Chilling Euriosities A Field Guide

by Rodney Sloan and Bob Greyvenstein











Chilling Curiosities – A Field Guide Written by: Art and Layout by: Proofreading by: **Julia Sloan** Published by:

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Creatures-

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Thanks

Many thanks to the people who provided valuable feedback on the creatures in this book, particularly our volunteer monster wranglers – you did not give your lives in vain.

Chilling Euriosities



A Field Guide

Chilling Creatures - a field

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Introduction



he Mage Myrddyn encountered several creatures during his extensive field trips that defied classification, save for their chilling aspect.

As Dean of the Arcane Lore of Creatures at the University of Scarthey, he studied and catalogued thousands of creatures, both magical and mundane, in his field notes. One collated set of notes was deemed so indispensable that it was set aside, bound in silver 10 thread and warded with powerful spells, in the tower of the Arch-Mage, Gwydion Ambrosius. The tome became known as the Chilling Curiosity, for black ichor wept from its bound pages and on dark nights the booked seemed to howl in pain. Ambrosius and his faculty tried in vain to exorcise the dark spirits from those pages, eventually dividing the book into several sections, which they scattered throughout Scarthey.

This field guide provides a minute look at Myrddyn's notes, detailing a mere fraction of the creatures from the Chilling Curiosity, as much as is thought safe to do so. Each is a chilling curiosity in and of itself, but the knowledge provided within will arm any who seek to drive back the darkness with invaluable insight.

Steel yourself against the darkness, armed with the illuminating light of knowledge and a sharp sword.



- Professor Ahurnius Arthfael, Esq. Dean of the High Arcane Lore of Creatures Scarthey University of the Arcane Arts

Chilling Creatures - a field

ARCANE

PAGES TENENTUR IN TENEBRIS, CUM CREATURAE VOCATIONEM. CONTRA FRIGUS FERRUM UIDEO, REPTILI QUOD MALUM DESINIT.

Place arcane ward inside a book or scroll to ward off dark energies.

> - Dean Kusor Praesidium Faculty of Abjuration Scarthey University

Use of this ward is done so at the user's own risk. Scarthey University cannot be held responsible for any magical malfunction caused by this ward. Incorrect use may result in death, decapitation, demon possession or displacement of body parts.

Combating Chilling Curiosities



ach of the curiosities in this book has their own method of hunting, which, if understood, can be used against them with devastating effects. The following notes were provided by Arlen Hagduin and

other slayers, from their experiences with the creatures listed below.



he ocular jar is almost always a spy for another sentient creature. Follow it from the shadows and prepare to strike at the heart. They are stealthy hunters, so always watch your back and wear thick boots.



gainst the corpse fly swarm, fire is your best friend. Kill them swiftly before they have a chance to infest the dead. These pests are most prevalent on the battlefield, so look for them where the dead are gathered in great number.



ike the corpse fly swarm, crypt creepers have an affinity for the dead, but only prevail where necromantic energy is strongest. Watch

for them in large communal tombs and ancient burial mounds. A stout club or maul works best, but remember to carry a potent antitoxin.



Helm lurkers are a bane to those who pilfer helmets from crypts and dungeons. Always check inside first, but remember that, despite its name, the helm lurker can be

found anywhere, usually hidden in darkness.



ud menaces love nothing more than to trip up the unwary, using their natural habitat and odd physique to great effect. If you ever encounter one of these creatures, keep an eye on

the water nearby, it is likely to be infested with crocodiles, or worse.



eething slime must be dealt with coolly. Keep a level head and the creature will be manageably dispatched. Seething slime are common in large ogre dens, orc camps, and other violent places, where they are usually restrained in a deep pit.

Elves have little to fear from dream stalkers, but other races had best take every precaution to remain awake when the dream stalker comes knocking. The gloom that surrounds a dream stalker is often

the only warning of their presence, but makes it nearly impossible to see them without some form of light. At the same time, a torch burning less lustily than usual is a sure sign that one of these horrors draws near. Though it may seem counterintuitive, singing a lullaby is the only way to drive them off.

Chilling Creatures - a field Suide

Oculus hydria



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pider-like mechanical legs and a needle tipped probe support a glass jar in their midst. Within the liquid, a single eye swims about.

man

Chilling Creatures - a field Guid

Ocular Jar CR 1/2

XP 200

Any alignment (same as creator) Tiny construct **Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

Defense

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) **hp** 10 (1d10);

Fort +0, **Ref** +2, **Will** +1

Defensive Abilities construct traits;

Offense

Speed 30 ft., climb 20 ft.

