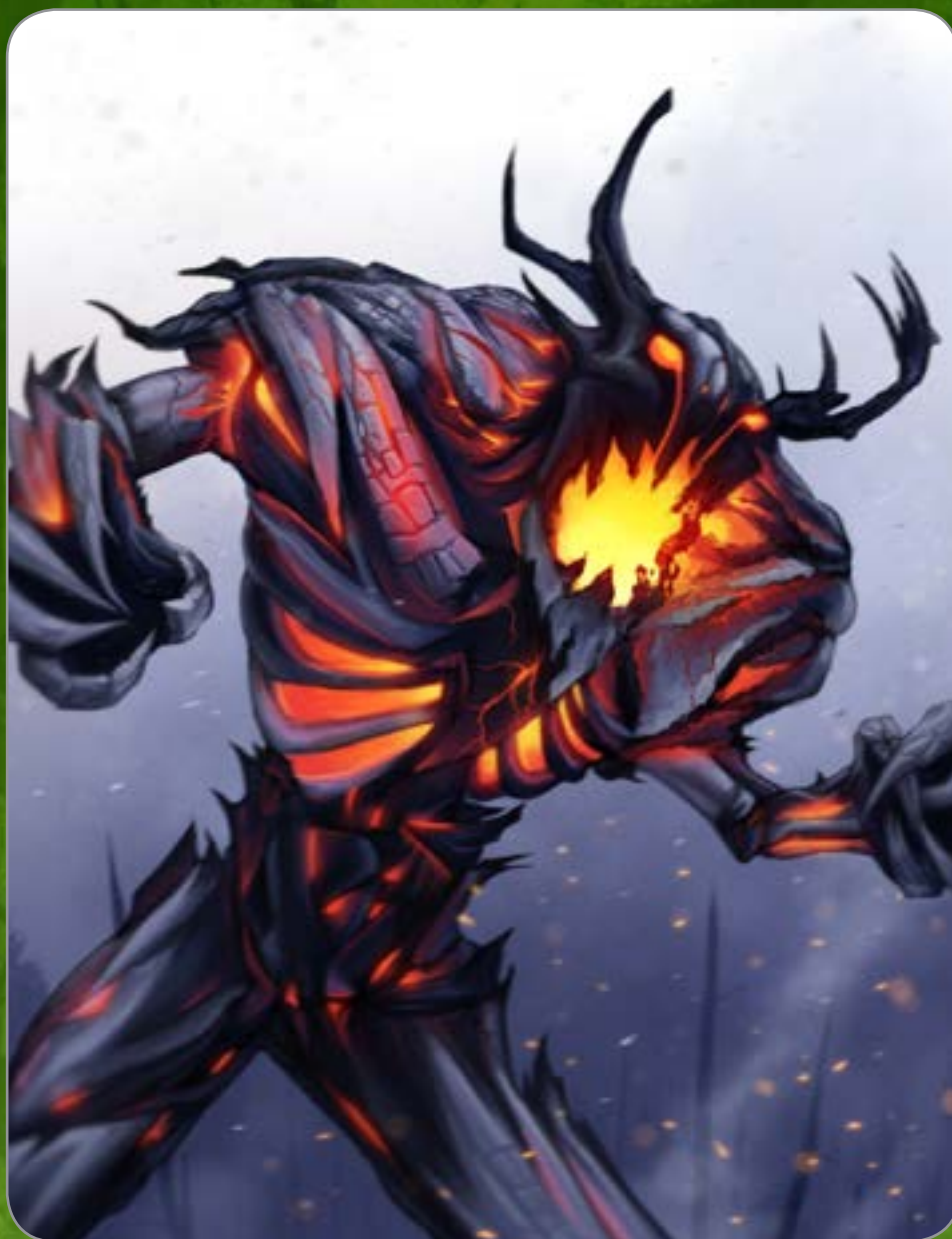




# DEADLY GARDENS

## COLLECTION



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# DEADLY GARDENS

## COLLECTION

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### INTRODUCTION

Hello Friends,

Welcome to the *Deadly Gardens Collection*. This book has been long time in coming as the most frequent request we have received at Rusted Iron Games as been to make the material from the entire series of twenty five volumes available in a single source. So if you are an existing fan of the series we hope this satisfies that request.

If this is your first experience with Deadly Gardens, welcome aboard. The Deadly Gardens series features new plant monsters, plus supplemental material such as alchemical, magic and natural items, natural hazards and terrain types, and a few feats and spells that all involve the theme of plants or nature. We gathered and organized all the material originally presented in the series into a single place for your convenience. Natural items and the rules to harvest them provide a

method for adventurers to gain treasures or crafting materials from the monsters that they slay.

I also want to thank all the folks who helped make this possible by creating the book you are now reading. The excellent writers and game designers: Matthew Carroll, Kim Frandsen, Jeff Gomez, Chris Hunt, Sam Kaplan, Joe Kondrak, Jacob W. Michaels, Stephen Stack, Andrew Umphrey, Isaac Volynskiy and Mike Welham. The fantastic artists who have provided original art: Becca Bean, Jeremy Corff, Liz Courts, Graeme Cunningham, Christian Dragos, J.H. Martin, and Keith Wood. Finally I would like to thank my friend Caio Schmidt who designed the Rusted Iron Games logo, provided the original art design and layout for our products and taught me the basics of using InDesign. Thanks buddy, you rock!

Russ Brown  
Rusted Iron Games

## FEATS

The following section presents four new feats related to plant creatures and natural poisons.

### DEADLY GARDENER

*You are adept at dealing with dangerous plant creatures.*

**Prerequisites:** Handle Animal 3 ranks.

**Benefit:** You may use Handle Animal on plant creatures with an Intelligence score of 1 or 2 without incurring the +5 penalty to the DC. You may also use Handle Animal on plant creatures with no Intelligence score. In addition, if you have the wild empathy class feature you may use it on a plant creature with an Intelligence score of 1 or 2, or on a plant creature with no Intelligence score.

**Normal:** Using Handle Animal on non-animal creatures with an Intelligence score of 1 or 2 incurs a + 5 penalty to the DC and it cannot be used on creatures with no Intelligence score. The wild empathy class feature cannot normally be used on plant creatures.

### POISON RESISTANT

*By repeatedly taking small doses of poison, you have made your body more resistant to its effects.*

**Benefit:** You gain a +2 bonus on Fortitude saving throws against poison effects. Additionally once per day you may reroll a Fortitude saving throw against a poison effect. You must decide to use the reroll before you know the result of the first save and must keep the second roll even if the result is lower than the first roll.

### TOXIN WRANGLER

*You are able to harvest natural poisons from creatures that are still alive.*

**Prerequisites:** Handle Animal 5 ranks, wild empathy class feature.

**Benefit:** You may harvest natural poisons from living creatures of the animal, magical beast, plant or vermin types. In order to use this ability the creature's attitude toward you must be indifferent or better. You do not risk poisoning yourself when harvesting natural poisons.

**Normal:** Natural items may not be harvested from living creatures.

### VENOM DOCTOR

*You have learned the secret of treating diseases and addictions with normally deadly poisons.*

**Prerequisites:** Heal 5 ranks.

**Benefit:** You may use poison to treat a disease

or addiction in yourself or others. Apply 1 dose of poison to the patient and reduce the DC of the next Fortitude save required by the affliction by the DC of the Fortitude save of the poison. This ability can only reduce the DC to a minimum of 5. The patient suffers the effect of the poison once but is not poisoned. Also you do not risk poisoning yourself when making poison with a Craft (alchemy) check, harvesting natural poisons or using this ability to treat a disease or addiction. This ability may not be used on creatures that are immune to poison.

## SPELL

Druids, particularly those who revere plants and seek revenge on those who destroy vast wooded areas, can cooperate to cast wrath of Verdaxag.

### WRATH OF VERDAXAG

**School** conjuration (calling); **Level** druid 9

**Casting Time** 4 hours

**Components** V, S, M (dead plants from despoiled woodland)

**Range** medium (100 ft. + 10 ft./level)

**Effect** call Verdaxag

**Duration** instantaneous

Saving Throw none; **Spell Resistance** no

Upon completion of this spell, which must include at least 9 spellcasters with a total of at least 72 druid levels, Verdaxag comes forth to wreak vengeance on beings responsible for the destruction of at least a 1-mile radius of woodland. If the destruction is not sufficient for Verdaxag to punish, it will not appear. After the kaiju kills all humanoid creatures in a 50-mile radius, it disperses to the wind.

If Verdaxag has used its rebirth ability within the past year, it arrives in a weakened state. The kaiju gains the young creature template, and its hp are reduced by an additional 20 percent.

## NATURAL HAZARDS

### CAVE-IN (CR 3)

Sections of underground tunnels and passages sometimes become unstable and prone to collapse. Spotting a potential cave-in requires a DC 20 Knowledge (dungeoneering) check. Moving through the hazardous area will trigger a cave-in (+8 Atk, 2d6, 10 foot radius) that could potentially block the tunnel completely. Once identified, the hazard can be avoided by making a DC 10 Knowledge (engineering) check to brace the area with timbers or similar material or by moving carefully through the area



with a DC 18 Acrobatics check.

### **PATCH OF DEATHCAPS (CR 2)**

A patch of small, black mushrooms that grow in damp soil or on a wet rock surface. A patch of deathcaps can be identified with a DC 16 Knowledge (dungeoneering) check. If the patch of deathcaps (10 ft. x 10 ft.) is disturbed, due to rough handling or a creature walking on them for example, it will release a burst of negative energy (2d6 negative energy damage, 30 ft. radius, DC 14 Will save reduces the damage by half). A patch of deathcaps can only release one such burst every 24 hours. Deathcaps only grow underground or in similar dark places. Larger patches of deathcaps release 1d6 negative energy for every two 5 foot squares that they cover.

### **QUAGMIRE (CR2)**

A quagmire is an area of sucking mud that will pull creatures down into its depths. These muddy areas appear deceptively solid. A creature approaching a quagmire makes a DC 12 Survival check to spot the hazard. Creatures running or charging are not allowed to make this check. Quagmires are typically about 20 feet in diameter. The momentum of a running or charging creature carries it 1d2x5 feet into the Quagmire. A creature entering a quagmire becomes entangled and cannot move while it remains entangled. As a standard action a creature may attempt a DC 15 Strength or Escape Artist check to free itself. A creature unable to free itself will slowly sink into the quagmire. After 2 minutes the creature will be completely under the mud. The creature is then considered helpless and may not take any actions except for holding its breath and waiting to be rescued. To rescue a completely submerged creature takes a DC 20 Strength check.

