

RUN AMOK BESTIARY



BY

RON LUNDEEN

RUN AMOK BESTIARY

AUTHOR

RON LUNDEEN

COVER ART

STACY DRUM

INTERIOR ART

STACY DRUM

SYDNEY LEHMANN-SECOR

MARCO MORTE

JEFF STRAND

BLAKE WILKIE



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Monsters by CR

The monsters in this book are listed below by Challenge Rating. In the case of new templates, only the creature presented with the template is listed.

- ½ gyerfolk, pumice pikeman, pumice pistoleer, spider-bred pony, ulqar
- 1 paoternosh, pumice postilion
- 2 frenzied hare drove, gizzit
- 3 gangly owlbear, junk mephit
- 4 chimney golem, clockwork training dummy, failed lich
- 5 giant mountain skink, gnarled owlbear, haunting elemental
- 6 Leng Ettercap, gyer, paoternosh grifter
- 7 duskmongrel, jumblethorn
- 8 clockwork archivist
- 9 aralazar
- 10 belgar
- 11 darting bark beetle
- 12 dashnavar
- 14 shiny bark beetle
- 15 magma giant
- 17 foaming bark beetle
- 19 The Mountain Wyrms

Monsters by Terrain

The monsters in this book are listed below by terrain (with some crossover between climates).

- | | |
|-----------------------|---|
| Any | clockwork archivist, clockwork training dummy, duskmongrel, failed lich, gyerfolk, haunting elemental, pumice warrior |
| Desert (warm) | gyer, gyerfolk, jumblethorn |
| Forest (cold) | Leng ettercap |
| Forest (temperate) | belgar, enormous bark beetle, gangly owlbear, gnarled owlbear, Leng ettercap |
| Hills (temperate) | aralazar, frenzied hare drove, gizzit |
| Hills (warm) | giant mountain skink |
| Mountains (temperate) | aralazar, dashnavar |
| Mountains (warm) | giant mountain skink, magma giant, the Mountain Wyrms |

- | | |
|-----------------------|---|
| Plains (temperate) | frenzied hare drove, gizzit, spider-bred pony |
| Plains (warm) | gyer, gyerfolk |
| Planar (Plane of Air) | haunting elemental |
| Planar (Leng) | Leng ettercap |
| Underground | magma giant, ulqar |
| Urban | belgar, chimney golem, junk mephit, paoternosh, ulqar |

Monsters by Type and Subtype

The monsters in this book are listed below by type and subtype.

- | | |
|---------------------|--|
| Aberration (Air) | gizzit, Leng ettercap, haunting elemental |
| Animal (Clockwork) | frenzied hare drove, giant mountain skink, spider-bred pony, clockwork archivist, clockwork training dummy |
| Construct | chimney golem, clockwork archivist, clockwork training dummy, pumice pikeman, pumice pistoleer, pumice postilion |
| (Dwarf) (Elemental) | ulqar, haunting elemental |
| Fey | belgar, duskmongrel, paoternosh |
| (Fire) | magma giant |
| (Giant) | magma giant |
| Humanoid | magma giant, ulqar |
| Magical Beast | gangly owlbear, gnarled owlbear, the Mountain Wyrms |
| Monstrous Humanoid | gyer, gyerfolk |
| Outsider (air) | haunting elemental |
| Outsider (good) | aralazar |
| Outsider (native) | aralazar, junk mephit |
| Plant | jumblethorn |
| (Shapechanger) | gyer |
| (Swarm) | frenzied hare drove, jumblethorn |
| Undead | dashnavar, failed lich |
| Vermin | darting bark beetle, foaming bark beetle, shiny bark beetle |

ARALAZAR

This regal canine has sparks of intelligence and compassion in its eyes. A distant call to arms echoes around the creature.

ARALAZAR

CR 9

XP 6,400

NG Medium outsider (good, native)

Init +4; **Senses** darkvision 60 ft., scent; Perception +15

Aura reckless courage (60 ft.)

DEFENSE

AC 23, touch 13, flat-footed 18 (+4 Dex, +1 dodge, +10 natural, -2 reckless courage)

hp 103 (9d10+54)

Fort +12, **Ref** +7, **Will** +9; +4 vs fear

DR 10/evil; **Immune** cold, disease; **Resist** acid 10, electricity 10; **SR** 20

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +17 (3d6+5) and 2 claws +11 (2d6+2)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*deathwatch*, *speak with animals*, *strong jaw* (self only)

3/day—*break enchantment*, empowered *call lightning* (DC 16), *neutralize poison*, *remove disease*

1/day—*raise dead*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 17, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +14; **CMD** 29 (33 vs. trip)

Feats Blind-Fight, Dodge, Empower Spell-Like Ability (*call lightning*), Run, Weapon Focus (bite)

Skills Acrobatics +16 (+20 when jumping), Climb +16, Diplomacy +12, Handle Animal +15, Heal +15, Intimidate +12, Knowledge (any one) +6, Perception +15, Sense Motive +9, Stealth +16, Survival +15

Languages Celestial, Common, Giant, Terran; *speak with animals*

SQ mountain acclimated

ECOLOGY

Environment temperate hills and mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Mountain Acclimated (Ex) An aralazar is immune to altitude sickness and has no penalty to speed or on Acrobatics or Stealth checks when walking on steep slopes, rubble, or scree.

Reckless Courage (Su) An aralazar emanates an implacable urge to fight in glorious battle, heedless of the odds. All non-evil creatures within 60 feet of the aralazar, including the aralazar itself, gain a +2 morale bonus on attack rolls, a +4 morale bonus on saving throws against fear effects, and a -2 penalty to AC (its stat blocks include these effects). This is a mind-affecting emotion effect. An aralazar can suppress or resume this aura as a free action.

Warriors tell of falling in battle, only to waken with a noble, dog-like creature licking their mortal wounds clean and exhorting them to rise and fight again. These saviors are aralazars, wise and kind canines who strive to return worthy fallen heroes to battle. Although aralazars staunchly oppose evil, they prefer to serve as healers and councilors rather than warriors.

An aralazar is 4 feet high at the shoulder and weighs nearly 300 pounds.



BARK BEETLES, ENORMOUS

This scuttling, armored beetle is larger than a wagon. Its legs end in gripping claws, and its stout mandibles are encrusted with fungal residue.

DARTING BARK BEETLE

CR 11

XP 12,800

N Huge vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +1

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +12, **Will** +6

Defensive Abilities evasion; **Immune** mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +18 (3d8+27/19-20 plus poison)

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

Special Attacks powerful bite, scuttling speed, trample (1d8+13, DC 26)

STATISTICS

Str 29, **Dex** 16, **Con** 21, **Int** —, **Wis** 12, **Cha** 1

Base Atk +11; **CMB** +22; **CMD** 35 (43 vs. trip)

Skills Climb +17

ECOLOGY

Environment temperate forests

Organization solitary, pair, colony (3-8), or infestation (10-40)

Treasure none

SPECIAL ABILITIES

Poison (Ex) The fungus an enormous bark beetle eats is mildly poisonous. An enormous bark beetle's first successful bite attack in combat inflicts the following poison. Thereafter, the beetle's bite attack is not poisonous until it feeds on fungus for one minute. Enormous bark beetles are immune to this

poison. Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and 1d2 Cha; *cure* 1 save. The save DC is Constitution-based with a -4 racial penalty.

Powerful Bite (Ex) An enormous bark beetle deals three times its Strength modifier (rather than one and a half times its Strength modifier) with its bite and threatens a critical hit on a 19-20.

Scuttling Speed (Ex) A darting bark beetle's quick, erratic movements can catch opponents off guard. Darting bark beetles have evasion and can take an additional move action each turn. Unlike most vermin, darting bark beetles have good Reflex saves.

This armored beetle is the size of a cottage. Its stout mandibles are encrusted with fungal residue, and its thick carapace gleams as though polished.

SHINY BARK BEETLE

CR 14

XP 38,400

N Gargantuan vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +1

DEFENSE

AC 29, touch 7, flat-footed 28 (+1 Dex, +22 natural, -4 size)

hp 199 (21d8+105)

Fort +17, **Ref** +8, **Will** +8

Defensive Abilities reflective carapace; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., climb 30 ft.

Melee bite +23 (4d8+36/19-20 plus poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks powerful bite (see darting bark beetle), trample (2d6+18, DC 32)

STATISTICS

Str 35, **Dex** 12, **Con** 21, **Int** —, **Wis** 12, **Cha** 2

Base Atk +15; **CMB** +31; **CMD** 42 (50 vs. trip)

Skills Climb +20

ECOLOGY

Environment temperate forests

Organization solitary, pair, colony (3-8) or infestation (10-40)

Treasure none

SPECIAL ABILITIES

Poison (Ex) See darting bark beetle; injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and 1d3 Cha; *cure* 1 save. The save DC is Constitution-based with a -4 racial penalty.

Reflective Carapace (Ex) A shiny bark beetle's carapace automatically deflects all ray spells or effects targeting the creature.

This armored beetle is larger than a house. Its legs end in gripping claws, and its stout mandibles bubble with fungal residue.

FOAMING BARK BEETLE

CR 17

XP 102,400

N Colossal vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +1

DEFENSE

AC 32, touch 2, flat-footed 32 (+30 natural, -8 size)

hp 283 (27d8+162)

Fort +21, **Ref** +9, **Will** +10

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +26 (8d8+42/19-20 plus poison)

Ranged spittle +12 touch (1d8+7 plus poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks powerful bite (see darting bark beetle), spittle, trample (2d8+21, DC 37)

STATISTICS

Str 39, **Dex** 10, **Con** 23, **Int** —, **Wis** 12, **Cha** 1

Base Atk +20; **CMB** +42; **CMD** 52 (60 vs. trip)

Skills Climb +22

ECOLOGY

Environment temperate forests

Organization solitary, pair, colony (3-8), or infestation (10-40)

Treasure none

SPECIAL ABILITIES

Poison (Ex) A foaming bark beetle grinds a poisonous fungus between its palates, creating a spore-laden foam on the creature's mandibles. Unlike most enormous bark beetles, foaming bark beetles deal poison damage with each bite attack. Enormous

bark beetles are immune to this poison.

Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Con and 1d4 Cha; *cure* 2 saves. The save DC is Constitution-based.

Spittle (Ex) A foaming bark beetle can spit a massive bolus of poisonous fungus at a target within 100 feet. This is a ranged touch attack with no ranged increment.

Ordinary bark beetles can, over time, devastate a tree. These significantly larger beetles can devastate a forest. Although an enormous bark beetle's powerful mandibles can fell trees with ease, these beetles do not eat wood. Instead, they colonize stumps with a mildly poisonous fungus that grows on the exposed pulp, which the territorial beetles use as food. This fungus can be just as dangerous to the forest as the beetles themselves, spreading to other trees and causing their bark to gradually decay and slough away.

Adventure Seed

Breakers of the World-Tree (CR 19) After their world is rocked by unexplained earthquakes, the PCs learn that source is trouble upon Yggdrasil, the extraplanar World-Tree. There, a foaming bark beetle and three shiny bark beetles busily chew through a weak spot in the tree, sending shudders throughout many worlds. An insane demigoddess named Tharggra (CE entropic norn) oversees the beetles' destruction.



BELGAR

This creature looks like a pregnant crone cloaked in concealing shadows. Ten feet tall and emaciated except for her distended belly. her fingers end in large, ebon claws.

BELGAR

CR 10

XP 9,600

NE Large fey

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 26, touch 19, flat-footed 16 (+9 Dex, +1 dodge, +7 natural, -1 size)

hp 105 (14d6+56)

Fort +8, **Ref** +18, **Will** +11

Defensive Abilities evasion; **DR** 10/cold iron

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+6)

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

Special Attacks rend (2 claws, 2d6+9), sneak attack +4d6

Spell-Like Abilities (CL 14th; concentration +18)

At will—*ray of exhaustion* (DC 17), *silence*

3/day—*deeper darkness*, *shadow conjuration* (DC 18)

1/day—*shadow walk* (DC 20)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 12, **Wis** 15, **Cha** 19

Base Atk +7; **CMB** +14; **CMD** 33

Feats Combat Reflexes, Deft Hands, Dodge, Intimidating Prowess, Shadow Strike, Vital Strike, Weapon Finesse

Skills Disable Device +27, Intimidate +24, Knowledge (local) +11, Knowledge (nature) +11, Perception +19, Sense Motive +19, Sleight of Hand +30 (+34 in dim light or darker), Stealth +22; **Racial Modifiers** +4 to Sleight of Hand in areas of dim light or darker

Languages Aklo, Common, Sylvan

ECOLOGY

Environment temperate forests or urban

Organization solitary, coven (1d4+2 belgars and 1d3

duskmongrels), or family (1 belgar, 1 duskmongrel, and 1d6 paaternoshes)

Treasure standard

SPECIAL ABILITIES

Infant Legerdemain (Ex) Known for swapping its own offspring for the infants of others, a belgar treats any infant fey or humanoid creature as a coin-sized object for the purposes of her Sleight of Hand checks.