Melee needle probe +3 (1d2 plus poison)

Space 2-1/2 ft.; Reach 5 ft.

Statistics

Str 2, Dex 14, Con —, Int 4, Wis 12, Cha 5 Base Atk +1; CMB +1; CMD 7 (11 vs. trip)

Feats Weapon Finesse

Skills Climb +5, Perception +3, Stealth +10; **Racial Modifiers** +8 Climb, +2 Perception

Languages Common (cannot speak)

Ecology

Environment any land

Organization solitary

Treasure none

Special Abilities

Needle Probe (Ex) An ocular jar's needle tipped probe deals piercing damage. It can use the probe to manipulate objects and, using a small vial of ink stored within the probe, write simple responses to basic questions.

Poison (Ex) Needle probe – injury; save Fort DC 13; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Eye of the Creator (Su) The eye within an ocular jar maintains a magical link with its donor, if he or she still lives, allowing them to see anything the ocular jar sees. This link does not function when the creator and ocular jar are on different planes.

Masochistic mages have been known to create ocular jars using one of their own eyes, using them as freakish familiars. Due to their longevity and their ability to travel between planes while maintaining the magical link to their donor, ocular jars make consummate spies.

A common punishment for a hapless sentry is the removal of an eye for the construction of an ocular jar. Should the unwilling donor die in the process of removing the eye, the second eye is removed as well. This has ensured that the practice is eagerly carried out for even the most minor infraction.

Some masterless ocular jars are reported to have acquired the ability to create more of their kind, using basilisk eyes to create truly dangerous creatures.

Construction

An ocular jar is constructed by building a framework of mechanical legs with a needle tipped probe around a glass jar. A solution of spinal fluid, spring water, minerals and oils is then prepared, into which a freshly extracted eye is placed. These materials cost 300 gp. An intricate magical ritual is then performed, animating the eye and its exoskeleton of brass and glass. The entire process requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, costing an additional 500 gp to supply.

Chilling Creatures - a fall S

OCULAR JAR

CL 6th; **Price** 1,600 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *spider climb*, eye from a living creature **Skill** Craft (sculpture) DC 12; **Cost** 800 gp.

Famílíar

An ocular jar can be used as a familiar, following the rules for familiars described in the Pathfinder Roleplaying Game Core Rulebook. An ocular jar grants its master a +2 bonus on sight-based and opposed Perception checks under any light conditions.

Chilling Creatures - a fueld Guide



Volare examina corpus



dreadful hum of buzzing wings emanates from a dark cloud of flying insects. Below the swarm, dead creatures rise, their skin writhing with unwholesome life.

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Chilling Creatures - a field Guide

Corpse Fly Swarm CR 1

XP 400

CE Fine vermin (swarm)

Init +4; **Senses** darkvision 60 ft., scent; Perception +8

Defense

AC 22, touch 22, flat-footed 10 (+4 Dex, +8 size) hp 12 (2d8)

Fort +2, **Ref** +6, **Will** +0

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

Offense

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 10), infest corpse, rapid multiplication

Statistics

Str 1, Dex 18, Con 8, Int –, Wis 10, Cha 9 Base Atk +1; CMB —; CMD — Feats Lightning Reflexes

Skills Fly +16, Perception +8; Racial Modifiers +8 Perception

SO swarm traits, vermin traits

Ecology

Environment any temperate or tropical and underground

Organization solitary, plague (2–4 swarms plus 2-7 corpse fly zombies)

Treasure none

Special Abilities

Infest Corpse (Ex) As a full round action, a corpse fly swarm can infest a freshly deceased corpse of size Small or Medium. Larger corpses can be infested by multiple swarms, double the number of swarms for each size increment above Medium. In the following round, the corpse rises as a zombie. If the zombie is killed within a week, the swarm is also destroyed.

Rapid Multiplication (Ex) A corpse fly swarm multiplies quickly. After 1 week within a corpse, the swarm regains its full strength, including full hit points. After two weeks the corpse contains two swarms. After three weeks, the corpse contains four swarms. If the zombie host is destroyed, as a standard action, these swarms burst free of the corpse. After four weeks, the zombie corpse can no longer hold the swarms within it and bursts open, releasing four swarms. Place swarms adjacent to the space previously occupied by the zombie. Swarms move as one but infest corpses independently.

