**Rite Publishing Presents** 

# 101 Not So Random Encounters: Forest Kingdom





By Mike Welham



Rite Publishing Presents:

### 101 Not So Random

## Encounters: Forest Kingdom

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**Dedication:** To Cheryl Welham—for her understanding when I disappear for a couple of days to finish a project.

Special Thanks: to Steven D. Russell.

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-Melnor, second class Sage of Questhaven

Vessa Broadleaf (CR 23): Vessa Broadleaf 1. is a centuries-old hamadryad, far more plant-like than humanoid-like in appearance, who has lived the vast majority of her life in Deepheart, a secluded dense forest that has seen very little activity in terms of war and tree harvesting. She surrounded herself with a variety of fey and plant allies, creating a force that gained her considerable respect (or fear) from the humanoid populace. The humanoid nations neighboring her forested demesne had plenty to deal with in their ongoing skirmishes and battles among themselves. This long-standing "truce" led to complacency on Vessa's part, so she paid little attention to the steady humanoid population growth that forced the embattled leaders to consider encroaching on her land for resources and general expansion. The final blow to the peace came when a logging concern wiped out an acre of formerly protected woods, and the company hired mercenaries who killed an ancient treant friend of Vessa's. Turning her attention back to the people of Berrellis, she realized she needed a proactive approach, and she now plans to overlay her forest and a surrounding buffer with the primal dimension from which she hails. However, the recently arrived daemon Phlytuum has not only derailed her machinations, but also corrupted some of her farflung agents. Seizing a potential opportunity in the daemon's arrival, Vessa seeks out do-gooders to deal with the obviously evil creature, while she quietly carries out her schemes.

Vessa interacts with characters through her various agents at any point in their career, especially to impress upon them the menace posed by Phlytuum. She also provides allies to the PCs if they ask for assistance. She never reveals her true intentions to creatures outside her inner circle, but the characters may slowly learn she has a hidden agenda as she redirects their concerns to the obvious threat.

Scaling the Encounter: Increase to CR 25, as Vessa calls upon a favor from a pair of great wyrm forest dragons (see Pathfinder Roleplaying Game Bestiary

### Designer's Notes

101 Not So Random Encounters: Forest Kingdoms follows up 101 Not So Random Encounters: Winter, and with this new endeavor Steve Russell presented me with a new challenge for this book. Many of the encounters presented below derive from random encounter tables in the Pathfinder Roleplaying Game's most popular Kingdom Building adventure path, but the encounters still had to work together as a stand-alone narrative like the previous installments of 101 Not So Random Encounters. Since many of the encounters dealt with plants and fey, those would make obvious elements, and, in this case, I decided the fey would attempt to push the borders of their primal dimension into the mundane world, driving all humanoids out in the process. Fortunately, to help preserve the fey plan's subtlety, a daemon paragon devoted to Pestilence decided to wreak havoc in the same area, providing adventurers an obvious foe to fight, and allowing the fey to grant their own dubious assistance while they further their own plans. As per other installments, you can use this book to create a campaign in and of itself, or to augment existing adventure paths. At any rate, I hope this provides inspiration for your game sessions.

 $3^{\text{TM}}$ ). Reduce to CR 21, due to an ongoing disease inflicted by Phlytuum reducing her Constitution and Strength by 4 (reducing her to 414 hp, reducing her melee attack rolls, damage, and Strength-based skill checks by 2).

#### Vessa Broadleaf CR 23 XP 614,400

Vine creature hamadryad druid 8 CN Medium fey Init +9; Senses low-light vision; Perception +32

#### DEFENSE

**AC** 36, touch 24, flat-footed 26 (+4 deflection, +9 Dex, +1 dodge, +12 natural) **hp** 470 (8d8+20d6+364); fast healing 5

**Fort** +26, **Ref** +25, **Will** +25

**DR** 10/cold iron; **Resist** acid 30, cold 30, electricity 30, fire 20

#### OFFENSE

Speed 30 ft.

**Melee** +1 *ooze-bane adamantine scimitar* +23/+18/+13/+8 (1d6+7/18-20+2d6 vs. oozes)

**Ranged +2** *speed composite longbow* +27/+27/+22/+17/+12 (1d8+8/×3)

**Special Attacks** grasping vines, verdant tomb, wild shape 4/day

Spell-Like Abilities (CL 20th; concentration +29)

Constant-speak with animals, speak with plants

At will-entangle (DC 20), hold animal (DC 21), rusting grasp, tree shape, wood shape (10 lbs. only) (DC 21)

5/day—charm monster (DC 23), charm person (DC 20), confusion (DC 22), deep slumber (DC 22), neutralize poison, sending (dryads only), suggestion (DC 22), tree stride

3/day—quickened *charm monster* 

1/day—call lightning storm (DC 23), changestaff, greater heroism, heal, liveoak, summon nature's ally VIII, thornstorm

**Domain Spell-Like Abilities** (CL 8th; concentration +13)

8/day-wooden fist

Druid Spells Prepared (CL 8th; concentration +13)

4th—aspect of the stag, command plants [D] (DC 19), dispel magic, freedom of movement

3rd—*burst of nettles* (DC 18), *plant growth* [D], *remove disease* (3)

2nd—barkskin [D], forest friend, lesser restoration, resist energy, summon swarm

1st—diagnose disease, entangle [D] (DC 16), faerie fire, goodberry, longstrider, obscuring mist, pass without trace

0 (at will)—*detect magic, detect poison, purify food and drink* (DC 15), *stabilize* 

[D] Domain spell; Domain Plant

#### TACTICS

**Before Combat** Vessa casts *aspect of the stag* if she has time to prepare.

**During Combat** If Vessa feels that the spells would be effective, she casts *charm* spells. If the situation calls for it, she uses her powerful spell-like abilities.

**Morale** As the survival of Deepheart is on the line, Vessa fights to the death.

#### STATISTICS

#### **Str** 22, **Dex** 29, **Con** 34, **Int** 18, **Wis** 20, **Cha** 28 **Base Atk** +16; **CMB** +22; **CMD** 46

Feats Alertness, Combat Casting, Craft Wondrous Item, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Mounted Combat, Quicken Spell-Like Ability (charm monster), Skill Focus (Bluff), Stealthy, Toughness, Weapon Finesse

**Skills** Bluff +46, Climb +20, Craft (wood) +12, Diplomacy +40, Escape Artist +26, Handle Animal +30, Heal +13, Intimidate +19, Knowledge (geography) +25, Knowledge (nature) +37, Knowledge (nobility) +9, Perception +32, Perform (any one) +30, Ride +22, Sense Motive +30, Spellcraft +25, Stealth +34, Survival +20



#### Vessa Broadleaf

Languages Common, Druidic, Elven, Sylvan; speak with animals, speak with plants

**SQ** bramble armor (1d6+4, 8 rounds/day), druid magic, nature bond (Plant domain), trackless step, tree meld, wild empathy +37, woodcraft, woodland stride

**Combat Gear** staff of enchantment; **Other Gear** +1 ooze-bane adamantine scimitar, +2 speed composite longbow, belt of physical might +6 (Dex & Con), druid's vestment, headband of alluring charisma +6, ring of fire resistance (major), ring of protection +4

#### **SPECIAL ABILITIES**

**Druid Magic (Su)** A hamadryad can use any magic item as if she were a 20th-level druid.

**Grasping Vines (Ex)** The plants that take root in a vine creature's body aid it in battle by clinging to the vine creature's foes and wrapping around their arms, legs, and torso. Each time the vine creature strikes an opponent with a melee attack, the target must make a successful DC 27 Reflex save or suffer a –2 penalty to Dexterity and a 10-foot penalty to movement. The plants

on the vine creature's body cover the target, hindering his ability to fight and move effectively. This penalty increases with each successful attack. If the target of this ability uses a full-round action to do nothing but tear at the brambles and vines that cling to him, he removes the penalties.

**Tree Meld (Su)** A hamadryad can meld with any tree (similar to meld into stone) and can remain melded with a tree as long as she wishes.

Verdant Tomb (Ex) If a victim's speed drops to 0 due to the vine creature's grasping vines ability, the target creature becomes rooted in place as a result of the writhing vines that cover him. He can no longer free himself with a full-round action. Instead, he must make a DC 22 grapple or Escape Artist check as a full-round action to wriggle free. Alternatively, he can inflict damage equal to the vine creature's Strength score to the vines with a small slashing weapon. In addition, the victim's allies can hack at the vines with slashing weapons, freeing him if they manage to inflict damage upon the vines equal to the vine creature's Strength score. The trapped creature suffers 2 points of Constitution damage per round as the vines burrow into his flesh, take root in the ground, and feed upon his body. He can make a DC 27 Fortitude save for half damage. A creature slain in this manner is reincarnated as a vine creature 1d4 days after its death.

**Woodcraft (Ex)** A hamadryad has a +8 racial bonus on Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when attempting such checks.

#### Thornstorm

School evocation; Level druid 9 Casting Time 1 standard action Range medium (100 ft. + 10 ft./level) Area 60-ft. radius spread Duration 1 round/level (D) Saving Throw Reflex half; Spell Resistance no

*Thornstorm* creates an explosion of thorns that swirls around violently for the spell's duration. The thorns deal 4d6 slashing damage to each creature caught in the storm. A creature who fails a Reflex save is impaled with a thorn, which reduces its speed by half. This movement penalty lasts for 24 hours, until the creature is treated with a successful DC 15 Heal check, or it receives at least 1 point of magical healing.

The caster may spend a move action while the spell is active to move the thornstorm 30 feet; otherwise, the cloud of thorns remains in its current location.

Plant creatures are immune to damage from *thornstorm*.

2. Phlytuum (CR 22): The daemon lord of War became interested in Berrellis after noticing the

continuous infighting, and sent his paragon to increase the warfare to a fever pitch. The daemon and his minions were turned away before completing their ruination of Berrellis, but the daemon lord of Pestilence turned his attention to the strife-filled area and decided to inflict further suffering on the people there. Ultimately seeking to ruin the unspoiled wilderness region controlled by Vessa Broadleaf, he set Phlytuum, a paragon olethrodaemon (see *Pathfinder Roleplaying Game Bestiary*  $2^{TM}$ ), to the task of seeding the area with blight and contagion.

The blister- and pus-covered daemon created his first ally in the gigantic living lake ooze, Gurble'gluk, and he uses the creature as a factory to spawn pestilent creatures and a fair number of oozes. Two of these oozes spawned by Gurble'gluk, calling themselves the Forever Flowing, report directly to Phlytuum. A retinue of leukodaemons also serves the olethrodaemon as shock troops and disease spreaders.

Phlytuum possesses incredible patience, understanding that it takes considerable time for a contagion to incubate among a populace and realizing that Vessa makes a formidable foe he must wear down before striking a fatal blow. Since he has no means of disguising his appearance, he lurks in the swamp surrounding Gurble'gluk, from where he directs Gurble'gluk and its oozy creations, the leukodaemons, and several monstrous apocalyptic cultists unnaturally drawn to his presence. He figures the living lake is formidable enough to destroy or frighten away mortals, so he does not reveal himself unless absolutely necessary.

*Scaling the Encounter*: Increase to CR 24 by adding a pair of typical olethrodaemons who have arrived to assist Phlytuum in destroying his enemies. Reduce to CR 20, as the daemon lord of Pestilence only sent an ordinary olethrodaemon to Berrellis.

**3. Gurble'gluk (CR 22)**: Shortly after arriving, Phlytuum discovered a polluted lake on the outer edge of Berrellis and, from that body of water, nurtured the growth of a living lake (see *Tome of Horrors Complete* **©**, *Frog God Games*) that named itself Gurble'gluk. The highly intelligent creature accepted Phlytuum's promises of lordship over all the oozes and diseased creatures left behind in the daemon's wake. The living lake mutated the only creatures capable of surviving in the lake and expelled them, leaving them to their own destructive devices, and it then turned its energies to incubating a number of oozes now roaming freely throughout Berrellis.

In addition to its already formidable powers, Gurble'gluk has the ability to use *greater contagion* as a spell-like ability at will.

Scaling the Encounter: Increase to CR 23 by giving Gurble'gluk the advanced creature template to represent a healthy supply of victims. Reduce Gurble'gluk's CR to 21 by giving it the young creature template, as the ooze has not fully realized its potential.

Vessa's Wrath (CR 20): This pair of erlkings 4. (see Pathfinder  $\mbox{ Roleplaying Game Bestiary 4}^{TM}$ ), Caen and Teranthyr, serve as Vessa's lieutenants and oversee the day-to-day operations of the Deepheart fey and act as suitably impressive liaisons to visitors to the forest. Vessa has grown fond of both erlkings, and she is reluctant to send the mighty fey directly into battle against the daemon and his agents of corruption. However, while she deems the characters as convenient allies, she may send one or both erlkings to help them with a particularly tough opponent. The fey do not attempt to hide their disdain for the PCs and treat them as inferiors (rightfully so, in most cases). The only exception to this is when the erlkings encounter gnomes, whom the fey attempt to convince to return "home."

Once the threat presented by Phlytuum is eliminated, the erlkings instead become formidable foes to the PCs, and they have no qualms about dispatching those who dare to interfere with Vessa' plans. In this case, they spare gnomes, unless it becomes obvious to them that the gnomes are beyond hope.

*Scaling the Encounter*: Increase to CR 21, as Vessa's initial successes at overlaying her primal home over the material plane has empowered the erlkings, giving them both the advanced creature template. Reduce to CR 18, as the two have separated to deal with simultaneous threats.

The Forever Flowing (CR 19): Phlytuum 5. was part of a team of daemons that slew a minor deity of disease, and, while he contributed a minor role in the task, he managed to obtain a vial of the deity's blood, which he planned to use in a future scheme. When he embarked on the corruption of Berrellis and realized that Gurble'gluk would make the perfect incubator, he decided to part with his precious vial. A considerable time later, two immortal ichors (see Pathfinder® Roleplaying Game Bestiary  $4^{\text{TM}}$ ) emerged from the living lake, ready to serve Phlytuum. The daemon has restrained the oozes, since he is not quite ready to unleash them, but he has made use of their charm abilities to drive most snoopers away, usually after inflicting them with a virulent disease.

The duo took the ostentatious moniker of the Forever Flowing, and they have recently become disenchanted with following the daemon's orders. The divine power flowing through them urges them to exert control over lesser beings, and the small taste provided when they *charm* humanoids has stoked those desires. Canny



#### The Forever Flowing

characters may discover unpredictable allies in the Forever Flowing against Phlytuum, but their fleeting alliance dissolves when the oozes decide they require more worshippers, whether the characters want to worship them or not.

Like all oozes created by Gurble'gluk, the Forever Flowing transmit a powerful disease (*Slimy Doom* contact; *save* Fortitude DC 28; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; *cure* 2 consecutive saves)

*Scaling the Encounter*: Increase to CR 20, as the Forever Flowing embrace their power and both oozes gain the fiendish creature template. Decrease to CR 17, as a battle with Phlytuum results in the destruction of one of the oozes.

The Silent Infestations (CR 18): Not 6. content to rest with Gurble'gluk's creation-and, through it, countless diseased oozes-and desiring something subtler but just as deadly, Phlytuum performed a ritual that called two black rots (see Tome of Horrors 4 (C), Frog God Games) into existence. Thus far he has been successful in sending out the living diseases to induce terror in the people of Berrellis, who have not discovered the rampant black rot disease's source or a cure for the disease. Phlytuum dispatches the bacterial swarms at dusk to maximize its hidden nature, and the swarm returns before dawn. The daemon typically sends both swarms to the same location and never chooses the same target twice within ten days.

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*Scaling the Encounter*: Increase to CR 21, as the death toll from black rots has risen high enough to spawn an additional black rot. Reduce to CR 18, as adventurers destroyed one of the black rots, or Phlytuum only dispatched a single swarm.

Deathbloom and Thistlerage (CR 18): 7. Entreating the fey lords who rule the primal lands Vessa calls home, the dryad requested powerful defenders for Deepheart. The fey lords bestowed upon her a pair of zomoks (see *Pathfinder* ® *Roleplaying Game Bestiary*  $4^{\text{TM}}$ ) in response, and the massive plant dragons patrol Deepheart. Vessa plans to employ the zomoks when the time comes to expand her forested territory, but she keeps them in reserve for the moment. Characters may encounter the deadly plant creatures when they attempt to enter Deepheart uninvited, but, in accordance with Vessa's orders, the creatures will not pursue fleeing characters and will only put on enough of a display of power to frighten them away. Occasionally, the plant dragons enjoy their downtime by aggravating the erlkings; while their battles would result in grievous injuries to less powerful creatures, the rivalry between the plant creatures and the fey is relatively friendly.

*Scaling the Encounter*: As an additional measure, the fey lords sent an additional zomok, which increases the CR to 19. Alternately, one of the zomoks perished, reducing the CR to 16.

**8. Mélange (CR 17)**: As Vessa grew in power, she drew allies from the primal realm of the fey to her side. The bizarre tunche (see *Pathfinder* **(B** *Roleplaying Game Bestiary*  $4^{TM}$ ) Vessa calls Mélange was one such creature. Mélange makes her home in the southern section of Deepheart fed by a hot spring, creating a jungle-like environment where she thrives. The tunche is a powerful protector of her domain and has repulsed a number of humanoid attempts to hunt game or harvest logs there. Due to the unusually warm environment and corresponding promise for exotic viruses to develop, **Phlytuum has turned his festering eye toward Mélange's** home, presenting the first true threat she has experienced since her arrival.

Scaling the Encounter: Increase to CR 19, as Vessa has dispatched one of the zomoks to help Mélange repel intruders. Decrease to CR 16, as Mélange has fought off leukodaemons, but, in the process, succumbed to a powerful disease introduced by the leukodaemons and has taken 4 points of Con damage (reducing her to 212 hp and reducing her Fort save to +13).

**9. Shadow Blades (CR 17)**: Vessa detests the trio of ankous (see *Pathfinder* **®** *Roleplaying Game Bestiary*  $4^{\text{TM}}$ ) assigned to her by the fey lords to help protect her realm. She views the fey assassins as a barely

necessary evil, and she has a great deal of difficulty controlling their actions. They follow Vessa's directions to the letter, often exploiting loopholes that allow them to not only wantonly slay her supposed foes, but also make gruesome "examples" of their kills. Vessa worries the assassins will expose her plans far too soon and force her to send them after meddlesome characters, whom she would rather dispatch after they deal with Phlytuum and his minions. She has had some success redirecting the ankous' efforts toward the daemons and other intelligent creatures allied to them, but they have no interest in killing the many unintelligent oozes menacing Berrellis.

*Scaling the Encounter*: The Shadow Blades are exemplary ankou specimens, possessing the advanced creature template and increasing their CR to 18. Alternately, the ankous overreached on a mission and lost one or two of their number, reducing the CR to 16 or 14, respectively.