### **ROCKSLIDE (CR4)**

When rocks or boulders are perched on the side of a hill or mountain there is the chance they could come crashing down. Anyone caught in the area of a rockslide is subject to battering by the falling rocks (Atk +15, 4d6 damage). Anyone struck by the attack must make a DC 15 Reflex save to avoid being knocked prone and possibly trapped in the debris. The chance of being trapped is 20% plus the amount of damage taken. A trapped character can free herself with a DC 25 Strength check or her companions can spend several (1d10) minutes digging them out.

### **SINKHOLE (CR 1)**

A sinkhole is a hidden void in the ground where

the surface layer of soil is on the verge of collapse. The ground above an uncollapsed sinkhole will often be slightly depressed. A sinkhole can be identified and avoided with a DC 18 Knowledge (nature) check. Walking across an uncollapsed sinkhole will cause it to collapse, dropping anyone in the area (10 foot square) down 20 feet to the bottom of the sinkhole causing 2d6 falling damage. A DC 20 Reflex save avoids falling in the collapsing sinkhole.

## **TERRAIN TYPES**

### **KUDZU**

Kudzu is a type of rapidly growing vine that quickly spreads to cover all available space often choking out other types of plants. Moving into a space covered with Kudzu vines is difficult, costing 2 squares of movement. At the beginning of each move action to move through Kudzu a character must make a DC 13 Acrobatics check or become entangled in the clinging vines. Characters entangled in Kudzu cannot move out of that space until they spend a standard action to free themselves. Small or smaller creatures gain concealment while in an area covered in Kudzu.

### **RAZOR SHALE**

Razor shale is a type of rock usually found in arid badlands and rocky desert environments. The stone gains its name from its tendency to break off in large flakes that leave sharp edges of exposed rock. Climbing a wall or cliff of razor shale can be a dangerous proposition. Climbing a natural wall of razor shale requires a DC 30 Climb check. Any creature climbing razor shale must also succeed at a DC 30 Reflex save or take 1d6 slashing damage from the sharp edges of the stone.

Using a rope to help climb a razor shale wall gives a +10 circumstance bonus on the Climb check. Additionally when using a rope to climb a razor shale surface, a failed climb check will cause the rope to take 1d4 slashing damage.

### **SALT FLATS**

Salt flats are formed when standing water from a marsh or lake evaporates, leaving behind an area of flat ground covered with deposits of salt and other minerals. In sunlight, or other bright lighting conditions, the mineral deposits reflect the light, shining a bright white. Creatures in the area are dazzled (-1 on attack rolls and -1 on sight based Perception checks). Creatures with light blindness or light sensitivity take a -2 on attack rolls and -2 on sight based Perception checks instead of the

normal penalty for being dazzled. Sometimes the mineral deposits can form a thin crust over a hidden quagmire making the hazards more difficult to spot, requiring a DC 16 Survival check. Any creature of size small or larger will fall through the crust of mineral deposits into the quagmire.

## SCREE

Scree is the slope of a hill or mountainside that is covered in broken rock, gravel and other debris. A space covered by scree costs 2 squares of movement to enter. At the end of a move action spent moving through scree, a character must make a DC 13 Reflex save to avoid kicking a rock loose. A loose rock bounces down the slope knocking other debris loose. Make a ranged attack (Atk +5, 1d6 damage) against any creature in a 30 foot cone directly downhill from the character. Additionally, each loose rock has a cumulative 1% chance to cause a rockslide.

## SCREE, STEEP

Sometimes scree can be found perched precariously on a steep slope. A space covered by steep scree costs 2 squares of movement to enter. Each move action spent moving through steep scree requires a DC 13 Acrobatics check to avoid falling. If a character falls, or at the end of the move action he must make a DC 15 Reflex save to avoid kicking a rock loose. A loose rock bounces down the slope knocking other debris loose. Make a ranged attack (Atk +5, 1d6 damage) against any creature in a 60 foot cone directly downhill from the character. Additionally, each loose rock has a cumulative 3% chance to cause a rockslide.

## SHIFTING DUNES

Sand dunes function as hills comprised entirely of sand. Under strong wind conditions sand dunes can change and move with surprising speed. Sometimes this produces dunes that are unstable and tricky to move across. These are known as shifting dunes. When a creature ends its movement in the area of a shifting dune, it immediately moves 5 feet directly downhill as the sand shifts and slides beneath its feet. A creature in shifting dunes that does not move on its turn must make a DC 12 Acrobatics check to maintain its balance at the end of its turn. Failing this check causes the creature disturb the sand and slide directly downhill 5 feet. When a creature slides down a shifting dune in this manner it provokes attacks of opportunity if it leaves a threatened square.

## STONEBRIAR

When patches of brambles, briars, or other thorny

plants undergo petrification and are later uncovered by erosion, they form an unusual feature known as a stonebriar. Stonebriars occur in as many shapes and sizes as their original patterns of growth, such as hedgerows, bushes and thickets. Their unyielding vines and branches covered in hardened thorns make them more difficult and dangerous to move through than normal briar patches.

Creatures can force or carefully thread their way through a stonebriar by making a Strength or Dexterity check as a move action. For every 5 points by which the check exceeds 10, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Creatures that force their way through with a Strength check in this manner take 1d6 points of piercing damage for every 5 feet of movement, while creatures that thread their way through with a Dexterity check take no damage. Creatures with the ability to pass through overgrown areas unhindered can pass through a stonebriar at normal speed without taking damage.

A creature forced into a stonebriar takes 1d6 points of piercing damage. Casting a spell with a somatic component while in a stonebriar requires a concentration check with a DC equal to 15 + the level of the spell being cast.

A stonebriar can be breached by slow work with bludgeoning weapons. Bashing away at the stonebriar creates a safe passage 1 foot deep for every 1 minute of work.

Stonebriars are not considered to be plants or vegetation for the purposes of spells that affect plants such as *plant growth* or *entangle*.

## THICKET

A thicket is a mass of spiky, thorny bushes or other prickly plants. A space covered by a thicket counts as undergrowth which means it costs 2 squares of movement to enter, provides concealment and increases the DC of Acrobatics and Stealth checks by 2. It also deals 1d4 points of damage per square to any creature moving through it. Light armor will reduce this damage by 1 and medium or heavy armor will reduce the damage by 2.

## THICKET, DENSE

The plants in a dense thicket are just more tightly packed than a normal thicket, but that makes it nearly impassable. A space covered by a dense thicket counts as heavy undergrowth which means it costs 4 squares of movement to enter, provides concealment with a 30% miss chance and increases the DC of Acrobatics by 5, but is easy to hide in and grants a +5 circumstance bonus on Stealth checks.



this damage by 1 and medium or heavy armor will reduce the damage by 2.

[illegible]

## ALCHEMICAL ITEMS

### CALMING POLLEN

**Price** 25 gp; **Weight** 1 lb.

This yellow hued dust will cause plant creatures to become dormant, as if they were unconscious for 1d4+2 rounds. A DC 13 Fortitude save negates the effect. Damaging the creature while it is dormant will end the effect. The dust can be thrown as a ranged touch attack with a 10 ft. range increment. Crafting this item is a DC 25 Craft (alchemy) check.

### CLEARWATER DROPS

**Price** 50 gp; **Weight** —

A single vial of clearwater drops contains ten drops that each will purify up to one gallon of water. The process takes ten minutes as the drops bind any impurities or toxins into a stone-like pellet which sinks when the water is safe to drink. Clearwater drops will even purify salt or seawater. Water cleaned with clearwater drops has a sharp, metallic taste. Crafting this item is a DC 20 Craft (alchemy) check.

### SALT BOMB

**Price** 30gp; **Weight** 2 lbs.

This fist sized ball of rock salt contains a short fuse. Lighting the fuse is a move action. The salt bomb can be thrown like a splash weapon with a 10 foot range increment and explodes 1 round later on the beginning of the user's turn. The salt bomb explodes and does 1d4 points of bludgeoning damage in a 10 foot radius. A DC 15 Reflex save halves the damage. In addition, creatures in the blast radius are covered in salt. Creatures that are susceptible to salt, such as slugs, leeches and some oozes, take 1d6 salt damage for the next 3 rounds.

### TOUGH-HUSK OIL

**Price** 40 gp; **Weight** —

When applied to a plant creature this oil causes its skin to thicken and grow tougher. This grants the plant DR 2/slashing for ten minutes. It takes a full round to apply the oil to the plant creature. If it has an Intelligence score of 3 or higher it can apply the oil itself as a standard action. Crafting this item is a DC 25 Craft (alchemy) check.

### VITA-GROW

**Price** 100gp; **Weight** —

When this liquid fertilizer is applied to a plant creature it begins to grow and repair itself more quickly. This grants the plant creature fast healing 2 for ten minutes. It takes a full round to apply the oil to the plant creature. If it has an Intelligence score of 3 or higher it can apply

the oil itself as a standard action. Crafting this item is a DC 25 Craft (alchemy) check.

## HERBAL REMEDIES

Herbal remedies are mundane items that can be harvested from normal plants. A Knowledge (nature) or Survival check of the listed DC is required to find and harvest the items.

### ALOE

**Harvest** DC 15; **Price** 10 gp; **Weight** 1 lb.

The clear slime in this plant's prickly leaves soothe painful burns. When applied within 1 round of suffering fire damage, one dose of this balm restores 1 hp of damage to the injured character. Applying a dose of aloe balm is a standard action that provokes an attack of opportunity (similar to applying an oil). A new jar of aloe balm contains 5 doses.

### CALENDULA

**Harvest** DC 12; **Price** 3 gp; **Weight** —

These bright orange and yellow flowers can be eaten fresh or steeped in a tea, and have a faint floral flavor. A character that consumes calendula daily for at least 1 week gains a +1 alchemical bonus to the first Constitution check that he attempts in the next 24 hours to stabilize after falling unconscious. Afterward, he must eat calendula daily for a week before he can gain the benefits again.

### DANDELION

**Harvest** DC 10; **Price** 1 gp; **Weight** —

The roots and greens of this vibrant yellow flower are bitter but edible, helping cleanse the consumer's system. A character that has eaten the herb every day for at least 1 week who contracts a disease adds 1 day to the frequency before having to make her second save vs. the disease. Afterward, the disease's frequency returns to normal, and the character must eat dandelions daily for a week before he can gain the benefits again.