Corpse flies were likely a foul byproduct of longstanding necrotic manifestations and the meddling of powerful necromancers. Individually, the flies are a nuisance, ever present where death lingers. When left unchecked, however, swarms of plague flies can quickly bring nations to their knees. More than one conquering militia has had their victory soured as legions of their enemies arose once more to do battle, surrounded by a roiling black cloud of flies.

It is not uncommon to find censer swinging clerics spreading sacred smoke among the dead after a battle, sometimes forsaking the dying to do so, in an effort to drive off these deadly pests.

Creatures - a sale Su

Eorbse Flu

A corpse fly zombie is a rotting creature infested with tiny flies that roil beneath its skin. Treat a corpse fly zombie as a standard zombie, although it must contain an infestation of plague flies, which multiply as per the rapid multiplication ability, as described above. A randomly encountered corpse fly zombie contains 1d4 corpse fly swarms.



Examen crypta



mass of crawling, necrotic filth from a thousand graves roils with worms, maggots, rotting offal and clawing bone.

Chilling Creatures - a field Suide

Crypt Creepers CR 3

XP 800

CE Tiny undead (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +2 size, +1 natural)

hp 28 (4d8+8)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities swarm traits; **DR** 5/ bludgeoning; **Immune** undead traits;

Offense

Speed 20 ft., burrow 10 ft., climb 15 ft.
Melee swarm (1d6 plus disease)
Space 10 ft.; Reach 0 ft.
Special Attacks disease, distraction (DC 13)

Statistics

Str 2, Dex 14, Con —, Int —, Wis 12, Cha 15 Base Atk +3; CMB —; CMD — SQ swarm traits

Chilling Creatures - a polo Sude

Ecology

Environment any

Organization solitary, hive (2–5 swarms), or infestation (6–12 swarms)

Treasure none

Special Abilities

Disease (Ex) *Necrosis*: Swarm – injury; save Fort DC 13; *onset* 1d10 days; *frequency* 1/ day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

The disjointed remains of a thousand dead, reanimated by necromantic magic or great travesty, becoming crypt creepers, vile conglomerations of undeath.

Crypt creepers are found in large gravesites, burial mounds and ancient mass crypts where the unidentifiable remains of many unfortunate souls have been gathered. Utterly mindless abominations, they pass over anything in their way, cutting with a thousand edges of jagged bone and spreading disease as they go.



inuous tentacles grope around from beneath an iron helm.

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Chilling Creatures - a field Sude

Helm Lurker CR 2

XP 600

N Tiny magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +5

Defense

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 Dodge, +2 size)

hp 17 (3d10-3)

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

DR 5/piercing, slashing; **Immune** trip; **Resist** cold 10

Offense

Speed 20 ft.

Melee bite +1 (1d3), tentacles +1 (grab)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks powerful tentacles

Statistics

Str 6, Dex 14, Con 8, Int 2, Wis 12, Cha 8

Base Atk +3; **CMB** +3 (+4 grapple); **CMD** 8 (can't be tripped, +2 vs. grapple)

Feats Dodge, Improved Initiative

Skills Climb +4, Perception +5, Stealth +8; **Racial Modifiers** +2 Climb, +2 Stealth

SQ helm dwelling, hibernation

Ecology

Environment any

Organization solitary, pair, or brood (3–12)

Treasure incidental

Special Abilities

Helm Dwelling (Su) Helm lurkers create an extra dimensional space within a receptacle in which they live, which gives them a +2 armor bonus when they are within a helm, which they don as a move action. Any magical properties the helm might have are bestowed on the helm lurker unless they require a command word to activate.

Hibernation (Ex) A helm lurker can enter a state of semi conscious dormancy; doing so takes 10 minutes. While in this state, it can take no actions and suffers a -5 penalty to perception checks. A helm lurker can remain in this state for up to a year. While in this state, it does not need to eat or drink and ages at half the normal rate. After this time, the helm lurker must feed and replenish its fat stores before it can hibernate again. If it wishes to awaken, such as when it detects prey, or is jostled or damaged, a helm lurker awakens in 1d4 rounds.