Shadow Jump (Su) A belgar can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area of dim light or darker. A belgar can jump up to a total of 140 feet each day in this way; this may be a single jump of 140 feet or many shorter jumps, but each jump, no matter how small, counts as a 10-foot increment.

These horrid fey creatures are responsible for many legends regarding changelings or fairy infants. Incredibly fecund, a belgar is always female and can mate with virtually any kind of fey or humanoid. Belgars prefer to terrify and bully lone travelers into carnal relations, often murdering



their partners after intercourse. Belgars enjoy nothing more than the experience of pregnancy and retreat to an isolated locale to relish it.

Once a belgar gives birth, it loses interest in its offspring and instead seeks a human family to raise its child. A belgar stalks a human family with an infant at home, then slips into the house late at night to swap its own infant offspring for the natural child of the oblivious humans. Such a changeling is known as a paoternosh (see page 36). A paoternosh grows up with no knowledge of his or her fey parentage, but often develops bizarre, inhuman abilities during puberty. If a belgar chooses to reveal itself to a grown paoternosh, it often finds a lonely misfit aching for information about its place in the world, despite the repulsive truth. Weaving false promises of belonging and love with subtle enchantments, a belgar often molds its paoternosh offspring into serving devotedly and, if male, into fathering another paoternosh infant.

Belgars are solitary by nature, but they occasionally gather into small groups called covens. When in a coven, belgars can combine their magical powers to call forth shadowy creatures called duskmongrels as loyal servants. Belgars eat very little, preferring raw humanoid meat, and are surprisingly respectful of nature. Even while hunting prey, belgars avoid damaging wild plants or harming animals.

A typical belgar stands 10 feet tall but weighs only 150 pounds.

Duskmongrels

Belgars are often accompanied by shadowy hounds called duskmongrels. These creatures are advanced shadow mastiffs with the fey creature template, and have the following statistics.

DUSKMONGREL

CR 7

XP 3,200

Advanced fey shadow mastiff

NE Medium fey (augmented outsider)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

DEFENSE

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

hp 63 (6d10+30)

Fort +10, **Ref** +11, **Will** +7; +4 vs. mind-affecting effects

Defensive Abilities evasion, shadow blend; **DR** 5/cold iron; **Resist** cold 10, electricity 10

OFFENSE

Speed 50 ft., fly 75 ft. (good)

Melee bite +11 (1d8+5 plus trip) and tail slap +6 (1d6+2)

Special Attacks bay

Spell-Like Abilities (CL 6th; concentration +10)

3/day—*dancing lights*

1/day—*deep slumber* (DC 17), *entangle* (DC 15), *faerie fire*, *glitterdust* (DC 16)

STATISTICS

Str 21, **Dex** 23, **Con** 21, **Int** 10, **Wis** 16, **Cha** 19

Base Atk +6; **CMB** +11; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +15 (+23 when jumping), Fly +19, Intimidate +10, Perception +12, Stealth +15, Survival +12

Languages Common, Sylvan (cannot speak)

SQ long step

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Bay (Su) When a duskmongrel howls or barks, all creatures within a 300-foot spread except fey must succeed at a DC 19 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same duskmongrel's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Long Step (Su) A duskmongrel can teleport up to 60 feet as a move action. It may use this ability once every 1d4 rounds.

Shadow Blend (Su) In any condition of illumination other than full daylight, a duskmongrel disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A duskmongrel can suspend or resume this ability as a free action.

CLOCKWORK ARCHIVIST

This humanoid automaton of wood, iron, and clockworks has sturdy arms and oversized hands with dexterous piston-driven fingers. It has unusually large lenses as eyes, lending it an owl-like appearance.

CLOCKWORK ARCHIVIST

CR 8

XP 4,800

N Medium construct (clockwork)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 16 (+3 Dex, +2 dodge, +6 natural)

hp 98 (12d10+32)

Fort +4, **Ref** +9, **Will** +5

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (1d8+3/19-20 plus bleed)

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

Special Attacks bleed (1d6), rend (2 slams, 1d8+4)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 23, **Wis** 13, **Cha** 1

Base Atk +12; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative^B, Lightning Reflexes^B, Lunge, Nimble Moves, Skill Focus (Knowledge [history]), Skill Focus (Knowledge [nobility]), Toughness

Skills Appraise +10, Linguistics +16, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (engineering) +19, Knowledge (geography) +27, Knowledge (history) +33, Knowledge (local) +27, Knowledge (nature) +19, Knowledge (nobility) +33, Knowledge (planes) +19, Knowledge (religion) +19, Perception +11

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Sylvan, Terran

SQ swift reactions, winding

ECOLOGY

Environment any

Organization solitary or conclave (2–4)

Treasure standard (books and scrolls)

SPECIAL ABILITIES

Eidetic Memory (Su) A clockwork archivist has nearly perfect recall, and can commit written works to memory permanently. As a swift action, a clockwork archivist can store any visual information within its reach and recall such information immediately and perfectly thereafter. This does not apply to auditory or other non-visual information.

Lore (Ex) A clockwork archivist adds half its Hit Dice to all Knowledge skill checks and may make such checks untrained. All Knowledge skills are class skills for a clockwork archivist.

Nimble Digits (Ex) A clockwork archivist has elongated limbs with multiple independent pistons, allowing it to nimbly handle delicate archived materials. A clockwork archivist has a reach of 10 feet. Its hands can be used as claws that threaten a critical hit on a 19–20 and cause 1d6 bleed damage. On a critical hit, this bleed damage increases to 2d6.

Swift Reactions (Ex) Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Winding (Ex) Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork archivist can remain active for one day per Hit Die (12 days for most clockwork archivists).

Clockwork archivists are constructs of delicate gears and rare metals housed within a human-sized shell of iron and brass. All clockwork creatures are created with a special purpose in mind, and clockwork archivists are among the most specialized. Enhanced from those rare clockwork servants imbued with independent thought, clockwork archivists are upgraded and refined over time to become incredibly knowledgeable on a wide variety of topics.

In addition to physical upgrades to improve their services as librarians and bookkeepers—such as long, nimble fingers for extricating books from high shelves and turning delicate pages—clock-

RUN AMOK WITH A CLOCKWORK ARCHIVIST

A clockwork archivist presents an unusual puzzle to the heroes in the high-level Run Amok Games adventure *Kingdom of Toads*.

work archivists are enchanted with the ability to recall visual information with perfect clarity, much like a clockwork spy can record audio information. This visual information is stored on incredibly fine sheets of gold foil compactly folded within the clockwork archivist's skull. Although there is a maximum capacity to the information stored on this foil—equivalent to the content contained in several large libraries—this capacity is rarely reached by most clockwork archivists. This gold foil is permanently ruined if the clockwork archivist is destroyed, which can eliminate several lifetimes' of stored knowledge.

Aware of the value of the works stored in their skull, clockwork archivists develop a heightened, sometimes even paranoid, sense of self-preservation. As a result, most clockwork archivists avoid physical combat whenever possible. Many also develop a pathological aversion to water or electricity, as such can destroy their delicate mechanisms, and have a tendency toward agoraphobia.

Clockwork archivists are 7 feet tall and weigh about 280 pounds.

Construction

The creator of a clockwork archivist must start with crafted clockwork pieces worth 2,000 gp and a container of delicately folded gold foil worth 2,500 gp. The clockwork archivist can be created without the gold foil, but it loses its eidetic memory ability.

CLOCKWORK ARCHIVIST

CL 12th; Price 75,500 gp (73,000 without the gold foil)

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *make whole*, *modify memory*, and *secret page*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 40,000 gp (37,500 gp without the gold foil)

Adventure Seeds

Lore Hoarder (CR 8) At the behest of an impoverished bookseller, the PCs investigate a rash of suspicious fires. The culprits are a group of wererats who are stealing books from libraries, bookstores, and bibliophile residences and setting fires to cover their distinctive thefts. The wererats' employer is an erratic clockwork archivist who believes that knowledge is better preserved in his skull rather than scattered around town.

Clockwork Cultists (CR 14) The nation's most prestigious university employs a contingent of six clockwork archivists that compare and collate their knowledge. Recently, the archivists have ejected scholars from the university library and surreptitiously acquired several oddments: esoteric statues, ancient tablets, and local orphans. The synchronized clockwork archivists have connected knowledge best left unknown, and now plot to summon forth an elder god. They have succeeded in summoning a flying polyp to scour the city of living creatures, but these clockwork cultists must be stopped before they unleash a more powerful monster.



CLOCKWORK TRAINING DUMMY

This humanoid figure of wood, iron, and clockworks is affixed to a heavy base. It holds a padded baton in a double-jointed limb, and the center of its chest is dotted with a tiny red target.

CLOCKWORK TRAINING DUMMY

CR 4

XP 1,200

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 15, flat-footed 12 (+3 Dex, +2 dodge, +2 natural)

hp 42 (4d10+20)

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

Immune construct traits

Weaknesses heart target (AC 25, hp 4, DR 2/–), vulnerable to electricity

OFFENSE

Speed 5 ft. (cannot charge or run)

Melee masterwork baton +8 (1d8+3 nonlethal)

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

STATISTICS

Str 16, **Dex** 16, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 22

Feats Improved Initiative^B, Lightning Reflexes^B

SQ swift reactions, winding

Gear masterwork baton

ECOLOGY

Environment any

Organization solitary, team (2–4), or squadron (5–10)

Treasure masterwork baton (as masterwork heavy mace, but deals nonlethal damage)

SPECIAL ABILITIES

Heart Target (Ex) A clockwork training dummy is built with a tiny external unwinding mechanism, usually surrounded by a target (to train combatants to attack a vital area). This mechanism has one-tenth the hit points of the clockwork training dummy (4 hp for most clockwork training dummies), and DR

2/–, but is a Fine object rather than a Medium object and therefore has an AC 8 points higher than the clockwork training dummy itself (AC 25 for most clockwork training dummies). Damage to this mechanism does not reduce the clockwork training dummy's hit points. If the mechanism is reduced to 0 hit points, the clockwork training dummy is not destroyed, but its winding immediately expires. This mechanism is usually placed over the creature's heart, but can be moved to another area, such as its head, as needed for training purposes.

Swift Reactions (Ex) Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Winding (Ex) Clockwork constructs must be wound with special keys to function. As a general rule, a fully wound clockwork training dummy can remain active for one hour per Hit Die (4 hours for most clockwork training dummies).

Far more useful than inanimate training dummies, clockwork training dummies are highly prized in martial training facilities for the ability to simulate a combat against an active—although fairly slow-moving—foe. Blows delivered by a clockwork training dummy's baton are painful but not life-threatening, and the creature's "heart target," or external winding mechanism, is a valuable tool to teach trainees to target vital spots. A clockwork training dummy can only move by making clumsy hops with its base, and generally refrains from attacking foes out of reach rather than lurching forward to close in melee.

Clockwork training dummies are generally sold with several customization options, and an hour's work is sufficient to modify the training dummy in any one of the following ways (or to return it to its original design):

- *Long reach:* the clockwork training dummy's reach increases to 15 feet, but this imbalances the creature. A clockwork training dummy with increased reach cannot move, and suffers a -2 to its CMD against bull rush, reposition, or trip maneuvers.
- *Reinforced:* the clockwork training dummy is covered with sturdy plates that give it DR

RUN AMOK WITH A CLOCKWORK TRAINING DUMMY

A clockwork training dummy provides a valuable test in the Run Amok Games adventure *A Flirtation with Fey*.

5/adamantine, but the extra weight gives the creature a -4 penalty on attack rolls.

- **Shielded:** extensive shielding gives the clockwork training dummy a +4 shield bonus to its AC, but reduces its reach to only 5 feet.

Clockwork training dummies are about 6 feet tall and weigh about 300 pounds (or 500 pounds if reinforced).

Construction

The creator of a clockwork training dummy must start with crafted clockwork pieces worth 1,000 gp, which includes the cost of the masterwork baton incorporated into the creature.

CLOCKWORK TRAINING DUMMY

CL 12th; **Price** 11,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *make whole*, creator must be at least caster level 12th;

Skill Craft (clockwork) DC 20; **Cost** 6,000 gp

Adventure Seed

Plot of the Flashing Blade (CR 8) The charismatic showman **Gaisson Datrien** (NE male halfling swashbuckler 11) arrives in the PCs' city with a fanfare and parade replete with clockwork training dummies waving mechanically from the backs of gaudy wagons. Gaisson establishes a fighting school called the Demesne of the Flashing Blade near the center of town, renovating an abandoned inn and publicizing the school relentlessly. Dozens of starry-eyed youths looking to become elegant swashbucklers flock to Gaisson's school. Gaisson has only a few sullen and shifty assistants; his eight clockwork training dummies deliver his lessons. These constructs all have unique appearances and nicknames (such as "the Chevalier" sculpted to look like a foppish knight, "Lanky Tevvy" with the long reach variant, and "Solid Ollie" with the reinforced variant).