### DRAGONWORT PEPPERS

**Harvest** DC 16; **Price** 5 gp; **Weight** —

These bright red, finger-length peppers are extremely spicy; a character who eats one must succeed at a DC 12 Fortitude save or be sickened for 10 minutes. Regardless of whether she succeeds at the save or not, during those 10 minutes, the character gains a +1 alchemical bonus to the first save she attempts vs. a cold effect.



### GINSENG

**Harvest** DC 16; **Price** 25 gp; **Weight** —

Slightly bitter with an underlying earthy sweetness, ginseng root can be eaten fresh, dried or steeped in a tea to boost memory. Any character who consumes ginseng gains a +2 alchemical bonus for 24 hours vs. any effect that would remove or modify her memory. In addition, a spellcaster who prepares spells who eats ginseng may make a concentration check (DC 25 + double spell level) to retain the first spell of first to third level he casts that day as if it hadn't been cast; he may gain this particular benefit only once per day.

### GRASPBERRIES

**Harvest** DC 14; **Price** 10 gp; **Weight** —

These white berries, which grow on purplish vines, taste sour and have a chalky texture when eaten raw. For 10 minutes after they are eaten, the berries absorb poison in a character's system. A character adds time equal to the poison's frequency to its onset time. If a character is suffering from multiple poisons, determine randomly which is affected by the raspberries. If the poison's frequency is greater than 10 minutes, raspberries have no effect.

### LAVENDER

**Harvest** DC 12; **Price** 3 gp; **Weight** —

These light purple flowers have a sweet, floral flavor, making them popular in desserts. For one hour after eating them, a character gain a +1 alchemical bonus on the first saving throw she attempts to resist an effect with the emotion descriptor.

### PEPPERMINT

**Harvest** DC 12; **Price** 3 gp; **Weight** —

These strong-smelling green leaves help settle the stomach. For one hour after eating peppermint, a character gets a +1 alchemical bonus on the first saving throw she attempts to resist an effect that would make her sickened.

## NATURAL ITEMS

Natural Items are rare and unusual objects that have been harvested from plants, animals, magical beasts or other monsters. Typical natural items are portions of a plant's or creature's anatomy that give the creature its unusual powers or abilities, such as the glowing glands of a fire beetle.

### HARVESTING NATURAL ITEMS

Harvesting a natural item from a creature requires a Knowledge skill check. The skill used is the same

Knowledge skill that is required to identify a creature and its abilities, such as Knowledge (nature) for plants and animals or Knowledge (arcana) for magical beasts. The DC to successfully harvest a natural item is 10 + the CR of the creature.

### USING NATURAL ITEMS

Unless otherwise specified, using a natural item is a standard action that provokes an attack of opportunity in combat.

### ALCHEMICAL PRESERVATION

Many natural items are perishable and will quickly decay and become useless after a short period of time unless they are somehow preserved. Luckily, industrious alchemists have developed a process for preserving such items. Alchemically preserving a natural item costs 10 gp in reagents and requires a DC 20 Craft (alchemy) check. Alchemically preserved items will last indefinitely.

### NATURAL ITEM DESCRIPTIONS

Each specific natural item has a description with the following elements.

**Source and Harvest** The creature from which the item can be harvested and the skill and DC required.

**Yield** The number of items or doses that can be harvested from each source creature.

**Price and Weight** The price and weight of the item.

**Description** This is the description of the items unusual properties.

### NATURAL ITEMS

#### ACCUSER DEVIL EYE

**Source** Accuser Devil; **Harvest** Knowledge (planes) DC 13

**Yield** 2 eyes; **Price** 50 gp; **Weight** —

This fiend's preserved eye can absorb visual information. Once activated with a drop of blood, the accuser devil eye remembers everything it "sees" for 24 hours, or until held and activated again to end the effect early. After this, the eye can be activated as a standard action to mentally show whoever holds it everything the eye has witnessed after its first activation. This takes 1 round for every hour the eye remembers.

#### ACHAIERAI OIL

**Source** Achaierai; **Harvest** Knowledge (planes) DC 15

**Yield** 1 pint; **Price** 300 gp; **Weight** 1 lb.

Extracting oil from the plumage of an achaierai is an unpleasant and painstaking process. Feathers plucked nearest to the beak yield the most effective and potent oil. Exposing a pint of achaierai oil to flame quickly

consumes the liquid in a dense cloud of noxious black smoke that immediately fills a 10-foot-radius area. All vision is blocked by the smoke, and creatures who breathe the vapors must succeed on a DC 15 Fortitude save or become nauseated for 1 round. This is a poison effect.

## ADHERER TENDRILS

**Source** Adherer; **Harvest** Knowledge (planes) DC 13

**Yield** 10 tendrils; **Price** 10 gp; **Weight** —

The tendrils of the Adherer retain their adhesive quality after death, though they decay rapidly once removed, so even though an Adherer is covered in thousands of tendrils, only a few survive the harvesting process. When 10 tendrils are mixed with the other ingredients in a *sovereign glue* it lowers the requirements required for the glue to be created, allowing the creator to make twice as much *sovereign glue* for the same cost (not including the price of the Adherer Tendrils).

## AMOEBA PROTOPLASM, GIANT

**Source** Giant Amoeba; **Harvest** Knowledge (dungeoneering) DC 11

**Yield** 1d4 doses; **Price** 10 gp; **Weight** 0.10 lb.

Giant Amoebas are creatures that have not evolved like normal cells would, and this resistance to change, beyond their gigantic size, is inherent in their bodily fluid. These fluid can be harvested, if the body is processed, squeezed and distilled into its most basic components. When one of these doses is drunk, the drinker gains a +1 to resistance bonus to their next save within 24 hours.

## ANDROSPHINX VOICE BOX

**Source** Androsphinx; **Harvest** Knowledge (arcana) DC 19

**Yield** 1 voice box; **Price** 100 gp; **Weight** 0.5 lbs

The roar of the Androsphinx is terrifyingly loud, often carrying for miles. The voice box resonates with acoustic power and the resonances can be channeled by a knowledgeable user. When used as a material component of any spell, effect or abilities that relies on sound, the voice box amplifies the effect doubling the effective range. Each voice box can only be used once before becoming useless.

## ANKHEG SALIVA

**Source** Ankheg; **Harvest** Knowledge (arcana) DC 13

**Yield** 1 flask; **Price** 30gp; **Weight** 1 lb.

Ankheg Saliva is a potent acid. If placed in a flask it can be used as a splash weapon which functions like a normal acid flask except that a direct hit deals 4d4

points of acid damage and every creature within 5 feet takes 2 points of acid damage from the splash.

## ASSASSIN VINE BITTERBERRIES

**Source** Assassin Vine; **Harvest** Knowledge (nature) DC 13

**Yield** 5 bunches; **Price** 50 gp; **Weight** 1/4 lbs.

The berries of an assassin vine resemble blackberries and have a hearty, bitter flavor. Eating a bunch of bitterberries while suffering from an ingested poison causes the consumer to violently vomit and grants them an immediate saving throw to attempt to cure the poison. Failing this save does not cause the consumer to suffer the effects of the poison nor does it reset the number of consecutive saves required to cure the poison. There is a 1% chance that any bunch of assassin vine berries harvested is actually sweet instead of bitter. These sweetberries are delicious and nourishing enough to feed one Medium size creature for 1 day.



## ARANEA BRAIN

**Source** Aranea; **Harvest** Knowledge (arcana) DC 14

**Yield** 1 brain; **Price** 120 gp; **Weight** 5 lbs

Aranea brains have the unusual ability to use magic as inherently as other creatures breathe. Consuming an aranea brain allows a creature to gain one spell (rolled randomly) the aranea was capable of casting as an spell-like ability usable once per day, this ability fades after 24 hours.

## AXE BEAK ADRENAL GLAND

**Source** Axe Beak; **Harvest** Knowledge (nature) DC 12

**Yield** 1 gland; **Price** 300 gp; **Weight** 0.5 lb.

The adrenal glands of the axe beak are powerful stimulants, when applied to open wounds. If applied to the wounds of a creature (one which has taken hit point damage), resting will double the amount of hit points gained per day. Furthermore for the next hour, the user will gain a +1 bonus to attack rolls and a +1 dodge bonus to AC and Reflex.

## BASIDIROND TEA

**Source** Basidirond; **Harvest** Knowledge (nature) DC 15

**Yield** 1 dose; **Price** 40 gp; **Weight** 1 lb.

This infusion of water and powdered basidirond spores can be used as a medicine for treating any disease that



deals Constitution damage or drain. Drinking basidiron tea grants a +4 circumstance bonus on the next saving throw a made to resist the effects of the disease.

## BASILISK BLOOD

**Source** Basilisk; **Harvest** Knowledge (arcana) DC 15  
**Yield** 1 dose; **Price** 250 gp; **Weight** 1/2 lbs.

This flask of dark red liquid is the preserved and concentrated blood of a basilisk. Like fresh basilisk blood, this concentrated liquid can restore a single creature petrified by a basilisk from stone back to flesh. In addition, when imbibed the concentrated blood will provide a +2 alchemical bonus on saves against paralysis or petrification for one hour.

## BEE SALIVA, GIANT

**Source** Giant Bee; **Harvest** Knowledge (nature)  
**Yield** 5 doses; **Price** 30 gp; **Weight** 0.5 lbs

Giant bee saliva is highly prized by alchemists for its ability to assimilate pollens from a wide range of different plants, and plant monsters. With a single dose of giant bee saliva, an alchemist can craft the various poisonous spores and pollens endemic to many of these creatures into delicious treats. Crafting these treats requires a Craft (alchemy) check with a DC equal to the spore or pollen's save DC and results in a honey which can be used as an ingestible, delicious drug. One dose of the resulting drug provides nourishment for one day and has the following characteristics: *type* ingested; *addiction* minor, Fortitude DC equal to spore or pollen used; *effect* 1 hour, +2 morale bonus on saving throws; *damage* equal to the effect of spore or pollen used.

## BEHIR HORN POWDER

**Source** Behir; **Harvest** Knowledge (arcana) DC 18  
**Yield** 5 doses + 1 dose for every 5 that the harvest skill check exceeds the DC; **Price** 50 gp; **Weight** – lbs.