Powerful Tentacles (Ex) A helm lurker counts as having both the Improved Grapple and Greater Grapple feats and always counts as meeting the requirements for both. A helm lurker does not provoke an attack of opportunity when performing a grapple combat maneuver. It also gains a +4bonus on checks made to grapple a foe and receives a +2 bonus to Combat Maneuver Defense whenever an opponent tries to grapple it. It can maintain the grapple as a move action. After a successful check to continue grappling a foe, a helm lurker performing a damage action may also choose to suffocate the target of its grapple. This suffocation ends if the grapple condition is ended. A helm lurker can maintain its grapple and the suffocation even when dead, but cannot continue to deal damage otherwise.

The first helm lurkers may have been created by cunning wizards as tools of assassination, or as a deadly reprimand to would-be thieves. Over the ages, their numbers have multiplied, and helm lurkers can now be found in a wide variety of places. Opportunistic ambush hunters, they have been known to hide in vast assortment of objects, including buckets, animal skulls, and large shells. Perhaps they are drawn to magic as they certainly know the value afforded by a potent magical helm.

Chilling Creatures - a fueld Gude



Incolam lutum





aked with mud, this little boy-like creature with slender, pointed ears and a wide mouth grins mischievously. In his hand is a long, slender reed, with a ball of clay on the end.

Mud Menace CR 2

XP 600

CN Small fey (humanoid)

Init +4; **Senses** low-light vision; Perception +8

Defense

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 9 (4d6-4)

Fort +0, **Ref** +8, **Will** +5

DR 2/cold iron

Offense

Speed 30 ft., swim 20 ft.

Melee bite +1 (1d4–1), short sword +0 (1d4-2/19-20)

Ranged clay slinger +6 (mudball)

Special Attacks clay slinger

Spell-Like Abilities

(CL 2nd; concentration +4)

At will – *mudball* (DC 13)

1/day – slowing mud (DC 9), transform rock to mud (DC 9)

Creatures - a

Statistics

Str 7, Dex 18, Con 8, Int 13, Wis 12, Cha 14

Base Atk +2; CMB +5 (+7 trip); CMD 13 (15 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Improved Trip

Skills Acrobatics +11, Bluff +7, Climb +3, Knowledge (geography) +6, Knowledge (nature) +6, Perception +8, Sense Motive +6, Sleight of Hand +6, Stealth +11, Swim +5

Languages Common, Sylvan

SQ mud strider, sprout legs

Ecology

Environment any rivers (mudflats)

Organization solitary, gang (2–6), tribe (15–30)

Treasure standard

Special Abilities

Clay Slinger (Ex) A clay slinger is a long, smooth reed or stick. Molding a ball of clay around the tip allows the wielder to sling the clay at great distance. A clay slinger has a range increment of 50 feet. Loading is a move action. The Rapid Reload feat can be taken for clay slingers, allowing one to load a clay ball as a free action. In all other ways, clay flung from a clay slinger works as the mudball spell.

Mud Strider (Ex) A mud menace is adept at living in and around rivers. A mud menace treats rivers, river banks and muddy areas as if it had the Favored Terrain ranger class feature. Furthermore, a mud menace is not slowed by mud or quicksand and never risks drowning from such terrain.

Sprout Leg (Su) A mud menace can sprout an extra leg as a move action, gaining up to a maximum total of 4 legs. Each additional leg grants the mud menace a +2 bonus to CMD against trip attempts.

Of all the water dwelling fey, the mud menace, or river neenee, is the most mischievous. These guardians of river courses and enchanted river banks love nothing more than to pelt travelers with wet clay before disappearing down a muddy stream, only to reappear at the most inopportune moment.

When enemies approach, a mud menace uses cunning to lure their foes into a deadly encounter with a larger, fearsome creature, using mud traps and mud missiles to ensure their champion's victory.

Mud menace tribes prefer to live in mud huts built between the roots of mangrove trees, where they survive on a diet of fruit, fish and crab.

Chilling Creatures - a field Sude





 iscous slime forms disparate
 shapes within its semitransparent green mass.