War's Remains (CR 16): Phlytuum's visit to 10. Berrellis marks the daemons' second attempt at engineering an apocalyptic ending for the region. The daemon lord of War originally sent minions to splinter the region into a collection of kingdoms fighting to the last soldier for the barest sliver of land, but the scope of their battles never rose to the point where he could gain much power. Eventually, a group of adventurers ousted the daemons at great cost to the party, and the daemon lord turned his attention elsewhere. Shortly thereafter, the daemon lord of Pestilence seized the opportunity to inflict his own brand of suffering on Berrellis. However, the daemon lord of War's influence has not totally left the region, as a massive undead entity known as a warsworn (see *Pathfinder* ® *Roleplaying Game Bestiary* **4**<sup>™</sup>) remains. Phlytuum has established rudimentary control over the creature and directs it to skirmishes or to the fringes of major battles, where it destroys or wears down the competing factions. While Phlytuum does not have complete control of the warsworn, he is canny enough to minimize its impact on a battle, allowing the daemon's minions to infect the survivors with diseases. He also uses the creature as a noisy distraction from schemes he or his minions simultaneously enact.

*Scaling the Encounter*: Increase to CR 18, as another warsworn joins the fight. Decrease to CR 14, as a recent battle featured a cleric who damaged the warsworn, reducing it to 159 hp.

**11. Grellixx (CR 16)**: Grellixx, an ancient black dragon (see *Pathfinder* **(R)** *Roleplaying Game Bestiary* **(S)**, has lived in this region for centuries, and she has seen the rise of the empire of Berrellis and its subsequent fall and dissolution. Grellixx had an



#### Grellix

understanding with the rulers of the united Berrellis, who gave the black dragon tribute and an area where she could hunt freely. As individual fiefdoms arose from the broken empire, this tradition continued among all the kingdoms, with a number of presumptuous rulers believing they could bribe the dragon to aid them in their pushes to claim more land. Grellixx happily accepted the bribes, but the extra money did nothing to persuade her to choose sides, and she instead demanded an equal tribute from the kingdoms that did not attempt to bribe her. The status guo remained acceptable to all parties—the dragon presented a formidable deterrent to outside nations that had designs on the region, and the dragon amassed plenty of treasure to hoard in her lair. Unfortunately, Phlytuum chose Grellixx's lair as the location for the beachhead he established in Berrellis, and, after a half-hearted attempt to ally with the dragon, he drove her from her lair.

Rather than completely flee, and not wanting to debase herself by asking the region's humanoids for help, she entered into a tenuous alliance with Vessa. As the dryad's "guest," the dragon resides in the jungle area controlled by Mélange. Grellixx is only interested in her lair's restoration, and she has no interest in the dryad's greater schemes. Vessa appreciates Grellixx's presence and intends to honor her bargain with the dragon to restore her lair. The dryad also recognizes the intensity of Grellixx's hatred toward Phlytuum and his minions, which makes it easy to convince the dragon to attack them on her behalf. The dragon's timely arrival as an ally to the characters in a battle against a daemon or ooze may astonish the PCs.

Scaling the Encounter: Increase to CR 18, as Mélange, who has grown extremely fond of Grellixx, joins her in battle. Decrease to CR 14, as Grellixx suffers from a debilitating disease inflicted during one of her many recent battles and has taken 8 points of Str damage (reducing her attacks, damage, CMB, CMD, and Strength-based skill checks by –4).

12. Verdant Protector (CR 15): On rare occasions in her youth, Vessa would intervene elsewhere in the world to help preserve an unspoiled forest. A cabal of druids recently repaid her for one such campaign with a barometz (see Pathfinder® Roleplaying Game Bestiary 4<sup>™</sup>), shaped to look like a mighty stag rather than a ram in deference to Vessa's predilections. The barometz prowls Deepheart and only answers to Vessa, Vessa's Wrath, or the Deepheart Regent. If Vessa expects the characters to visit Deepheart, she instructs the barometz to allow them to pass unmolested. Otherwise, the creature will attempt to drive out intruders (for low level characters, this can make for a frightening encounter, but the barometz will break off pursuit once they leave Deepheart; alternately, the barometz could be dealing with a greater threat to explain its absence).

*Scaling the Encounter*: The Deepheart Regent often accompanies the barometz, increasing the CR to 17. Alternately, reduce the CR to 14 by giving the Verdant Protector the young creature template, as the druids rushed the barometz's completion.

Deepheart Regent (CR 15): Vessa has 13. turned the day-to-day operation of Deepheart, including various meetings with the lords and ladies ruling Berrellis's many kingdoms, over to Terissa Verdane, a hamadryad (see Pathfinder® Roleplaying Game Bestiary 4<sup>™</sup>) "sister." Born of Deepheart itself, Terissa devotes her life to its protection and enjoys overseeing the forest's operation. Vessa has promised Terissa rulership of Deepheart once Vessa achieves her ultimate goal of bringing their primal dimension forward to Berrellis. While the hamadryad sees herself as Deepheart's true queen, she bears no ill will toward Vessa and harbors no schemes to bring her rulership to fruition more guickly. The recent incursion of daemons and horrible oozes keeps her busy enough as it is.

Scaling the Encounter: A bizarre mishap with a portal to the fey realm created a duplicate of Terissa, increasing the CR to 17. Reduce the CR to 13 as Terissa has fought a terrible battle recently, and only has access to *changestaff* and *greater heroism* as 1/day spell-like abilities, and she has taken 4 points of Con damage (reducing her hp to 150 and her Fort save to +10).

Phlytuum's Enforcers (CR 15): While 14. seeking native allies, Phlytuum had the good fortune to encounter a trio of athachs (see Pathfinder® Roleplaying Game Bestiary 2<sup>™</sup>) on the run from Monmass and his giant allies. After turning the great cyclops away, Phlytuum managed to earn the grudging respect of the three-armed creatures. Phlytuum promised the giants a considerable amount of carnage and destruction as well, which continues to fire their somewhat limited imaginations. When Phlytuum wants to handle an opponent in a more direct fashion, or when he wishes to sow a more tangible form of terror, he sends out the athachs. Like Phlytuum's ooze creations, his "enforcers" enjoy Phlytuum's corruptive gift and can inflict the following disease with their natural attacks:

*Brittlebone*—injury; *save* Fortitude DC 24; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Dex damage and 1d6 Con damage, target must make a second Fort save or 1 point of Dex damage is drain instead; *cure* 2 consecutive saves.

*Scaling the Encounter*: Increase to CR 16, as the athachs have grown even larger and more deadly, gaining the giant creature template. Reduce the CR to 12, as two of the athachs have perished in a recent combat.



#### Phlytuum's Enforcers

**15. Harmony (CR 14)**: One of Vessa's favorite cultivars, an alraune (see *Pathfinder* **(Roleplaying** *Game Bestiary*  $3^{TM}$ ) she named Harmony acts as another of Deepheart's defenders. Vessa managed to quell most of Harmony's more violent tendencies, by giving her an outlet of self-expression, passing wind through her leaves as a form of song. Harmony still desires humanoid flesh, but she does not require it quite

so often, allowing Vessa to redirect her towards Deepheart's enemies. For the forest's various residents and for trusted guests, the alraune likes to act as an entertainer, adding her calming fragrance to her superior singing ability to bring a sense of peace to those who hear her. Sometimes she undermines the calming atmosphere she creates for visitors by making disturbing comments about their deliciousness.

*Scaling the Encounter*: Harmony has budded a new offspring, an alraune with the young creature template, increasing the CR to 15. Decrease to CR 12, as a recent terrible attack has removed one of her vine attacks and she has 99 hp; she also has no access to her 1/day spell-like abilities.

#### Harmony CR 13 XP 25,600

Green guardian alraune NE Large plant **Init** +5; **Senses** low-light vision; Perception +17 **Aura** calming fragrance (60 ft., DC 24)

#### DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size) hp 237 (19d8+152) Fort +19, Ref +9, Will +11 Immune plant traits; SR 24

#### OFFENSE

Speed 40 ft.

Melee 4 vines +20 (1d10+7 plus grab and bleed)Space 10 ft.; Reach 10 ft.Special Attacks bleed (2d6), constrict (1d10+10),

curse of the green, feed **Spell-Like Abilities** (CL 13th; concentration +18)

At will—*charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 19)

3/day—*hold monster* (DC 21), quickened *glitterdust* (DC 19)

1/day—commune with nature, mind fog (DC 22), wall of thorns

#### TACTICS

**During Combat** Harmony initially attempts to stay out of combat, using *hold monster* and *charm monster* to accomplish this. However, as combat persists, Harmony gives into her violent nature and wades into melee.

**Morale** When reduced to 30 hp, Harmony attempts to escape, using *wall of thorns* to cover her escape.

#### **STATISTICS**

**Str** 24, **Dex** 13, **Con** 26, **Int** 12, **Wis** 17, **Cha** 25 **Base Atk** +14; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)



#### Harmony

**Feats** Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Vital Strike

**Skills** Bluff +18, Disguise +11, Knowledge (nature) +9, Perception +17, Perform (sing) +29, Sense Motive +14 **Languages** Aklo, Common, Elven, Sylvan

#### SPECIAL ABILITIES

**Calming Fragrance (Su)** A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a DC 24 Will save at the start of its turn to avoid falling under the effects of calm emotions for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

**Curse of the Green (Su)** *natural attack*—contact; *save* Will DC 26, *frequency* instantaneous, *effect* tree polymorph; the target of this curse suddenly stiffens. His skin turns to bark, his toes dig into the ground as roots, and his fingers become branches and twigs. In a moment, he is *polymorphed* into a tree for all eternity. The victim's face is turned into a wooden mask on the trunk of the tree. He can still speak, and may even cast spells that have only verbal components, but otherwise he is transformed into a rather ordinary tree. The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle, remove curse*, or *wish* spell.

**Feed (Ex)** An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

Wandering Death (CR 14): When Vessa 16. requires a brutish response to an affront, something she disdains yet understands as necessary, she dispatches four giant flytraps (see *Pathfinder*® *Roleplaying Game* Bestiary<sup>TM</sup>). Lately, they have proven especially necessary as the hamadryad must repel numerous incursions by oozes and particularly stubborn humanoids from Berrellis who see the forest as an untapped lumber resource. Vessa or one of her lieutenants typically sends all four of the gigantic plants as a show of force, which deters a considerable number of Berrellis's inhabitants. Phlytuum, on the other hand, has been baiting the creatures in order to infect them with a particularly nasty disease that only affects plants. So far, he has been unsuccessful in that regard, but he figures his fortunes will change soon enough.

*Scaling the Encounter*: Increase to CR 15, as the flytraps are permanently *hasted* (increasing their movement by 10 ft., granting +1 on attack rolls, and granting a +1 dodge bonus to AC and Reflex saves). Decrease to CR 12, as only two of the flytraps are on patrol when encountered.

Peri Indra (CR 14): Hailing from Nordhelm, 17. escaping from the coterie of white dragons living there when she was a young dragon, the now adult silver (see Pathfinder<sup>®</sup> Roleplaying dragon Game Bestiary<sup>™</sup>) Peri Indra poses as a halfling in Berrellis, where she works to improve diplomatic relations between the kingdoms. She was instrumental in driving out the daemon lord of War's minions, which then opened the door for Phlytuum's influence. She has learned Vessa harbors sinister plans for Berrellis, if not the exact details. Her attempts to broker a truce with Vessa have met with failure so far. The olethrodaemon's arrival forced Peri to readjust her priorities, with the daemon's immediate threat now the most pressing concern. She optimistically assumes that organizing the rulers of Berrellis's kingdoms to turn back a threat to Deepheart will improve Vessa's opinion of the humanoids surrounding her forest, causing her to rethink her intentions for Berrellis.

The silver dragon may become a valuable ally for the characters, unless she sees them as tools that Vessa



#### Wandering Death

uses to advance her goals. If so, she cautions the PCs to pay attention to Vessa's true intentions; she may directly combat characters who unswervingly support Deepheart's ruler. At least while Phlytuum remains in the region, though, Peri will not do anything to jeopardize efforts to defeat the daemon.

Scaling the Encounter: Increase to CR 16, as Peri has befriended a pair of mischievous adult copper dragons (see Pathfinder Releplaying Game Bestiary  $^{\text{TM}}$ ) who come to her aid during combat. Reduce to CR 13 as Peri suffers from a curse wrought by the green hag coven; she cannot fly and her breath weapon deals half damage.

**18. Shrieking Children of Vessa (CR 13)**: An epithet given by the people of Berrellis to the mandragora swarm grown by Vessa, the Shrieking Children of Vessa occasionally slip past the Deepheart's boundaries to wreak havoc on nearby communities. Despite the hamadryad's warnings to the mass of childlike plant creatures, they still sneak out at dawn and pull bizarre "pranks," namely frightening herd

animals into near stampedes and the like. If the mandragora swarm continues to disobey Vessa, it will force her hand, while hopefully turning the unfortunate situation to her advantage. She involves the characters to hunt down the rogue plants in an effort to show good will toward Deepheart's neighbors while providing yet another distraction from her primary goal.

Scaling the Encounter: Increase to CR 14 as the swarm has increased in power thanks to their forays out of Deepheart and gain the advanced creature template. Decrease to CR 12, as another party of adventurers fought the mandragora swarm, reducing it to 140 hit points, and the swarm has been caught out at night, removing its fast healing and slowing it.

#### Mandragora Swarm CR 13 XP 25,600

CE Fine plant (swarm) Init +13; Senses low-light vision; Perception +14

#### DEFENSE

AC 28, touch 28, flat-footed 18 (+9 Dex, +1 dodge, +8 size)

hp 220 (21d8+126); fast healing 10

#### Fort +19, Ref +18, Will +8

**Defensive Abilities** swarm traits; **Immune** plant traits, weapon damage; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to darkness

#### OFFENSE

**Speed** 30 ft.

**Melee** swarm (5d6 plus blood drain, distraction, and poison)

Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 25), shriek

#### TACTICS

**During Combat** A mandragora swarm begins battle by shrieking. It then swarms over as many foes as it can, chewing and draining blood and leaving confused victims in its wake.

Morale A mandragora swarm fights to the death.

#### **STATISTICS**

#### **Str** 11, **Dex** 29, **Con** 20, **Int** 8, **Wis** 13, **Cha** 10 **Base Atk** +15; **CMB** +16; **CMD** 27

**Feats** Ability Focus (Poison), Combat Reflexes, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Skill Focus (Stealth), Toughness **Skills** Perception +14, Stealth +45 (+53 in heavy plant growth)

Languages Abyssal, Common SQ hive mind



#### Peri Indra

#### SPECIAL ABILITIES

**Blood Drain (Ex)** Whenever a mandragora swarm damages a foe with its swarm damage, it also drains blood, dealing 1d6 points of Strength damage. A mandragora that drains blood from a target with 0 Strength instead deals 2d4 points of Constitution damage.

**Hive Mind (Ex)** The mandragora swarm has one central mind, but retains its immunity to mind-affecting effects due to its plant traits.

**Poison (Ex)** Swarm—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Shriek (Su)** Once per day as a standard action, a mandragora swarm can give voice to an unsettling shriek that sounds not unlike the cry of a thousand tiny babies. Any creature within 30 feet of a shrieking mandragora swarm must make a DC 25 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

**Vulnerable to Darkness (Ex)** A mandragora swarm in an area of darkness loses its fast healing and becomes slowed, as per the spell.

The False Green (CR 13): Two greater 19. verdurous oozes represent Phlytuum's most recent attempt to infest Deepheart with his diseased creations. The daemon does not expect the forest's more powerful denizens to believe the oozes belong in the forest, camouflaged though they are. However, he hopes the oozes fool some of the lesser creatures long enough for the oozes to devour them or infect them with the plantspecific disease they carry. Blighting the forest will undoubtedly drive its ruler out from the forest's safety, or so the daemon reasons. Characters entering Deepheart may encounter the oozes and mistakenly believe them as the forest's residents, an understandable assumption considering the forest's other strange residents.

The verdurous oozes have Phlytuum's gift of disease, one that is considerably more effective against plant creatures: *Blightfire*—contact; *save* Fortitude DC 25; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage (2d4 Con damage against plant creatures), a plant creature dying from blightfire bursts in a ball of sickly green flame (30-ft. burst, 4d6 fire damage, DC 25 Reflex save for half, infects all within the burst with blightfire); *save* 2 consecutive saves.

*Scaling the Encounter*: The oozes have grown much larger, gaining the giant creature template, which increases the CR to 14. Alternately, one of the more powerful creatures of the forest fought the oozes, destroying one of them, which reduces the CR to 11.

#### Greater Verdurous Ooze CR 11 XP 12,800

N Large ooze **Init** –5; Senses blindsight 60 ft., tremorsense 60 ft.; Perception –5 **Aura** sleep (60 ft., DC 24)

#### DEFENSE

**AC** 6, touch 4, flat-footed 6 (–5 Dex, +2 natural, –1 size) **hp** 187 (15d8+120)

Fort +13, Ref +0, Will +0

**Defensive Abilities** split; **Immune** acid, fire, mindaffecting effects, ooze traits, slashing and piercing damage

#### **OFFENSE**

**Speed** 40 ft. **Melee** slam +17 (1d8+10 plus 1d8 acid and grab) **Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** acid, constrict (1d8+10 plus 1d8 acid), enliven



#### The False Green

#### TACTICS

**During Combat** The verdurous ooze fights in a straightforward manner and attacks the nearest foe, not releasing a grabbed foe.

Morale The verdurous ooze fights to the death.

#### STATISTICS

**Str** 24, **Dex** 1, **Con** 26, **Int** –, **Wis** 1, **Cha** 1 **Base Atk** +11; **CMB** +19 (+23 grapple); **CMD** 24 (can't be tripped)

**Skills** Stealth –8 (+12 in forest and plains areas); **Racial Modifiers** +0 Stealth (+20 in forest and plains environs)

#### **SPECIAL ABILITIES**

Acid (Ex) A verdurous ooze secretes a digestive acid that dissolves flesh and metal quickly. Each time a creature takes damage from the ooze's acid, its metal equipment and armor take the same amount of damage from the acid. A DC 25 Reflex save prevents damage to such items. A metal or natural weapon that strikes a greater verdurous ooze takes 1d8 points of acid damage unless the weapon's wielder succeeds on a DC 25 Reflex save. If a greater verdurous ooze remains in contact with a metal object for 1 full round, it inflicts 25 points of acid damage (no save) on the object. The save DCs are Constitution-based.

**Enliven (Sp)** The chemicals emitted by a verdurous ooze cause nearby plants to twitch into life. While in areas covered in natural growth, all squares within 15

feet of the verdurous ooze are affected as if by the spell *entangle*. The verdurous ooze has no control over this effect, and if dispelled the effect renews after 1d4 rounds. The save DC is Constitution-based.

**Sleep Aura (Su)** The chemicals emitted by a verdurous ooze have a stronger and opposite effect on living, non-plant creatures that come within a 60-foot radius. All living creatures within the area must make a DC 24 Will save or fall asleep for a number of rounds equal to the ooze's HD. Creatures immune to poison are also immune to this effect. Whether or not the save is successful, that creature cannot be affected again by the same verdurous ooze's sleep aura for 24 hours. This is a nonmagical sleep effect. The save DC is Constitution-based.