Gaisson's showy presence is intended to distract the public from his true scheme and draw in victims. In addition to his eight flamboyant training dummies, Gaisson has four shielded clockwork training dummies (the "Brutes") tirelessly expanding the inn's cellar with picks. Meanwhile, he cultivates students from wealthy families, slyly promising that he sees a potential master of wit and blade. Once the cellar is expanded and outfitted as a prison, Gaisson intends to imprison his wealthy students all at once and demand ransoms from their families, deploying his constructs as guards to prevent rescue. Ultimately, Gaisson intends to flee by air with his ill-gotten gains, as one of his clockwork training dummies (the "Gentle Shrike") is equipped with a halfling-sized harness, mechanical propellers, and wings.

Whether the PCs catch wind of Gaisson's plans before he takes his captives or afterwards, they must infiltrate the Demesne of the Flashing Blade, contend with squads of clockwork training dummies in the school's narrow halls, and prevent Gaisson's escape.



DASHNAVAR

This walking corpse is pallid and stooped, wearing only tattered clothing. Feral hunger glints in its eyes.

DASHNAVAR

CR 12

XP 19,200

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural)

hp 152 (16d8+80)

Fort +10, **Ref** +11, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **Resist** cold 20; **SR** 23

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +20 (1d6+8 plus grab and slowing strike) and bite +20 (1d8+8 plus lethargic curse)

Special Attacks blood drain (1d2 Constitution), create spawn, lethargic curse, slowing strike, sneak attack +6d6

Spell-Like Abilities (CL 16th; concentration +21) 3/day—quicken *dominate animal* (DC 18)

STATISTICS

Str 27, **Dex** 19, **Con** —, **Int** 7, **Wis** 14, **Cha** 20

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 35

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*dominate animal*), Stealthy, Vital Strike

Skills Climb +16, Escape Artist +6, Intimidate +16, Perception +13, Stealth +27

Languages Common

SQ leporid command

ECOLOGY

Environment temperate mountains

Organization solitary, pair, or gang (3–8)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A dashnavar can create spawn out of humanoids it slays with its blood drain ability,

provided that the slain humanoid has at least 10 HD. The victim rises from death as a dashnavar in 1d4 days. This dashnavar is under the command of the dashnavar that created it, and remains enslaved until its master's destruction. A dashnavar may have only two enslaved spawn at any time; any spawn it creates that would exceed this limit become free-willed undead. A dashnavar may free an enslaved spawn in order to enslave a new spawn, but once freed, a dashnavar cannot be enslaved again.

Leporid Command (Su) Once per day, a dashnavar can call forth 2d6 rabbits, hares, or similar creatures from the surrounding countryside as a standard action. These creatures arrive in 2d6 minutes and attempt to remain within 10 feet of the dashnavar for up to 1 hour. When a dashnavar uses its *dominate animal* ability on a hare, rabbit, or similar creature, the duration of the effect is 1 day/level (16 days for most dashnavars), its range is 1 mile, and a dashnavar can issue commands to any number of dominated animals with a single move action.

Lethargic Curse (Su) Bite—Injury; *save* Will DC 23; *frequency* 1 day; *effect* base land speed reduced by 5 feet (to a minimum of 5 feet).

Slowing Strike (Su) Any creature struck by a dashnavar's natural attack must succeed at a DC 23 Fortitude save or become slowed (as the *slow* spell) for 1 minute. The save DC is Charisma-based.

Dashnavars are skulking, vampire-like creatures that haunt mountain passes and hill-towns, looking for lonely farms or isolated travelers to attack. They appear as sallow, feral humans with stringy hair, tattered clothing, and gangly limbs. Dashnavars are dim-witted, but their undead flesh is incredibly resilient and they have a strange allure.

Like vampires, dashnavars require blood as sustenance. Although a dashnavar will not die if it does not feed, it experiences increasingly powerful hunger pangs. A dashnavar must consume several pints of blood each week to avoid this hunger; humanoid blood is preferred, as it provides greater sustenance for a longer period of time. Dashnavars are choosy about slaking their thirst with animal blood. Although dashnavars will eagerly feed on goats, pigs, and cattle, they will not drink from

equines or canines unless particularly hungry. Dashnavars will not drink blood from rabbits or hares, no matter how hungry they become, due to an ancient but unexplained affinity for such animals.

Despite their strength and cunning, dashnavars are surprisingly craven. They prefer to attack sleeping prey, and do not like being spotted by their prey before attacking; unless particularly hungry, a dashnavar will flee if its prey boldly meets its gaze. Dashnavar are unsettled by butterflies and moths, and even the depiction of a butterfly or moth might encourage a dashnavar to retreat and seek prey elsewhere. For this reason, locals in a region suspected to harbor dashnavars paint lifelike butterflies on doors and windows.

Dashnavars would be six or seven feet tall if they stood up straight, but they rarely do so; stooped, they stand five feet high. Dashnavars weigh approximately 120 pounds.

Dashnavar Hares

Dashnavars have an uncanny affinity for hares, rabbits, and similar creatures. Dashnavars can call such creatures to their sides and command them to perform tasks, even tasks beyond the animal's limited intelligence. Dashnavars prefer to use hares, as they are larger and stronger than rabbits. An animal under a dashnavar's control can be



identified by a pallid sheen in its eyes and its tendency to remain remarkably still. Recognizing that the animal is under some kind of mental control requires a DC 15 Knowledge (nature) or Sense Motive check. In areas suspected to harbor dashnavars, locals take no chances: they kill any hares and rabbits on sight.

Dashnavars most commonly use hares to locate likely prey or find safe paths through unfamiliar lands. Dashnavars feel no affection for dominated hares, and will throw them carelessly into danger. A common tactic is for a dashnavar to compel hares to trigger traps set by hungry travelers, hoping that the travelers become full and sleepy on the meal the dashnavar has provided—making them easy prey in the night.

Dashnavars are aware that hares pose little danger individually, but a biting, kicking mass of hares can serve as a distraction or cover a retreat.

FRENZIED HARE DROVE

CR 2

XP 600

N Tiny animal (swarm)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 22 (3d8+9)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 50 ft.

Melee swarm (1d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14)

STATISTICS

Str 6, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11 (+19 when jumping), Perception +5

ECOLOGY

Environment temperate hills or plains

Organization solitary

Treasure none

FAILED LICH (TEMPLATE)

Robes flap loosely around this withered corpse, exposing skin stretched over a bony frame. It shambles forward clumsily, dim blue lights flickering in its eyes like guttering candles.

FAILED LICH

CR 4

XP 1,200

Halfling failed lich wizard 6

LE Small undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +4

Aura fear aura (30 ft., paralyzed for 1d4 rounds, Will DC 15 negates)

DEFENSE

AC 19, touch 13, flat-footed 17 (+1 Dex, +1 dodge, +6 natural, +1 size)

hp 39 (6d8+12)

Fort +4, **Ref** +3, **Will** +5

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, electricity, undead traits

Weaknesses personal icons

OFFENSE

Speed 20 ft.

Melee slam +11 (1d3+6) and touch +11 (1d8+3 negative energy and paralyzing touch)

Special Attacks paralyzing touch (DC 15)

STATISTICS

Str 22, **Dex** 13, **Con** —, **Int** 4, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +9; **CMD** 21

Feats Dodge, Improved Initiative, Mobility

Skills Intimidate +11, Perception +4, Sense Motive +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Sense Motive, +4 Stealth

Languages Common, Draconic, Halfling, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Despair (Su) An aura of disaster and despair surrounds a failed lich. All creatures within a 30-foot radius that see a failed lich must make a DC 15 Will save or be paralyzed by despair for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same failed lich's despair ability for 24 hours. This is a paralysis and a mind-affecting fear and emotion effect. The save DC is Charisma-based.

Paralyzing Touch (Su) Any living creature a failed lich hits with its touch attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with DC 15). The effect cannot be dispelled. Anyone paralyzed by a failed lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. The save DC is Charisma-based.

Personal Icons (Su) This failed lich has three personal icons that weaken it when brought near: the skeletal remains of its raven familiar, a medal the failed lich earned in life for bravery in the face of danger, and the gold wedding ring once worn by the failed lich's wife. For each personal icon brought within 30 feet of the failed lich, lower each of the following by 1: the failed lich's AC, the DC of the failed lich's despair aura and paralyzing touch, and the failed lich's DR (to a minimum DR of 0).

The path to lichdom is incredibly intricate, but this does not prevent the greedy or overconfident from attempting to attain eternal unlife. Most unworthy spellcasters pay for this mistake with their lives, but a rare few obtain a partial success. These abortive liches earn an eternity of despair, for they possess little of their original intellect and none of their former spellcasting ability. Each failed lich has enough intelligence to understand the power it nearly held and the recognition of the failed thing they have become, but they are otherwise capable of little more cognitive thought than animals.

Failed liches generally originate from spellcasters without the power or training to successfully prepare a phylactery, but the complicated process can go awry even for seasoned spellcasters. As a result, failed liches vary widely in

RUN AMOK WITH A FAILED LICH

A failed lich with a tragic history appears in the Run Amok Games adventure *Beyond the Serpentine Lock*.

power. All failed liches have some of the abilities commonly associated with liches, including a dangerous paralyzing touch.

Failed liches are tormented by objects that remind them of their living past. These personal items both weaken the failed lich and send it into an unthinking rage. A hero determined to hunt a failed lich is best served by researching the spellcaster's former life and obtaining these personal icons.

Creating a Failed Lich

"Failed Lich" is an acquired template that can be added to any living spellcasting creature (referred to hereafter as the base creature). A failed lich retains all the base creature's statistics and special abilities except as noted here.

CR: Equal to 1 + half its Hit Dice.

Alignment: Any evil.

Type: The creature's type changes to undead.

Senses: A failed lich gains darkvision 60 ft.

Armor Class: A failed lich has a natural armor bonus equal to its Hit Dice or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's Hit Dice to d8s, whether derived from racial levels or class levels. As undead, failed liches use their Charisma modifiers to determine bonus hit points instead of Constitution.

Saves: A failed lich's base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A failed lich gains channel resistance +2, DR 5/bludgeoning and magic, and immunity to cold and electricity (in addition to immunities granted by its undead type).

Weakness: A failed lich has at least one, and possibly several, personal icons that weaken it when they are nearby. These personal icons must be items (or, occasionally, creatures) of great

personal significance to the failed lich in life. The failed lich's flawed phylactery is often one of its personal icons; other common personal icons are the creature's previous spellbook, the remains of the creature's previous familiar, or a blood relative. A failed lich gains the following weakness:

Personal Icons (Su) For each personal icon brought within 30 feet of the failed lich, lower each of the following by 1: the failed lich's AC, the DC of the failed lich's despair aura and paralyzing touch, and the failed lich's DR (to a minimum DR of 0).

Melee Attack: A failed lich gains a slam attack. It also gains a touch attack that it can use once per round as a natural weapon. A failed lich can use its slam attack and its touch attack in the same round; both are considered primary natural weapons. A failed lich armed with a manufactured weapon uses its weapons normally and can use either its slam attack or its touch attack as a secondary natural weapon.

Damage: A failed lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice. As negative energy, this damage can be used to heal undead creatures. A failed lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A failed lich loses all class features and spellcasting ability of the base creature, and may never cast spells. A failed lich gains the two special attacks described below. Save DCs are equal to 10 + 1/2 failed lich's HD + failed lich's Cha modifier, unless otherwise noted.

Despair (Su) An aura of disaster and despair surrounds a failed lich. All creatures within a 30-foot radius that see a failed lich must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same failed lich's despair ability for 24 hours. This is a paralysis and a mind-affecting fear and emotion effect.

Paralyzing Touch (Su) Any living creature a failed lich hits with its touch attack must

succeed on a Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the failed lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a failed lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Abilities: A failed lich's Strength score becomes 16 plus its Hit Dice. Its Intelligence changes to 4 and its Wisdom changes to 10. Its Charisma score becomes 12 plus half its Hit Dice. Being undead, a failed lich has no Constitution score.

BAB: A failed lich's base attack bonus is equal to 3/4 of its Hit Dice.

Feats: A failed lich loses the feats of the base creature and must select feats according to its Hit Dice from the following feats: Acrobatic, Agile Maneuvers, Athletic, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Skills: A failed lich loses all skill ranks possessed by the base creature and gains a number of ranks equal to its Hit Dice in one of the following skills: Climb, Intimidate, Perception, or Stealth. In addition, failed liches have a +4 racial bonus on Perception, Sense Motive, and Stealth checks. Despite its limited intelligence, a failed lich understands all the languages known by the base creature.