The most effective powder can be harvested from the tip of the behir horn, while skilled harvesters can coax additional powder from other portions of the horn. Alchemists or other classes with the bomb class feature can add a single dose of behir horn powder to the components of their bomb as a free action to grant an additional +2d6 points of electricity damage to that bomb. Multiple doses of behir horn powder do not stack.

## BLACK PUDDING ACID

**Source** Black Pudding; **Harvest** Knowledge (dungeoneering) DC 17

**Yield** 2 flasks; **Price** 40 gp; **Weight** 1 lb.

Acid harvested from a black pudding is especially potent. Black pudding acid may be used as a splash

weapon that deals 2d6 points of acid damage on a direct hit. On a direct hit the target's clothing and armor take the same amount of acid damage. A DC 16 Reflex save prevents the damage to clothing and armor. Every creature within 5 feet of the point where the acid hits takes 2 points of acid damage from the splash. Black pudding acid does not dissolve stone.

## BLINDHEIM EYE

**Source** Blindheim; **Harvest** Knowledge (arcana) DC 12  
**Yield** 2 eyes; **Price** 50 gp; **Weight** –

A freshly plucked blindheim eye can be a useful adventuring tool when combined with magic. A blindheim eye with a *light* spell cast upon it can be thrown as a ranged attack with a range increment of 20 feet. Upon striking a surface the eye is destroyed in a blinding flash. Each creature in a 5-foot-radius burst must succeed on a DC 12 Fortitude save or be blinded for 1d4 rounds. Blindheim eyes must be alchemically preserved or they lose their potency after 1 week.

## BLINK DOG FUR

**Source** Blink Dog; **Harvest** Knowledge (arcana) DC 12  
**Yield** 2d6 tufts; **Price** 250 gp; **Weight** –

Having a tuft of blink dog fur on your person will prevent you from being unwillingly pulled into the ethereal plane, as the tuft of fur is taken in your place and destroyed in the process.

## BLOOD ROOT VITAE

**Source** Blood Root; **Harvest** Knowledge (nature) DC 17  
**Yield** 1d4 vials plus 1 vial for every 10 that the harvest skill check exceeds the DC; **Price** 500 gp; **Weight** –

This bloody sap can only be extracted from the heart of a blood root. Drinking a vial of blood root vitae provides the benefits of a *lesser restoration* as well as healing 1d8 points of damage.

## BOGGARD TONGUE BUNGEE

**Source** Boggard; **Harvest** Knowledge (nature) DC 12  
**Yield** 1 bungee; **Price** 25 gp; **Weight** ½ lb.

When treated properly, the stong, elastic tongue of a boggard can be made into a bungee. Usually fitted with a hook on each end these cords are normally used to secure cargo on a wagon or pack animal. However enterprising adventurers can find numerous uses for such a useful item. The foot-long cords can stretch up to 10 feet and support 50 lbs.

## BRAIN OOZE GREY MATTER

**Source** Brain Ooze; **Harvest** Knowledge (dungeoneering) DC 17

**Yield** 1 cup; **Price** 200 gp; **Weight** 1 lb.

Grey matter coming from the Brain Ooze grants a measure of the Ooze's prescience. When imbibed as part of a hot drink, the drinker must succeed at a DC 17 Fortitude save or become nauseated for the next 5 minutes. For the next 10 minutes the imbiber cannot be surprised and is not flat-footed before they act in combat.

## BULETTE MUSK POD

**Source** Bulette; **Harvest** Knowledge (arcana) DC 17  
**Yield** 1 pod; **Price** 400 gp; **Weight** 2 lbs.

Bulettes, commonly known as land sharks, possess a unique scent used to mark the boundaries of their territory; normally astringent-smelling, this musk becomes extremely pleasant smelling during the mating season. Musk pods extracted at the height of their pungency must be quickly preserved lest the odor degrade before it can be brought to market; this odor grants a +5 circumstance bonus on diplomacy checks to influence creatures which are sexually attracted to them for 1 hour. Such musk pods are also in high demand among perfumers, who can produce a very expensive tincture from the smells within the pods with a successful DC 25 Craft (alchemy) check; these tinctures double the circumstance bonus on diplomacy checks (to +10) against creatures sexually attracted to them for 4 hours.

## BUNYIP SHRIEK BALL

**Source** Bunyip; **Harvest** Knowledge (arcana) DC 13  
**Yield** 1 shriek ball; **Price** 50 gp; **Weight** 1 lb.

This fist-sized ball made from bunyip leather has a small slit lined with the creature's vocal cords. As a standard action, the holder can squeeze the ball to produce a loud sound that imitates a bunyip's roar. All other creatures that can hear the sound must succeed at a DC 13 Will save or become panicked for 2d4 rounds.

## CATCHWEED THORNS

**Source** Catchweed; **Harvest** Knowledge (nature) DC 20  
**Yield** 5 thorns + 5 thorns for every 5 that the harvest skill check exceeds the DC; **Price** 1 gp; **Weight** —  
Catchweed Thorns are hollow and wickedly barbed. Arrows (DC 17 Craft), crossbow bolts (DC 20 Craft) or darts (DC 17 Craft) that are crafted with catchweed thorns as the tips cause 1 bleed damage when they strike the target.

## CATOBLEPAS MUSK GLAND

**Source** Catoblepas; **Harvest** Knowledge (arcana) DC 22  
**Yield** 2 glands; **Price** 1,000 gp; **Weight** 15 lbs  
Raw catoblepas musk is powerful enough to sicken most creatures, but with the proper alchemical

dilutions it makes for a powerful vermin repellent, and a single gland can provide 200 applications of this useful alchemical substance. Vermin repellent created from a catoblepas musk gland acts as normal vermin repellent except it has a duration of 12 hours.

Particularly brave, or foolish adventurers may alternatively use a musk gland as a splash weapon with a 20-ft. range increment; when used in this manner a gland explodes in a 30-ft. radius cloud of poison gas, affecting creatures caught within the area every round as the catoblepas' stench ability (DC 23 Fortitude save, sickened for 10 rounds), lasting for 10 minutes or until dissipated by a moderate (1 minute), strong (5 rounds), or severe (1 round) wind.

## CAVE FISHER ROPE

**Source** Cave Fisher; **Harvest** Knowledge (nature) DC 12  
**Yield** 1 50 foot rope; **Price** 25 gp; **Weight** 5 lbs.

Treating the sticky filaments of a cave fisher with strong alcohol dissolves the adhesive leaving behind an incredibly strong silk line. The cave fisher rope has 5 hit points, DR 15/slashing and can be burst with a DC 28 strength check.

## CHARDA BILE

**Source** Charda; **Harvest** Knowledge (nature) DC 17  
**Yield** 1 pack + 1 extra pack for every 5 the harvest skill check exceeds the DC; **Price** 200 gp; **Weight** 1 lb.

Charda bile is freezing cold, and cannot be warmed by any natural means. It provides an excellent cold pack, and, when held against the flesh or in a close pocket, provides a +5 circumstance bonus on Fortitude saves against exposure to hot weather. If submerged, charda bile slowly freezes fresh water at a rate of 1 foot an hour for up to 10 feet across. Charda bile retains its potency for 30 days after being harvested.

## CHIMERA MANYMIND

**Source** Chimera; **Harvest** Knowledge (nature) DC 17  
**Yield** 1 dose; **Price** 100 gp; **Weight** 1/2 lb.

From each of the chimera's three brains extends a long brainstem, which wraps its way down each spine to a nervous center at the top of its ribs. This small blot of grey matter guides the heads, and makes blanket decisions regarding survival and tactics. When removed, prepared, and applied behind the ears, the resulting mush emits weak neurological signals and acts as a magnet for some effects. For one hour after application, mind-affecting spells and effects targeting the user have a 20% chance to fail. However, applying the substance wreaks havoc with normal brain waves, and each application inflicts 2 Intelligence damage.



### CHOKER TENTACLE

**Source** Choker; **Harvest** Knowledge (dungeoneering) DC 12

**Yield** 2 tentacles; **Price** 600 gp; **Weight** 2 lbs

Choker tentacles are extremely supple and should be alchemically preserved immediately upon removal. Choker tentacles are valued by fine whip makers, who use these items to grant their weapons the grapple quality. When a creature is grappled using one of these weapons, the tentacle instinctively seizes the victim by its throat; this prevents the grappled creature from speaking or casting spells with verbal components.

### CHUPACABRA TONGUE

**Source** Chupacabra; **Harvest** Knowledge (arcana) DC 13

**Yield** 1 tongue; **Price** 75 gp; **Weight** 1 lb.

When properly extracted, dried, and steeped in a jar of animal blood, a chupacabra tongue can be consumed to invigorate the body. As a standard action, you can eat a chupacabra tongue to gain a 30 foot enhancement bonus to the speed of all movement modes that you possess (base, climb, swim, etc.), up to a maximum of double the base speed for 10 rounds.

### CHUUL SLIME

**Source** Chuul; **Harvest** Knowledge (dungeoneering) DC 17

**Yield** 2 doses; **Price** 15 gp; **Weight** 1 lb.

The paralytic slime collected from a Chuul's tentacles can be used as a numbing agent. Applying the slime to a creature's skin makes them feel pain less acutely. This grants the user a +2 circumstance bonus on saves against pain effects for 10 minutes.

### CINDERHEART

**Source** Cinder-Heart Treant; **Harvest** Knowledge (nature) DC 20

**Yield** 1 heart; **Price** 1,200 gp; **Weight** 2 lbs.

The heartwood of a cinder-heart treant will remain glowing hot for up to a week after the creature's destruction. Touching the cinderheart directly causes 1d6 points of fire damage per round. While it remains hot, the cinderheart provides heat and light as a large campfire and acts as a source of fire for any spell that requires one, such as *pyrotechnics*, but is not extinguished by such spells. A glowing cinderheart can be used as a material focus for any spell with the fire descriptor and treats the fire resistance of any creature affected by that spell as 5 lower.

### COCKATRICE TONGUE

**Source** Cockatrice; **Harvest** Knowledge (arcana) DC 13  
**Yield** 1 tongue; **Price** 40 gp; **Weight** 1 lbs.

Cockatrice tongue braised in garlic is considered a delicacy in some cultures. However, the cooking process destroys the unique properties of the meat. Eating a cockatrice tongue raw grants the consumer a +4 circumstance bonus on saves against petrification and paralysis effects for 1 hour.