**Split (Ex)** Slashing and piercing weapons deal no damage to a verdurous ooze. Instead, if the verdurous ooze would have taken 10 or more points of damage from a single slashing or piercing attack, it splits into **two identical oozes, each with half of the original's** current hit points (round down). Slashing or piercing attacks that deal less than 10 points of damage do not cause a verdurous ooze to split. Damage from multiple slashing or piercing attacks is not cumulative. A verdurous ooze with 15 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skttrn (CR 13): The repulsive irlgaunt, 20. Skttrn, lives in the mountainous region covering Berrellis's eastern border and attacks on the few lone settlements attempting to survive on nearly played out mines. Its reign of terror over these settlements is far from undisputed, as the solitary irlgaunt often acquiesces to the great cyclops, Monmass, and his giant allies. Phlytuum's arrival threatens to throw the unsteady truce between the weird, spider-like creature and the cyclops into open warfare. Phlytuum first approached the giants, in the mistaken assumption they would enjoy inflicting harm on all other creatures in Berrellis, but Monmass refused. Smarting from the cyclops's snub, Phlytuum picked his way back down the mountain and spotted Skttrn. The daemon recognized the irlgaunt as an intelligent and powerful creature and, after a bit of discussion, discovered the creature's hatred for the giants. While the irlgaunt refuses Phlytuum's disease-bearing gifts, it has agreed to help him deal with Monmass and his ilk.

Scaling the Encounter: Increase to CR 15, as another irlgaunt trekked from deep underground to join Skttrn. Decrease to CR 12, as Skttrn returns from a partially successful assault on the giants, who managed to neutralize the irlgaunt's acid with a chemical compound they held in reserve for such an attack; it has 94 hp and its attacks deal no acid damage. An unwholesome abomination scuttles fluidly forth, its shape combining features of both spider and squid under an armor of rugged rock. While stone protuberances gird its upper portions, below it is a thing of angry red flesh and soft pink tendrils. Two gaping orifices full of tiny barbs split its lower body—a mouthlike slit surrounded by numerous narrow red eyes and, above that, an oozing alien aperture.

#### Irlgaunt CR 13

**XP 25,600** NE Large aberration

Init +13; Senses darkvision 60 ft.; Perception +21

#### DEFENSE

AC 29, touch 18, flat-footed 20 (+9 Dex, +11 natural, -1 size) hp 133 (14d8+70)

Fort +9, Ref +15, Will +13 DR 10/bludgeoning; Immune acid, cold

#### OFFENSE

Speed 40 ft., climb 40 ft.
Melee 2 slams +17 (1d8+8 plus 1d6 acid), bite +17 (1d8+8)
Ranged gastrolith +18 (2d6+8 plus 2d6 acid)
Space 10 ft.; Reach 5 ft.
Special Attacks gastrolith
Spell-Like Abilities (CL 14th; concentration +18)

At will—stone shape

#### TACTICS

**During Combat** The irlgaunt keeps its distance from foes from which it can throw its gastrolith. While it waits for the gastrolith to regenerate, it closes in melee. **Morale** The irlgaunt attempts to escape when it reaches 20 hp or less.

#### **STATISTICS**

**Str** 27, **Dex** 29, **Con** 20, **Int** 16, **Wis** 18, **Cha** 19 **Base Atk** +10; **CMB** +19; **CMD** 38 (42 vs. trip)

**Feats** Blind-Fight, Combat Reflexes, Deadly Aim, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Run

**Skills** Acrobatics +26 (+30 jump), Climb +33, Disguise +18, Fly +0, Perception +21, Stealth +22 (+30 in rocky terrain), Survival +21, Swim +25; **Racial Modifiers** +8 Stealth in rocky terrain

Languages Aklo, Common, Giant, Terran SQ stone step

#### SPECIAL ABILITIES

**Gastrolith (Ex)** Once every 1d4 rounds, an irlgaunt can violently regurgitate a clot of brittle stone and digestive acids. This gastrolith is treated as a thrown

splash weapon with a range increment of 30 feet. In addition to damaging any creature struck (as noted above), any creature within 10 feet of the point where the gastrolith strikes (whether a creature or a grid intersection) takes 1d6 points of acid damage. A gastrolith that misses its target hits a nearby point, just like a normal miss with a splash weapon. An irlgaunt has a separate orifice for ejecting gastroliths. Thus, it can make a ranged attack in addition to all its normal melee attacks.

**Stone Step (Ex)** An irlgaunt can move through any sort of natural difficult terrain at its normal speed while in rocky or subterranean terrain. Magically altered terrain affects an irlgaunt as normal.

Grellixxdottir and Grellixxsonn (CR 13): 21. Twin adult black dragons (see *Pathfinder* ® *Roleplaying* Game Bestiary<sup>™</sup>) born to the black dragon, Grellixx, Grellixxdottir and Grellixxsonn travel extensively beyond Berrellis's borders in an attempt to stake out their own jointly shared lair. They also view their mother's deal with the kingdoms of Berrellis as a sign of weakness. Thus, they make infrequent returns to the region to determine if Grellixx shows further deterioration (they may see Grellixx's recent alliance with Vessa as such), opening up her territory for a takeover. They have absolutely no concern for the politics of the area, making them unmoved by deals brokered by Vessa or Phlytuum. They view Phlytuum's despoilment of Grellixx's lair as just payment for her weakness, and they hope Grellixx and the daemon wear each other down-or their battles eliminate one side or both-making it easier to claim their mother's territory as their own. Seemingly bonded to each other from birth, the two dragons rarely hunt or travel separately. In rare cases where they parley with other creatures, the dragons finish each other's sentences, which rightfully unnerve many with whom they converse.

Scaling the Encounter: Increase to CR 14, as the black dragons discovered a pair of magic items that empowers draconic breath weapons (dealing 50% more damage). Decrease to CR 11, as an adventuring party slew one of the dragons; the surviving dragon's grief has enraged him or her (per the *rage* spell, increasing the dragon's Strength and Constitution by +2, granting a +1 morale bonus on Will saves, and inflicting a -2 penalty to AC).

**22.** Flowered Cobra (CR 12): A gift from Vessa to the Deepheart regent, Terissa Verdane, this young viper vine (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>™</sup>, *Pathfinder*® *Roleplaying Game Bestiary* 2<sup>™</sup>) acts as a silent protector for the younger hamadryad. Terissa also uses it as a sort of watchdog, which is the most likely way PCs will encounter it. The



#### Battle Scarred Witches

viper vine never leaves Deepheart, since Terissa's fondness for the plant overrides any desire to use the creature as a proactive assassin or enforcer.

*Scaling the Encounter*: The viper vine has grown to its full size, increasing the CR to 13. Decrease the CR to 11, as a recent battle forced the viper vine to use its captivating cloud for the day, and it only has 124 hp.

23. Unseen Smoke (CR 12): Two kapres (see Pathfinder<sup>®</sup> Roleplaying Game Bestiary 4<sup>™</sup>) invisibly wander Deepheart, subtly informing the forest's other residents of their location usually by exhaling a wisp of smoke. The kapres avoid visitors to the forest, unless the strangers do something to harm their home, and no one else is around to prevent them from doing so. With the threat presented by Phlytuum and the spawned oozes, Vessa has directed the plants to range throughout the forest, spying on potential enemies and reporting them to Vessa's Wrath or another powerful fey. Characters who keep the peace when they visit Deepheart may not even know the kapres exist. Particularly intriguing PCs may drive Vessa to send one kapre (or both) to shadow them and note the characters' activities. When carrying out this mission, the creatures will not confront the characters unless they have no other choice.

*Scaling the Encounter*: Increase to CR 13 as a third kapre joins the other two. Decrease to CR 10 as the kapres have split up for individual missions, leaving only one to confront the party.

Battle-scarred Witches (CR 12): One-time 24. allies of the daemon working in Berrellis on behalf of the daemon lord of War, three spirit nagas (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) survived the backlash visited upon all the daemon's allies after it fled the area. Surprisingly devoted to each other, they lurk at the very edge of the jungle section of Deepheart where they nurse their wounds and generally stay out of the region's affairs. Phlytuum very recently discovered the nagas and has attempted to sell them on the idea that his schemes will actually come to fruition. While the nagas have no love for the humanoids, and certainly none for Vessa and her unspoiled forest home, they have no desire to enter into another conflict. Even if Phlytuum manages to secure an alliance, the nagas remember their near destruction wrought by a previous such alliance. If they believe the situation has turned against the daemon, they have no problem shifting their affiliations to Vessa or the characters in order to rout the daemon and preserve their lives.

*Scaling the Encounter*: Increase to CR 13, as the nagas have come into possession of a *staff of fire*, which has 7 charges remaining. Reduce to CR 11, as the nagas fought the mandragora swarm before retreating; they each have 78 hp and only half their spell slots remaining.

Monmass 25. (CR 12): Monmass. an exceptionally wise great cyclops (see Pathfinder® Roleplaying Game Bestiary 3<sup>™</sup>), leads a dwindling group of cyclopes and hill giants, whose involvement in the various skirmishes between Berrellis's kingdoms have led to their attrition. Monmass cautioned the giants to stay out of the humanoids' affairs, but they succumbed to their bloodlust. Now only a handful of giants remain to heed their leader, who has taken Vessa up on a longstanding offer for mutual assistance. Vessa promised Monmass control of the mountainous area and to repopulate the area with plenty of livestock, which appealed to the cyclops. Shortly after Vessa and Monmass hammered out the details of the deal, Phlytuum visited to offer his own deal, which the cyclops saw as a quick way to total ruination. Not wanting his domain to transform into a diseased wasteland, Monmass threatened to destroy the daemon, who departed and then serendipitously found Monmass's greatest foe. The daemon, willing to bide his time for revenge, intends something particularly nasty for the cyclops.



#### Monmass

Monmass's Wisdom is 18, improving his Will save to +16 and increasing his Perception to +24.

Scaling the Encounter: Monmass has—perhaps foolishly—communed with alien beings beyond the void, resulting in him gaining the entropic creature template, which increases his CR to 13. Reduce to CR 10, as Phlytuum has made good on his revenge, inflicting blinding sickness on Monmass, permanently blinding the cyclops and reducing his Strength to 30 (reducing his attacks, damage, CMB, and CMD by –3, beyond the effects of being blind).

**26. Sweetrot (CR 11)**: As desperation set in for Vessa in her proxy battle against Phlytuum, she invited a foul jinmenju (see *Pathfinder Roleplaying Game Bestiary*  $4^{\text{TM}}$ ) into Deepheart. The dimly intelligent tree seems to enjoy the uneasiness its presence brings to the forest's residents. As a technically unspoiled plant creature, though, Sweetrot also enjoys Vessa's protection insofar as she does not allow any of Deepheart's residents to harm it. However, the

hamadryad has no qualms about sending the tree out to perform dangerous tasks, usually where it must engage daemonic or humanoid enemies.

*Scaling the Encounter*: Increase to CR 12, as The Floating Quartet join the jinmenju in combat. Decrease to CR 10, as the jinmenju has just fought daemons, and it no longer can use its intoxicating stench or its *shout* spell-like ability

27. Shiver and Pox (CR 11): Phlytuum has made several allies in Berrellis, but he only trusts Shiver and Pox, a pair of leukodaemons (see Pathfinder® Roleplaying Game Bestiary 2<sup>™</sup>) that serve as his lieutenants. While nowhere close to the olethrodaemon in terms of sheer power, the leukodaemons are obviously devoted to the cause of spreading plague in the region. They have replaced the typical horse skulls that serve as their heads with stag skulls as a form of psychological warfare against Deepheart's inhabitants. The two daemons have a "friendly" rivalry where they tally up the deaths they cause with their contagions (either inflicted as a result of their spell-like abilities or through their plague-tainted arrows). Shiver and Pox each receive an empathic alert when one of their infected victims dies. If the daemons encounter characters they overmatch, they expose as many characters as possible to disease before capering off, leaving their victims alive long enough to suffer an agonizing death. The only exception to this is when they fight against paladins, whom they savagely attack to the exclusion of all others.

Scaling the Encounter: Increase to CR 14, as Phlytuum called another pair of leukodaemons to shore up his daemonic retinue; in the process, Shiver and Pox gain the advanced creature template. Decrease to CR 9, as either Shiver or Pox died in combat with an adventuring party that included a paladin.

**28**. Dalt, Garm, Mulg, and Toosk (CR 11): The only surviving members of a hill giant clan, these four hill giants (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) serve Monmass. Arguably the cleverest hill giants in their clan, they stayed alive through a series of disastrous raids, which ended when the clan chieftain died. Now that they no longer fear the repercussions of disobeying their chieftain, they are free to take orders from the great cyclops, whom the hill giants regard as a far superior leader. Exhibiting extraordinary patience for hill giants, the four await the day when Vessa makes good on her promise to restore livestock to their craggy home. In the meantime, they serve as sentries, ever watchful for attacks by Phlytuum and his daemonic minions, or the irlgaunt. The hill giants are not bright enough to distinguish foe from accidental visitor, so they likely attack characters who blunder into their patrols.



Scaling the Encounter: Increase to CR 12, as the hill giants died, but Monmass located a friendly clan of stone giants (see Pathfinder Roleplaying Game Bestiary<sup>TM</sup>) who sent four of their own to aid the cyclops. Decrease to CR 9, as the hill giants split up into groups of two to maximize their coverage (this could range anywhere from CR 8 to CR 10, depending on the number of hill giants encountered).

**29. Mucklemourn (CR 11)**: Phlytuum's attempt to ruin Deepheart comes several decades after the most successful attempt to do likewise. A human alchemist hired by an unscrupulous ruler of a now defunct kingdom created a powerful defoliant that destroyed a dozen acres of Deepheart. Vessa dispatched her erlkings to destroy the alchemist and his defoliant before they could inflict more damage to her home. The erlkings, true to their role as Vessa's Wrath, devised an agonizing and slow death for the human, involving the very thing he used to poison the forest. The alchemist's soul

travelled to the Abyss where it quickly warped into a hezrou (see **Pathfinder® Roleplaying Game Bestiary**<sup>TM</sup>). Ever drawn to Berrellis, the demon finally found its way back to continue its destruction of Deepheart. Phlytuum has seen the hezrou in action, but he has no desire to enter into an explicit alliance with the demon. Instead, he is content to allow the demon to run wild and incidentally destroy the forest, even though the demon's methods do not align with Phlytuum's preferred means of destruction.

Scaling the Encounter: Mucklemourn's hatred for Deepheart has empowered the demon, giving it the advanced creature template, and increasing its CR to 12. Alternately, decrease its CR to 10, as Mucklemourn escaped a running battle with some of Deepheart's denizens, who reduced the demon to 111 hp and forced it to use its **blasphemy** spell-like ability.

**30.** The Floating Quartet (CR 10): As Vessa's home becomes more hospitable to creatures from the fey's primal dimension, fey and other creatures emerge from the primal world to reside there. Such is the case for four skrik nettles that drift about Deepheart's canopy. Despite their limited intelligence, they know they should defer to the hamadryad and her lieutenants. The skrik nettles hunt the forest's mundane animals and leave fey and plant creatures alone. The creatures have been somewhat effective against the occasional ooze incursion into Deepheart, which pleases Vessa. The party's encounter with the skrik nettles may just be a glimpse of the strange jellyfish-like creatures, unless the characters have made enemies in the forest.

Scaling the Encounter: Increase to CR 11, as the skrik nettles have grown to prodigious size, gaining the giant creature template. Decrease to CR 8, as two skrik nettles perished in a recent battle with a verdurous ooze.

A delicate-looking creature floats silently in midair. Resembling a large jellyfish, it has a fringe of bird's feathers around its quivering central mass and long tentacles trailing from its center, with each tentacle ending in a snapping beak. It sings to itself as it flies, each beak making a different note in an eerie harmony.

#### Skrik Nettle CR 6

XP 2,400 N Large magical beast (extraplanar) Init +7; Senses blindsight 30 ft.; Perception +12

#### DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 68 (8d10+24) Fort +9, Ref +11, Will +3



#### Beauteous Coven

#### OFFENSE

Speed 10 ft., fly 30 ft. (perfect)
Melee 3 bites +11 (1d6+4 plus poison)
Space 10 ft.; Reach 15 ft.
Special Attacks poison

#### TACTICS

**During Combat** The skrik nettles eagerly enter melee, concentrating their attacks on land-bound opponents. **Morale** The skrik nettles fight to the death.

#### STATISTICS

Str 18, Dex 17, Con 16, Int 2, Wis 12, Cha 8
Base Atk +8; CMB +13; CMD 26 (30 vs. trip)
Feats Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes
Skills Fly +9, Perception +12, Stealth +0
SQ spill poison

#### **SPECIAL ABILITIES**

**Poison (Su)** Levitation poison: Bite or contact—injury; *save* Fort DC 16; *frequency* 1/round for 5 rounds; *effect* 1 Dexterity damage + levitate (victim rises 10 feet as per the spell per failed save); *cure* 2 consecutive saves. Skrik nettle poison can be cured by either *neutralize poison* or *dispel magic*, as if it were caster level 8th. The effect's CL equals the skrik nettle's Hit Dice. The save DC is Constitution-based.

**Spill Poison (Su)** Anytime a skrik nettle is damaged by a slashing or piercing melee weapon, it splashes its poison on the opponent who damaged it. That opponent **must save or be affected by the skrik nettle's poison.**  Weapons with reach allow their wielders to avoid this effect.

Beauteous Coven (CR 10): Deep within the 31. forest, three nymphs (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) play and tend rare plants. They sardonically declared themselves a coven in mockery of the various hags who have attempted to despoil the area. Vessa prefers to keep the nymphs in reserve, mainly because she does not want to deal with the strange fascination humanoids seem to have with them. However, she may ask that the nymphs provide inspiration to the adventurers who have been doing her dirty work with respect to the most recent daemonic invasion, if only to make a show of help. Vessa hopes that the beautiful nymphs serve as a distraction to the characters as well. Of course, once the beauteous coven learns about the recently formed green hag coven, they may also wish to tackle that challenge.

Scaling the Encounter: Increase to CR 11, as each of the nymphs has a Charisma score of 29, increasing the DCs of their special abilities and spell-like abilities, as well as their saves (thanks to their unearthly grace); additionally, they can each cast an additional 4th-level druid spell (typically *rusting grasp*). Decrease to CR 9, as the nymphs suffer from a disease that has dealt 5 points of Con damage so far, reducing them to 44 hp and reducing their Fort saves to +11.

Advisors in Opposition (CR 10): Two 32. (see Pathfinder® Roleplaying treants Game *Bestiary*<sup>™</sup>) serve as advisors to Vessa, but they always disagree on the course of action they propose to her. The hamadryad appreciates the opposing points of view, since it helps her weigh the pros and cons of anything she undertakes. She sought the treants' advice when she considered bringing in outsiders to deal with Phlytuum's threat. One treant argued that keeping plague out of Deepheart would benefit all its inhabitants, while the other contended that it would expose Vessa's plans to bolster Deepheart's power at the humanoids' expense. Ultimately, Vessa chose to pull in adventuring parties, while heeding the other treant's caution and redirecting the adventurers away from anything that would give away her true intentions.