Adventure Seed

Palace of Mages (CR 8)

Brevellick the Sagacious has ruled the magocracy of Kellipon for two decades, and he planned

to ensure his permanent rule by becoming a lich. Three nights ago, Brevellick ejected everyone from the palace, insisting on privacy for a powerful, complicated ritual. The wizard's ritual went awry, and Brevellick is now a failed lich (LE male human failed lich abjurer 14). Brevellick's seneschal recently discovered his fate, and she worries that infighting to determine a successor would tear Kellipon apart. She commissions the PCs to infiltrate the palace secretly, dispose of Brevellick, and plant a false will outlining a formal series of spellduels to determine Kellipon's new ruler.

During their explorations of the emptied palace, the PCs can collect Brevellick's personal icons: the *rod of splendor* that served as his badge of office, his royal seal, the first wand he ever crafted (a *wand of mage armor*), and a treaty that Brevellick considered his greatest diplomatic achievement. However, Brevellick had erected defenses to ensure his privacy: the palace halls contain traps that teleport intruders into the dungeons, where a pair of flesh golem jailers await.

The PCs are not the only intruders in the palace. A scheming summoner named Aversta (LE female half-elf summoner 9) plans to kill Brevellick while he is alone—though she assumes he's still living—and take control of Kellipon. Aversta prowls about the palace with her eidolon, a basilisk-like monster named Bron, and a two summoned babau devils. Coincidentally,

Aversta seeks many of the same icons the PCs need, as she believes possessing them will help ensure her legitimacy. Aversta may ally with the PCs long enough to help them collect the icons, so long as they agree to help her "discover" falsified information in Brevellick's study that supports her bid for leadership. The false will the PCs possess would be ideal for this purpose, if the PCs are willing to alter its wording.



GANGLY (SIMPLE TEMPLATE)

This monstrosity has a furry body and the limbs of an unusually lanky bear. Its owl-like head bears enormous ear tufts and a blood-soaked beak.

GANGLY OWLBEAR

CR 3

XP 800

N Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 14, touch 9, flat-footed 13 (+1 Dex, +5 natural, -2 size)

hp 37 (5d10+10)

Fort +8, **Ref** +5, **Will** +2

Weaknesses vulnerability to slashing damage

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 2 claws +6 (1d6+3 plus grab) and bite +6 (1d6+3)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception)

Skills Climb +11, Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3–8)

Treasure incidental

A gangly owlbear has a torso and clawed limbs that are unnaturally long, giving it an awkward, rolling gait. Its owl-like head is wide and crowned with ear tufts extending two feet or more from its scalp. Despite its gawky appearance, a gangly owlbear has all the ferocity of its kin: gangly owlbears are savage, short-tempered, and impossible to fully domesticate. Unlike normal owlbears, gangly

owlbears are excellent climbers and often hunt by brachiating through the limbs of large trees, dropping upon their prey.

When full-grown, a gangly owlbear rears up to 16 feet high and weighs 1,500 pounds.

Gangly Creature (–1 CR)

Gangly creatures have elongated limbs but weaker bodies and stretched, thin hides. Gangly creatures are often malformed from birth, or may also develop in areas of low gravity. This template cannot be applied to creatures that are Colossal.

Rebuild Rules: **Size** increase by one category, but do not change its damage dice for natural attacks or its natural armor bonus, and do not change its ability scores except as indicated below; **Weaknesses** vulnerability to slashing damage (the creature takes half again as much damage (+50%) from slashing damage); **Speed** if the creature does not have a climb speed, it gains a climb speed equal to half its base land speed; **Ability Scores** –2 Str and –4 Con; **Special Qualities** if the creature uses manufactured weapons, it gains the undersized weapons universal monster rule.



GIANT, MAGMA

This towering humanoid has cracked, stony skin, exposing glowing heat. The creature has large facial features and hair hanging in charcoal dreadlocks.

MAGMA GIANT

CR 15

XP 51,200

N Gargantuan humanoid (fire, giant)

Init +0; **Senses** low-light vision; Perception +13

DEFENSE

AC 30, touch 6, flat-footed 30 (+6 armor, +18 natural, -4 size)

hp 225 (18d8+144)

Fort +19, **Ref** +6, **Will** +10

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee masterwork battleaxe +23/+18/+13 (4d6+12/x3) or 2 slams +21 (2d6+12)

Ranged rock +9 (3d6+12 plus lava infusion)

Space 20 ft.; **Reach** 20 ft.

Special Attacks lava infusion, rock throwing (160 ft.)

Spell-Like Abilities (CL 18th; concentration +20)

1/day—*summon monster VIII* (magma elementals only)

STATISTICS

Str 35, **Dex** 10, **Con** 26, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +13; **CMB** +29 (+31 bull rush or sunder); **CMD** 39 (41 vs. bull rush or sunder)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Martial Weapon Proficiency (battleaxe), Power Attack, Skill Focus (Intimidate), Weapon Focus (battleaxe)

Skills Climb +18, Intimidate +29, Perception +13, Stealth +3, Survival +13

Languages Giant, Ignan

ECOLOGY

Environment warm mountains or underground

Organization solitary, pair, warband (3–6 plus 1 fighter of 5th–7th level and 1–4 elder magma elementals), or tribe (10–25 plus 30%

noncombatants, 1 oracle or shaman of 7th–9th level as elder, 1–4 fighters of 5th–7th level, and 2–12 huge, greater, or elder magma elementals)

Treasure standard (masterwork breastplate, masterwork battleaxe, other treasure)

SPECIAL ABILITIES

Lava Infusion (Su) As a swift action, a magma giant can imbue a rock it is holding with fantastic heat. If the imbued rock is thrown within 1 round, after it is thrown, it dissolves into a pool of lava several inches deep. This lava covers the square hit by the rock (or the space of the creature hit by the rock, if the thrown rock hits its target) and all adjacent squares. The lava puddle counts as difficult terrain. Any creature that starts its turn in or moves through this puddle of lava takes 10d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although it only inflicts 5d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 1 minute.

Magma giants are reclusive giants that live in and around volcanos or in half-filled magma tubes deep underground. As food in such regions is scarce, magma giants usually raid the surrounding countryside for livestock, which they prefer to eat thoroughly charred. They are communal in temperament, preferring to live in kin groups. Magma giants bear children only rarely, and the birth of a child is a time for celebration. Magma giants consider fire giants to be a dangerous nuisance and fight against militaristic fire giants whenever their territories overlap. Although magma giants are more powerful, fire giants are better organized and more numerous, making clashes costly for both sides. Magma giants do not relish combat, but they are brave and boisterous fighters, bearing arms and armor crafted from slabs of thick metal or stone.

Although magma giants appear to have skin of cracked and hardening lava, their skin coloration is actually a form of natural camouflage. A magma giant's skin is naturally warm to the touch, but not unpleasantly so (unless it has recently been bathing in lava, which many magma giants enjoy). Magma giants grow charcoal-colored hair, which both genders prefer to wear long in dreadlocks.

Magma giants have a particular fondness for magma elementals. In addition to each magma giant's ability to summon a magma elemental for a short time, groups of giants working together can call magma elementals for much longer periods. Even small communities usually have a few elementals keeping watch or carrying out simple chores. Magma giants treat small elementals like pets and the largest elementals like younger cousins.

Magma giants are 36 feet tall and weigh 25,000 pounds.

Adventure Seeds

Rumbling from Below (CR 16) The PCs investigate a once-dormant volcano that shows signs of activity, only to find a tribe of magma giants living along the inner edge of the caldera. Although the tribe's four overeager elder magma elementals initially attack the PCs, the PCs can learn that the magma giants are peaceful and merely want to be left alone. The magma giants have nothing to do with the volcano's recent activity—they prefer the volcano to remain inactive, so as to not draw attention to their tribe's presence. A large band of fire giants recently raided the magma giants' village, attacking from magma tubes the giants believed uninhabited, and kidnapped the tribe's elder. The giants ask the PCs to enter the magma tubes to find and rescue her.

Although the maze of magma tubes cooled long ago, they are no longer wholly safe: occasional gouts of lava or acidic fumes threaten the PCs. Within this hazardous maze of magma tubes, two squadrons (each consisting of six fire giants and three Nessian warhounds) protect the maze's center. Beneath the caldera, a fire yai named Othego tortures the kidnapped magma giant elder, twisting her control over fire to awaken the volcano. Othego and his three fire giant bodyguards attack PCs that interfere with their evil plans.

Lavagorgers (CR 22) A tribe of evil magma giants called the Lavagorgers inhabits a blasted volcanic wasteland at the edge of the world. A tor linnorm named Flamewrack shares the Lavagorgers' desolate territory. Flamewrack terrorized the Lavagorgers for years, rutting with or devouring

the debauched magma giants as he saw fit. Recently, a magma giant warrior named Mardruk (CE male magma giant cavalier 4) bested the overconfident Flamewrack in single combat, forcing the cowed monster to serve as his steed like a common mule. Mardruk assembled his tribe to march to war against the smaller races, razing all in their path. Several human frontier settlements have already been destroyed. The PCs are called upon to find and eliminate the army's leader.

The Lavagorgers are a disciplined and terrifying force, but they are widely dispersed as they conquer the countryside. PCs that are cautious when scouting the army's movements therefore face only one group of Lavagorgers at a time as they seek Mardruk. An advance squad of Lavagorger scouts consists of four magma giants that are all Flamewrack's bastard progeny (treat as half-red dragon magma giants that gain a linnorm's *freedom of movement* ability rather than wings). A typical Lavagorger unit contains ten magma giants wearing full plate and six fiendish elder magma elementals. Mardruk rides Flamewrack, who chafes at Mardruk's domination but shares his brutal love of conquest.



GIZZIT

This unusual creature is the size of a large humanoid brain with bat-like wings sprouting from each hemisphere. Its whip-like, leathery tail is tipped with wicked barbs.

GIZZIT

XP 600

NE Small aberration

Init +7; **Senses** blindsight 60 ft.; Perception +6

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 19 (3d8+6); fast healing 2

Fort +3, **Ref** +4, **Will** +3

DR 5/slashing; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** electricity 10, sonic 10

OFFENSE

Speed 10 ft., fly 50 ft. (perfect)

Melee tail slap +6 (1d8 plus pain strike) and 2 wings +1 (1d3)

Special Attacks pain strike

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Fly +13, Intimidate +8, Perception +6, Stealth +13

Languages Common (can't speak)

ECOLOGY

Environment temperate hills or plains

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

Treasure none

SPECIAL ABILITIES

Pain Strike (Su) A target struck by a gizzit's barbed tail is racked with agony. For 3 rounds after being struck, the target is sickened and takes 1d6 points of nonlethal damage at the start of each of its turns. A DC 13 Fortitude save reduces this duration to 1 round. Multiple strikes do not increase this nonlethal damage. The gizzit gains a +4 circumstance bonus on Intimidate checks against a target

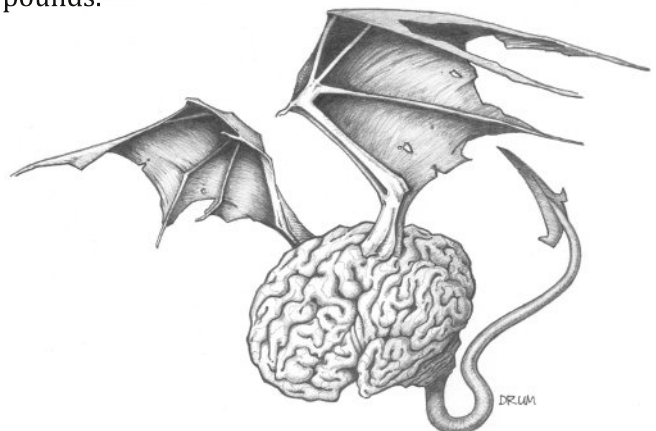
suffering from its pain strike ability. This is a pain effect. The save DC is Constitution-based.

A gizzit is a bizarre, brain-shaped creature that hunts in remote hills and plains. Although the creature's body has the pink, folded appearance of a humanoid brain, its wide bat-like wings and barbed tail belie the notion that it escaped from some creature's head. Scholars disagree on whether gizzits' appearance derives from some gruesome experiment or convergent evolution.

A gizzit's tail is exceedingly dexterous and capable of delivering a debilitating burst of psychic agony sufficient to disable small birds and animals. Such creatures appear to be gizzits' favorite prey, although flocks of gizzits will swarm larger creatures that intrude in their territory. Gizzits have no mouths and appear to meet their nutritional needs by incapacitating living creatures with their pain strike. Gizzits are blind, but their membranous bodies act as a sense organ, providing them the ability to see and hear. Gizzits slowly absorb fluids in contact with the membrane surrounding their body and can appear bloated in humid or rainy environments.