### CRIOSPHINX HORN POWDER

**Source** Criosphinx; **Harvest** Knowledge (arcana) DC 17  
**Yield** 2 horns; **Price** 100 gp; **Weight** 0.25 lb.

The lust of the criosphinx for the gynosphinx females is the stuff of legends. Their horns have therefore become linked with stories of fertility and virility, and not without cause. When the tip of the criosphinx horns is powdered and dissolved into a liquid and ingested, it gives the imbibor a +2 circumstance bonus to all Charisma-based checks related to the opposite gender, for the next 24 hours.

### COUATL HEADDRESS

**Source** Couatl; **Harvest** Knowledge (planes) DC 20  
**Yield** 1 headdress; **Price** 10,000 gp; **Weight** 2 lbs.

Couatls are known for their wisdom, and part of the secret of their memory is in their feathers. A creature wearing a prismatic couatl feather headdress can benefit from eidetic memory. Upon learning new information or having a new experience, the wearer can commit the memory to the headdress, thereafter it can be recalled by the wearer perfectly. Spellcasters can also use the headdress as a spellbook without any writing materials costs. Anyone who wears the headdress can access any of the memories stored within.

### CYCLOPS EYE, GREAT

**Source** Cyclops, Great; **Harvest** Knowledge (nature) DC 22

**Yield** 1 eye; **Price** 1,000 gp; **Weight** 0.5 lbs.

The eye of a Great Cyclops still contains some of the miraculous oracular powers of that gigantic race. This 10 inch wide eye is useful in divination spells, where it can serve as an extra focus granting a +1 to the effective caster level of the user, which does not consume the eye. It can also serve as the focus of any divination spell such as scrying or divination instead of the materials listed in those spells, again without being consumed. Finally, the eye itself can serve as the main component of a crystal ball, where it lowers the cost by 5,000 gp. (This does not include the 1,000 gp price of the eye).

### CYCLOPS EYE SOUP

**Source** Cyclops; **Harvest** Knowledge (local) DC 15

**Yield** 1 serving; **Price** 100 gp; **Weight** 1 lb.

A cyclops eye that is properly harvested can be prepared into a gritty broth that tastes like dirt, but grants the consumer a vision of how to seize glory that may come to be. If the consumer threatens a critical hit in the next 8 hours after eating the soup, it is automatically confirmed and the soup's magic for that consumer is ended. A skilled chef can stretch the cyclops eye to prepare multiple servings, creating 2 if they succeed a DC 15 Profession (Cook) skill check, with an additional serving for every 5 by which they exceed the DC. The cyclops eye must be prepared into a soup and consumed within a day of the death of the cyclops.

### DARKMANTLE EGGS

**Source** Darkmantle; **Harvest** Knowledge (arcana) DC 11

**Yield** 2d4 eggs; **Price** 50 gp; **Weight** – lbs.

Eggs can only be harvested from female darkmantles and there is a 50% chance any darkmantle is female. Eating a darkmantle egg gives the consumer darkvision with 60 foot range for 30 minutes.

### DEATH WORM BILE

**Source** Death Worm; **Harvest** Knowledge (Arcana) DC 16

**Yield** 1 bladder; **Price** 200 gp; **Weight** 1 lb

Death worm bile is extremely corrosive, and magically charged; death worm gall bladders must be preserved immediately upon harvesting with a DC 20 Craft (alchemy) check to prevent detonation with the surrounding air. These bladders make for excellent weapons when hurled, and explode in a 10-ft radius burst which deals 2d6 acid, and 2d6 electricity damage; a DC 17 Reflex save halves this damage.

### DECAPUS TENTACLE

**Source** Decapus; **Harvest** Knowledge (dungeoneering) DC 14

**Yield** 1 tentacle; **Price** 5 gp; **Weight** 2 lbs.

The crimson tips of decapus tentacles contain a remnant of illusion magic. Anytime a decapus tentacle is used in place of an octopus or squid tentacle as a material component for the *black tentacles* spell, the appearance of the resulting tentacles can be slightly altered. The general size and shape of the tentacles cannot be changed, but they could appear as green serpents or even elephant trunks, for example. While this has no mechanical effect on the spell, certain creatures may be more or less inclined to enter the area of the spell depending on how the tentacles manifest.

### DESTRACHAN HARMONIC FLASK

**Source** Destrachan; **Harvest** Knowledge (dungeoneering) DC 18

**Yield** 1 flask + 1 extra detector for every 5 the harvest skill check exceeds the DC; **Price** 120 gp; **Weight** 1 lb.

The vocal chords of a destrachan can be preserved in formaldehyde to prevent their screeching. If the container is broken, however the chords emit one final cry before shrivelling entirely. Treat a harmonic flask as a splash weapon with a 30 foot range increment that deals 4d6 points of sonic damage and 4 points of splash damage. The splash damage can be reduced to half with a DC 14 Reflex save.

### DIRE CORBY FEMUR

**Source** Dire Corby; **Harvest** Knowledge (local) DC 11

**Yield** 2 femurs; **Price** 50 gp; **Weight** 0.5 lbs.

The femur bones of the dire corbies carry the legacy of the species hatred for all things and their prophecies of doom. When a bard plays a musical instrument, typically a flute, made from the femurs of dire corbies, they add +1 to the DC for saving throws against their Distraction, Fascinate and Dirge of Doom abilities.

### DISENCHANTER TRUNK

**Source** Disenchanter; **Harvest** Knowledge (arcana) DC 13

**Yield** 1 trunk; **Price** 500 gp; **Weight** 25 lbs.

In life the trunk of the disenchanter was the catalyst for the magic-eating properties of this strange beast. In death, the trunk slowly released the magic that the creature consumed. If a magical charged item (such as a wand) is placed next to a disenchanter trunk for 8 hours, the item has a 50% chance of getting back a charge. Only one item can be charged in this manner at a time, and the trunk cannot recharge items that have been completely drained.

### DRAGONFLY WING

**Source** Giant Dragonfly; **Harvest** Knowledge (nature) DC 14

**Yield** 4 wings; **Price** 25 gp; **Weight** 1/2 lb.

Giant dragonflies are proof that big doesn't mean clumsy in flight. If a dragonfly wing is used as an additional component in a spell or spell-like ability that grants a fly speed, the maneuverability of that flight speed is improved by one category: clumsy to poor; poor to average; average to good, good to perfect, for 1 hour (or the duration of the magic granting the fly speed, whichever is shorter). If the creature's maneuverability is already perfect, it gains no benefit from magic augmented by a dragonfly wing. If the magic grants more than one creature a fly speed,



additional wings may be used in the casting to improve the maneuverability of an additional creature per wing.

## DREAM WEED SNUFF

**Source** Dream Weed; **Harvest** Knowledge (nature) DC 20

**Yield** 6 doses; **Price** 400 gp; **Weight** —

This pink-tinged fluff collected from the seed pod of a dream weed is typically kept in a small box and remains potent forever as long as it remains dry. For 1 hour after inhaling dream weed snuff, any time the user is in a psychic duel he gains 1 MP that may be used to create a thought-form creature.

## FIRE BEETLE GLAND

**Source** Fire Beetle; **Harvest** Knowledge (nature) DC 11

**Yield** 2 glands; **Price** 25 gp; **Weight** 1 lbs.

A glowing gland from a fire beetle can provide light in a 10 foot radius. The gland has been alchemically preserved and will continue to provide light for 30 days.

## FORLARREN HORN POWDER

**Source** Forlarren; **Harvest** Knowledge (nature) DC 12

**Yield** 2 horns; **Price** 100 gp; **Weight** 2 lbs.

You can apply this fine, gray powder to a willing creature as a standard action. That creature gains DR 5 / cold iron for 1 hour, but the forlarren's corrupted influence also causes that creature to take a -2 penalty on saving throws against spells and effects with the emotion descriptor.

## FLY EYES

**Source** Giant Fly; **Harvest** Knowledge (nature) DC 11

**Yield** 1 pair of goggles; **Price** 200 gp; **Weight** 1 lb.

The gigantic compound eyes of a fly can be crafted into bizarre goggles (which take up the eye slot). While wearing them, the user is sickened and suffers an additional -2 penalty to attack rolls. However, patterns emerge in the fractured image, making complex visuals more easy to read. The wearer ignores the miss chance from *blur*, *displacement*, and *mirror image*, and other miss chance effects which may be overcome by true seeing, except invisibility.

## FROGHEMOTH EYE

**Source** Froghemoth; **Harvest** Knowledge (dungeoneering) DC 23

**Yield** 3 eyes; **Price** 1,000 gp; **Weight** 1 lb.

Once per day a froghemoth eye can be empowered to grant the holder all around vision for 10 minutes.

Empowering the eye takes a standard action and expends a 1st level spell slot or 1 use of a 1st level spell-like ability. The eye must be held in the user's hand in order to gain this benefit.

## GAR SCALES, GIANT

**Source** Gar, Giant; **Harvest** Knowledge (nature) DC 16

**Yield** 10 scales; **Price** 10 gp; **Weight** 1 lb.

Giant gars are well armored in touch scales, and these scales can be used for armoring humanoids as well. 10 scales is required to make a leather armor for a medium sized humanoid (and 5 for a small character, the scales are too big for smaller characters than that). A leather armor made with Giant Gar scales counts as masterwork and grants a +2 circumstance bonus to Swim checks.

## GELATINOUS SLIME BLADDER

**Source** Gelatinous Cube; **Harvest** Knowledge (dungeoneering) DC 13 or DC 18

**Yield** 1 dose; **Price** 100 gp; **Weight** 1 lb.

Extracting the anesthetizing slime from a gelatinous cube is a relatively simple matter (DC 13) but preserving a patch of the cube's delicate membrane and fashioning a bladder to contain the slime is a bit trickier (DC 18). The slime in a bladder can be used as a splash weapon (1d6 acid damage, 10 ft. range increment, DC 18 Fortitude save or be paralyzed for 1d4 rounds) but without the bladder it must be stored in a stone or metal container and cannot be used as a splash weapon.

## GHOST ALE

**Source** Ghost Spore Swarm; **Harvest** Knowledge (nature) DC 21

**Yield** 4 doses; **Price** 2,000 gp; **Weight** —

Powder derived from a dead ghost spore swarm wavers in and out of tangibility, so it must be placed in an alchemically-derived solution to force it to retain its effectiveness. The amber coloration of the solution gives ghost ale its name. A character imbibing a dose of ghost ale becomes incorporeal for 1 minute. The imbiber gains a deflection bonus to AC equal to her Charisma modifier (minimum 0) and must succeed at a DC 21 Will save to retain weapons and armor without the ghost touch ability. Such magic weapons deal half damage to corporeal creatures, while armor only provides protection against incorporeal creatures.