Despite the fact that the treants disagree with each other on major issues, they work well together and have **a mutual respect for each other's opinions. Vessa finds** more value in their advice than in their battle capabilities, so she refuses to send them into combat, unless something presents an active, devastating threat to the forest.

*Scaling the Encounter*: Increase to CR 11, as another treant accompanies the Advisors in Opposition.



#### Advisors in Opposition

Decrease to CR 9, as a recent fire caught the treants and damaged them heavily, reducing them both to 59 hp.

Killers in the Shallows (CR 10): 33. Gurble'gluk's creation displaced a pair of fiendish chuuls (see Pathfinder<sup>®</sup> Roleplaying Game Bestiary<sup>™</sup>), originally called by the daemon working for the daemon lord of War, who settled at the lake when that daemon was ousted. Phlytuum realized the creatures would be useful to him and relocated them to a marshy area near the green hags' lair. Rather than bequeath diseasespreading abilities to the creatures, Phlytuum allows them to hunt the area around the lake, but they occasionally extend their range to including outlying settlements. With a lack of lizardfolk, the chuuls have discovered halflings as a particular delicacy; when they attack, they target halflings in preference to characters of other races.

*Scaling the Encounter*: Increase to CR 11, as another fiendish chuul has joined the other two. Decrease to CR 8, as one of the chuuls met its end after mistakenly attacking Peri Indra.

**34. Gronkk (CR 10)**: The draconic peluda (see *Pathfinder* **®** *Roleplaying Game Bestiary* 4<sup>™</sup>) lived in

Grellixx's shadow while the more powerful dragon claimed the same swampy region of Berrellis. Now that Phlytuum's arrival has driven Grellixx away, the peluda views itself as the territory's master. Phlytuum is amused by the dumb dragon's overconfidence and has left the creature alone, using it as a serendipitous guardian for his lair. The dragon aggressively attacks any humanoids who enter the area and may follow them if they retreat. The green hags who also lair here regard Gronkk as a pet, and they often feed it still-living victims they have captured to appease it.

*Scaling the Encounter*: Increase to CR 11, as the peluda is more powerful than expected, gaining the advance creature template. Decrease to CR 9, as Gronkk's latest victim fought back savagely, reducing the dragon to 74 hp.

Kingdoms of Berrellis (CR 10): All rulers 35. in Berrellis view the 11-headed hydra (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>; this hydra has 104 hp, 11 bite attacks [+12 on attack rolls], and AC 21 [touch 9, flat-footed 20]) as a sacred beast, since its count of heads always reflects the number of individual kingdoms within Berrellis. Legends cite that a champion of a new kingdom must cut off one of the hydra's heads to allow two to grow in its place, or a champion of a newly unified kingdom must cauterize a lopped off head. If the champion cannot accomplish this, then the political change loses its legitimacy. Characters encountering the hydra can make a Knowledge (history) or Knowledge (local) check at the same DC as the Knowledge (arcana) check to learn this legend. Phlytuum regards this as superstitious nonsense, but sees an opportunity in destroying the hydra and perhaps destabilizing the region. Strangely, despite being an incredibly large beast, the hydra has proven elusive.

*Scaling the Encounter*: Increase to CR 12, as the hydra is actually a pyrohydra variant. Decrease to CR 9, as the hydra has lost one head in accordance with the birth of a unified nation.

**36. Deepheart Troupe (CR 9)**: This wandering band of five satyrs (see *Pathfinder* **®** *Roleplaying Game Bestiary*<sup>TM</sup>) usually performs nightly in a random location within Deepheart, but they have been known to travel outside the forest to entertain humanoid settlements in Berrellis. Such visits typically coincide with the disappearance of an attractive humanoid or two, but the satyrs claim innocence regarding any accusations of direct responsibility leveled at them. A week later the victim reappears with no memory of his or her whereabouts for the past week, but with an odd sense of joy at the thought of the missing time. When traveling through Berrellis, the troupe recruits gifted performers to temporarily join them, perhaps in an



#### Deepheart Trouper

effort to legitimize their activities. When questioned, the extra entertainers claim to never see anything untoward, but suspicions abound that the satyrs have modified the entertainers' memories as well. However, as long as people return unharmed, many people turn a blind eye to the satyrs' suspected activities. With the recent change in situation, however, the satyrs rarely leave Deepheart's confines, as they do not wish to risk their lives.

*Scaling the Encounter*: Increase to CR 10, as another satyr has joined the troupe. Reduce to CR 7, as two members have retired, leaving only three satyrs in the band.

**Powril and Sable (CR 9)**: More arrivals 37. from the fey realm, this mated pair of dweomercats has temporarily made its home in Deepheart. However, the first taste of non-fey magic they sampled drove them to prowl around the communities of Berrellis for more. The cats are intelligent enough to avoid massive conflicts with the humanoids they track for more magic, and they steer clear of the various daemons and oozes roaming the area. A powerful arcane spellcaster may attract the dweomercats' attention, causing them to stalk the caster from a safe distance. They stay long enough to savor the lingering magical energy before they resume their tracking. These particular dweomercats are more intelligent than the typical specimens, with a 15 Int score (improving their Knowledge [arcana] bonus to +12, and adding Survival to their trained skills, with a +13 bonus).

*Scaling the Encounter*: Increase to CR 10, as a third dweomercat joins the two hunters. Decrease to CR 7, as one of the dweomercats died in a battle with hill giants.



#### Powril

Its coat shining vividly, this majestic tiger looks exotic and otherworldly. It gazes with piercing yellow eyes and stands calmly, as though fearless.

#### Dweomercat CR 7

#### XP 3,200

CN Medium magical beast **Init** +10; **Senses** darkvision 60 ft., scent; Perception +16

#### DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural) hp 85 (10d10+30) Fort +10, Ref +13, Will +6 DR 5/magic; SR 19

#### OFFENSE

Speed 40 ft.

Melee 2 claws +16 (1d4+2), bite +16 (1d6+2) Special Attacks dweomer leap, pounce, rake (2 claws +11, 1d4+2)

**Spell-Like Abilities** (CL 10th; concentration +13) Constant—*detect magic* 

At will—dispel magic, lesser globe of invulnerability 3/day—antimagic field, dimension door (self only)

#### TACTICS

**Before Combat** The dweomercats always start off combat with *lesser globe of invulnerability*.

**During Combat** The dweomercats use their superior maneuverability to flank particularly weak foes (especially arcane spellcasters).

**Morale** Once one of the dweomercats dies or flees, the other does as well (a healthy dweomercat may remain for a round or two to cover its partner's escape). When reduced to 15 hp or less, a dweomercat will flee.

#### **STATISTICS**

Str 15, Dex 23, Con 16, Int 13, Wis 16, Cha 16
Base Atk +10; CMB +12; CMD 29 (33 vs. trip)
Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Skills Climb +6, Knowledge (arcana) +11, Perception +16, Stealth +19; Racial Modifiers +4 Climb
Languages Common, Sylvan
SQ spell link

#### SPECIAL ABILITIES

**Dweomer Leap (Su)** When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as an immediate action, choose to teleport to a square **adjacent to the spell's caster, effectively appearing mid**leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes **the dweomercat's spell resistance. If it chooses, the** 

dweomercat can immediately make a full attack against the spell's caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomercat chooses—the dweomercat can forgo using this ability.

**Spell Link (Su)** When a dweomercat is targeted by a spell or within the area of effect of a spell, it can, as an immediate action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomercat is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat from taking effect; it only provides an additional benefit.

- *Abjuration*: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.
- *Conjuration*: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.
- *Divination*: Gains the effects of detect chaos/evil/good/law.
- *Enchantment*: Grants the effects of the spell heroism.
- *Evocation*: Inflicts an amount of damage equal to the spell's level upon the spell's caster.
- *Illusion*: Grants the effects of invisibility. This effect ends as per the spell.
- *Necromancy*: Gains the effects of false life, as if cast by the opposing spell's caster.



Purveyor of Jollity

 Transmutation: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

**38.** Purveyors of Jollity (CR 9): Another fey entertainment group, the five pixies (see *Pathfinder*( $\mathbb{R}$ ) *Roleplaying Game Bestiary*<sup> $\mathrm{TM}$ </sup>) forming the Purveyors of Jollity have had considerably more success in Deepheart than in the rest of Berrellis. While the fey laugh uproariously at their act, humanoids seem to have a different sensibility, lacking an appreciation for puns, bizarre non sequiturs, insulting observational humor, and harmful prop comedy. Their single attempt to join the Deepheart Troupe met with abject failure, forcing the satyrs to calm a crowd out for pixie blood. Gnomes

living in Berrellis invite the pixies for literal underground performances, away from those who just do not possess a good sense of humor. Characters may encounter the group of pixies on their way to or from such a gig. Within Deepheart, the Purveyors of Jollity boost morale and allow the inhabitants to forget about the troubles of the outside world.

Replace the pixies' Knowledge (nature) skill with Perform (comedy), which has the same +10 bonus.

*Scaling the Encounter*: Increase to CR 11, as the Deepheart Troupe accompanies the pixies. Decrease to CR 6, as only two pixies remain after a particularly disastrous joke killed the other three.

Traitor Fey (CR 9): One of the attractive 39. attributes of the lake that Phlytuum converted into Gurble'gluk was its pollution. This pollution also drew a nuckelavee (see *Pathfinder* ® *Roleplaying Game* Bestiary  $3^{\text{TM}}$ ) to the lake, which was large enough to share peacefully with the chuuls. Vessa had previously banished the repulsive nuckelavee, furthering its animosity toward the forest's inhabitants, which provided an opening for Phlytuum to convert the fey creature to its cause. While the nuckelavee was not happy with the transformation of its filthy lake home, Phlytuum managed to assuage the fey with a smaller, yet more disgusting pond. The nuckelavee has learned about Vessa bringing in "troubleshooters," and, if it meets them, it attempts to lull them into a false sense of security by revealing its fey origins and intimating it is allied with Vessa.

Scaling the Encounter: Increase to CR 10, as Phlytuum has bolstered the nuckelavee's mortasheen disease such that the Fort save DC has increased to 23 and the disease deals 1d6 Con damage; additionally its breath weapon deals 12d6 damage. Decrease to CR 8, as the nuckelavee has survived a difficult battle, reducing it to 71 hp and forcing it to use all its daily uses of it obscuring mist spell-like ability.

Milleny and Tammela (CR 9): Sensing an 40. opportunity to exploit the Phlytuum's influence in two pairaka divs (see Pathfinder® Berrellis, Roleplaying Game Bestiary 3<sup>™</sup>) arrived recently to further the spread of the various diseases unleashed upon the region. The divs and Phlytuum have an uneasy truce, as the divs have convinced the daemon that they share his goals, albeit that they want the inhabitants to suffer much more before they ultimately succumb to their infections. The divs have unsuccessfully attempted to seduce the daemon in an effort to win him over to their side, alluring him with their true forms. While flattered in his own foul way, the daemon expected this and has ignored their attentions. When not tempting Phlytuum, the divs use their mortal guises to gain access

to ever more powerful people in Berrellis, ultimately in order to create a devastating scandal that they hope will destroy one of the kingdoms.

*Scaling the Encounter*: Increase to CR 10, as a third pairaka has joined Milleny and Tammela. Decrease to CR 7, as the party only encounters one of the disguised divs.

Stonewyrd Sisters (CR 9): Located in the 41. sparsely populated mountainous east, this pair of stygiras enjoys a life of solitude, as the giants—and even the irlgaunt-generally want nothing to do with the crones. On rare occasions, Monmass visits their secluded cave to seek their counsel on decisions involving the giants, passing the advice off as his own wisdom to the giants he leads. The stygiras have watched countless kingdoms rise and fall in Berrellis and have even seen the waxing and waning of Deepheart. The second daemonic incursion in such a short time intrigues the witches, who see it as a major portent for the region. The rise of powerful adventurers adds to this belief, and the stonewyrd sisters may attempt to communicate with the characters to discover what role they will play.

*Scaling the Encounter*: Increase to CR 11, as Monmass provided two cyclopes for the stygiras' protection. Decrease to CR 7, as one of the stonewyrd sisters foresaw something so terrible she went catatonic.

Gaunt and parched, this crone-like figure moves with the predatory jerkiness of a hunting vulture. Unnaturally tall and lean, her form is all cracked flesh and stony crevices spanning a wasteland of withered gray flesh. Shattered black teeth jut from a chapped, lipless mouth that stretches beneath a high, scarred brow devoid of nose or eyes.

#### Stygira CR 7

**XP 3,200** LE Medium monstrous humanoid **Init** +7; **Senses** blindsight 30 ft. (120 ft. with gem eye), scent, true seeing with gem eye; Perception +23

#### DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural) hp 76 (8d10+32) Fort +6, Ref +9, Will +14 DR 10/adamantine; Immune gaze attacks, paralysis, petrification; SR 18

Weaknesses light blindness

#### OFFENSE

**Speed** 30 ft. **Melee** 2 claws +11 (1d4+3 plus stone curse) **Special Attacks** gem gaze, stone curse



#### *Terror from the Sky*

#### TACTICS

**During Combat** The stygiras stay out of combat as much as possible, but will inflict their stone curse on persistent combatants.

**Morale** The stygiras have no desire to die and flee when reduced to 35 hp or less.

#### **STATISTICS**

#### **Str** 17, **Dex** 16, **Con** 18, **Int** 17, **Wis** 22, **Cha** 15 **Base Atk** +8; **CMB** +11; **CMD** 24

Feats Alertness, Blind-Fight, Improved Initiative, Iron Will

Skills Bluff +10, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (religion) +11, Perception +23, Sense Motive +16, Spellcraft +11; Racial Modifiers +4 Perception (with gemstone) Languages Cyclops, Giant, Terran SQ gem eye

#### SPECIAL ABILITIES

**Gem Eye (Su)** Stygiras possess a special connection with gemstones. While holding or otherwise in contact with a gemstone of at least the size of a human eye, a stygira can see through the gemstone like a magical eye, viewing her surroundings as if her blindsense extended

to 120 feet and she were under the effects of true seeing, which grants her a +4 bonus on Perception checks.

**Gem Gaze (Su)** Shaken for 1d4 rounds, 30 feet, Fortitude DC 16 negates. The save DC is Charismabased. A stygira can only make use of this ability while holding a gemstone.

**Light Blindness (Ex)** Despite their effective blindness, stygiras remain sensitive to light. Abrupt exposure to bright light blinds stygiras for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

**Stone Curse (Su)** Any creature struck by a stygira's claws must make a DC 18 Will save or be affected by a curse that gradually drains it of color, stiffens its joints, and finally turns the victim to stone. This curse proves frighteningly unpredictable, forcing another save against its effects every 1d3 hours. Any creature that is drained to 0 Dexterity or fails three saves against the curse is permanently petrified.

Even if a creature is petrified and then restored to flesh, it is still affected by the curse and is petrified again upon failing its next save against the curse. A stone curse can only be removed in one of two ways: by casting *remove curse* or by spending a full hour in unobstructed natural sunlight. Magical radiance like *daylight* does not affect a stone curse, and *remove curse* does not return a petrified creature to flesh. The save DC is Constitutionbased.

*Stone curse*: Claw—curse; *save* Will DC 18; *frequency* 1/1d3 hours; *effect* 1d6 Dex damage, failing 3 saves results in petrification; *cure* casting *remove curse* or spending 1 hour in natural sunlight.

42. Terror from the Sky (CR 9): While the black dragons certainly disagree when they are around, this solitary roc (see *Pathfinder* ® *Roleplaying Game Bestiary*<sup>™</sup>) enjoys its role as Berrellis's airborne apex predator. Much to the giants' chagrin, the roc typically hunts hardy animals that graze along the rocky lands of east Berrellis. Since game there is sufficient to feed the gigantic bird of prey, competition is scarce, and the giants pose considerably less threat than the populous humanoids in the rest of Berrellis, the roc keeps itself confined to that region. Most people are fully aware of the roc's existence, but they already give the mountainous territory a wide berth, so the roc does not bother them. However, with Phlytuums's arrival, the grazing animals that make up the roc's diet have begun to die off from various diseases, driving the bird to seek food elsewhere.

Scaling the Encounter: Before Phlytuum showed up, hunting was plentiful enough to support another roc, increasing the CR to 11. Decrease to CR 7, as the roc narrowly escaped Grellixxdottir and Grellixxsonn when they returned to Berrellis; the roc has 37 hp remaining.

Lakeside Six (CR 8): Considered a myth by 43. most of Berrellis's inhabitants, eight reclusive bog striders travel between the many lakes dotting the countryside. While they tended to avoid the polluted lake Phlytuum eventually converted into Gurble'gluk, they typically retreated to the little-used lake during the high summer months when the other lakes drew humanoids who fished there. Unfortunately, the bog striders found out the hard way, dropping from twenty strong down to a mere eight survivors, that the lake was inimical to life. Phlytuum has also turned to fouling other lakes to enhance the spread of disease, rendering many other bog strider homes uninhabitable. If the characters appear to be concerned with cleaning up the lakes, the bog striders may come out of hiding to offer their assistance.

*Scaling the Encounter*: Increase to CR 9, as the bog striders have grown hardy from their ordeals, gaining the advanced creature template. Decrease to CR 5, as a recent attack further reduced their number to three.

A narrow, beetle-like creature glides across the water's dark surface on four brown, spindly legs. It stands just over five feet tall, holding its head and thorax upright while clutching an intricately carved hunting spear in two clawed forelimbs. Powerful mandibles click in rhythm with the reed-thin antennae waving upon its head as if testing the air for the scent of prey.

#### Bog Strider CR 2 XP 600

N Medium monstrous humanoid **Init** +2; **Senses** darkvision 60 ft., tremorsense 120 ft. (in water); Perception +6

#### DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 15 (2d10+4) Fort +2, Ref +5, Will +4

#### OFFENSE

Speed 30 ft., water stride 50 ft.

**Melee** spear +4 (1d8+3/x3), bite -1 (1d6+1) or 2 claws +4 (1d4+2), bite +4 (1d6+2)

**Ranged** spear +4 (1d8+2/x3) or mwk net +5 ranged touch (entangle)

#### TACTICS

**During Combat** The bog striders prefer to keep their fights restricted to watery surfaces to allow them superior maneuverability. The striders pair off to flank opponents.

**Morale** The bog striders fight until at least half their number have perished, at which point they flee.

#### STATISTICS

Str 14, Dex 14, Con 14, Int 11, Wis 13, Cha 9
Base Atk +2; CMB +4; CMD 17 (21 vs. trip)
Feats Dodge
Skills Perception +6, Stealth +7, Survival +6, Swim +11;
Racial Modifiers +4 Swim
Languages Aquan; tremor tap 120 ft.
SQ hold breath, water sprint

#### SPECIAL ABILITIES

**Tremor Tap (Ex)** Bog striders can send and receive messages by creating and sensing silent vibrations on the surface of any body of water they currently tread. The range of communication extends outward 120 feet to all other bog striders within line of effect on or under the water. Because the ripples created on the water prove omni-directional, bog striders can communicate with multiple targets at the same time. Only bog striders can understand this form of communication. This ability also grants bog striders tremorsense in water at a range of 120 feet.