Although gizzits do not communicate, they are social creatures and quite clever. Spellcasters with an unusual taste in companions might take a gizzit as a familiar. Some spellcasters "dye" their gizzits by applying colored water to the creature's membrane. In order to gain a gizzit as a familiar, a spellcaster must be neutral, be at least caster level 7th, and have the Improved Familiar feat.

A gizzit is about two feet across with a wingspan of five feet and weighs approximately 30 pounds.



GNARLED (SIMPLE TEMPLATE)

This monster is a compact mass of fur and feathers over dense knots of thick muscle. Its owl-like face has a cruel beak that seems too large for its face.

GNARLED OWLBEAR

CR 5

XP 1,600

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 57 (5d10+30)

Fort +12, **Ref** +5, **Will** +4

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+6 plus grab) and bite +11 (1d6+6)

STATISTICS

Str 23, **Dex** 12, **Con** 22, **Int** 2, **Wis** 12, **Cha** 10

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

Feats Great Fortitude, Improved Initiative, Iron Will^B, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3–8)

Treasure incidental

A gnarled owlbear resembles a squat, powerful bear with the head of a large owl. The owl's beak and claws are oversized with efficient, compact musculature. Gnarled owlbears are remarkably aggressive and ill-tempered, even compared to other owlbears; gnarled owlbears cannot be domesti-cated and rarely retreat from a battle.

When full-grown, a gnarled owlbear stands 5 feet high and weighs approximately 700 pounds.

GANGLY AND GNARLED CREATURES

In a manner of speaking, the gangly and gnarled simple templates (see page 19) are the opposite of the giant and young simple templates. I occasionally need a version of a creature that is larger but not quite so tough; the gangly template meets that need. While the advanced template works well to make a creature more powerful without making it bigger, the gnarled template is useful to make a creature more powerful as well as more compact.

Gnarled Creature (+1 CR)

Gnarled creatures are dense, muscular, and unusually dogged. Gnarled creatures often mature in cramped environments such as caves or are bred to be small but fierce. This template cannot be applied to creatures that are Fine-sized.

Rebuild Rules: **Size** decrease by one category, but do not change its damage dice for natural attacks or its natural armor bonus, and do not change its ability scores except as indicated below; **DR** 5/slashing; **Ability Scores** +4 Str and Con; **Feats** gains Iron Will as a bonus feat; **Special Qualities** if the creature uses manufactured weapons, it can wield weapons as though it were one size larger without penalty.



GOLEM, CHIMNEY

This man-shaped creature of blackened bricks and stone stands the height of a small house, its stony fists clenched threateningly. Smoke-belching pipes jut from its shoulders and its face consists of only two gaps over an iron grill.

GOLEM, CHIMNEY

CR 4

XP 1,200

N Large construct

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

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 46 (3d10+30)

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

DR 5/adamantine; **Immune** construct traits, fire, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d6+5)

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

Special Attacks breath weapon (20-ft. cone, 3d6 fire plus blindness for 1d4 rounds, Reflex DC 11 for half damage and negate blindness, usable every 1d4 rounds)

STATISTICS

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

Base Atk +3; **CMB** +9; **CMD** 19

SQ freeze

ECOLOGY

Environment cold or temperate urban

Organization solitary or cluster (2–5)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) A chimney golem's breath weapon is a cloud of soot and embers that deals 3d6 fire damage to all creatures in a 20-ft. cone (Reflex DC 11 negates). Any creature that fails a saving throw against the breath weapon is also blinded by the stinging soot for 1d4 rounds. The save DC is Constitution-based.

Freeze (Ex) A chimney golem adjacent to a building can hold itself so still it appears to be an ordinary chimney attached to the building. A chimney golem that uses freeze can take 20 on its Stealth check to hide in plain sight as a mundane chimney.

Immunity to Magic (Ex) A chimney golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold damage slows a chimney golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Chimney golems are lanky constructs made of soot-stained brick and crumbling stone with an inner reserve of fire that provides their animating force. Shaped like a gaunt humanoid, chimney golems have pipes jutting upward from their shoulders and upper back, trailing smoke into the air above them. A chimney golem's eyes are empty sockets of missing bricks in their heads, while their mouths are iron grillworks behind which a low, red fire burns. Chimney golems can masquerade as an ordinary chimney from outside a building, although a chimney golem in this disguise does not function as an actual chimney—no hearth opens into the interior of the building.

Smoke continually seeps from a chimney golem as a by-product of its creation, whether or not it is masquerading as an ordinary chimney. Keen observers might therefore identify a disguised chimney golem guarding an abandoned building, as it will be the only chimney on the building trailing smoke.

Chimney golems can pull from their inner reservoir of fire to expel a cone of soot and embers. Although this fiery exhalation is sufficient to scorch opponents and sting their eyes, the heat is rarely sufficient to ignite any materials other than paper or dry thatch.

Chimney golems are relatively easy to create and physically stronger than many other golems of a similar cost. As a result, in urban areas where golem-crafters work collaboratively, chimney golems are common (and the air in such neighborhoods is often quite polluted). In such areas, chimney golems can be found not only as unobtrusive guardians, but also as mindless laborers.

Chimney golems stand twelve feet tall and weigh nearly 800 pounds.

Construction

A chimney golem must be constructed from 800 pounds of brick and stone. Oils and alchemical reagents worth at least 500 gp must be infused in the mortar to assemble the golem.

CHIMNEY GOLEM

CL 8th; **Price** 12,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *lesser geas*, *pyrotechnics*, creator must be caster level 8th;
Skill Craft (sculpture) or Craft (stonemasonry) DC 16; **Cost** 6,500 gp

Adventure Seeds

The Mirror Tale (CR 4) A lovelorn suitor named Argento Cade begs the PCs for help. He asked a traveling witch to enchant an expensive mirror for him, but he has changed his mind and wants his mirror back.

Finding the witch's isolated hovel requires the PCs to negotiate with a playful gang of sprites. When the PCs arrive at the ramshackle hovel with its crooked chimney trailing smoke, they note a dire wolverine corpse in the hovel's yard. This surly animal caught the witch stealing its newborn kit and chased the witch all the way back to her hovel yesterday. It killed the witch—her mutilated body lies just inside—but the witch's chimney golem killed the wolverine before it could leave. The chimney golem still keeps silent sentinel over the hovel. The PCs can find Argento's mirror inside, along with the mewling wolverine kit, but the chimney golem attacks thieving PCs. If the PCs take the kit, they must also contend with the dead dire wolverine's angry mate as they leave the area.

The Smokestacks Gambit (CR 10) The operators of a dwarven foundry called the Sable Smokestacks arranged for a shipment of adamantine to be delivered in secret and hired a suave wizard named Sabrestic Fardillion (LE male human wizard 11) to provide security. In the days leading up to the delivery, the dwarves worked quickly to retrofit the factory for the higher temperatures adamantine requires, and they hadn't paid much attention to Sabrestic. When the adamantine arrived, the treacherous Sabrestic betrayed his employers. The wizard had secretly added chimney golems throughout the foundry during the reconstruction to kill or drive off all the dwarves from the foundry. Sabrestic is now constructing a powerful adamantine golem from the dwarves' shipment.

The dwarves offer the PCs an adamantine weapon each to reclaim the foundry. Unfortunately, their foundry maps are out-of-date; the rampant renovation means that passageways between the smelting halls are closed or re-routed, and boarded-over cooling vats now serve as pit traps. Eight chimney golems guard the foundry; even after dispatching these, the PCs must overcome the treacherous golem-crafter Sabrestic.



GYER

This vulture-headed humanoid is larger than an ogre, with a tall and proud stance. It grips an elaborate wooden shield with practiced ease.

GYER

CR 6

XP 2,400

LN Large monstrous humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +4 natural, +4 shield, -1 size)

hp 76 (8d10+32)

Fort +8, **Ref** +8, **Will** +9; +4 vs. disease

Defensive Abilities shield expertise

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee masterwork scimitar +11/+6 (1d8+3/18–20) and bite +5 (1d8+1)

Ranged javelin +9/+4 (1d8+3)

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

Spell-Like Abilities (CL 8th; concentration +7)

At will—*bleed* (DC 9), *deathwatch*, *stabilize*

3/day—*beast speak*, *wind wall* (DC 12)

STATISTICS

Str 16, **Dex** 15, **Con** 19, **Int** 12, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +12; **CMD** 24

Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Shield Focus^B

Skills Craft (armor) +8, Fly +14, Intimidate +10, Perception +22, Stealth +8, Survival +10; **Racial**

Modifiers +8 Perception

Languages Auran, Common

SQ change shape (vulture or giant vulture; *beast shape II*)

ECOLOGY

Environment warm desert or plains

Organization solitary, pair, or committee (3–20 plus 30% noncombatants)

Treasure standard (+1 *heavy wooden shield*, masterwork scimitar, other treasure)

SPECIAL ABILITIES

Shield Expertise (Su) Gyers train with their shields from a young age and maintain a supernatural bond with shields they carry. Gyers gain Shield Focus as a bonus feat and cannot be unwillingly disarmed of a shield. In addition, a gyer that changes shape while carrying a shield preserves his shield bonus (and any enhancement bonus) in vulture form.

Gyers are tall, powerful humanoids with the black wings and distinctive bald head of vultures. They are a proud, wary people, and are almost never seen without a shield in hand. They inhabit desert climates in tight-knit communities, roosting in sheltered valleys. Gyer scouts patrol the skies far from their homes, often in the form of giant vultures, to deter trespassers, as they prefer to have little interaction with non-gyers. Gyers live according to tradition and detailed honor codes. Gyers value the safety of their kin over their personal welfare; a gyer's greatest offense is to let other gyers come to harm that could have been prevented.

Gyer shields are painstakingly crafted, and usually formed of overlapping pieces of supple wood woven over a round, rigid frame and then lacquered. Gyers value their shields with a spiritual reverence. For a gyer, a shield is not mere armor but a symbol of vigilance, stability, and protection that reflects gyer cultural beliefs. Like their shields, gyers consider themselves at the ready, defending their kin at all times. They see a shield's inflexibility as a representation of their strict honor code, from which no gyer may deviate without incurring shame or exile.

Gyers have an exceedingly varied diet, as their desert environment offers little sustenance. Although they possess the strong stomach acid and hardy immune systems that allow common vultures to eat carrion, gyers eat carrion only when necessary. In fact, gyers consider ordinary vultures to be embarrassments, like ill-mannered pets. Comparing a gyer to a common vulture is a grave insult, certain to invite a challenge to a duel.

Most gyers stand 11 feet high and weigh approximately 1,100 pounds.

Gyerfolk

This winged humanoid is the size of a half-orc, with a vulture-like head.

GYERFOLK

CR 1/2

XP 200

Male gyerfolk paladin 1

LG Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +3 shield)

hp 12 (1d10+2)

Fort +3, **Ref** +1, **Will** +3; +4 vs disease

Defensive Abilities shield trained

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee scimitar +4 (1d6+3/18–20)

Ranged javelin +2 (1d6+3)

Special Attacks smite evil 1/day (+1 attack and AC, +1 damage)

Spell-Like Abilities (CL 1st; concentration +2)

At will—*deathwatch*, *detect evil*

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +4; **CMD** 15

Feats Improved Initiative

Skills Fly –5, Sense Motive +5

Languages Auran, Common

ECOLOGY

Environment warm desert or plains

Organization solitary, pair, or band (3–8)

Treasure NPC gear (leather armor, heavy wooden shield, scimitar, javelin, other treasure)

A gyer mother sometimes abandons her nest due to accident or urgent need elsewhere. The untended eggs that survive hatch into smaller, stunted version of gyers called gyerfolk. Other gyers may shelter these abandoned youths, teaching them honor and shield-craft, but gyerfolk never attain the size or natural magic of true gyers. Gyerfolk are more likely than gyers to seek adventure.

A gyerfolk stands about 6 feet tall and weighs approximately 100 pounds.

Gyerfolk Characters (15 RP)

Unlike gyer, gyerfolk are defined by their class levels—they don't have racial Hit Dice. Gyerfolk are monstrous humanoids with the following traits.

+2 Strength, +2 Wisdom, –2 Charisma: Gyerfolk are well-muscled and insightful, but most other creatures consider them inflexible and fearsome.

Medium: Gyerfolk are Medium creatures.

Speed: Gyerfolk have a base speed of 30 feet on land. They also have a fly speed of 40 feet (poor).

Darkvision: Gyerfolk can see 60 feet in the dark.

Deathseer: Gyerfolk may use *deathwatch* as a spell-like ability at will.

Disease Resistant: Gyerfolk gain a +4 bonus on saves against disease, including magical diseases.

Shield Trained: Gyerfolk gain proficiency with shields (but not tower shields). A gyerfolk wearing medium, light, or no armor and wielding a shield increases his shield bonus to AC by 1.