Seething Slime CR 3

XP 800

N Medium ooze

Init +0; Senses blindsight 30 ft.; Perception -3

Defense

AC 12, touch 10, flat-footed 12 (+0 Dex, +2 natural)

hp 26 (4d8+8)

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

Defensive Abilities amorphous; **Immune** acid, bludgeoning and piercing damage, ooze traits

Offense

Speed 20 ft., climb 10 ft., swim 40 ft. **Melee** slam +4 (1d6+1 plus 1d6 acid) **Ranged** spit +3 (1d4 acid)

Statistics

Str 12, Dex 10, Con 14, Int —, Wis 4, Cha 4
Base Atk +3; CMB +4; CMD 14 (can't be tripped)
Skills Climb +9, Perception -3, Swim +9

a Creatures - a pelo-Su

SQ amphibious, seething aggression

Ecology

Environment any

Organization solitary or infestation (2–20)

Treasure none

Special Abilities

Seething Aggression (Sp) Seething slime are empowered by the aggression of others. When a creature within 30 feet of a seething slime attempts an attack, uses the barbarian's rage ability, makes an Intimidate check or otherwise acts in a hostile manner, the seething slime gains 2 temporary hit points. For every 10 hit points gained this way, even if they are subsequently lost, the seething slime gains a + 1bonus to its Strength and Constitution. For every 2 points of Constitution gained, the seething slime gains 2 hit points per Hit Dice. A creature can attempt to calm their emotions by making a DC 14 Will save once per round, preventing this ability from triggering. Attempting this save also ends a barbarian's rage. The spell calm emotions removes all bonuses gained from seething aggression and represses this ability for the duration of the spell, but does not otherwise affect the seething slime.

Spit (Ex) seething slime can spit acidic saliva to a maximum range of 40 feet.

Seething slime seeks out the violent and hateful places of the world, feeding off the ire of those around them. Some say it was the rage of cities and powerful beings that brought them into existence. Whether this is true or not may never be known, but as anger





empowers them they begin to grow, eventually reaching massive sizes, at which point they split into two or three separate individuals.

Chilling Creatures - a field Sude



Somnium stalker



arkness gathers around a silent, invisible figure draped in translucent black robes.



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Dream Stalker CR 4

XP 1,200

CE Medium outsider (evil, extraplanar, incorporeal)

Init +4; **Senses** darkvision 60 ft; Perception +10

Aura deepening darkness (30 ft., DC 15)

Defense

AC 17, touch 14, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 36 (5d10+5)

Fort +2, **Ref** +7, **Will** +6

Defensive Abilities incorporeal

Weaknesses lullaby

Offense

Speed fly 30 ft. (perfect)

Melee touch of midnight +9 touch (4d6 plus *sleep* or *touch of fatigue*)

Spell-Like Abilities (CL 5; concentration +9) At will – *sleep (DC 15), touch of fatigue (DC 14)* 1/day – *darkness, deep slumber (DC 17), plane shift (DC 19)*

Statistics

Str —, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 18 (immune vs. trip)

Feats Dodge, Weapon Finesse, Weapon Focus (touch)

Skills Bluff +12, Fly +11, Intimidate +12, Knowledge (planes) +10, Perception +10, Sense Motive +10, Spellcraft +10, Stealth +11

Languages Abyssal, Common, Elven

SQ dream walking

Ecology

Environment any

Organization solitary, nightmare (2-8)

Treasure none

Special Abilities

Deepening Darkness (Sp) Gloom surrounds a dream stalker and puts creatures to sleep. All light falling within a 30 foot radius of a dream stalker counts as one step darker than usual, including magical light. Any creature in the area must succeed on a DC 15 Will save or fall asleep, as if affected by a sleep spell (caster level 5th). There is no limit to the number of Hit Dice a dream stalker can affect with this ability. A creature that successfully saves is immune to that dream stalker's sleep aura for 24 hours. The save DC is Charisma-based.

Dream Walking (Su) As part of a move action, a dream stalker may enter the body of a sleeping creature and take control of their body, effectively controlling them through their dreams. The sleeping creature may attempt a DC 15 Will save to prevent this. Any damage the dream stalker takes while inhabiting a body is reduced by half, with half the damage going to the host. If the host wakes for any reason, including taking damage, the dream stalker is immediately expelled from the body and placed in an adjacent space. While dream walking, a dream stalker may cast plane shift as a move action to return to the Plane of Dreams. The host remains behind and wakes as a result of this. A dream stalker may also move between sleeping creatures as a move action, as long as the sleeping creature is within 100 miles of its current host.

Lullaby (Ex) A dream stalker will actively flee from the sounds of a lullaby. To succeed at a lullaby, the singer must succeed at a DC 11 Perform (sing) check.