### GIANT GECKO GLUE

**Source** Giant Gecko; **Harvest** Knowledge (nature) DC 11

**Yield** 1d4 vials; **Price** 10 gp; **Weight** 0.25 lbs.

Giant Gecko Lizards have sticky feet and are able to climb even sheer walls. The glands at the bottom of their feet produce an adhesive substance that allows the to do this. These glands can be drained and the substance used to enable climbers to go over even the most difficult walls. Anyone putting a vial of the glue over their hands and feet gain a +4 circumstance modifier to Climb checks and ignore the -5 penalty when attempting to move at half speed. The strength of the glue only lasts 1 minute after application and after 1 minute the effects wears off.

### GIANT SLUG TONGUE

**Source** Giant Slug; **Harvest** Knowledge (nature) DC 18

**Yield** 1 tongue; **Price** 350 gp; **Weight** 15 lbs.

The long rasp-like tongue of a giant slug can be harvested and alchemically treated and hardened in order to fashion a *masterwork longspear*. A giant slug tongue longspear has the fragile quality and the rasp-like barbs make it a particularly vicious weapon, giving it a critical range of 19-20/x3.

### GIBBERING MOUTHER SPITTLE

**Source** Gibbering Mouter; **Harvest** Knowledge (dungeoneering) DC 15

**Yield** 1 dose; **Price** 50 gp; **Weight** 1 lb.

The spittle from a gibbering mouter can be harvested and dried into a powder. The powder can be used to make a ranged touch attack (10 ft. range increment) on a single target. The target is blinded for 1d4 rounds. A DC 18 Fortitude negates the blindness.

### GIRALLON GUNK

**Source** Girallon; **Harvest** Knowledge (arcana) DC 16

**Yield** 1 dose; **Price** 200 gp; **Weight** – lbs.

The girallon requires high levels of coordination and finesse to accurately manage all four of its arms. The secret is a special chemical found in its spinal column. When ingested, girallon gunk bestows an improved spatial and body awareness. For 10 minutes after consumption, the user gains a +1 competence bonus on attacks made with his off hand. However, ingesting bestial matter has its drawbacks. During this time the user suffers a –2 penalty to Will saves.

### GLACIER TOAD HIDE

**Source** Glacier Toad; **Harvest** Knowledge (arcana) DC 16

**Yield** 1 hide; **Price** 100 gp; **Weight** 10 lbs.

Those who live in warmer climates rejoice when adventurers return from the north with glacier toad hides. A glacier toad's hide retains a remnant of its bitter cold aura for up to 2 months and is most often fashioned into a large sack or bag. Corpses, food or other perishable items (such as ingredients for natural items) kept inside will not spoil or decompose. Clothing crafted from the hide protects the wearer from hot environments as the endure elements spell.

### GLOOMWING PATTERN

**Source** Gloomwing; **Harvest** Knowledge (planes) DC 14

**Yield** 1 pattern; **Price** 1,000 gp; **Weight** 10 lbs.

The thin membrane in a gloomwing's wings responsible for its ever-shifting patterns can be crafted by skilled artisans into a gloomwing robe; a body slot item requiring a DC 20 Craft (clothing) or Profession (seamstress) check to create. Creatures viewing the wearer of a gloomwing robe in dim light or darkness suffer a –2 penalty on Will saving throws against mind-affecting effects. A single gloomwing pattern produces enough material for a single robe.

### GORGON HORN, POWDERED

**Source** Gorgon; **Harvest** Knowledge (arcana) DC 18

**Yield** 2 doses; **Price** 250 gp; **Weight** 1 lb.

Powdered gorgon horn is much sought after as an alternate material component for magic items using *bull's strength*, *stoneskin*, *flesh to stone*, *statue*, and similar magic. In addition, if used as a material component for *stone tell* cast on a petrified creature, it allows the spellcaster to communicate with the spirit of the petrified creature as if using *speak with dead*.

### GORGON STEAK

**Source** Gorgon; **Harvest** Knowledge (arcana) DC 18

**Yield** 8 steaks; **Price** 25 gp; **Weight** 2 lbs.

The meat of a gorgon is a bit tough but those who have acquired a taste for it claim that it is richer and more satisfying than normal beef. For creatures with a natural armor bonus, eating a gorgon steak will increase their natural armor bonus by +1 for four hours.

### GRAY OOZE ACID

**Source** Gray Ooze; **Harvest** Knowledge (dungeoneering) DC 14

**Yield** 1 flask; **Price** 25 gp; **Weight** 1 lb.

The acid from a gray ooze can be treated to become a viscous gel that clings to its target. Gray ooze acid may be used as a splash weapon that deals 1d6 points of acid damage on a direct hit. One round after a direct hit, the gray ooze acid deals an additional 1d6 points



of damage to the target. Due to its viscous nature gray ooze acid does not splash into adjacent squares. Gray ooze acid does not dissolve stone.

#### GREEN HAG WIG

**Source** Green Hag; **Harvest** Knowledge (nature) DC 15  
**Yield** 1 wig; **Price** 300 gp; **Weight** 2 lbs.

Though not very stylish, wearing a newly scalped green hag wig does have its benefits. A creature wearing a green hag wig is able to change its appearance as the *alter self* spell (CL 9th). No matter the form chosen, the wearer always appears as a typically attractive humanoid of that type. Most green hag wigs retain enough of the hag's essence to allow for only one such transformation before dissolving into a stringy, moldy mess. Wigs harvested from particularly powerful hags may allow more transformations.

#### GREENSCREAM BLOSSOM

**Source** Greenscream Trumpet; **Harvest** Knowledge (nature) DC 14

**Yield** 1d4 blossoms; **Price** 100 gp; **Weight** —

A crafty adventurer can safely retrieve a greenscream trumpet's blossoms without damaging their complex structures. An undamaged flower functions as a primitive megaphone — speaking through the base of the flower quadruples the volume of one's voice as well as the distance it travels. The flower can also function as a signal horn. Though the sound it produces can travel up to a mile before losing volume, it requires a DC 15 Perform (wind instruments) to operate. A greenscream blossom can last one day before wilting, each subsequent day of preservation requires a Knowledge (nature) check that starts at DC 15 and increases by 1 each day.

#### GREY RENDER'S DEVOTION

**Source** Grey Render; **Harvest** Knowledge (arcana) DC 18

**Yield** 1 vial; **Price** 2,000 gp; **Weight** —

This alchemically derived substance is the result of distilling the essence of a single grey render's brain into the fluid responsible for the deep, indestructible bond they form with their chosen community. Imbibing the substance causes the consumer to form a lifelong bond to a nearby creature it considers fondly unless they succeed on a DC 17 Will save. While under the effects of the grey render's devotion, the subject will not willingly stray from the object of their affection for more than a week, runs to protect them from harm, and provides simple offerings of friendship at least once each day. The subject will not willingly harm the object of its affection, and retreats in distress when mistreated; if they are regularly abused, or forced to violate their

moral values by the subject of their affection, the subject may attempt to break the effect once every 24 hours with a DC 17 Will save.

#### GRIFFON CLOTHES

**Source** Griffon; **Harvest** Knowledge (arcana) DC 14  
**Yield** 1 outfit; **Price** 100 gp; **Weight** 8 lbs.

Griffon clothes are made from the shaggy mane and massive feathers of the griffon. This outfit includes a large coat, a fur cap, fur-lined pants, and fur boots. Griffon clothes grant a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. The feathers on the outside of the outfit can be used in the air, bestowing +2 circumstance bonus on Flight checks and Acrobatics checks to make long jumps.

#### GROVEMAKER SAP

**Source** Grovemaker; **Harvest** Knowledge (nature) DC 20  
**Yield** 4 doses; **Price** 500 gp; **Weight** —

Grovemaker Sap can be treated alchemically to reduce its potency with a DC 20 Craft (alchemy) check. Once treated it can be rubbed on the skin to gain a +4 alchemical bonus to natural armor. This bonus lasts for 30 minutes.

#### GRYPH OVIPOSITOR

**Source** Gryph; **Harvest** Knowledge (arcana) DC 11  
**Yield** 1 ovipositor; **Price** 15 gp; **Weight** 3 lbs.

Gryph ovipositors can sometimes harbor a residual egg when removed, and should be thoroughly alchemically treated before use lest one of these eggs be implanted in your target upon use. An ovipositor can be attached to a potion vial as a full-round action, allowing the user to inject the vial's contents into their target as a melee touch attack; this use consumes the ovipositor.

#### GUG WISHBONE

**Source** Gug; **Harvest** Knowledge (dungeoneering) DC 20

**Yield** 2 wishbones; **Price** 1,000 gp; **Weight** 10 lbs.

A gug's elbow splits into two arms, creating a wishbone. This wishbone can be destroyed if two participants each succeed on a DC 20 Strength check to break it. The participant holding the bigger piece (a 50% chance) gains a +1 luck bonus on all attack rolls, saving throws, and skill checks for 24 hours. The wishbone can also be broken by a single individual by succeeding a DC 30 Strength check, to ensure he is the one holding the bigger piece.

#### HARPY FEATHER FLETCHING

**Source** Harpy; **Harvest** Knowledge (nature) DC 14

**Yield** 1 feather + 1 feather for every 5 that the harvest

skill check exceeds the DC; **Price** 25 gp; **Weight** – lbs. Occasionally, a portion of magic from a harpy's Captivating Song will become infused in its feathers. Each harvested feather can be used as fletching for one piece of medium or smaller ammunition (such as an arrow or bolt). Larger pieces of ammunition may require additional feathers. The first time such ammunition is fired, any creature within 5 feet of its path must succeed on a DC 14 Will save or become fascinated by the unique melody for 1 round. This is a sonic mind-affecting charm effect.

#### HIERACOSPHINX DEWCLAWS

**Source** Hieracosphinx; **Harvest** Knowledge (arcana) DC 15

**Yield** 2 dewclaws; **Price** 10 gp; **Weight** 1 lb.

Hieracosphinxes are the least intelligent of their kind, but their claws are still strong and deadly. A hieracosphinx dewclaw is long and strong enough to be used as simple weapon similar to a dagger. The dewclaw is a Medium light melee weapon that has the following characteristics (1d6 damage, 19-20/x2 critical, slashing). The dewclaw is unbalanced and cannot be thrown effectively. Anyone proficient with daggers or simple weapons is proficient with the dewclaw.