Languages: Gyerfolk begin play speaking Auran and Common. Those with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Infernal.



HAUNTING ELEMENTAL

This man-shaped creature is formed of roiling, semi-solid vapor with dark spots where its eyes and mouth would be. It is surrounded by a nimbus of mist, making its position difficult to discern.

HAUNTING ELEMENTAL

CR 5

XP 1,600

NE Medium outsider (air, elemental, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 45 (6d10+12)

Fort +7, Ref +9, Will +2

DR 5/—; Immune elemental traits; SR 11

OFFENSE

Speed fly 100 ft. (perfect)

Melee weakening touch +10 (1d6 Strength damage)

STATISTICS

Str 13, Dex 18, Con 14, Int 6, Wis 11, Cha 11

Base Atk +6; CMB +7; CMD 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Stealthy^B, Weapon Finesse

Skills Acrobatics +13, Escape Artist +15, Fly +12, Perception +9, Stealth +15

Languages Auran, Common (can't speak)

SQ change shape (into one specific animal, humanoid, or object; *beast shape I*, *alter self*, or *polymorph any object*)

ECOLOGY

Environment any (Plane of Air)

Organization solitary or plague (3–8)

Treasure none

SPECIAL ABILITIES

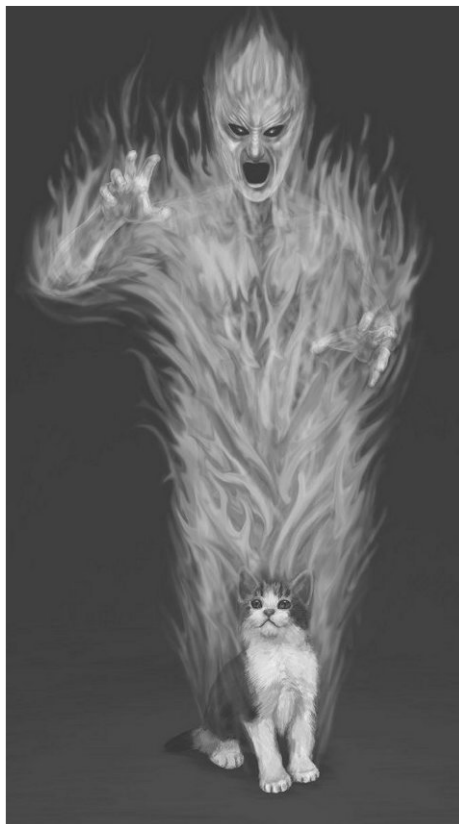
Change Shape (Su) A haunting elemental can assume one other form at will as a standard action and may return to its natural form as a free action. A haunting elemental never assumes an alternate form larger than it is. Common forms include cats, goblins, children, or chairs. If the haunting elemental can change into an animal, this ability functions as *beast shape I*. If it can change into a humanoid, this ability functions as *alter self*. Some haunting elementals may change into an inanimate object, as *polymorph any object*. A haunting elemental in its alternate form loses its weakening touch attack.

Weakening Touch (Su) The touch of a haunting elemental deals Strength damage to a living foe. A creature reduced to Strength 0 by a haunting elemental is helpless until it regains at least 1 point of Strength. Haunting elementals prefer to incapacitate their victims with Strength damage and then kill them in some gruesome manner.

Haunting elementals are a malevolent type of air elemental rarely seen on the Material Plane. Genies know of their existence and sometimes call upon them to teach mortals a lesson. These creatures delight in playing cruel jokes, including murder, on mortals. A haunting elemental generally fights only when cornered or when it can get a victim alone.

Haunting elementals are humanoid in shape and are composed of swirling, but dense, vapor. Each can transform into a single alternate form: animals or humanoids are common, but some haunting elementals take the form of inanimate objects or even patches of inky darkness.

In its natural form, a haunting elemental is humanoid in shape, standing approximately 6 feet tall but weighing only 25 pounds.



JUMBLETHORN

This dense collection of briars is roughly spherical, like an enormous tumbleweed. Its thorns taper to needle-like points, and it rolls in an erratic path, heedless of the prevailing wind.

JUMBLETHORN

CR 7

XP 3,200

NE Diminutive plant (swarm)

Init +9; **Senses** low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 20, touch 20, flat-footed 14 (+5 Dex, +1 dodge, +4 size)

hp 82 (11d8+33)

Fort +10, **Ref** +10, **Will** +5

Defensive Abilities swarm traits, thorny defense; **DR** 10/bludgeoning; **Immune** weapon damage, plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee swarm (3d6 plus bleed and distraction)

Ranged 4 thorns +17 (1d6+5)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d4), distraction (DC 18)

Spell-Like Abilities (CL 11th; concentration +10)

At will—*ghost sound* (DC 10)

1/day—*hallucinatory terrain* (DC 14)

STATISTICS

Str 1, **Dex** 20, **Con** 17, **Int** 1, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spell Focus (illusion)

Skills Bluff +5, Perception +8, Stealth +17 (+25 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

ECOLOGY

Environment warm deserts

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Thorn Volley (Ex) A jumblethorn can hurl a volley of four long thorns as a standard action (make an attack roll for each thorn). This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 thorns in any 24-hour period.

Thorny Defense (Ex) A creature striking a jumblethorn with a melee weapon, an unarmed strike, or a natural weapon takes 1d6+5 points of piercing damage and 1d4 bleed damage. Melee weapons with reach do not endanger a user in this way.

In desolate badlands ravaged by misused magic or ecological blight, malevolent energies sometimes coalesce in the thorny scrubs and briars. Although these briars have no true intelligence, when they dry, crack apart into small thorny pieces, and are blown together by the relentless wind, they develop a modicum of self-awareness. These amalgamations of tangled thorns roll about the wasteland like malicious tumbleweeds, seeking the blood of living creatures. Jumblethorn swarms can produce magical effects to confuse and ambush travelers, but they use these powers repetitiously: their *ghost sound* is almost always used to mimic a plaintive cry for help, and their *hallucinatory terrain* ability to mimic a tempting watering hole.

Jumblethorn swarms are approximately 10 feet in diameter and weigh 500 pounds.



LENG ETTERCAP

This horrid creature has the shape of a three-armed human but the facial features and markings of a spider. Its arms end in sickle-shaped claws.

LENG ETTERCAP

CR 6

XP 2,400

NE Medium aberration

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +10

Aura unsettling formication (30 ft., DC 14)

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 67 (9d8+27); fast healing 3

Fort +8, **Ref** +6, **Will** +9; +4 vs. mind-affecting effects

Resist cold 20; **SR** 17

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d8+4 plus poison) and 3 claws +11 (1d6+4)

Special Attacks poison, traps, web (+9 ranged, DC 17, 9 hp)

STATISTICS

Str 19, **Dex** 17, **Con** 16, **Int** 8, **Wis** 17, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 24

Feats Combat Reflexes, Dodge, Great Fortitude, Lunge, Weapon Focus (claw)

Skills Climb +12, Craft (traps) +16, Escape Artist +11, Perception +10, Stealth +15; **Racial Modifiers** +8 Craft (traps)

Languages Aklo; *speaking with vermin*

ECOLOGY

Environment cold or temperate forests (Plane of Leng)

Organization solitary, pair, or nest (3–6 plus 2–12 giant spiders)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite--injury; *save* Fort DC 17; *frequency* 1/round for 10 rounds; *effect* 1d4 Dex, and the target is affected by the creature's unsettling formication, even if it is not within 30 feet of the

Leng ettercap or if it has already succeeded at a save against the creature's unsettling formication; *cure* 2 consecutive saves.

Speak with Vermin (Sp) A Leng ettercap can speak with vermin in a manner similar to *speaking with animals*. This ability is always active.

Traps (Ex) A Leng ettercap is particularly skilled at crafting cunning traps with its webs and natural materials, such as vines, thorns, and strange toxins of Leng. Hails of poisonous thorns, tightening vines, and soporific net traps are the most common traps Leng ettercaps build (see sidebar). A Leng ettercap doesn't require gold to build its traps, merely time.

Unsettling Formication (Su) Each creature within 30 feet of a Leng ettercap feels the sensation of tiny insects crawling over its body just out of sight. Those that fail a DC 14 Will save become distracted and twitchy, taking a -4 penalty to Dexterity checks, Dexterity skill checks, initiative checks, and concentration checks for as long as they remain in the aura. This is a mind-affecting illusion (figment) effect. Although this ability can affect other Leng ettercaps, they find the sensation enjoyable and are not penalized by the aura. A creature that



successfully saves is immune to that Leng ettercap's unsettling formication for 24 hours. The save DC is Charisma-based.

The cold and arid Plateau of Leng is far from the Material Plane, located deep within the Dimension of Dreams. Although sleepers frequently visit the Dimension of Dreams, the Plateau of Leng is a place of rare, bizarre nightmares of windswept wastes, impossibly tall cliffs, inhuman slavers, and ancient, crumbling cities.

The Plateau of Leng has its own native creatures, and the cold forests of Leng harbor monstrous spiders and Leng ettercaps. Like the ettercaps of the waking world, Leng ettercaps are repulsive humanoid-spider hybrid creatures with the poisonous mandibles of a spider. Each Leng ettercap has a chest twitching with spinnerets and three arms, although whether the third arm extends from the left or right side of its torso—or from another part of its body entirely—varies from creature to creature.

Leng ettercaps act as shepherds for normal and giant spiders, treating the creatures with a compassion and camaraderie they rarely extend to other creatures, even to other Leng ettercaps. Leng ettercaps craft cunning traps with their webbing and natural materials in order to kill or incapacitate victims. Sentient creatures captured by Leng ettercaps are used as food, but animals are often subject to painful tortures and unspeakable rituals to transform them into spider-bred animals (see page 40). Leng ettercaps turn these spider-bred animals loose to further terrorize dreamers whose misfortune it is to venture through Leng in their nightmares.

Despite their close association with spiders of various sizes, Leng ettercaps live in fear of the crafty and powerful behemoths known as Leng spiders. As Leng spiders consider themselves superior to all other creatures, Leng ettercaps unable to flee or hide from one of the massive scarlet monsters will take a simpering, flattering tone in the hopes the Leng spider will spare the ettercap and go on its way.

Leng ettercaps stand 7 feet in height and weigh 200 pounds.

LENG ETTERCAP TRAPS

Traps that the cunning Leng ettercaps might use to kill or incapacitate prey include the following:

HAIL OF POISON THORNS TRAP **CR 7** **XP 3,200**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 ranged (5d8 piercing damage plus medium spider venom); multiple targets (all targets in a 10-ft.-square area)

SOPORIFIC NET TRAP **CR 5** **XP 1,600**

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** none

Effect Atk +8 melee, targets are hit by a net (as the weapon; the trailing rope is controlled by the trap with a +5 Strength bonus). The net lifts the targets 10 feet off the ground and releases an inhaled poison affecting those in or beneath the net (dream spores—inhaled; *save* Fort DC 13; *frequency* 1/round for 2 rounds; *effect* unconscious 1 round/1 hour; *cure* 1 save); multiple targets (all targets in a 10-ft.-square area)

TIGHTENING VINES TRAP **CR 6** **XP 2,400**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 melee (2d6+3 piercing damage); thorn-studded vines wrap around the target's ankle and hold it immobile while tightening around it, dealing the target 2d6+3 damage at the beginning of its turn for the next 2 rounds; escape requires a DC 22 Escape Artist check or DC 26 Strength check, but each attempt deals 1d6 damage to the trapped target, regardless of whether the check succeeds or fails.

MEPHIT, JUNK

This small, devilish creature appears to be made of wood, wire, and other rubbish. Its tattered wings are made of oily rags and its lean hands and feet end in jagged scrap metal. Its sharp-featured face displays a leering grin.

JUNK MEPHIT

CR 3

XP 800

N Small outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +3; +4 vs disease

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-ft. cone, 1d8 bludgeoning damage, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th; concentration +8)

1/hour—*rusting grasp*

1/day—*summon* (level 2, 1 junk mephit, 25%)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 16

Feats Dodge, Improved Initiative

Skills Bluff +8, Disable Device +8, Fly +10, Stealth +12

Languages Common

ECOLOGY

Environment any urban

Organization solitary, pair, gang (3–6), or mob (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) As a standard action once every 4 rounds, a junk mephit can exhale a 15-foot cone of cobblestones that deals 1d8 bludgeoning damage. The DC is Constitution-based and includes a +1 racial bonus.

Clattering Debris (Su) Once per day, a junk mephit can create a storm of scrap metal and litter in a 20-foot-square area. Creatures in the area take 2d6 points of slashing damage (Fortitude DC 14 half; caster level 6th). The area of effect is treated as difficult terrain for 10 minutes, at which time the scrap metal crumbles and blows away with the litter. This ability is the equivalent of a second-level spell.