Chilling Creatures - a palo



Touch of Midnight (Sp) The touch of a dream stalker draws one into the world of dreams. The dream stalker may choose to deliver either sleep or touch of fatigue with each attack.

Often erroneously thought to be created by the Fey as vile huntsmen, dream stalkers are in fact native to the Plane of Dreams. As such, they rely on the dreams of the living to be able to manifest on the material plane. A dream stalker may use plane shift to travel from the Plane of Dreams to the material plane, appearing within the dreams of a living creature within the 5 to 500 miles (5d%) of its intended destination.

Dream stalkers roam the dreams of innocent sleepers, enjoying nothing more than terrorising their victims with their presence. When roused to anger, dream stalkers make truly deadly opponents, able to stalk the dreams of their foe. More often than not, the encounter ends with a night of bad dreams and the subject of the stalkers ire awakening locked in a closet or cage, seemingly of their own doing.

Chilling Creatures - a field Sude

The Creature Chronicler

The creature chronicler is adept at stalking and cataloguing creatures. New magical items give the creature chronicler the edge over stronger magical beasts.

Creature Chronicler (Ranger Archetype)

While most rangers are expert hunters, some rangers devote their lives to the study and chronicling of creatures instead, preferring to take notes instead of heads.

Favored Enemy (Ex): At 1st level, when the creature chronicler chooses a favoured enemy,

instead of the +2 bonus on weapon attack and damage rolls against them, she gains a + 4 bonus to CMB on grapple attempts and to the DC for her favoured enemy to spot her traps. Once per day, when she has captured or killed a creature of her chosen type, she may choose a new creature type to replace the old one. She may never have more than one favored enemy at a time. This ability modifies favored enemy.

Cratheres - a sale is

Field Notes (Ex): A creature chronicler maintains a book of field notes. This book costs 15 gp and has 100 pages of parchment. Whenever the creature chronicler studies a creature for 1 hour or more, she can record her notes on one of the book's pages. From that point on, whenever she or another person spends 5 minutes reading a page, they gain a +2 bonus on weapon attack and damage rolls against the same creature for 1 hour or until reading another entry. This ability replaces wild empathy.

Magic Items

Powerful magical items can make all the difference when facing some of the creatures detailed in this book and others.

Hexer's Bane

Aura moderate necromancy; CL 4th

Slot none; Price 42,321 gp; Weight 1 lb.

Description

The wicked barbs of this darkwood javelin are intricately inscribed with diabolic runes.

When thrown at a target, the dispelling powers of the javelin are invoked as per a dispel magic spell. This functions as a targeted counterspell with a caster level of 4 against any spells affecting the javelin's target, as described in the entry for dispel magic.

A creature hit by a hexer's bane suffers 2 points of bleed damage.

Construction

Requirements Craft Magic Arms and Armor, bloody claws, dispel magic; Cost 21,321 gp

Hunter's Hood

Aura faint divination; CL 2nd Slot head; Price 12,000 gp; Weight —

Description

This dark olive hood has a long peek embroidered with a stylized wolf head.

The wearer can see any objects or beings that are invisible within the wearer's range of vision, as if the wearer was subject to a see invisibility spell.

Construction

Requirements

Craft Wondrous Item, see invisibility; **Cost** 6,000 gp

Chilling Creatures - a field s

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creatures.

Phoenixes

A Field Guid



covers seven varieties of the majestic phoenix, the flaming bird of legend. The book includes the

protective shield phoenix, the Asian inspired imperial phoenix and two phoenix familiars, to name but a few.



CHILLING CREATURES – A FIELD GUIDE

brings you 7 novel, low CR creatures to challenge your players. Brought to life with beautiful illustrations, each unique creature is detailed in full, along with complete stats for the game. Also inside is the creature chronicler ranger archetype and 2 new magical items, just the thing to give players an edge over these new horrors.

by Rodney Sloan and Bob Greyvenstein







looks at six very

different griffin species, from the small wizard's familiar known as the sorcerer's griffin, to the regal noble griffin and the vile terror griffin. Two griffin flyer archetypes give your character a chance to tame and ride one of these mighty

Fantastic Freebie

Calculating night-time hunters with a cruel hatred for humans, the baleful strix is a hellish abomination of an otherwise reclusive race.



Art from comina Field Suides:

... And before long a whole library more. No adventurer can afford to be without these invaluable guides. Hour life may very well depend upon them!

by Rodney Sloan and Bob Greyvenstein





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