Water Sprint (Ex) Once per hour, a bog strider can move up to 5 times its normal speed (250 feet) on water

when making a charge or retreating from an enemy. Once it decides to increase its movement in this fashion, the effect lasts for up to 4 rounds, after which a bog strider becomes fatigued for as many rounds as it chose to move at a higher speed.

Water Stride (Su) A bog strider can tread upon rivers, lakes, and flooded swamplands or marshes as if under the effects of the water walk spell. It also gains an increased movement rate by using the surface tension and its multiple legs to propel itself across the water.

Hallucinus (CR 8): An underground 44. chamber rests beneath a river feeding Deepheart. Three basidironds (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) live in the chamber and subsist on runoff from the stream. Vessa does not allow the plants to roam freely through the forest due to the danger they pose. Few of Deepheart's inhabitants know about the basidironds: Vessa and those she charged to build traps that dump victims into the chamber, and fey thrillseekers who regularly expose themselves to the plants' hallucinogenic spores. The latter group keeps their chosen form of entertainment secret, fearing the punishment they would receive if someone in charge heard about it. Characters who succeed at a DC 30 Diplomacy check to gather information learn about these fey.

*Scaling the Encounter*: Vessa acquired a fourth basidirond, increasing the CR to 9. Decrease to CR 7, as one of the thrill seekers fell victim to a trap and killed one of the basidironds before the other two devoured him.

Defenders of Gurble'gluk (CR 8): A 45. recently formed green hag (see Pathfinder® Roleplaying Game Bestiary™) coven lurked in the marshy area surrounding the lake Phlytuum eventually transformed into Gurble'gluk. Drawn together by their mutual hatred of Vessa and her unspoiled forest territory, the trio of hags worked to formulate a plan to destroy the forest. With the daemon's fortuitous arrival, the hags figured they could use the daemon in their plans. Phlytuum instead convinced the hags to go along with his plan, the first step of which was the living lake's creation. To sweeten the deal, he granted the coven the power to call forth contagious diseases, and he promised them that he would ensure they attended Vessa's eventual demise. They agreed and they serve alongside the other creatures charged with protecting Gurble'gluk. They have command of a pair of swamp eels and a giant slug in addition to the plague gift bequeathed by the daemon.

This green hag coven can use *contagion* as a spell-like ability, per the rules for green hag covens.



#### Defender of Gurble'gluk

Scaling the Encounter: Increase to CR 10 by including the swamp eels, Jarm and Myckl, or Yrwyn, or increase to CR 11 by including all three, as the creatures come to the hags' rescue. Decrease to CR 7, as a paladin slew one of the hags, destroying the coven until they (or Phlytuum) can find a replacement.

**46. Jarm and Myckl (CR 8)**: The green hag coven treats this pair of swamp eels as pets and give them run of their swampy lair. The weird magical energies permeating the marsh granted the eels incredible speed, which they employ to escape from the occasional chuul attack. The eels instinctively desire to antagonize the chuuls with which they share the marshy territory, but the chuuls respect the hags' power enough not to make good on their threat to slay the eels. However, the chuuls may redirect any invading adventurers' attention to Jarm and Myckl and let them dispose of the eels.

*Scaling the Encounter*: The magic suffusing the swamp further empowers the eels, giving them the advanced creature template, increasing the CR to 9. Decrease to CR 6, as the chuuls were successful in killing one of the eels by proxy.

#### Jarm/Myckl CR 5 XP 1,600

Accelerated giant swamp eel N Large animal (aquatic) Init +6; Senses low-light vision, scent; Perception +7

#### DEFENSE

AC 24, touch 16, flat-footed 17 (+6 Dex, +1 dodge, +8 natural, -1 size) hp 52 (7d8+21) Fort +8, Ref +13, Will +3

#### OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +11 (2d6+6 plus grab)
Space 10 ft.; Reach 10 ft.
Special Attacks gnaw
Spell-like Abilities (CL 7th; concentration +6) Constant—haste

#### TACTICS

**During Combat** The swamp eels attack the same opponent, but they do not have the tactical knowledge to flank their opponent (it may occur accidentally, however).

Morale The swamp eels fight to the death.

#### **STATISTICS**

#### Str 22, Dex 22, Con 16, Int 1, Wis 12, Cha 8

**Base Atk** +5; **CMB** +12 (+16 grapple); **CMD** 28 (can't be tripped)

**Feats** Dodge[B], Improved Initiative, Lightning Reflexes, Mobility[B], Skill Focus (Stealth), Spring Attack[B], Weapon Focus (bite)

**Skills** Escape Artist +14, Perception +7, Stealth +12, Swim +14; **Racial Modifiers** +8 Escape Artist

#### SPECIAL ABILITIES

**Gnaw (Ex)** If a giant swamp eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant swamp eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+3) against a foe it has already grabbed.

**47. Yrwyn (CR 8)**: Of course, the giant slug (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>TM</sup>) in the marsh may draw the party's attention well before they notice the chuuls or the eels. Whereas the hags have a master/pet relationship with the eels, they use intimidation and copious amounts of salt to control the unintelligent slug. They manage to keep the slug well fed by driving it toward isolated homes and villages at the swamp's edge, but they typically limit the slug's food to livestock or wild animals in order to prevent a nearby ruler from deciding to send an armed contingent to deal with the slug.

*Scaling the Encounter*: Increase to CR 10, as the hags send Jarm and MyckI to help the slug in combat. Decrease to CR 7, as the slug's latest victim fought back, reducing the slug to 59 hp.



#### Sslisa

**48**. Sslissa (CR 8): Until Monmass discovered the hidden stygiras, the dark naga (see Pathfinder® Roleplaying Game Bestiary™) Sslissa served as advisor to the great cyclops. It was then that the cyclops realized the dark naga had been using him and his giants as a means to her ends and intended to betray the giants when the opportunity to better her station presented itself. Sslissa heard the enraged cyclops from miles away, so she disappeared underground well before Monmass arrived to murder her. Phlytuum found her during one of his visits to Skttrn, and offered her the wealth of Berrellis and Deepheart for her assistance. While Sslissa knows that Phlytuum's endgame will result in the death of all creatures in the area, she figures she can parlay that wealth into power elsewhere, so she agreed to Phlytuum's terms. With respect to the dark naga, Phlytuum made the strategic mistake of allying with the Battle-scarred Witches, and characters can exploit this knowledge to sway Sslissa to work against the daemon.

Scaling the Encounter: Increase to CR 9, as Sslissa has a pair of prized magic items recovered from one of the giants' raids: a *headband of alluring charisma* +2 (improving her Bluff, Diplomacy, Disguise, and Intimidate checks by +1, and increasing her spells' save DCs by +1) and a *necklace of fireballs* (type I—Sslissa flings the spheres with her tail). Decrease to CR 6, as the naga ran afoul of the irlgaunt, has 47 hp remaining, and has half her spell slots remaining.

The Wanderers (CR 8): Bound as she is to 49. Deepheart, Vessa enlisted the aid of two blodeuwedds who scout the farmlands and prairies that make up the majority of Berrellis's land. Vessa has kept her knowledge of Phlytuum's involvement in recent events from the blodeuwedds, so they will not attempt a disastrous confrontation with the daemon. The blodeuwedds claim that, since they are not part of the forest, they have no allegiance to the hamadryad. There is a small kernel of truth to this claim, as Vessa's plans, should they come to fruition, will expand Deepheart and overtake the blodeuwedds' preferred terrain. The burgeoning rivalry is not enough to directly betray Vessa, but the blodeuwedds may hint that Vessa's plans threaten their home. For the most part, these fey prefer to keep to themselves, watch for large-scale movements, and ensure the land, as well as its plants and animals, remain unharmed. The prevalence of diseased animals distresses them, and they may approach characters who seem capable of curing them, or they may make the mistaken assumption that the characters are responsible for the diseases.

*Scaling the Encounter*: Increase to CR 9, as a third blodeuwedd joins the wanderers. Reduce to CR 6, as one of the blodeuwedds has returned to the primal fey realm in despair.

#### Blodeuwedd CR 6

XP 2,400

CN Medium fey **Init** +5; **Senses** low-light vision; Perception +11 **Aura** allergen (DC 18, 1d6 rounds)

#### DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural) hp 66 (7d6+35) Fort +7, Ref +10, Will +8 DR 5/cold iron

#### OFFENSE

Speed 30 ft.
Melee 2 claws +10 (1d8+6)
Ranged mwk sling +11 (1d4+6)
Spell-Like Abilities (CL 12th; concentration +21)
Constant—speak with plants
At will—dancing lights, entangle (DC 15), plant growth,

whispering wind 3/day—deep slumber (DC 17), modify memory (DC 18),

spike growth (DC 17)

1/day—goodberry, hallucinatory terrain (DC 18), lesser geas (DC 17)

#### TACTICS

Before Combat One of the blodeuwedds uses *hallucinatory terrain* to fool opponents.

**During Combat** The blodeuwedds attempt to stay out of melee, using their spell-like abilities to slow opponents down and attacking with their slings.

**Morale** A blodeuwedd flees when the other dies. Otherwise, they fight until reduced to 15 hp or less.

#### STATISTICS

**Str** 18, **Dex** 21, **Con** 21, **Int** 14, **Wis** 17, **Cha** 18 **Base Atk** +3; **CMB** +7; **CMD** 23

Feats Combat Casting, Dodge, Mobility, Weapon Finesse

**Skills** Diplomacy +14, Escape Artist +10, Handle Animal +9, Heal +9, Knowledge (nature) +12, Perception +11, Perform (wind) +12, Sense Motive +11, Stealth +15, Survival +10; **Racial Modifiers** +4 Stealth in grasslands

Languages Aklo, Common, Sylvan

SQ change shape, verdant step, wild empathy +10

#### **SPECIAL ABILITIES**

Allergen Aura (Ex) A blodeuwedd exudes an aura of pollen and other irritating allergens that forces living creatures within 30 feet to make a DC 18 Fortitude save or become sickened, coughing and sneezing for 1d6 rounds. Creatures that successfully save cannot be affected by the same blodeuwedd's aura for 24 hours. A blodeuwedd can suppress this aura at Will as a free action. The save DC is Constitution-based.

**Change Shape (Su)** A blodeuwedd can assume a single unique humanoid shape or the form of a prairie owl once per day for up to 7 hours as if using the spell *polymorph*. These hours do not need to be consecutive and a blodeuwedd can return to her normal shape as a free action.

**Nature's Infusion (Su)** Once per day, while surrounded by any field or fertile plain, a blodeuwedd may infuse herself with borrowed life energy from nearby plants and nutrients in the ground. This ability functions exactly like false life (CL 7th) but lasts only 1 hour.

**Verdant Step (Su)** Every stride taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though she can suppress this effect if she desires. While within a plain of tall grass, brush, or similar undergrowth, a blodeuwedd may also step through such plant-life and emerge at any other point within the same field (potentially miles away). This ability functions similar to *transport via plants*, but a blodeuwedd can only transport herself and does not require a plant equal to her size. This ability is usable three times per day.

**Wild Empathy (Ex)** This works like the druid's wild empathy class feature, except a blodeuwedd has a +6 racial bonus on the check. A blodeuwedd with druid levels adds this racial modifier to her wild empathy checks.

50. Tomm and Wayland (CR 8): Two centaur brothers provide their services as mercenaries to the various kingdoms of Berrellis. They usually act as fastmoving skirmishers or forward scouts for an army, but their willingness to engage in combat depends on the pay. Wayland, who embarks on this venture in order to protect his hotheaded brother, desires to leave Berrellis soon and return home to his centaur tribe. The outbreak of strange diseases, as well as a recent request for mercenary support from Deepheart where previously the centaurs had never received communication, makes Wayland even more nervous about staying in the area. Tomm found life boring in their centaur homeland and sees the ever-skirmishing kingdoms as ripe for adventure and gold, and would rather remain in Berrellis. Depending on their current job, the centaurs could be trailing the characters, be adversaries for the party, or seek them out to help with something that proves too difficult (for a negotiated share of the pay, of course).

Scaling the Encounter: Increase the CR to 9 as the centaurs each received a +1 longsword as payment for a recent task. Decrease to CR 6, as Wayland has decided to return home after an argument with his brother, leaving Tomm alone to fend for himself.

#### Wayland/Tomm CR 6

XP 2,400

Centaur barbarian 4 N Large monstrous humanoid **Init** +8; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

AC 19, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge, +1 natural, -1 size) hp 80 (4d12+4d10+32) Fort +9, Ref +9 (+1 bonus vs. traps), Will +8 Defensive Abilities trap sense +1, uncanny dodge

#### **OFFENSE**

Speed 60 ft.
Melee 2 hooves +7 (1d6+2), mwk heavy mace +13/+8 (1d8+7)
Ranged mwk spear +12 (1d8+7/x3)
Space 10 ft.; Reach 5 ft.
Special Attacks rage (14 rounds/day), rage powers (no escape, swift foot +5 ft.)



#### Wayland

#### TACTICS

**During Combat** The brothers begin combat by throwing their spears and start raging before entering melee.

**Morale** Tomm fights to the death, but Wayland flees when his brother dies.

#### **STATISTICS**

Str 20, Dex 18, Con 19, Int 11, Wis 16, Cha 10 Base Atk +8; CMB +14; CMD 29 (33 vs. trip) Feats Dodge, Improved Initiative, Nimble Moves, Run Skills Acrobatics +8 (+20 when jumping), Diplomacy +4, Intimidate +11, Knowledge (nature) +7, Perception +14, Survival +14, Swim +9

Languages Common, Elven, Sylvan

**SQ** fast movement, tireless rage, undersized weapons **Combat Gear** oil of magic weapon, potion of cure *light wounds*, alchemist's fire; **Other Gear** masterwork chain shirt, masterwork heavy mace, masterwork spear, barbarian's kit, 4 gp

#### SPECIAL ABILITIES

**Undersized Weapons (Ex)** Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size.

Monmass-kin (CR 8): Three cyclopes (see 51. Pathfinder® Roleplaying Game Bestiary<sup>TM</sup>) lived relatively peaceful lives in Berrellis's mountainous east. This rugged land meant few humanoids challenged the cyclopes for dominion, and the cyclopes overmatched those who dared. Their only rivals were a hill giant clan, but the area proved large enough to support both groups. A landslide uncovered a long-slumbering Monmass, and the cyclopes discovered and awoke the great cyclops. They defer to Monmass in all things, a decision that initially proved beneficial when Monmass unified the cyclopes and hill giants. Unfortunately, every decision after this has proved disastrous for the combined group, most likely a result of Sslissa's influence on Monmass. While the hill giants have become increasingly discontent, the cyclopes have faith their leader will bring them the glory they feel they deserve.

*Scaling the Encounter*: Increase to CR 9, as an additional cyclopes joins the band. Decrease to CR 7, as one of the cyclopes died in a battle with the irlgaunt.

Vessa's Goldfish (CR 8): Vessa has collected 52. a menagerie of exotic and bizarre plants and animals, and the three grodairs (see *Pathfinder* ® *Roleplaying* Game Bestiary 3<sup>™</sup>) living in and near the stream feeding Deepheart are some of her favorites. Some fey refer to the creatures as "Vessa's goldfish" (although not while Vessa can hear it), due to their poor memory and rather dumb decisions, despite their intelligence. Oftentimes one of the grodairs forgets the basidironds' location and squeezes itself down into their chamber, from where it calls for help against some nonsensical thing it hallucinates. Characters who converse with the grodairs may learn about the traps dumping their victims into the basidirond chamber, but this becomes an exercise in futility as the grodairs misremember the traps' location.

*Scaling the Encounter*: Vessa's goldfish are actually more powerful than they seem, gaining the advanced template and increasing the CR to 9. Decrease to CR 7, as one of the grodairs fell prey to the basidironds before someone could rescue it.

**53.** The Noble Herd (CR 7): Once a sign of prosperity for Berrellis and featured on the unified kingdom's coat of arms, unicorns (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>™</sup>) ranged in large numbers across the land. Today, only two mated pairs remain of the dozens that called Berrellis home, as the kingdoms' infighting and greed drove most of the unicorns away from the region. The daemon furthering the lord of War's agenda was also responsible for slaughtering twenty of the creatures, and the survivors retreated to



#### The Noble Herd

Deepheart. While eager to help in the fractured kingdoms' recovery after the daemonic agent left, they tempered that eagerness with caution, remembering the brutality they witnessed at the humanoids' hands. Phlytuum's rise, though, may spur the unicorns into action, as they regret not taking a more active role in the previous daemon's defeat and see this as an opportunity for redemption. As such, they may make at least temporary allies for the characters.

*Scaling the Encounter*: Increase to CR 8, as a benevolent deity has blessed the unicorns' renewed quest against daemonic influence, granting them the celestial creature template. Reduce to CR 5, as one of the mated pairs died in an attack on the leukodaemons.

**54.** Artlynne-auf-Vessa, Dellia-auf-Vessa Reya-auf-Vessa (CR 7): While Vessa considers all Deepheart's inhabitants her children, she has actual offspring in her three dryad daughters. While no one would accuse Vessa of being an overprotective parent, she does not have to worry about her daughters wandering off due to their dependence on the oak trees to which they are bound. As a sort of royalty in Deepheart, the dryads received their choice of oaks and surprisingly chose modest trees all within sighted distance of each other, yet not too close. The dryads spend their time pestering the Advisors in Opposition with hypothetical questions so they can watch an

argument unfold between the treants. Otherwise, they improve their groves and have created the most beautiful and serene sections of Deepheart, filled with animals and plants of all description.

*Scaling the Encounter*: Increase to CR 8, as the dryads additionally have the advanced creature template. Decrease to CR 6, as an ooze managed to break through this far into the forest, killing one of the daughters before her sisters dispatched the creature.

#### Vessa's Daughter CR 3 XP 800

XP 800

Charming dryad CG Medium fey **Init** +4; **Senses** low-light vision; Perception +11

#### DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural) hp 27 (6d6+6) Fort +5, Ref +9, Will +7 DR 5/cold iron Weakness tree dependent

#### OFFENSE

Speed 30 ft.

Special Attacks enthrall creature

**Spell-Like Abilities** (CL 6th; concentration +10) Constant—*speak with plants* 

At will*—entangle* (DC 17), *tree shape*, *wood shape* (1 lb. only) (DC 18)

3/day—*charm person* (DC 17), *deep slumber* (DC 19), *tree stride* 

1/day—suggestion (DC 19)

#### TACTICS

**During Combat** The dryads avoid combat and attempt to *charm* opponents into protecting them from other combatants.

**Morale** The dryads flee from combat once one of them perishes; an individual dryad will flee if reduced to 10 or fewer hp.