Fast Healing (Ex) A junk mephit's fast healing works only in areas with a high concentration of debris, such as a refuse heap or junkyard.

Junk mephits are small, bat-winged humanoids. They have sharp facial features and appear to be constructed of cast-off pieces of urban debris coated with soot and grime. Although most mephits are tied to elemental forces, junk mephits are tied to urban environments. Junk mephits move

JUNK MEPHIT TRAPS

Traps that junk mephits might set to guard their neighborhood or inconvenience unwanted visitors include the following:

COLLAPSING DOOR JAMB TRAP CR 1 XP 400

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger touch (touching a doorway whose jamb is weighted with bricks); **Reset** none

Effect Atk +15 ranged (3d6 bludgeoning damage)

ALCHEMICAL SLURRY TRAP CR 1 XP 400

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger location (underneath a bucket containing a jumble of alchemical ingredients); **Reset** none

Effect Atk +10 melee touch (1d6 fire damage for 2 rounds (as alchemist's fire) plus 1d6 acid damage plus entangled and glued in place (as tanglefoot bag, Reflex DC 15 negates being glued in place))

RUN AMOK WITH A JUNK MEPHIT

Junk mephits infest the large town of Thaven, the cosmopolitan urban setting for the Run Amok Games adventures *A Lucky Morning* and *A Flirtation with Fey*.

with the natural ebb and flow of civilization. They congregate in squawking mobs when trade is booming and they huddle out of sight when plagues or disasters strike. Junk mephits can be found lairing nearly anywhere within a city. As they rarely own property or pay an honest rent, they are most often found squatting in abandoned buildings or nesting in high steeples. Despite being composed of grime-encrusted rubbish, junk mephits rarely contract or spread diseases. This trait seems to demonstrate their role as participants in, rather than foes of, an urban environment.

Junk mephits prefer the company of humans and halflings over most other races, but they are also very territorial. Junk mephits are fiercely defensive of their neighborhoods and prone to play practical jokes on visitors: they might switch street signs at a confusing intersection, rig a bucket of paint to fall upon someone entering a narrow alley, or hide several rusty caltrops under innocuous rags. In most cases, these jokes serve to confuse, delay, or embarrass their victims rather than cause actual harm, but junk mephits inflict more mean-spirited pranks on visitors that actively eschew city life, such as druids, barbarians, or rural farmers come to market. As junk mephits are not particularly bright, their pranks are not usually difficult to spot.

When junk mephits congregate, they engage in turf wars with gangs of junk mephits from other parts of the same city. The most prized locations in these turf wars are places that humanoids rarely linger—landfills, ruined buildings, or scrap heaps—so these clashes

often go unnoticed by the city's primary residents. Whereas most mephits serve the whims of powerful elemental creatures, junk mephits often serve powerful patrons within their home cities. Junk mephits might serve the commander of the city guard as informal messengers, or might serve the leader of a thieves' guild as a spy.

Junk mephits make more sociable familiars than most of their kin; ignore the alignment restriction when acquiring a junk mephit with the Improved Familiar feat.

Junk mephits stand just over 2 feet tall and weigh approximately 25 pounds.

Adventure Seeds

Secret Spies (CR 4) A town guard recently spotted a junk mephit spying on a local magistrate's house twice, but the creature flew off before the guard could confront it. The guard's captain asks the PCs to stake out the house, capture the creature when it returns, and discover its mission. Capturing a creature that can fly poses its own difficulties, but this particular junk mephit, a bully named Ragwing, has a comrade the guard never noticed: a skulk named Venx. The pair works for a crime boss due to be tried in the magistrate's court. Ragwing and Venx are seeking information to blackmail the magistrate.

Gang Fight (CR 7) A fire recently consumed a wizard's laboratory in a city's middle-class district. The wizard was consumed by the blaze, but her sister asks the PCs to recover an ornate iron dagger from the gutted building before looters discover it. The ruined building is currently the site of a turf war between two gangs of junk mephits: the Gutter-Perch Crew (4 junk mephits) and Cobblebreath's Anklebiters (an advanced junk mephit named Cobblebreath and his 3 nuglub gremlin lackeys). Both gangs consider the ruin their territory.



MOUNTAIN SKINK, GIANT

This enormous dull-brown lizard has short legs ending in blunt claws and a long, whip-like tail with bright orange bands.

GIANT MOUNTAIN SKINK

CR 5

XP 1,600

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +10, **Will** +5

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +9 (2d6+7)

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

STATISTICS

Str 21, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +5; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Dodge, Lightning Reflexes, Iron Will, Mobility

Skills Acrobatics +6, Climb +13, Perception +5, Stealth +6

SQ skin slough

ECOLOGY

Environment warm hills or mountains

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Skin Slough (Ex) A giant mountain skink can shed its tail or other lumpy portions of its skin to escape a predator's grasp. As a free action, a giant mountain skink can gain +8 to a check to escape a grapple. Once it has used this ability, it may not use it again until the shed portions regrow in 1d4+1 weeks.

Like most skinks, giant mountain skinks have short legs and move with a sinuous, darting motion. Giant mountain skinks have long, whip-like tails and rocky hides. Although dull brown in color, skink

RUN AMOK WITH A GIANT MOUNTAIN SKINK

A giant mountain skink accompanies a reprehensible villain in the Run Amok Games adventure *Perils of the Broken Road*.

tails have colorful rings or spots to draw attention away from the creature's body. Giant mountain skinks can shed their tails or patches of rocky skin to avoid a predator's grasp. They subsist primarily on animals such as rabbits and mountain goats.

Giants consider mountain skinks a delicacy. Smaller creatures can train giant mountain skinks as mounts, but their darting, snake-like movement makes riding these creatures a stomach-churning endeavor.

A giant mountain skink measures 14 feet from snout to tail and weighs 450 pounds.

GIANT MOUNTAIN SKINK COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 30 ft., burrow 10 ft., climb 10 ft.; **AC** +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str 13, Dex 17, Con 13, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, scent, skin slough (see above).

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4.



THE MOUNTAIN WYRM

This gray and brown serpent is over a hundred feet long and possesses jaws large enough to swallow a cottage. It moves its muscular body with languid grace.

THE MOUNTAIN WYRM

CR 19

XP 204,800

N Gargantuan magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 34, touch 12, flat-footed 28 (+5 Dex, +1 dodge, +22 natural, -4 size)

hp 333 (23d10+207)

Fort +22, **Ref** +20, **Will** +12

Resist cold 30, electricity 30, fire 30

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +33 (6d10+21/19-20 plus grab) and tail slap +33 (6d8+14/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks powerful tail, sinuous grappler, constrict (6d8+21), swallow whole (10d6+21 bludgeoning damage, AC 21, 33 hp)

STATISTICS

Str 39, **Dex** 20, **Con** 28, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +23; **CMB** +41 (+45 grapple); **CMD** 57 (can't be tripped)

Feats Critical Focus, Dodge, Improved Critical (bite), Improved Critical (tail slap), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike

Skills Climb +26, Fly +14, Perception +15, Stealth +0

SQ glide

ECOLOGY

Environment warm mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Glide (Ex) The mountain wurm can flatten its body to serve as a rudimentary wing to slow its descent and glide short distances. The mountain wurm can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, the mountain wurm may move 5 feet laterally for every 5 feet it falls.

Powerful Tail (Ex) The mountain wurm's tail slap is always a primary attack. When the mountain wurm deals damage to an object with its tail slap or via constrict damage, it ignores the object's hardness.

Sinuous Grappler (Ex) The mountain wurm does not gain the grappled condition when it grapples an opponent.

The Mountain Wurm is an immense, mottled brown serpent inhabiting remote peaks, twining around the same mountain for decades or centuries. It is incredibly well-muscled and can crush stone in its constricting coils. Despite its great size, the creature requires little sustenance; a single roc can sustain it for years. The creature is so rare that some scholars speculate that only one such creature remains; popular legends therefore speak of "the Mountain Wurm" rather than "a mountain wurm."

The Mountain Wurm is over 100 feet long and weighs 30,000 pounds.



PAOTERNOSH

This tall man moves with a delicate grace. Although he has all the appearance of an ordinary human, something about his large, dark eyes and smooth features hint at some supernatural ancestry. He raises his weapon, a cruel smile on his lips.

PAOTERNOSH

CR 1

XP 400

CE Medium fey (augmented humanoid)

Init +5; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex)

hp 16 (3d6+6)

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

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18-20)

Ranged dagger +2 (1d4/19-20)

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*murderous command* (DC 12)

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12

Feats Improved Initiative, Toughness

Skills Acrobatics +7, Bluff +9, Disguise +9, Perception +6, Stealth +7; **Racial Modifiers** +2 Bluff, +2 Disguise

Languages Common, Sylvan

Gear rapier, dagger, leather armor

ECOLOGY

Environment any urban

Organization solitary, pair, or gang (3–10)

Treasure standard (rapier, dagger, leather armor, other treasure)

SPECIAL ABILITIES

Human Heritage (Su) A paoternosh can never fully shed the human nature with which it was raised. A paoternosh counts as fey and humanoid (human) for any spells or effects that depend upon its creature type.

Unearthly Grace (Su) A paoternosh adds his Charisma modifier as a racial bonus on saving throws, and as a deflection bonus to Armor Class.

A paoternosh is the offspring of a vile fey creature called a belgar (see page 8). The belgar does not usually raise its newborn young, instead sneaking into a human household with a newborn baby and swapping the human baby for its paoternosh offspring.

A paoternosh grows up as a human, maturing as an ordinary human child does. However, the paoternosh carries its fey ancestry deep inside. At puberty, the paoternosh develops a supernatural grace and the ability to influence the emotions of others. The paoternosh acquires a 1st-level enchantment spell that it can use 3 times per day as a spell-like ability; common effects are *charm person*, *delusional pride*, or *murderous command*.

Paoternoshes live lonely lives, particularly after they develop their bizarre nonhuman abilities. Most paoternoshes, no matter how much they are loved by their human “parents,” never feel like they fit in human society and drift into the company of others who lurk at the fringes (such as dissolute profligates or amoral criminals). As a result, most paoternoshes are chaotic, and a large percentage of paoternoshes are evil.

Occasionally, an adult paoternosh is contacted by its belgar mother. The belgar explains the paoternosh’s origin and then binds the paoternosh in an eldritch ritual to become a loyal servitor and agent among human society. This ritual is rarely necessary, as most lonely paoternoshes are loyal to their true mother once their otherness is finally explained.

Most paoternoshes stand 6 feet tall and weigh 150 pounds.

Adventure Seeds

Unsavory Relatives (CR 6) The PCs answer the pleas of a wealthy merchant family; their only son, a sullen teenager named Randolphus, has disappeared from the family’s country estate. As the PCs investigate, the estate experiences further strange events—crockery is smashed when no one is looking, angry bulls burst from their corrals, and

RUN AMOK WITH A PAOTERNOSH

Paoternoshes appear in the Run Amok Games adventure *A Flirtation with Fey*.

missing silverware appears in the PCs' rooms as though to frame them for theft. The PCs can find the two pixies behind this trickery and learn that Randolphus discovered his fey heritage and fled into the deep woods. The PCs must contend with Randolphus's new "family," a brutish korred and a scheming redcap, to bring him home.

The New Guild (CR 7) The PCs learn that violent crime has spiked in their city. The established thieves' guild had kept violent crime to a minimum, considering it bad for business, but the guild recently disbanded. A charismatic grifter named Victa swindled the old guildmaster out of his wealth and convinced most thieves to leave the city. The PCs must overcome Victa's murderous new guild (8 paoternoshes) in her trap-laden safehouse to confront her. Victa's statistics follow.

VICTA, PAOTERNOSH GRIFTER

CR 6

XP 2,400

Female paoternosh bard (daredevil) 5

CE Medium fey (augmented humanoid)

Init +7; **Senses** low-light vision; Perception +13

DEFENSE

AC 21, touch 17, flat-footed 18 (+4 armor, +4 deflection, +3 Dex)

hp 61 (8 HD; 3d6+5d8+29)

Fort +8, **Ref** +14, **Will** +11; +1 vs. mind-affecting effects

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee masterwork short sword +4 (1d6–1/19–20)

Ranged masterwork light crossbow +8 (1d8/19–20)

Special Attacks bardic performance 16 rounds/day (countersong, derring-do +2/+4, distraction, fascinate [DC 16], inspire competence +2)

Spell-Like Abilities (CL 3rd; concentration +7)
3/day—*charm person* (DC 16)

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*hold person* (DC 17), *invisibility*, *pilfering hand*

1st (5/day)—*comprehend languages*, *cure light wounds*, *hideous laughter* (DC 16), *liberating command*

0 (at will)—*daze* (DC 15), *detect magic*, *ghost sound* (DC 14), *message*, *open/close*, *prestidigitation*

STATISTICS

Str 9, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +3 (+5 dirty trick); **CMD** 20 (22 vs. dirty trick)

Feats Alertness, Improved Initiative, Spell Focus (enchantment), Toughness

Skills Acrobatics +11, Appraise +7, Bluff +19, Climb +7, Disable Device +8, Disguise +14, Escape Artist +11, Knowledge (local) +12, Perception +13, Sense Motive +8, Sleight of Hand +14, Stealth +9; **Racial Modifiers** +2 Bluff, +2 Disguise

Languages Common, Elven, Sylvan

SQ agile, canny foe, human heritage, scoundrel's fortune (1/day), unearthly grace

Gear mithral chain shirt, masterwork short sword, masterwork light crossbow with 10 bolts, *elixir of truth*, *brooch of shielding*, disguise kit, masterwork thieves' tools, 285 gp



PUMICE WARRIORS

This small pumice statue resembles a heavily-armored dwarf gripping an oversized spear with both hands.