#### HIPPOCAMPUS SWIM BLADDER

**Source** Hippocampus; **Harvest** Knowledge (arcana) DC 11

**Yield** 1 bladder; **Price** 20 gp; **Weight** 2 lbs

The swim bladder gives the hippocampus part of its ability to survive on both land and in the water. A preserved swim bladder can be inflated with air and allows a medium-sized creature to breathe underwater for 10 minutes. A small creature would have enough air for 20 minutes, but creatures smaller than that cannot use it. After each use it must be re-inflated once more, a process that takes 1 minute. For the swim bladder to remain usable, it must be immersed in water for at least an hour every day. If not immersed in this manner, the swim bladder dries out and becomes useless.

#### HIPPOGRIFF FEATHER

**Source** Hippogriff; **Harvest** Knowledge (arcana) 12

**Yield** 2d8 feathers; **Price** 50 gp; **Weight** —

The feathers of the Hippogriff are visually striking and they carry with them some of the innate magical nature of the Hippogriff itself. Anyone wearing a talisman (occupying a neck slot), made of at least 10 Hippogriff feathers, gains a +5 circumstance bonus to Fly checks. Each Hippogriff yields only a small amount of feathers as only pristine feathers retain the magical qualities.

#### HUNGRY PIT NECTAR

**Source** Hungry Pit; **Harvest** Knowledge (nature) DC 16

**Yield** 10 flasks; **Price** 20 gp; **Weight** 1 lb.

Adventurers can harvest the acidic nectar of the hungry pit provided they have glass or metal containers in which to store the liquid. A flask of hungry pit nectar acts as a normal acid flask, but also has the following properties. Its sticky and viscous nature means it will stick to inclined surfaces, such as walls, doors, trees, even ceilings, to which it is applied. Also its sweet aroma will attract insects, birds and other small creatures.

#### HUNGRY PIT TOXIN

**Source** Hungry Pit; **Harvest** Knowledge (nature) DC 16

**Yield** 4 doses; **Price** 100 gp; **Weight** —

Hungry pit toxin is a poison with the following characteristics: Injury; save Fortitude DC 18; effect fall unconscious for 1d4 rounds; frequency 1/round for 4 rounds; cure 2 saves;

#### HYDRA BLOOD

**Source** Hydra; **Harvest** Knowledge (arcana) DC 14

**Yield** 1 vial per head; **Price** 500 gp; **Weight** —

Drinking a vial of hydra blood grants the consumer a portion of the hydra's recuperative powers. The consumer gains fast healing 5 for 1d4+4 rounds.

#### HYPNO-LOTUS PETAL

**Source** Hypno-Lotus; **Harvest** Knowledge (nature) DC 20

**Yield** 1 petal + 1 petal for every 5 you exceed the harvest DC; **Price** 200 gp; **Weight** —

Carefully pressed hypno-lotus petals retain some of their psychic potency. As a full-round action, you can present a hypno-lotus petal to a willing creature to establish a mental bond. You gain telepathy with that creature for 24 hours. Alternatively, you can spend a standard action to concentrate on the patterns on a petal to induce autohypnosis, which grants a +4 bonus on saving throws against mind-affecting effects for 1 hour. These petals must be used within 2 days of harvesting, otherwise they wilt and lose their power.

#### ID OOZE POWDER

**Source** Id Ooze; **Harvest** Knowledge (dungeoneering) DC 16

**Yield** 1 dose per 2 HD of Id Ooze; **Price** 50 gp; **Weight** ½ lb.

Inhaling id ooze powder protects the user from unwanted telepathic contact for one hour. Any creature attempting to telepathically communicate with the user



during this time must succeed on a DC 14 Will save or become confused for one round.

#### INTELLECT DEVOURER JERKY

**Source** Intellect Devourer; **Harvest** Knowledge (dungeoneering) DC 18

**Yield** 4 pieces of jerky + 1 piece for every 5 you exceed the harvest DC; **Price** 240 gp; **Weight** ½ lb.

The dried and preserved meat of an intellect devourer can bestow some of the creature's abilities upon the consumer. Eating a piece of intellect devourer jerky will reduce the size of the consumer for 1 minute as if he was the target of *reduce person*, even if he is a creature type not normally affected by the spell. In addition, the consumer may dismiss the *reduce person* effect and cause a creature within 30 feet to become confused for 4 rounds. A DC 17 Will save negates the *confusion*.

#### LAMIA MATRIARCH SCALE

**Source** Lamia Matriarch; **Harvest** Knowledge (nature) DC 18

**Yield** 1 scale + 1 scale for every 5 that the harvest skill check exceeds the DC; **Price** 400 gp; **Weight** –

After the arduous task of slaying a lamia matriarch, wise adventurers can harvest special scales from the serpentine corpse. When casting a compulsion spell, a lamia matriarch scale can be used as a material component in addition to any components the spell usually has. Any creature that fails its save against such a spell immediately suffers from 1 point of Wisdom drain.

#### LAMMASU CLAW POWDER

**Source** Lammasu; **Harvest** Knowledge (arcana) DC 18

**Yield** 4d4 claws; **Price** 5 gp; **Weight** 0.25 lb.

Lammasu claws exude the same aura of goodness that the creature possessed in life. Adding Lammasu claw powder to the material components allows the caster to expand the radius of a *magical circle against evil* by 5 feet for every powdered claw, up to a maximum of 4 claws for a 20 feet radius increase.

#### LENG SPIDER EYE

**Source** Leng Spider; **Harvest** Knowledge (arcana) DC 24

**Yield** 1 eye; **Price** 1,000 gp; **Weight** 2 lbs.

Enchanters and crafters of magical staves are ever on the lookout for leng spider eyes. Spells cast from a staff capped with a preserved leng spider eye can be enhanced by consuming one additional charge. Any creature who fails its saving throw against such an enhanced spell is assaulted with hallucinations of horrific madness and must make a Will save with the same DC as the original spell or become confused for

1d4 rounds. Spells without a saving throw cannot be enhanced.

#### LEUCROTTA MANDIBLE

**Source** Leucrotta; **Harvest** Knowledge (arcana) DC 15

**Yield** 1 mandible; **Price** 1,150 gp; **Weight** 8 lbs.

Leucrotta bones are harder than steel, and those around the jaw are particularly suited for use as weapons. A single leucrotta mandible may be used to fashion a single wooden-hafted weapon weighing 20 lbs or less, or a single bladed weapon weighing 6 lbs or less with an appropriate Craft (weapons) check. Weapons fashioned from a leucrotta mandible are masterwork bone weapons without the fragile weapon quality, and bypass hardness 10 or less.

#### MANDRAGORA ESSENCE TEA

**Source** Mandragora; **Harvest** Knowledge (nature) DC 13

**Yield** 1 dose; **Price** 25 gp; **Weight** 1/4 lb.

A mandragora's core can be shredded, dried, and alchemically preserved, to later brew into a tea. Up to 4 medium size or smaller creatures can be served the bitter tea, or one large size creature. Upon consuming the tea, the creature's voice becomes shriller and harder to recognize for the next 8 hours, giving listeners trying to ascertain the creature's identity by sound a -5 penalty. If a consumer of the tea succeeds on an Intimidate skill check to demoralize within 8 hours of drinking it, they can cause the demoralized creatures to also be sickened for the duration of the shaken effect caused by the intimidation check. A consumer of the tea cannot use this power to sicken a creature again for the next 24 hours due to the stress caused to their vocal chords.

#### MANTICORE TAIL

**Source** Manticore or any Manticore crossbreed;

**Harvest** Knowledge (arcana) DC 15

**Yield** 1 flail; **Price** 58 gp or 358 gp for masterwork;

**Weight** 7 lbs

The tail of a manticore or any manticore crossbreed can be harvested and fashioned into a makeshift flail. A successful DC 25 Craft (weapons) check yields a masterwork flail. A manticore tail functions in all respects as a normal (or masterwork) flail (a one-handed martial melee weapon, 1d8 damage, x2 critical, bludgeoning, with the disarm and trip special features). In addition a manticore tail can be snapped like a whip, causing it to fire a single spike as an attack action. The spike counts as a thrown weapon (1d6 + Str damage, 20 foot range increment, maximum 5 range increments). Masterwork manticore tails can be further enhanced according to the magic item creation rules.

**MEDUSA'S HEAD**

**Source** Medusa; **Harvest** Knowledge (nature) DC 17  
**Yield** 1 head; **Price** 2,500 gp; **Weight** 10 lbs.

The head of a medusa may be preserved to retain its potency to turn creatures to stone for a short period of time. As a full round action, the bearer of the medusa's head may make a ranged touch attack against a creature within 30 feet, in an attempt to show them the medusa's head. On a successful touch attack, the target must succeed at a DC 16 Fortitude save or be turned to stone permanently. Each time the medusa's head is used in this manner, the bearer must make a DC 14 Reflex save to avoid looking at the medusa's head. On a failed Reflex save, the bearer must make a DC 16 Fortitude save or be turned to stone permanently himself. Transporting a medusa's head is risky and it must be kept in a bag or otherwise out of sight or each round a random creature within 30 feet (including the bearer) must make a DC 16 Fortitude save or be turned to stone permanently. If the bearer of the medusa's head is turned to stone, then the medusa's head is turned to stone as well. The medusa's head retains its potency for 24 hours. Every 24 hours after that, another successful Knowledge (nature) check is required for it to remain potent. The DC of the check increases by +2 each day.

**MIMIC ADHESIVE**

**Source** Mimic; **Harvest** Knowledge (dungeoneering) DC 14

**Yield** 1 dose + 1 dose for every 5 that the harvest skill check exceeds the DC; **Price** 25 gp; **Weight** ½ lb.

Since mimic adhesive breaks down shortly after the creature dies, it must be quickly preserved with a Craft (alchemy) check or some other means such as a specimen jar. Mimic adhesive can be used as a glue setting up in 1 round. It has hardness 3 and a single dose has 5 hit points. It will remain in place until destroyed or dissolved with strong alcohol.

**MOONFLOWER BLOSSOM**

**Source** Moonflower; **Harvest** Knowledge (nature) DC 18

**Yield** 1 blossom pod + 1 blossom pod for every 5 that the harvest skill check exceeds the DC; **Price** 500 gp; **Weight** 1/2 lb.