#### **STATISTICS**

#### **Str** 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 22 **Base Atk** +3; **CMB** +3; **CMD** 17

**Feats** Great Fortitude, Stealthy, Weapon Finesse **Skills** Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants* SQ tree meld, wild empathy +16, woodcraft



#### Vessa's Daughter

#### SPECIAL ABILITIES

**Enthrall Creature (Su)** A charming creature can use a permanent *charm monster* (DC 19 Will save negates) effect at will, but it can only have one enthralled creature at a time. If a charming creature attempts to use enthrall creature against a new target, the *charm monster* effect on the first creature is automatically dismissed. The *charm monster* effect has a caster level equal to CR of the charming creature.

**Tree Meld (Su)** A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

**Tree Dependent (Su)** A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24hour ritual and making a successful DC 20 Will save.

**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

**Woodcraft (Ex)** A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

**55. Corrupted Lilies (CR 7)**: Vessa initially welcomed the intelligent plant-creatures known as calathgars, or hail-lilies, into Deepheart's northern reaches, but the plants proved far too murderous for the inhabitants in that portion of the forest. After they killed a mighty stag, Vessa exiled the calathgars from the forest, and the plants nursed a grudge against the hamadryad and all within Deepheart. Thus, Phlytuum found ready converts to his cause and imbued the plants with not only disease-spreading capability, but also fiendish power. The plants make nightly incursions into the forest to attack and disease animals and plants, and they grow bolder with each successful attack.

Other than the fiendish creature template, these calathgars differ from normal calathgars by having a neutral evil alignment and ability to inflict disease.

*Scaling the Encounter*: Increase to CR 8, as another calathgar joins the other two. Reduce to CR 5, as calathgars drew the attention of a powerful Deepheart denizen who slew one of the creatures.

The acrid scent of vinegar wafts from this shield-sized blossom. Amid shocking blue petals slowly twitches a cluster of sharp stamens arranged like a ring of teeth within a leafy muzzle.

#### Fiendish Calathgar CR 5

**XP 1,800** NE Small plant **Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

#### DEFENSE

**AC** 16, touch 15, flat-footed 12 (+4 Dex, +1 natural, +1 size) **hp** 39 (6d8+12)

**Fort** +6, **Ref** +6, **Will** +4

**Defensive Abilities** cold healing; **DR** 5/good; **Immune** cold, plant traits; **Resist** fire 10; **SR** 10 **Weaknesses** fire vulnerability

#### OFFENSE

Speed 20 ft., climb 20 ft.

**Melee** flower +7 (1d6+2 plus 1d6 cold plus disease), 2 tendrils +7 (1d4+2 plus disease)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tendrils)

**Special Attacks** seed spray (15-ft. cone, 4d6 cold damage, Reflex DC 14 for half, usable every 1d4 rounds), smite good

#### TACTICS

**During Combat** The calathgars open with their seed spray attacks, but they relish melee combat and seek to inflict disease on every opponent they fight.

Morale The calathgars fight to the death.

#### STATISTICS

Str 14, Dex 19, Con 14, Int 6, Wis 15, Cha 12
Base Atk +4; CMB +5; CMD 19 (21 vs. trip)
Feats Blind-Fight, Combat Reflexes, Improved Initiative
Skills Stealth +17
Languages Sylvan (cannot speak)

SQ mold mulch

#### SPECIAL ABILITIES

**Cold Healing (Ex)** Calathgars are healed by cold. Anytime a calathgar is subjected to cold damage, it regains 1 hit point (regardless of the amount of cold damage dealt). When in areas of severe cold (such as arctic regions or near brown mold), a calathgar gains fast healing 1.

**Disease (Ex)** *Cold bloom*—injury; *save* Fortitude DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage, failure to save causes the victim to be fatigued for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Mold Mulch (Ex)** Upon being reduced to 0 hit points, a calathgar withers and swiftly decays, transforming into a 5-foot patch of brown mold. If a calathgar is killed by fire, the mold immediately grows into a 10-foot patch. If it is killed in a space already occupied by brown mold, that mold patch doubles in size just as though fire had been brought near. The area within 30 feet of brown mold is cold enough to activate a calathgar's cold healing and the persistent effect of its seed spray. Brown mold deals 3d6 points of non-lethal cold damage to all creatures within 5 feet of it.

**Seed Spray (Ex)** Once every 1d4 rounds, up to 3 times per day, a calathgar can expel a blast of thorny, frozen seeds in a 15-foot cone. All creatures in this area take 4d6 points of cold damage (Reflex DC 15 for half). In frigid climes—areas where the temperature is 40 degrees or colder—these seeds cling to those they strike, dealing an additional 1d6 points of cold damage on the following round. The save DC is Constitution-based.

**Smite Good (Su)** Once per day as a swift action, a fiendish calathgar can designate a target, against which the calathgar adds +1 to attack rolls and +6 to damage, if the target is good. This ability lasts until the target is dead or the calathgar rests.

**56.** Eyes-in-the-Towers (CR 7): Berrellis's oldest city, Halverton, hosts three gargoyles (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>™</sup>) perched as statues atop its largest cathedral. Very few residents know that the hideous statues are actually living, and malevolent, creatures, and those who do have no idea what the gargoyles plan. Other than the rare attack on a lone unfortunate whose disappearance goes unnoticed or unreported, the gargoyles never leave their chosen post. With the rise of disease in Berrellis, specifically in Halverton, the gargoyles begin to stir. Perhaps the characters can gain some unlikely allies in their fight with Phlytuum, or the gargoyles could work with Phlytuum for their own inscrutable purposes.

**Scaling the Encounter**: Increase to CR 8, as a fourth gargoyle joins the group and the creatures take watch along cardinal directions. Decrease to CR 6, as the gargoyles finally decided to take action against the daemon's forces, resulting in the death of one.

Hungrik (CR 7): Mister Bowlderdash's **57**. Traveling Circus and Exotic Animal Show drew crowds all throughout Berrellis, even when various kingdoms were engaged in active warfare. The exotic animals on display included a few large cats, a goblin dog, and the centerpiece, a terrifying bulette (see Pathfinder® *Roleplaying Game Bestiary*<sup>™</sup>). During the most recent trip through Berrellis, vandals (with blame going to the fey and to rival kingdoms) let the creatures loose, creating pandemonium and resulting in several deaths, including most of the circus performers. Mister Bowlderdash closed up the circus, after helping to round up and destroy most of the escaped creatures. However, the bulette, Hungrik, escaped into the wild and hides somewhere just under the surface in Berrellis.

*Scaling the Encounter*: Increase to CR 9, as Hungrik had a mate that also escaped. Decrease to CR 6, as the bulette's hunger overrode its desire to hide, and it took some injuries while hunting for food, reducing it to 47 hp.

**58. Grellixx's Shadow (CR 7)**: The black dragon Grellixx is very much a loner, preferring not to have to deal with other beings. So, it annoyed her at first that a black-dragon-headed chimera (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>TM</sup>) started to follow her around while keeping a respectful distance. She finally spoke to the chimera and discovered that the simple beast worshipped her as a deity and pointed to the black



#### Garf

dragon head as evidence that she created the chimera in her image. Making the most of her new follower, Grellixx decided to send the chimera out on hunts, and, as a "benevolent deity," shared the kills, after she took the tastiest meats from them. The chimera is no match for anything that could challenge Grellixx, but she believes the creature will provide enough warning so she can prepare for a foe, perhaps after the chimera deals some damage to it.

Scaling the Encounter: Increase to CR 9, as Grellixx welcomed another chimera into the fold. Reduce to CR 6, as the chimera suffers from a disease that has dealt 6 points of Str damage (imposing a –3 penalty on all its attacks and damage).

**59. Garf (CR 7)**: Trolls used to run rampant throughout Berrellis, but the giants sharing the mountainous regions with the trolls killed them or drove them away, and the humanoid inhabitants finished the job. A mated pair of trolls retreated to the edge of Deepheart and they conceived a child there. When Garf was born, his fey-touched appearance frightened his parents, who abandoned the troll child and fled the obviously (to them) cursed woods. A wandering pixie discovered the strangely beautiful troll and decided to take care of him. Garf grew up accepting the forest as his home, and his intellect developed prodigiously along

with his physical prowess. Garf now serves as a bodyguard for minor fey emissaries and may surprise characters encountering him with his grace and wit.

*Scaling the Encounter*: Increase to CR 9, as Garf has a twin sibling with the same stats. Decrease to CR 6, as Garf valiantly protected a group of nixies from attack, sustaining overwhelming amounts of fire damage in the process and reducing him to 37 hp.

#### Garf CR 7

#### XP 3,200

Fey advanced troll CN Large fey (humanoid, giant)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

#### DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

**hp** 75 (6d8+48); regeneration 5 (acid or fire)

Fort +13, **Ref** +8, **Will** +5; +4 vs. mind-affecting effects

**DR** 5/cold iron; **Resist** acid 10, cold 10, electricity 10, fire 10

#### **OFFENSE**

Speed 30 ft., fly 45 ft. (good)
Melee bite +9 (1d8+6), 2 claws +9 (1d6+6)
Space 10 ft.; Reach 10 ft.
Special Attacks rend (2 claws, 1d6+9)
Spell-Like Abilities (CL 6th; concentration +7)
3/day—dancing lights
1/day—deep slumber (DC 13), entangle (DC 12), faerie
fire, glitterdust (DC 13)

#### TACTICS

**During Combat** Garf attempts to slow opponents down with *entangle* or *deep slumber*, but he does enjoy a good brawl.

**Morale** Garf does not wish to die, so he surrenders or flees when he reaches 15 hp and his regeneration cannot heal wounds dealt by acid or fire.

#### STATISTICS

**Str** 23, **Dex** 22, **Con** 27, **Int** 12, **Wis** 13, **Cha** 12 **Base Atk** +4; **CMB** +11; **CMD** 27

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Acrobatics +15, Climb +15, Fly +4, Intimidate +16, Perception +13, Stealth +11, Survival +10, Swim +12

Languages Common, Giant, Sylvan

**60. Gurble-born (CR 6)**: The polluted lake that is now Gurble'gluk was home to a number of leeches

that thrived in the foul waters. Phlytuum thought nothing of the lake's natural life, such as it was, when he converted the lake, but the emergence of four giant leeches (see **Pathfinder® Roleplaying Game Bestiary**<sup>TM</sup>), mutated as a result of the lake's transformation delighted him. The creatures serve as further defenders of the lake and reside under Gurble'gluk's bulk, emerging when they sense the arrival of prey. The creatures ignore the green hags and the other nasty creatures that also reside near the lake.

Much like the other creatures touch by Phlytuum, the leeches can also inflict a disease (*Enhanced Filth Fever*—injury; *save* Fortitude DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Dex damage and 1d4 Con damage; *cure* 2 consecutive saves).

*Scaling the Encounter*: The mutation has also gifted the leeches with the advanced creature template, increasing the CR to 7. Decrease the CR to 4, as two of the leeches recently died.

Razormaw (CR 6): One of the unfortunate 61. side effects of Vessa opening Deepheart up to the primal fey realm was the growth of a tendriculos (see Pathfinder® Roleplaying Game Bestiary 2<sup>TM</sup>). Initially thinking she would have to destroy the creature, she was pleased to discover that it responded to her commands. The tendriculos has a tremendous appetite, but Vessa does not want a potentially valuable tool to go to waste, so she sacrifices some of the smaller animals to it. She also positioned the tendriculos at the edge of the forest, and it occasionally wanders off in search of prey, animal or humanoid. Assuming the characters work for Vessa, Razormaw should present no threat to them, or it may need a stern reminder to stand down after it exuberantly attacks the party.

Scaling the Encounter: Phlytuum's corruptive influence has spawned a second tendriculos, increasing the CR to 8. Alternately, reduce to CR 5, as a diseased ooze infected Razormaw, inflicting 3 points of Str damage and 2 points of Con damage (reducing it to 67 hp and reducing its attacks and damage by –1).

**62.** Aargentil (CR 6): The ahuizotl (see *Pathfinder*® *Roleplaying Game Bestiary*  $g^{TM}$ ), Aargentil, was another displaced denizen of the marshy area Gurble'gluk and the green hags now call home. Phlytuum tried to appeal to the creature's carnage-seeking nature, but it refused to become a lackey for something else. He and the will-o'-wisp, Blit, plot ways to regain their swamp, and, thus far, adventurers look like the best hope for that end. The ahuizotl leaves any negotiation, weird as it may be, to Blit, but it agrees to any terms to which the will-o'-wisp agrees. When the party first investigates the area, they may arrive based

on information about the weird, evil creature, and its possible role in the latest trouble.

*Scaling the Encounter*: Increase to CR 8, as Blit joins the ahuizotl in combat. Decrease to CR 4, as Aargentil ran afoul of a giant slug and is down to 31 hp.

Langyr (CR 6): A handful of creatures native 63. to the wilds of Berrellis survive based on sheer power or mutually beneficial alliances, while other creatures, such as the wyvern (see Pathfinder® Roleplaying Game *Bestiary*<sup>TM</sup>), Langyr, have learned to figure out when the hunting is good and especially when those other powerful or organized creatures are away. While Langyr has the advantage of flight, it still must compete with the roc and any other dragons, as well as those who wish to kill the wyvern on sight and possess the means to attack at range. The wyvern, despite its brutish nature, exercises patience and has paid attention to the patterns followed by other creatures who would do it harm. The wyvern amuses Grellixx and usually leaves the lesser dragon alone, an action that Grellixx's children see as a further sign of weakness.

*Scaling the Encounter*: Increase to CR 8, as another wyvern has traveled to Berrellis and joined Langyr. Decrease to CR 4, as the wyvern barely survived a nasty battle that reduced it to 29 hp and reduced its fly speed to 40 ft.

Blittinvoreshtilarium (CR 6): Berrellis's 64. marshy region covered a much larger portion of the territory before the first settlers arrived. They drained most of the swamps, and claimed the newly cleared land. Several square miles of swamp still stand in Berrellis's southwestern region, and here the old will-o'-Blittinvoreshtilarium, held out against further expansion into the swamps, as the dread associated with its territory kept most people out. Unfortunately, Phlytuum's arrival put an end to the will-o'-wisp's reign over its swampy domain. The daemon had the same level of success in appealing to the will-o'-wisp's appetite for fear as he did when he tried to sway Aargentil to his side. Blit, as it is known to the ahuizotl (even though it never introduces itself with that nickname), witnessed the effects the previous daemon's influence had on the area and realized that it would suffer just as much as the daemon's direct victims, as any fear it fed on would have a foul contamination. Blit knows it cannot attack the daemon or his minions directly, forcing it to go against its instincts and recruit help from adventurers.

*Scaling the Encounter*: Increase to CR 8, as Aargentil joins the fray. Decrease to CR 5, as a powerful curse suppresses the will-o'-wisp's invisibility.



Langyr

Muulcch (CR 6): The shambling mound (see 65. Pathfinder® Roleplaying Game Bestiary<sup>™</sup>), Muulcch, is one of Deepheart's oldest inhabitants, enough so it witnessed Vessa's arrival from her home realm. As de facto representative of the forest's plant life, Vessa sought the strange plant's acceptance, which it granted. Even Vessa does not know of the shambling mound's agenda, but the creature seems content to roam the forest, pruning specific plants or hunting specific animals. Since Muulcch does not pose a threat to any of Deepheart's intelligent inhabitants, Vessa is content to let the shambling mound go about its business. However, she may have one of her minions intervene when the creature tries to kill characters whom it considers invaders.

*Scaling the Encounter*: Increase to CR 8, as another shambling mound joins Muulcch. Decrease to CR 5, as Muulcch suffers from a disease that has dealt 6 points of Con damage, reducing the shambling mound to 40 hp and decreasing its Fort save to +6.

**66. Gatros (CR 5)**: Another creature Vessa views as more useful than harmful, at least to her charges, the hodag (see *Pathfinder Roleplaying Game Bestiary*  $g^{TM}$ ), Gatros, enjoys the hamadryad's protection until she no longer finds it useful. The reptilian beast roams the edges of Deepheart from which it attacks loggers and other humanoid trespassers. Since Gatros restlessly roams the Deepheart's circumference, it acts as an early warning system for the rest of the forest's inhabitants, who will typically do nothing to intervene should the creature target the PCs when they enter the forest. If the characters question any forest dweller about this, the response amounts to something along the lines of the inherent dangers of such an untamed area. Truthfully,



#### Groundstone

the hodag makes no distinction between targets when it decides to hunt and kill.

*Scaling the Encounter*: Increase to CR 7, as Vessa has allowed the hodag a mate, and the pair patrols the forest. Decrease to CR 4, as Gatros's latest victim managed to escape but not before he reduced the hodag to 35 hp.

**67.** Malver and Deeb (CR 5): Some of the gnomes traveling in Vessa's retinue when she first emerged in Berrellis did not make the transition to the mortal realm with their sense of wonder intact. These gnomes twisted into creatures known as spriggans (see Pathfinder® Roleplaying Game Bestiary 2<sup>TM</sup>) and went on a murder spree, killing fey and humanoid alike before Vessa drove them from Deepheart. The spriggans' murderous ways brought them into conflict with Berrellis's burgeoning empires, and their number slowly reduced to two, Malver and Deeb. These spriggans managed to temper their destructive tendencies with patience, so they hide out in between monthly, onenight sprees that target different villages. Phlytuum, sensing the spriggans' malevolence made himself a patron to them-one they readily accepted-and provided them vials containing virulent diseases. Malver and Deeb enjoy the idea that those they do not kill outright might still face a lingering death.

*Scaling the Encounter*: Increase to CR 6, as the spriggans have the giant template, which applies to both

forms. Decrease to CR 3, as Deeb met a "glorious" end after he killed five villagers.

Groundstone (CR 5): Hungrik the bulette **68**. was not the only survivor of Mister Bowlderdash's Traveling Circus. The circus's owner acquired a pair of basilisk (see *Pathfinder* ® *Roleplaying* Game Bestiary<sup>™</sup>) eggs and a few cockatrice eggs. Mister Bowlderdash planned to offer a bizarrely thrilling experience where someone who could withstand the basilisk's gaze would win a sizable prize (he did have ways to reverse the petrification for patrons who succumbed). One of the basilisk eggs and two of the cockatrice eggs rolled into a ditch where they stayed hidden long enough to allow the basilisk to emerge unharmed. After the basilisk emerged from its egg, it turned a wandering villager to stone and had to flee from hunters seeking to destroy the creature in retribution. The basilisk now hunts along the sizable but lonely moor where it picks off lone travelers.

Scaling the Encounter: Increase to CR 7, as the cockatrices join the basilisk in battle. Decrease to CR 4, as the basilisk took damage in a recent fight, reducing it to 33 hp.

**69. Sloughed Horrors (CR 5)**: One of the vilest episodes resulting from Phlytuum's plague dabbling involved two brothers who had contracted a flesh-eating disease. When they finally succumbed to the disease, the
remaining flesh dissolved off their bodies, leaving bloody skeletons behind as the flesh crawled away. Stunned by the horror unfolding before them, fellow city inhabitants allowed the pair of hungry fleshes (see **Pathfinder® Roleplaying Game Bestiary 4<sup>TM</sup>**) to make their way to the sewer. The fleshes prey on creatures in the sewer and emerge to attack those unfortunate enough to pass near sewer grates and other sewer entrances. Patrols sent to destroy the creatures have never returned, instead becoming more fodder for the hungry fleshes.

