valuable, and any surviving Rednecks will enthusiastically harvest 1d3 of them from the altamaha's corpse, along with a large quantity of meat. Each gland bears a dose of altamaha poison (500 gp each), though each



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## ALTAMAHA



## THE FENIAN TRIARCHY

critical hit will have reduced the number of glands by 1. The Rednecks will also throw the party a feast and guide them to their destination.

## SAMPLE STATISTICS

### ALTAMAHA

*A patchy green and brown reptile, like a cross between a snake, a salamander and a crocodile and nearly 20 feet long, spots you from its resting spot on a sandbar. The longer it looks at you, the more hungry it looks.*

#### ALTAMAHA (CR 5; XP 1,600)

N Large animal

**Init** +5; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 18; touch 11; flat-footed 17

(+1 Dex, +1 dodge, +7 natural, -1 size)

**hp** 45 (7d8+14)

**Fort** +7, **Ref** +8, **Will** +3

#### OFFENSE

**Speed** 20 ft., swim 40 ft.; sprint

**Melee** bite +10 (2d6+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d6+7 plus poison)

#### STATISTICS

**Str** 20, **Dex** 13, **Con** 14, **Int** 2, **Wis** 12, **Cha** 9

**Base Atk** +5; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

**Skills** Acrobatics +5, Climb +9, Perception +7, Stealth +4 (+12 in swamps), Swim +13; **Racial Modifiers** +2 Perception, +8 Stealth in swamps

**SQ** hold breath

#### ECOLOGY

**Environment** warm rivers and swamps

**Organization** solitary, pair or nest (2-5)

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** spine—injury; *save* DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 2 saves

**Sprint (Ex)** Once per minute, the altamaha can triple its land or swim speed for 1 round.

Twenty feet long, the marsh dwelling altamaha can be a dangerous foe when cornered, but is otherwise harmless, as it usually ignores creatures it does not see

as food. It has a long, thickly muscled serpentine body, a spade shaped tail, a wide, flat head filled with sharp conical teeth, and short, almost vestigial legs ending in webbed feet tipped in sharp claws. Along its backbone, starting on top of its head and ending between its hind legs, is a ridge of sharp spines. These spines are poisonous, although they are fixed and only a danger when they pierce the skin.

The altamaha is a solitary creature, seldom coming together with others of its own kind except to mate. Female altamaha lay their fertilized eggs in a nest which they conceal very thoroughly and watch from a close vantage point. As the young begin to emerge about 75 days later, the female helps them to the water and then leaves them to fend for themselves.

Altamaha are opportunistic feeders that will eat whatever prey animals they are able to catch. They move quickly for their size and bulk, and in the water are almost lightning fast. Small prey such as fish and small mammals are usually swallowed whole while larger prey (creatures of Small and Medium size) is killed by constriction. The constricting motion compacts the larger creatures into a more easily swallowed size. Constriction sometimes brings the altamaha's spines into contact with its prey, but the altamaha is immune to its own toxin.

Faced with a creature capable of resisting, or if cornered and threatened, the altamaha is a fierce fighter. The same constriction that is so effective at rendering its food into easily swallowed packages is quite dangerous to adventurers as well. The altamaha's spines inject a powerful venom that clots blood into a thick gel. Altamaha poison sells for 500 gp per dose, but is very rare because of the danger in harvesting it.

In the water, the already fast altamaha is capable of moving with blinding speed or of lying in wait motionless and hidden, its patchy, scaled hide mimicking the leaf litter of the swamp's floor. The altamaha is capable of holding its breath for up to thirty minutes at a time, and if floating near the surface with its nostrils exposed, can remain undetected until it chooses to move.



## REDNECKS (CR 1; XP 400)

Human barbarian 2

CN Medium humanoid

**Init** +1; **Senses** Perception +6

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### DEFENSE

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**AC** 13, touch 9, flat-footed 12

(+4 armor, +1 Dex, -2 rage)

**hp** 25 (2d12+12)

**Fort** +8, **Ref** +1, **Will** +3

**Defensive Abilities** uncanny dodge

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### OFFENSE

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**Speed** 40 ft.

**Melee** longspear +6 (1d8+6/x3) and bite +1 (1d4+2) or unarmed strike +6 (1d3+4) and bite +1 (1d4+2) or bite +6 (1d4+4 plus +2 bonus on grapple)

**Ranged** throwing axe +3 (1d6+4)

**Special Attacks** rage (9 rounds/day), rage power (animal fury)

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### TACTICS

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**Base Statistics** When not raging, the barbarian's statistics are AC 15, touch 11, flat-footed 14; hp 21; Fort +6, Will +1; Melee longspear +4 (1d8+3/x3) or unarmed strike +4 (1d3+2), no bite; Ranged throwing axe +3 (1d6+2); Str 15, Con 16; CMB +4 (+6 grapple); Climb +4, Swim +4

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### STATISTICS

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**Str** 19, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +6 (+8 grapple); **CMD** 15 (17 vs. grapple)

**Feats** Improved Grapple, Improved Unarmed Strike

**Skills** Climb +6, Handle Animal +4, Perception +6, Survival +6, Swim +6

**Languages** Common

**SQ** fast movement

**Gear** hide armor, longspear, throwing axes (2)

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