PUMICE PIKEMAN

CR 1/2

XP 200

N Tiny construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 5 (1d10)

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

Defensive Abilities hardness 2; **Immune** fire, construct traits

OFFENSE

Speed 20 ft.

Melee longspear +4 (1d4+1/x3)

Space 2 1/2 ft.; **Reach** 0 ft. (5 ft. with longspear)



STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +0; **CMD** 11 (cannot be disarmed)

SQ freeze

ECOLOGY

Environment any

Organization solitary, pair, or collection (3–6 pumice warriors of various types)

Treasure none

SPECIAL ABILITIES

Freeze (Ex) A pumice warrior can stand perfectly still, emulating an ornamental statue. An observer must succeed at a DC 29 Perception check to notice it is a creature. The pumice warrior's immobility can even fool magic; while using this ability, the pumice warrior counts as an object, and not a creature, for the purposes of spells and effects.

This small pumice statue of a heavily-armored dwarf holds a comically oversized stone pistol in its gauntlets.

PUMICE PISTOLEER

CR 1/2

XP 200

N Tiny construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 5 (1d10)

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

Defensive Abilities hardness 2; **Immune** fire, construct traits

OFFENSE

Speed 20 ft.

Melee slam +3 (1d2)

Ranged pistol +4 (1d8/x4)

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

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +0; **CMD** 10 (cannot be disarmed)

SQ freeze (see pumice pikeman)

ECOLOGY

Environment any

Organization solitary, pair, or collection (3–6 pumice warriors of various types)

Treasure none

SPECIAL ABILITIES

Pistol (Su) A pumice pistoleer fights with an oversized stone pistol that functions as a Tiny musket. The pistol is a part of the creature, cannot suffer a misfire, and cannot be removed or disarmed. This pistol has a range increment of 40 feet and deals both bludgeoning and piercing damage. At a range of up to 40 feet, a pumice pistoleer's attacks resolve as touch attacks. While normal firearms consume bullets and black powder when fired, a pumice pistoleer's pistol supernaturally reloads the instant it fires.

This pumice statue depicts a heavily-armored dwarf astride a stout pony. It grips a sharp lance.

PUMICE POSTILION

CR 1

XP 400

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 21 (2d10+10)

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

Defensive Abilities hardness 2; **Immune** fire, construct traits

OFFENSE

Speed 20 ft.

Melee slam +4 (1d3+1) or lance +4 (1d6+1/x3)

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

Special Attacks lancer

STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. trip, cannot be disarmed)

SQ freeze (see pumice pikeman)

ECOLOGY

Environment any

Organization solitary, pair, or collection (3–6 pumice warriors of various types)

Treasure none

SPECIAL ABILITIES

Lancer (Ex) A pumice postilion deals double damage with its lance on a charge.

These simple, lightweight guardians are carved from fire-resistant pumice. Dwarven artificers originated the techniques to craft pumice warriors; out of tradition, most pumice warriors are carved to resemble dwarves clad in full-body armor. Pumice warriors can easily masquerade as ordinary statues in gardens or homes. Pumice warriors come in three varieties: spear-wielding pikemen, musket-toting pistoleers, and larger horsemen.

A pumice pikeman and pumice pistoleer each stand 2 feet high and weigh 50 pounds. A pumice postilion stands 3 feet high and weighs 150 pounds.

Construction

A pumice warrior is carved from a block of pumice and requires rare oils; the pumice and oils together cost 1,000 gp.

PUMICE WARRIOR

CL 8th; **Price** 7,000 gp

CONSTRUCTION

Requirements Craft Construct, *lesser geas*, *stone shape*, caster must be at least 8th level; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 15; **Cost** 4,000 gp

Adventure Seeds

Harried Sorcerer (CR 1) A curmudgeonly sage named Braddit (N male human wizard 3) has been driven to distraction by strange perforations appearing throughout his cottage. Braddit doesn't realize that the two "ornamental" pumice pistoleer statues he received are causing the sabotage while the sage is out; they came from a dwarf client who felt that Braddit cheated him.

Subterranean Garden (CR 5) While exploring an abandoned dwarven outpost, the PCs discover a long corridor sculpted to resemble a garden, with stone flowers, decorative fountains, and innocent-looking pumice statues. Two pumice pikemen and two pumice postilions stand guard here. Each holds an internal *glyph of warding*; when reduced to 0 hit points, a blast glyph is immediately exposed (CL 6th, 3d8 fire damage, Reflex DC 15 half).

SPIDER-BRED (SIMPLE TEMPLATE)

This animal has multiple legs, many-faceted eyes, and other obvious arachnid features.

SPIDER-BRED PONY

CR 1/2

XP 200

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +0

OFFENSE

Speed 40 ft.

Melee 2 hooves -3 (1d3)

Special Attack web (+2 ranged, DC 13, hp 2)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (25 vs. trip)

Feats Endurance, Run

Skills Perception +7; **Racial Modifiers** +2 Perception

SQ docile

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Docile (Ex) A spider-bred pony's hooves are treated as secondary attacks.

A spider-bred pony is an unusual amalgamation of a pony and a giant spider. Such creatures cannot be bred naturally, due to the inherent dissimilarities between animals and arachnids, and are produced by shapechanging magic, esoteric alchemy, or as a byproduct of mutating environments. Spider-bred ponies are prized by owners who seek sure-footed and perceptive mounts; derro and svirfneblin, in particular, find spider-bred ponies to be valuable mounts and are not unnerved by their unusual

appearance. Despite their arachnid physical features, spider-bred ponies retain the temperament and sociability of ordinary ponies; the creatures are loyal, make good mounts, and prefer to congregate in herds.

A spider-bred pony is 3 to 4 feet tall and weighs 600 pounds.

Spider-bred Animal (+0 CR)

Spider-bred animals have compound eyes like a spider, eight limbs (regardless of the number of limbs normally possessed by the animal), and a set of spinnerets on their abdomens. This template can only be applied to creatures of the animal type.

Rebuild Rules: **Special Attacks:** gains the web universal monster rule; **CMD** gains a +4 bonus to CMD vs. trip attempts for each pair of legs after the first (for example, a spider-bred dog with eight legs would gain a +12 to CMD vs. trip attempts, and a spider-bred ape with six legs—as two of its limbs end in hands—would gain a +8 to CMD vs. trip attempts); **Skills** gains an additional +2 racial modifier to Perception checks.



ULQAR

This dwarf has a feral look and a short, patchy beard. His mouth is filled with serrated, shark-like teeth and seems too large for his head.

ULQAR

CR 1/2

XP 200

Male ulqar ranger 1

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft., meat scent; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 15 (1d10+5)

Fort +4, **Ref** +4, **Will** +0; +2 vs. spells and spell-like abilities, +4 vs. disease and poison

OFFENSE

Speed 20 ft.

Melee short sword +3 (1d6+2/19–20)

Ranged spear +3 (1d8+2/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. bull rush or trip)

Feats Toughness

Skills Climb +5, Heal +4, Intimidate +2, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Perception +4, Sleight of Hand +2, Stealth +5, Survival +4

Languages Common, Dwarven, Terran, Undercommon

SQ cannibalistic vigor, track +1, wild empathy -1

ECOLOGY

Environment any underground or urban

Organization solitary or gang (2–10)

Treasure NPC gear (studded leather, short sword, spear, other treasure)

Grim, arrogant, and vicious, ulqars are a race of cannibalistic dwarves. Ulqars have retained several obviously dwarven characteristics: they have a squat frame, vigorous constitution, and darkvision. Unlike their distant kin, however, ulqars tend to

have pale, blotchy skin and large mouths with thick teeth that they usually file into points. They have active metabolisms and are frequently hungry. Ulqar beards and hair tend to be stringy and grow unevenly, giving them a disheveled appearance.

Ulqars are highly social, with a regimented class system that allows for the strong and clever to advance into positions of greater power and wealth. They consider their own traditions, and by extension their own race, to be superior to the cultures of all other creatures. They are often insufferably arrogant to non-ulqars, and to dwarves in particular. Ulqars are usually dour, even when among their own kind, and enjoy dark humor. Ulqars are good at stonework but, unlike dwarves, ulqars have no urge to create beautiful and durable things; ulqar crafts and architecture are brutally functional and usually unornamented. Most ulqars are partially or totally color-blind, so ulqar art and clothing tends toward contrasting patterns of grays that other races describe as joyless.

Ulqars are primarily carnivores. Although their hardy digestive systems can handle a diet of grains, mosses, and other plants, ulqars consider non-meat fare to be fit only for the weak or poor. Meat is the staple of the ulqar diet, although they find raw meat unappealing. Most ulqars enjoy cooking meat and are skilled in grilling, roasting, braising, marinading, and using spices to bring out a meat's flavor. Ulqars will eat beef, pork, or goat, but they particularly enjoy humanoid flesh, savoring it for its flavor as well as its salubrious effects. Although some ulqars prefer certain types of humanoid meat (seeking out marbled orc flesh, or avoiding stringy halfling meat, for example), ulqar society only expressly forbids eating the flesh of other ulqars. This ban allows ulqars to display indignant offense when accused of cannibalism—they are quick to note that cannibalism is only when you eat your *own* kind. Nevertheless, urban ulqars rarely enforce this proscription and frequently dine on the flesh of other ulqars. Ulqar criminals and cripples are often rendered into ground meat that is secretly mixed with other fare in great meat-vats.

In communities dominated by other races, ulqars keep to their own districts; more often, ulqars gather into their own horrifying cities where

the flesh of other thinking creatures is traded and savored. The largest of these cities, the dread metropolis of Ulq, is the home of the majority of ulqars. Although Ulq was founded on an extraplanar coastline centuries ago, the metropolis no longer has any fixed location. Ulq's leaders have the ability to shift the entire city from world to world, temporarily replacing any natural coastline terrain in a world the city visits. Such a visit always bodes ill for nearby natives, as ulqars are consummate raiders and pour forth from their roaming city to capture nearby humanoids to enslave or eat.

Ulqars are generally irreligious, as they have too firm a belief in their own superiority to have an appropriately humble attitude towards a deity or pantheon. The rare ulqar with a religious bent usually worships a god of cannibalism, community, or sadism. Ulqars particularly disdain the gods of the dwarven pantheon; although they profess this is because dwarven traditions are tepid, proscriptive, and inferior, it may have to do with the poorly-remembered rejection that led to the formation of the ulqar race millennia ago. Instead of gods, many ulqar instead revere knowledge. Sages and wizards can attain high positions in ulqar society, and ulqar often enjoy learning esoteric lore for its own sake.

Ulqars stand just over 4 feet tall and weigh approximately 160 pounds.

Ulqar Characters (10 RP)

Ulqars are defined by their class levels—they don't have racial Hit Dice. Ulqars are humanoids with the dwarf subtype and have the following racial traits.

+2 Constitution, +2 Intelligence, -2 Charisma: Ulqars are tough and clever, but their grim and arrogant demeanor is off-putting.

Medium: Ulqars are Medium creatures.

Slow and Steady: Ulqars have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Cannibalistic Vigor: If an ulqar consumes at least 1 pound of humanoid meat, it gains a number of temporary hit points equal to its level. These temporary hit points do not stack with temporary

hit points from any other source or from other uses of this ability.

Meat Scent: Ulqars have a natural ability to sniff out carrion and bloody meat. This functions like the scent ability, but only for raw meat, corpses, and badly wounded creatures (creatures with 25% or fewer hit points).

Darkvision: Ulqars can see in the dark up to 60 feet.

Hardy: Ulqars gain a +2 racial bonus on saving throws against spells and spell-like abilities.

Healthy: Ulqars gain a +4 bonus on Fortitude saves against poison and disease, including magical diseases.

Stability: Ulqars gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Languages: Ulqars begin play speaking Common and Dwarven. Ulqars with high Intelligence scores can choose from the following: Abyssal, Aklo, Giant, Goblin, Infernal, Terran, and Undercommon.



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