*Scaling the Encounter*: Increase to CR 7, as another pair of hungry fleshes joins the original pair. Decrease to CR 3, as a recent patrol managed to destroy one of the hungry fleshes.

**70.** Wingedstones (CR 5): Another pair of survivors from Mister Bowlderdash's Traveling Circus, these two cockatrices (see *Pathfinder* Roleplaying *Game Bestiary*  $\mathbb{M}$ ) hatched a week after the basilisk, after somehow remaining hidden through a concerted effort to find and destroy other basilisk eggs after the basilisk attack. Also fortunately for the cockatrices, they hatched at night, and, rather than remain where they hatched, instinctively followed the trail to the basilisk to which they had an empathic connection. As weird clutchmates with the basilisk, the eggs were enchanted to allow the cockatrices to remain unaffected by the basilisk's petrifying gaze.

*Scaling the Encounter*: Increase to CR 7, as the basilisk comes to the cockatrices' rescue when someone attacks them. Reduce to CR 4, as the cockatrices are not fully grown and have the young creature template.

71. Frizzap, Nizzeu, and Zzanzz (CR 5): Perhaps for obvious reasons, the shambling mound, Muulcch, hosts a trio of shocker lizards (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>TM</sup>) that scurry around the shambling mound's body. The creatures have formed a somewhat symbiotic relationship, as the shambling mound helps the shocker lizards find food, while the electricity provided by the shocker lizards invigorates the shambling mound. Those who can speak with plants have learned that the shambling mound has named the shocker lizards based on the first sounds it heard them make with their electric shocks.

*Scaling the Encounter*: Increase to CR 7, as Muulcch comes to the rescue of his "pets." Reduce to CR 4, as one of the shocker lizards has died.

**72. Spiked Doom (CR 5)**: Another strange survivor considering the extremely powerful predators that compete for the same hunting grounds, the manticore (see *Pathfinder*(**R**) *Roleplaying Game Bestiary*<sup>™</sup>) known as Spiked Doom has still seen its



## Fizzap

hunting range dwindle considerably in the past few years. The proud creature has even considered entreating the fey of Deepheart to shelter it. If the manticore follows through on that decision, Vessa would **happily place it under Mélange's care in the jungle** section of Deepheart, with the caveat that the manticore would restrict its kills to the humanoids living near the forest.

*Scaling the Encounter*: The manticore is derived from dire lion stock, adding the advanced creature template and increasing the CR to 6. Decrease to CR 4, as a recent combat with adventurers reduced it to 32 hp.

**73.** Deepheart Welcoming Committee (CR **5**): Deepheart's fey leaders have no love for vermin, especially gigantic versions of such. However, the four giant spiders (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>TM</sup>) haunting the forest's eastern edge happen to be near the largest humanoid settlement neighboring the forest, so the fey allow the spiders to remain as a deterrent to logging and hunting activities. The fey have absolutely no control over the spiders, and instead give the creatures' hunting grounds a wide berth. A darkly mirthful fey creature may direct characters to enter the woods through the spiders' territory.

Scaling the Encounter: Increase to CR 7, as the spiders are actually giant black widows (see Pathfinder Roleplaying Game Bestiary  $^{\text{TM}}$ ). Decrease to CR 3, as two of the spiders have perished in a recent assault against skilled hunters.

**74.** The Thunderers (CR 5): As Deepheart's favored creatures, deer of all types enjoy protection from outside hunting. This does not mean that deer have full protection, but when Deepheart's fey creatures hunt them, it is an almost ritualized event. A small herd

consisting of four elks (see *Pathfinder*® *Roleplaying Game Bestiary*  $3^{TM}$ ) is no exception to this rule, even when the elks leave the forest to roam. When the elks wander into Berrellis's plains, the blodeuwedds take over as the animals' protectors. By now, most of Berrellis's residents know of the elks' special status and leave the creatures alone. Characters who kill one or more of the elks, even in self-defense, may receive a stern warning or worse from a fey creature learning about the incident.

*Scaling the Encounter*: The elks are unusually large, gaining the giant creature template and increasing the CR to 6. Decrease to CR 3, as daemons killed two of the elks in an effort to draw out some fey.

Shambling Plague Carriers (CR 4): Death 75. is not always the final end for those diseased by Phlytuum's minions, and those who rise from the dead retain their killer's virulence, while their disease has mutated to propagate the gift of undeath. Six plague (see Pathfinder<sup>®</sup> Roleplaying Game zombies Bestiary<sup>™</sup>) wander Berrellis, seeking to grow their numbers. Surprised by this development, Phlytuum allowed the zombies to exist-after all, while the disease may not result directly from his experiments, he appreciates the spontaneous generation of a new disease, and the end result is the same. As undead creatures are surprisingly rare in the region, a kingdom's ruler may ask the characters to dispatch the creatures where normally stalwart soldiers fear the zombies too much to confront them.

*Scaling the Encounter*: Increase to CR 5, as the plague zombies retain DR 5/slashing and they also have the fast zombie variant. Decrease to CR 3, as another group of adventurers killed off two of the zombies

Yooli (CR 4): A gnome transmuter 76. commissioned the capture of Ursus Rex to create an experimental creature he had read about in his youth, an experiment crossing a grizzly bear with a great owl. He named the resulting owlbear (see Pathfinder® Roleplaying Game Bestiary™) Yooli and raised it to a swift adulthood, at which time the owlbear repaid the transmuter by savagely mauling him to death. The creature's rampage freed the captive bear and owl used as blood donors in its creation, after it busted out through a stone wall. The sight of an enraged owlbear crashing through a wall caught people off guard enough that the creature escaped into the night. The people who live in the town where the owlbear was created claim to hear a strange combination of growling and hooting from the distance, and no one is brave enough to investigate. Stories also tell of the owlbear and grizzly working together to kill wayward travelers, and they both have a special hatred for gnomes.



# Yooli

*Scaling the Encounter*: Increase to CR 6, as the legend about the Ursus Rex working with Yooli is true. Decrease to CR 3, as the owlbear has sustained some injuries from which it has not healed, reducing it to 17 hp.

77. Hassk and Hessk (CR 4): Deepheart's canopy is quite thick in places, allowing all manner of unexpected creatures to dwell there. This is true of the pair of roughly 300-pound constrictor snakes (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>TM</sup>) that hunt from the tops of the trees in Mélange's jungle. More malicious fey with the capability to speak with animals enjoy listening to the sibilant creatures talk about crushing the life out of someone. The two snakes have hunted together for so long, they have developed a rudimentary tactic against more powerful foes where one of the snakes acts as a decoy, luring opponents toward the other snake which strikes from hiding.

*Scaling the Encounter*: Increase to CR 5, as the snakes have grown immense from plentiful hunting, gaining the giant creature template. Decrease to CR 2, as one of Phlytuum's oozes killed Hessk.

**78. Ravenous Reaver (CR 4)**: At one point in Berrellis's past, a marauding tribe of goblins forced the kingdoms to temporarily unite to slay, or at least drive out, the humanoids. At the height of the goblins' power, they drew a barghest's (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>™</sup>) attention, and the creature arrived to lead the goblins to glory and consume as many fallen foes as it could. The barghest had visions of becoming a greater barghest, but those visions were shattered when

the people of Berrellis dispersed its goblin followers. The barghest briefly allied with the previous daemon in the hope that the daemon would provide it with a troop to lead, but that plan disintegrated when the daemon fled. Phlytuum holds no interest for the barghest, because the creature has no desire to feed on diseased flesh. The barghest may even seek out the characters to form a pact to eliminate the new daemon, with the unstated goal of preserving its supply of food.

*Scaling the Encounter*: Increase to CR 7, as the barghest had actually made the transformation to greater barghest before its goblin followers were routed. Decrease to CR 3, as the barghest's latest victim proved difficult to overcome, reducing the barghest to 24 hp and forcing it to use its *charm monster* and *dimension door* spell-like abilities.

Hunters on the Moor (CR 4): Berrellis's 79. various rulers favored wolves (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) as hunting companions, as a show of power over nature, and, perhaps as a notso-subtle jab at the fey who objectified deer. This changed when a villager named Vestryn Thresk was cursed with lycanthropy, causing four other villagers' deaths before escaping into the moors. Additionally, the worg, Hrulf Mankiller, began his reign of terror on remote farmers and ranchers. The superstitious people of Berrellis decided to put down their wolves, viewing the animals as omens of ill fortune, and managed the task with respect to all but the two most powerful wolves (possessing the advanced creature template-see Pathfinder<sup>®</sup> Roleplaying Game Bestiary<sup>™</sup>) who currently hunt in unpopulated areas.

*Scaling the Encounter*: Increase to CR 5, as another advanced wolf survived to join the other two. Reduce to CR 2, as the basilisk petrified one of the wolves.

80. Ursus Rex (CR 4): The final survivor of Mister Bowlderdash's Traveling Circus was a performing grizzly bear (see *Pathfinder* ® *Roleplaying Game* **Bestiary**<sup>TM</sup>) given the appropriately theatrical name Ursus Rex. It disappeared in the confusion surrounding the sabotage that released all of the circus's creatures, but a gnome transmuter who had tried unsuccessfully to buy Ursus Rex from the circus's proprietor noticed that the bear was not among the dead creatures. He hired a hunter to bring the bear to him alive, so he could use the bear in an experiment to create his own owlbear. The venture ultimately resulted in disaster for the gnome, as well as his demise, allowing Ursus Rex to survive yet another bad situation. The bear escaped into Berrellis's hinterlands again, where it remains at large.

(GMs are encouraged to create a set of recurring scenarios featuring the bear as an unlikely survivor through bizarre circumstances).



Scaling the Encounter: Increase to CR 5, as the bear is more powerful than others of its type and has the advanced creature template. Decrease to CR 2, as the bear's luck begins to run out, and it has only 11 hp remaining.

Corruption of the Green (CR 3): 81. Phlytuum's initial attempt at creating an ooze that could infiltrate Deepheart resulted in the creation of several advanced garden oozes (see Pathfinder® Roleplaying Game Bestiary 3<sup>™</sup>). Pleased with the disgusting perversion of nature, he sent them forth to begin the assault on Deepheart. Only one of the creatures survived the incursion, but the others managed to inflict their diseases and injure or kill some of the weaker inhabitants. The surviving ooze still lurks within the forest, where it has learned to hide among the nonsentient plant life in wait for stray victims. Characters first encountering the ooze may believe that it passes for a natural inhabitant of the forest, but any other Deepheart denizen will quickly disabuse them of that assumption.

As with Phlytuum's other ooze creations, the garden ooze carries the following disease: *Shakes*—contact; *save* Fortitude DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

*Scaling the Encounter*: Increase to CR to 5, as another advanced garden ooze survived and hunts with the other ooze. Decrease to CR 2, as the ooze has taken damage while in the process of killing yet another victim and has 15 hp remaining.

82. Vessa's Gift (CR 3): Vessa brought a sample of mindslaver mold (see *Pathfinder* Roleplaying Game Bestiary  $4^{TM}$ ) with her from the fey realm, but she has been reluctant to apply it to any of Berrellis's humanoids for fear of someone discovering the mold

and subjecting her plans to unnecessary scrutiny. When the time is right, she plans to use the mold to force the leaders to declare all-out war with each other, diverting all their forces while she finishes linking Deepheart to the fey realm. She is also working on a variant of the mindslaver mold that can use *dominate monster* as a spell-like ability as another tool to rid herself of Phlytuum without getting her own hands dirty.

Scaling the Encounter: Increase to CR 5, as Vessa's tinkering with the mindslaver mold has given it the advanced creature template, and the DC to resist its dominate person spell-like ability increases to 18. Decrease to CR 2, as the creature has used its dominate person unsuccessfully for the day and suffers from a disease that has dealt 4 points of Dex damage (its affected stats are: AC 13, Ref +2, spore pod +5, CMD 10, Escape Artist +5, Stealth +12).

Moorb (CR 3): The advanced cacodaemon 83. (see Pathfinder  $\$ Roleplaying Game Bestiary  $2^{\text{TM}}$ ), Moorb, rode Phlytuum's figurative coattails out of the nether plane it called home. The obsequious lesser daemon promised to be a useful ally to Phlytuum and spends most of its time acting as a spy for the olethrodaemon. Moorb will be especially interested in competent adventurers and attempt to learn their plans so it can report back to Phlytuum. This assumes the cacodaemon can keep from inflicting its own brand of misery wherever it travels. Moorb is intelligent enough to keep its spying separate from its soul harvesting, but a diseased victim will distract it from its assumed spying mission. The cacodaemon has an especially macabre sense of humor and will whisper nonsense to its victim or sing jaunty songs about death, all while remaining invisible.

*Scaling the Encounter*: Increase to CR 5, as an additional advanced cacodaemon joins Moorb in spreading misery. Decrease to CR 2, as Phlytuum painfully "demoted" Moorb and stripped it of its advanced creature template.

**84.** Skittering Scourge (CR 3): The mites that inhabit the sewers of Berrellis's largest city work learned the hard way about a giant whiptail centipede (see *Pathfinder*® *Roleplaying Game Bestiary*  $2^{TM}$ ) sharing the space with them. They have since figured out the vermin's habits and lure potential victims to the centipede's lair where it can dispatch them. The mites quickly recover items from the centipede's kills and leave the corpse for the centipede to enjoy. Occasionally, when the mites do not provide enough for the creature to eat, it escapes into the city to find its own food.

*Scaling the Encounter*: Increase to CR 5, as the centipede has a mate. Decrease to CR 2, as the



## **Bristleback**

centipede's latest victim fought back, reducing it to 22 hp.

**85. Bristleback (CR 3)**: Bristleback, an advanced boar (see *Pathfinder* **®** *Roleplaying Game Bestiary* <sup>™</sup>), has become a legend throughout Berrellis. Some tales claim that the boar is over a century old, and its sheer anger keeps it from dying from otherwise mortal blows. While these tales are obviously wild, Bristleback does show signs of surviving a number of attempts to kill it—broken arrows protrude from its hide, one of its tusks has broken off, and scars crisscross its flanks. Thanks to the boar's legendary nature, characters who manage to kill or capture the boar and bring it back to a settlement will become guests of honor at the feast featuring the boar as the main course.

*Scaling the Encounter*: Increase to CR 4, as Bristleback is actually a dire boar. Decrease to CR 1, as the boar's many injuries have taken their toll, reducing its speed to 30 ft. and reducing its gore damage to 1d6.

86. Gnargnarg (CR 2): When Phlytuum claimed the swamp surrounding Gurble'gluk as his, he displaced a clan of boggards (see Pathfinder® Roleplaying Game Bestiary<sup>™</sup>) who fled. One inquisitive boggard remained, staying out of sight while it watched the creation of the living lake. Its secretive reconnaissance did not last long, as one of the green hags caught the spying creature. Desiring a servant more than the joy of tearing apart the boggard, she took the creature to her lair. The green hags have no doubt that Phlytuum would inflict some terrible disease on the boggard, so they keep its presence as hidden as possible from the daemon (who actually has more important things to worry about, but may allow the hags their illusion of defiance if he does discover the boggard). PCs may encounter Gnargnarg as it accomplishes some demeaning task for the green hag,

perhaps allowing them to follow the boggard to the green hags' lair.

*Scaling the Encounter*: Increase to CR 4, as another boggard stayed behind with Gnargnarg. Reduce to CR 1, as one of the tasks set by the hags caused the boggard to run into trouble, reducing it to 14 hp.

Hrulf Mankiller (CR 2): Game creatures of 87. all description live in Deepheart and spill out into Berrellis, and this drew the worg (see Pathfinder® *Roleplaying Game Bestiary*<sup>™</sup>) known as Hrulf Mankiller to the area. Unfortunately, the worg discovered that powerful fey protected most of the choice prey, so it turned its attentions to places and victims with less protection. After its first taste of humanoid flesh, it realized it preferred that as its diet. The vicious deaths of several villagers earned the worg the name survivors bestowed on it, and it has lived up to that name for several months. Organized parties have attempted to destroy the beast, but it has escaped every attempt so far. The worg discovered an ally in the recently transformed werewolf, Vestryn Thresk, and the two work together as a strange pack.

*Scaling the Encounter*: Increase to CR 4, as Vestryn Thresk joins the Hrulf in combat. Decrease to CR 1, as the worg took damage from its most recent victim, reducing it to 17 hp.

88. Vestryn Thresk (CR 2): One of Mister Bowlderdash's circus performers was a so-called wolfman, who unknown to nearly everyone in the circus was secretly a werewolf (see Pathfinder® Roleplaying *Game Bestiary*<sup>™</sup>). When pandemonium erupted during the fateful last night of the circus's trip through Berrellis, a villager named Vestryn Thresk helped contain or kill the rampaging beasts. He ran afoul of the werewolf, which bit him in its confusion before another villager struck a lucky blow and skewered the werewolf through the heart. Vestryn contracted lycanthropy and tried to keep the curse from his fellow villagers, but he gave in to the wolf's bloodlust at the first full moon and murdered a neighbor. Assuming it was only a matter of time before the authorities linked him to the murder, he ran away. It was in the wilds of Berrellis that he befriended Hrulf, and the sly worg convinced Vestryn to fully embrace his bestial nature. The pair now gleefully hunts humanoids together.

*Scaling the Encounter*: Increase to CR 4, as Hrulf has joined Vestryn on a hunt. Decrease to CR 1, as Vestryn was discovered and attacked while attempting to buy supplies at another village; he escaped the attack with 10 hp remaining.

**89.** Emerald Stalker (CR 2): Vessa attempted and failed to convince a mighty forest dragon to lair in



# Hrulf Mankiller

Deepheart. As a gesture of goodwill, one Vessa actually believes is the forest dragon's poor attempt at a joke, it sent a tatzlwyrm (see *Pathfinder* **(Base)** *Roleplaying Game Bestiary*  $3^{TM}$ ) to the forest. The hamadryad assigned it to the region containing the stream feeding the basidirond chamber where only the grodairs provide it company. The tatzlwyrm has settled into its new home in the forest canopy, which happens to be strong enough to support its impressive 450 pounds. In between lengthy periods of sleep, the dragon helps with the development of traps that dump victims into the basidironds' chamber.

*Scaling the Encounter*: Increase to CR 4, as the forest dragon sent a second tatzlwyrm. Decrease to CR 1, as the tatzlwyrm tangled with an ooze recently, reducing the dragon to 12 hp.

Chhyr'r'roon (CR 2): An advanced grig (see 90. Pathfinder® Roleplaying Game Bestiary  $2^{\text{TM}}$ Pathfinder® Roleplaying Game Bestiary™) named Chhyr'r'roon lives in Deepheart and entertains the fey with its musical talents. Unfortunately, his morality conflicts with that of most of the forest's inhabitants, and the grig would often wonder aloud about exactly what evil the humanoids of Berrellis were perpetrating. Phlytuum's arrival finally gave the grig a tangible target for his desire to vanquish evil, and the fey often travels alone in his crusade to rid the region of the daemonic threat. The grig proves to be a valuable ally for inexperienced parties, especially those with characters who outwardly oppose evil.

Scaling the Encounter: Increase to CR 4, as another grig joins Chhyr'r'roon in his crusade. Decrease to CR 1, as the grig has taken 4 Dex damage caused by an ongoing disease (updated stats: AC 15, Ref +4, longbow +4, Acrobatics +6 [+10 jump], Escape Artist +6, Fly +10, Stealth +14).

**91.** Flittermuse (CR 2): Deepheart has played host to a long line of faerie dragon (see *Pathfinder*®)

Roleplaying Game Bestiary 3<sup>™</sup>) visitors who enjoy their time in the forest but decide to move on to humanoid settlements. After all, the fey have seen all their pranks, and plant creatures do not have a sense of humor. Such was the case for Flittermuse, the latest faerie dragon guest to Deepheart. Her visit has lasted longer that she would like, though, thanks to the dangerous conditions currently present in Berrellis. She entertains herself with the fey while she optimistically waits for the situation to improve, at least to the point where she can pull a prank on a humanoid victim without having the target violently overreact. Characters traveling through the forest provide the perfect foils for Flittermuse, so they become favorite targets for the faerie dragon's pranks. A spellcaster with a good sense of humor may coax the dragon to join her as a familiar.

*Scaling the Encounter*: Increase to CR 3, as Flittermuse is an exemplary specimen and has the advanced creature template. Decrease to CR 1, as Flittermuse's latest joke did not go over well, and she has 11 hp remaining after her target attacked her.

**92.** Voracitus (CR 2): The underpopulated moors of Berrellis shelter a number of castoff animals and more powerful creatures. A solitary brush thylacine ekes out a miserable existence there as more creatures encroach on the territory it calls home. The shy animal avoids all the other competing predators and hunts when they are inactive. If it becomes extremely hungry, it will grow bolder, and this may force it to encounter the characters. If the blodeuwedds were to discover the thylacine, they would take pity on the animal and take it as a companion.

*Scaling the Encounter*: Increase to CR 4, as a mate joins Voracitus. Decrease to CR 1, as the thylacine tangled with one of the wolves and has 9 hp remaining.

This catlike creature has a striped pelt and whiskers that jut from a long muzzle filled with sharp teeth.

# **Brush Thylacine**

e CR 2

**XP 600** N Medium animal **Init** +2; **Senses** low-light vision; Perception +8

## DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 25 (3d8+12) Fort +7, Ref +5, Will +2

# OFFENSE

**Speed** 30 ft. **Melee** bite +5 (1d6+4/19–20)

# TACTICS

**During Combat** The brush thylacine attacks the nearest opponent and keeps at that opponent until it or the thylacine drop.

Morale The thylacine fights to the death.

# STATISTICS

Str 16, Dex 14, Con 19, Int 2, Wis 13, Cha 7 Base Atk +2; CMB +5; CMD 17 (21 vs. trip) Feats Skill Focus (Perception), Step Up Skills Acrobatics +6 (+10 jumping), Perception +8, Stealth +6; Racial Modifiers +4 Acrobatics when jumping SQ powerful jaws

# SPECIAL ABILITIES

**Powerful Jaws (Ex)** A brush thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20.

**93. Crawling Abscess (CR 1)**: As evidenced by the hungry flesh, Phlytuum enjoys crafting diseases that live on beyond their hosts, adding further horror to a disease that consumes a friend or loved one. The boilborn (see *Pathfinder*® *Roleplaying Game Bestiary*  $4^{\text{TM}}$ ) is a lesser example of the daemon's predilection. As victims succumb to the leprosy inflicted by the ooze, it creates more copies of itself. Since the creatures are relatively easy to kill, villagers have been able to destroy them as they spring into existence. However, one or two manage to escape, and a party visiting a plague-stricken village may encounter one.

*Scaling the Encounter*: Increase to CR 2, as the crawling abscess is a plagueborn variant of boilborn. Decrease to CR 1/2, as the creature survived an attempt to destroy it with 5 hp intact.

Morble (CR 1): Vessa regards even the least 94. inhabitant of Deepheart as worthy of protection and care. In Morble the carbuncle's (see Pathfinder® Roleplaying Game Bestiary 3<sup>™</sup>) case, the gemlike growth on its head makes the creature aesthetically pleasing to the fey, making it an easy decision for them to offer it protection. Lesser fey enjoy playing with the curious creature, usually enticing it to play dead in its odd manner. The carbuncle plays along because it enjoys the delighted feelings emanating from those it entertains. Having gotten used to the specific creatures with which it shares the forest, it has grown docile, but the presence of strangers (such as the characters) may surprise it and force it to attack or magically suggest that the strangers leave at once.

*Scaling the Encounter*: Increase to CR 3, as the fey discovered another carbuncle to play with Morble. Decrease to CR 1/2 as Morble becomes staggered when confronted with a foe.

Gooshawan (CR 1): The nixie (see 95. Pathfinder  $(\mathbb{R} \ Roleplaying \ Game \ Bestiary \ 3^{TM})$ , Gooshawan, lives further upstream than the basidironds and grodairs along the river that flows through Deepheart, but not as far upstream as the point where the river becomes choked with ice. The nixie spends his time lounging in a placid portion of the river dammed off by a family of beavers. He has no interest in the fey's plots and schemes beyond the preservation of his home within the forest and he ignores must humanoid visitors to Deepheart unless it is obvious to him that they mean harm. A recent battle with one of Phlytuum's garden oozes has him spooked, and he may decide to magically convince a character to protect him from the diseased oozes.

Scaling the Encounter: Increase to CR 3, as another nixie joins Gooshawan. Reduce to CR 1/2, as the nixie has taken 4 points of Con damage from a disease inflicted by a garden ooze, reducing him to 7 hp and reducing his Fort save to –1.

**96. Underfoot Gang (CR 1)**: The four mites (see *Pathfinder*® *Roleplaying Game Bestiary*<sup>™</sup>) that form the Underfoot Gang are descendants of mites exiled by Vessa decades ago. The original group of mites settled in Berrellis's largest city and proceeded to craft a minor criminal enterprise. During a relatively recent purge, the mites have dwindled in population to their current pitiful number, but the surprise discovery of the giant whiptail centipede may allow them to reinvigorate their population. In the meantime, the mites limit themselves to petty larceny that gains them very little, since they do not usually venture much further than the sewer entrances.

*Scaling the Encounter*: Increase to CR 2, as the remaining mites are more powerful than typical and have the advanced creature template. Reduce to CR 1/2, as two of the mites died in a recent skirmish.

Mercenary Trapsmiths (CR 1): As opposed 97. to the mites, which the people of Berrellis regard as vermin, this guartet of kobolds (see Pathfinder®) Roleplaying Game Bestiary<sup>™</sup>) present themselves as legitimate businesspeople who happen to sell their services as trapsmiths. With Berrellis's fractured kingdoms skirmishing with each other, the need for snares and traps is fairly high, and the kobolds do a brisk business. They often end up taking simultaneous commissions from two opposing sides, but they are professional enough not to divulge their clients' requests. The characters may fall prey to one of the kobolds' traps or may need to commission a trap of their own. Unless something seriously threatens the kobolds, they do not engage in combat.



# Patrik Featherstep

*Scaling the Encounter*: Increase to CR 2, as the kobolds add another two to their fold. Decrease to CR 1/2, as a recent schism between the kobolds resulted in two of them leaving to form a rival company.

**98. Patrik Featherstep (CR 1)**: The plagues set forth by Phlytuum have driven Berrellis's people to take measures they normally would not consider. Patrik Featherstep is someone who turned his skills as a hunter and obsession with the ninja of the Jade East to the pursuit of banditry so he could obtain funds necessary to cure his sister, Katrice, of the black rot inflicted by the Silent Infestation. He does not target other inhabitants of Berrellis, but he has no qualms about targeting visitors to the area, such as the party. Assuming the characters do not kill Patrik and question him, they discover his sister's plight. If the PCs cure Patrik's sister, he insists that he aid them and proves very difficult to dissuade.

Scaling the Encounter: Increase to CR 2, as Patrik's young brother Gunther joins him in shaking down marks. Decrease to CR 1/2, as Patrik also suffers from black rot and has taken 1 point of Dex damage and 4

points of Con damage (reducing her to 12 hp and reducing her Fort save to +0).

#### Patrick Featherstep CR 1 XP 400

Human rogue 2 CN Medium humanoid (human) Init +3; Senses Perception +5

# DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge) hp 16 (2d8+4) Fort +2, Ref +6, Will +0 Defensive Abilities evasion

# OFFENSE

**Speed** 30 ft. **Melee** mwk rapier +5 (1d6+1/18-20) **Ranged** composite shortbow +4 (1d6+1/×3) **Special Attacks** sneak attack +1d6

# TACTICS

**During Combat** Patrik attacks from hiding to begin combat, hoping to seriously injure an opponent to show that he means business in his demand for payment. He tries to keep his distance and attack with his shortbow.

**Morale** Patrik's death would not serve his plaguestricken sister, so he surrenders or flees from combat (using her *potion of invisibility*, if necessary) when he reaches 5 hp or less.

## STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 13, **Wis** 10, **Cha** 8 **Base Atk** +1; **CMB** +2; **CMD** 16

Feats Dodge, Weapon Finesse

**Skills** Acrobatics +8, Appraise +6, Bluff +4, Climb +6, Escape Artist +8, Intimidate +4, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8, Swim +6 **Languages** Common, Halfling

SQ rogue talents (camouflage), trapfinding +1

**Combat Gear** *oil of invisibility*; **Other Gear** leather armor, arrows (20), silver arrows (10), composite shortbow, masterwork rapier, backpack, rope, traveler's outfit

**99. Mavellin (CR 1/2)**: When Vessa opened up Deepheart to migration from the primal fey realm, a large group of gathlains (see *Pathfinder* **(Roleplaying** *Game Bestiary*  $4^{TM}$ ) eagerly took her up on the offer. Out of their insatiable curiosity, they quickly reduced their large numbers to a sole survivor in Mavellin. After witnessing the death of several fellow gathlains, Mavellin decided to remain in Deepheart and sate his curiosity by exploring every part of the forest. This

undertaking still presents its own set of dangers, especially with respect to creatures most of the other fey avoid. The arrival of strange new people delights the fey, who will barrage them with questions about their adventures and life outside the forest.

*Scaling the Encounter*: Increase to CR 1, as another gathlain survived and travels with Mavellin.

**100. Plipp (CR 1/2)**: During Mavellin's frequent wanderings through Deepheart, he discovered an alpluachra (see *Pathfinder* **(Roleplaying Game Bestiary 4<sup>TM</sup>)** that he named Plipp. While training the creature not to crawl down his throat, he found another way to feed it that does not involve harm to a host. Plipp often sits on one of Mavellin's shoulders and has grown protective of the gathlain, which keeps the alpluachra busy thanks to Mavellin's oblivious wanderings.

*Scaling the Encounter*: Increase to CR 1, as the alpluachra is a more powerful specimen, gaining the advanced creature template. Increase to CR 2, as Mavellin fights alongside Plipp.

**101. Gunther Featherstep (CR 1/3)**: Patrik's younger brother has barely reached maturity, but he tries to follow in his brother's footsteps as a hunter. He is too shy to express his concern about Patrik's newly chosen path as a bandit, but he understands the reason behind his decision. Gunther may offer to join the characters once his sister, Katrice, is safely over her black rot.

*Scaling the Encounter*: Increase to CR 1, as Gunther has taken a *potion of bull's strength*, increasing his attack with his shortspear to +3 and dealing an extra 2 points of damage with the spear.

# Gunther Featherstep CR 1/3 XP 135

Human expert 1 N Medium humanoid (human) Init –1; Senses Perception +5

#### DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex) hp 8 (1d8+4) Fort +1, Ref -1, Will +3

#### **OFFENSE**

**Speed** 30 ft. **Melee** silver shortspear +1 (1d6) **Ranged** light crossbow –1 (1d8/19-20)

# TACTICS

**During Combat** Gunther does his best to defend himself from attackers, but he is used to hunting small game, not fighting other people.

Morale Gunther surrenders when he takes any wound.

# **STATISTICS**

**Str** 12, **Dex** 9, **Con** 13, **Int** 11, **Wis** 12, **Cha** 8 **Base Atk** +0; **CMB** +1; **CMD** 10

**Feats** Endurance, Toughness **Skills** Acrobatics +2, Climb +4, Craft (traps) +2, Handle Animal +3, Perception +5, Stealth +2, Survival +5, Swim +4

# Languages Common

**Combat Gear** *potion of hide from animals*, tanglefoot bag; **Other Gear** studded leather, crossbow bolts (10), light crossbow, silver shortspear, backpack, traveler's outfit, 5 gp

2250 tall 1950 wide



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# Horror Monster Appendix

Black Rot CR 16

XP 76,800 N Medium vermin (swarm) Init +5; Senses lifesense 60 ft.; Perception +0

## DEFENSE

AC 15, touch 15, flat-footed 10 (+5 Dex) hp 108 (24d8); fast healing 10 Fort +14; Ref +13; Will +8 Defensive Abilities evasion; Immune mind-affecting effects, weapon damage, swarm traits, vermin traits Weaknesses swarm traits, vulnerability to remove disease

#### OFFENSE

Speed fly 10 ft. (perfect)
Melee swarm (disease)
Space 5 ft.; Reach 0 ft.
Special Attacks disease, distraction (DC 22)

## STATISTICS

Str –, Dex 21, Con 10, Int –, Wis 10, Cha 1
Base Atk +18; CMB –; CMD –
Feats Ability Focus (disease)<sup>B</sup>
Skills Fly +13, Stealth +5 (+21 in darkness); Racial Modifiers +16 Stealth in darkness

# SPECIAL ABILITIES

Disease (Ex) Any creature whose space is occupied by the living disease at the end of its move is exposed to the form of disease of which the swarm is composed. Such a creature must succeed at a Fortitude save each round that it is in the swarm or take ability damage for that round as indicated under the disease type. There is no incubation period for this type of exposure and its method of delivery is irrelevant due to the sheer concentration of disease organisms present. Even after a creature leaves the area of a swarm, it must make the appropriate Fortitude save or continue to take ability damage each day as indicated by the disease. At this point two successful saving throws in a row indicate that the creature has fought off the disease and recovers, taking no more damage. However, the disease can be contracted again through regular exposure or another encounter with a living disease. Once a creature has made a successful saving throw against the disease of a living disease, it is immune to future bouts of disease of that particular living disease for 1 year

**Black Rot**: This highly infectious disease affects the skin and muscles of the victim, creating an accelerated gangrenous process that turns the affected tissue black and eats it away. For every 4 points of Con damage sustained by the victim, a random limb is lost and can only be recovered by regeneration or similar magic. *Black Rot*: Swarm— contact; *save* DC 29 Fort; *onset* immediate; *frequency* 1/ day; *effect* 1d6 Con damage, 1d6 Dex damage, and 1d3 Cha damage; *cure* 2 consecutive saves. The save DC is Dexterity-based.

**Evasion (Ex)** Due to its composition of billions of highly resilient microscopic organisms, if it makes a Reflex saving throw against an attack that normally deals half damage on a successful save, a living disease instead takes no damage. It is identical to the roque ability of the same name.

**Lifesense (Ex)** The overpowering drive to propagate itself gives a living disease the ability to notice and locate living creatures within 60 feet, just as if it possessed the blindsight ability.

**Vulnerability to** *Remove Disease* (Ex) If a *remove disease* is cast on a living disease or a victim currently in a space occupied by a living disease and the living disease fails a Fortitude save against the spell, it deals 5d10 points of damage to the living disease. A creature that has *remove disease* cast on it is not cured unless outside of the swarm's area when the spell is cast or unless the living disease was destroyed by the casting of the spell. Otherwise, an infected creature will require an additional *remove disease* upon leaving the living disease's space if it contracted the disease while within.

#### Living Lake CR 22 XP 615,000

N Colossal Ooze

**Init** +4; **Senses** blindsight 60 ft., tremorsense 120 ft.; Perception +40

#### DEFENSE

AC 23, touch 2, flat-footed 23 (+21 natural, –8 size) hp 525 (30d8+360 plus 30) Fort +24; Ref +12; Will +18 Immune gaze attacks, visual effects, poison, sleep, paralysis, polymorph, stunning

## OFFENSE

Speed 30 ft.

**Melee** 4 (or more) slams +31 (4d6+17 plus grab) **Space** 100 ft.; **Reach** 20 ft.

**Special Attacks** constrict (4d6+17), engulf (4d6+17) bludgeoning, AC 20, 52 hp), trample (4d6+25, DC 42) **Druid Spells Prepared** (CL 20th):

9th—antipathy (DC 25), mass cure critical wounds, regenerate, summon nature's ally IX

8th—*control plants* (DC 24), *earthquake*, *sunburst* (DC 24), *whirlwind* (DC 24)

7th—*animate plants, control weather, heal, sunbeam* (DC 23)

6th—greater dispel magic, liveoak, move earth, stone tell, summon nature's ally VI

5th—animal growth, baleful polymorph (DC 21), insect plague, summon nature's ally V, wall of thorns

4th—blight (DC 20), command plants (DC 20), flame strike (DC 20), scrying, summon nature's ally IV

3rd—*call lightning* (DC 19), *dominate animal* (DC 19), *poison* (DC 19), *sleet storm, water breathing* 

2nd—animal trance (DC 18), bull's strength, flaming sphere (DC 18), heat metal (DC 18), hold animal (DC 18), lesser restoration

1st—calm animals (DC 17), charm animal (DC 17), cure light wounds, obscuring mist, produce flame, summon nature's ally I

0 (at will)—*detect magic, flare* (DC 16), *purify food and drink, virtue* 

#### **STATISTICS**

**Str** 45, **Dex** 10, **Con** 35, **Int** 16, **Wis** 22, **Cha** 16 **Base Atk** +22; **CMB** +47 (+51 grapple); **CMD** 57 (can't be tripped)

Feats Alertness, Cleave, Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, Spell Focus (conjuration), Toughness, Weapon Focus (slam)

Skills Knowledge (local) +33, Knowledge (nature) +33, Perception +40, Sense Motive +8, Stealth +14, Survival +38; Racial Modifiers +2 Survival Languages Aquan, Common, Orc, Sylvan

#### SPECIAL ABILITIES

**Engulf (Ex)** A living lake that has grabbed an opponent can try to engulf the creature in its body. This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the living lake's body, where the ooze inflicts automatic slam damage each round. In addition, an engulfed foe has no air to breathe and must hold its breath or risk drowning (see the Pathfinder Core Rulebook for rules on drowning). A living lake can engulf 1 Gargantuan, 2 Huge, 8 Large, 16 Medium, 32 Small, 64 Tiny, 128 Diminutive, or 512 Fine creatures. If an engulfed creature cuts its way free, living lake simply flows together again and can still use its engulf attack.