A moonflower's blossoms remain photosensitive for a week after death, emitting normal light for 10 feet, and increasing the light level from darkness to dim light for an additional 40 feet. The moonflower blossom can be destroyed as a standard action to emit a bright pulse of silver light, creatures that are within 20 feet that can see the blossom must make a DC 18 Fortitude save or

be blinded for 1 round. Lycanthropes within 20 feet must also make a DC 18 Will save or be forced to change shape to their hybrid form on their next turn.

**MOTHMAN POWDER**

**Source** Mothman; **Harvest** Knowledge (nature) DC 16  
**Yield** 1 jar; **Price** 500 gp; **Weight** –

A mothman's silver wing powder can be carefully harvested into a jar, alchemically treated, and thereafter applied as makeup to a creature. While wearing the powder, the user appears as an agent of fate to others, gaining a +2 alchemical bonus to Charisma-based skill checks and a +2 to the DC for all saving throws against the creature's special abilities or spells which cause the fascinated condition. This effect ends after 24 hours pass or the makeup is removed, whichever occurs sooner. A jar of mothman powder has five doses.

**MULCH ROT POWDER**

**Source** Mulch Stalker; **Harvest** Knowledge (nature) DC 13

**Yield** 1 dose; **Price** 25 gp; **Weight** –

The tips of a mulch stalker's talons may be harvested and ground into a fine powder that smells faintly of damp soil. Sprinkled over a corpse of up to huge size, it rapidly decays the flesh and leaves a cleaned skeleton. It can also be thrown at non-skeletal corporeal undead. Treat this as a ranged touch attack with a 10 foot range increment. Undead struck by mulch rot powder must succeed on a DC 13 Fortitude save or be affected as the spell *decompose corpse*<sup>UM</sup>.

**NECROPHIDIUS BONE MEAL**

**Source** Necrophidius; **Harvest** Knowledge (arcana) DC 13

**Yield** 1 pound of bone meal + 1 pound for every 5 you exceed the harvest DC; **Price** 25 gp; **Weight** 1 lb.

When ingested as a standard action, this ground bone meal grants a +5 alchemical bonus on saving throws against effects that would daze or paralyze the user.

**NEOTHELID BILE**

**Source** Neothelid; **Harvest** Knowledge (dungeoneering) DC 25

**Yield** 4 doses; **Price** 500 gp; **Weight** –

Neothelid bile can be burned over hot coals and the smoke and fumes inhaled. Anyone inhaling these fumes gains a +4 alchemical bonus on saves vs. mind affecting effects for one hour.

**OCHRE JELLY ACID**

**Source** Ochre Jelly; **Harvest** Knowledge (dungeoneering) DC 15



**Yield** 2 flasks; **Price** 15 gp; **Weight** 1 lb.

When harvested, acid from an ochre jelly functions like a normal acid flask except that the acid only dissolves flesh but not other substances like wood, metal, leather or plant matter.

#### OPHIDIAN VINE SAP

**Source** Lesser Ophidian Vine, Ophidian Vine, Greater Ophidian Vine; **Harvest** Knowledge (nature) DC 11, 14 or 17

**Yield** 2 doses; **Price** 300, 500, or 800 gp; **Weight** —  
The sap of the ophidian vine is poisonous. Poison—  
injury; *save* Fortitude DC 13, 15 or 19, *frequency* 1/  
round for 4 rounds; *effect* 1d3 Dex damage; *cure* 2  
saves.

#### OTYUGH LIVER

**Source** Otyugh; **Harvest** Knowledge (dungeoneering)  
DC 14

**Yield** 1 liver; **Price** 50 gp; **Weight** 1 lbs  
Otyugh liver tastes as vile as the creatures they're  
harvested from, tasting of whatever midden heap,  
cesspool, offal pit, toxic swamp, or other sewage system  
the otyugh most recently lived in. Those who can  
overcome the liver's foul taste, forcing the liver down  
raw with a DC 15 Fortitude save, gain the creature's  
immunity to disease for 1 hour as the enzymes in the  
creature's liver spread through their body; this effect  
removes any non-magical diseases the creature suffers  
from, but not parasites. Failing the saving throw causes  
a creature to vomit up the liver (ruining the liver),  
and become sickened for 1 hour, and nauseated for 1  
minute every 1d10 minutes for the same duration.

#### OWLBEAR BEAK

**Source** Owlbear; **Harvest** Knowledge (arcana) DC 14  
**Yield** 1 dose; **Price** 150 gp; **Weight** 2 lbs.

An owlbear beak remains potent for a month after the  
owlbear's death, or it can be ground up into a powder  
and alchemically preserved to remain potent until use.  
If added to a potion containing a transmutation school  
spell with a duration longer than instantaneous, the  
owlbear beak melts and enhances the potion, making it  
function at double its regular duration. However, if the  
potion is not consumed within 8 hours of adding the  
owlbear beak, the potion is spoiled. This effect does not  
stack with other effects that would extend the duration  
of the potion.

#### PERYTON SHADOWPELT

**Source** Peryton; **Harvest** Knowledge (arcana) DC 14

**Yield** 1 pelt; **Price** 300 gp; **Weight** 7 lbs.

A peryton's pelt contains the beast's shadow copying

#### HARVESTING PHOENIX BLOSSOMS

The blossoms must be harvested from living  
plant or from a deceased plant within 24 hours.  
This requires a DC 14 Knowledge (nature)  
check, or the blossom wilts and becomes  
useless. The blossoms only remain viable for  
1d3 days unless they are properly preserved.

#### PRESERVING PHOENIX BLOSSOMS

As an alternative to alchemical preservation,  
the flowers can be cared for and watered every  
day. This requires a DC 15 Knowledge (nature)  
check the first day which increases by one for  
every additional day.

abilities. If the pelt is worn or draped over a creature  
that casts a shadow for at least one minute, that  
creature's shadow is stored within the pelt for one  
week. While the pelt has a shadow stored within it, it or  
any creature wearing it casts the stored shadow instead  
of their own, and the pelt cannot copy new shadows  
until the current one expires.

#### PHASE NETTING

**Source** Phase Spider; **Harvest** Knowledge (planes) DC  
15

**Yield** 1 net + 1 net for every 10 that the harvest skill  
check exceeds the DC; **Price** 2,000 gp; **Weight** —  
Phase netting is found the the bloated abdomen of  
a phase spider. The tangled mess can be used as an  
incorporeal phase locking net. It works normally on  
incorporeal and ethereal creatures, but has no effect  
on corporeal creatures. Like other incorporeal objects,  
corporeal spells and effects that do not cause damage  
only have a 50% chance of affecting phase netting.  
Force spells and abjuration effects affect phase netting  
normally.

#### PHOENIX BLOSSOM

**Source** Phoenix Lily; **Harvest** Knowledge (nature) DC  
14

**Yield** All live blossoms **Price** 75 gp; **Weight** 0 lbs.

This orange-red trumpet shaped flower is harvested  
from a phoenix lily plant and preserved alchemically.  
When holding a phoenix blossom, character can make  
a DC 20 Knowledge (nature) check as a standard action  
to cause the blossom to produce a single scorching ray.  
This causes the blossom to wilt and die. The blossom  
does not wilt after an unsuccessful check.

### PHOENIX FEATHER

**Source** Phoenix; **Harvest** Knowledge (arcana) DC 25  
**Yield** 1 feather; **Price** 2,500 gp; **Weight** – lbs.

Harvesting a feather from a Phoenix must be done very quickly as the body of the beast will immolate within 1d4 rounds of dying. Since Phoenixes are good creatures, there are stories of them willingly gifting a feather to a requester that can make a case for a worthy cause. A single phoenix feather can be used in place of the 10,000 gp diamond as the material component for a *resurrection* spell. However this will only work if the body of the deceased creature was not destroyed by a *disintegrate* spell.

### PURPLE WORM DYE

**Source** Purple Worm; **Harvest** Knowledge (Arcana) DC 22

**Yield** 10 doses + 10 doses if the harvest skill check exceeds the DC by 10; **Price** 500 gp; **Weight** –  
A purple worm's chitin can be alchemically treated and rendered into a royal purple dye which permanently colors any non-organic substance it is applied to. This property allows the dye to function on a wider range of application than regular dyes which work best on cloth. One dose of dye can color up to 5 square feet of material, which is enough to coat a medium sized creature's armor. Regular use does not wear away the dye, however it can be removed with the use of Universal Solvent.

### QUICKWOOD ROOT STAKE

**Source** Quickwood; **Harvest** Knowledge (nature) DC 18  
**Yield** 1 stake + 1 stake for every 10 that the harvest skill check exceeds the DC; **Price** 2,000 gp; **Weight** 1 lb.

When slain, if the quickwood had a spell absorbed, its roots remain energized for one week per spell level. During this time, stakes fashioned from the roots function as *+1 undead bane* weapons. Additionally, if the stake is driven through the heart of a creature, both the creature's body and the stake are instantly destroyed as the stake erupts roots into the creature's body. This is the start of a swift growth process to becoming a fully grown quickwood, which takes 3d4 hours. A quickwood created this way has no loyalty to its creator.

### RAZORLEAF SHURIKEN

**Source** Razorleaf Swarm; **Harvest** Knowledge (nature) DC 15

**Yield** 1d4 shuriken + 1d4 extra shuriken for every 5 the harvest skill check exceeds the DC; **Price** 1 gp;  
**Weight** –

Individual leaves from a razorleaf swarm can be harvested and used as weapons. A razorleaf counts as a masterwork shuriken that deals 1 damage and 1 bleed damage and has a 30 ft. range increment.

### ROPER SALVE

**Source** Roper; **Harvest** Knowledge (dungeoneering) DC 22

**Yield** 1d6 doses; **Price** 250 gp; **Weight** –

The strands extruded from a roper's body are covered in a powerful numbing agent that can be harvested and used as a contact poison. Poison—contact; *save* Fortitude DC 25, *frequency* initial effect only; *effect* 1d4 Str.

### RUST MONSTER ANTENNAE

**Source** Rust Monster; **Harvest** Knowledge (dungeoneering) DC 13

**Yield** 2 antennae; **Price** 400 gp; **Weight** –

A rust monster antennae causes metal to rust and corrode at a rapid rate. Touching a metal object or making a melee touch attack against a metal creature causes 1d6 points of damage against the object or creature ignoring DR and the hardness of the metal. Making a melee touch attack with a rust monster antennae against a metal object being held or worn by a creature does not provoke an attack of opportunity. A rust monster antennae can be used in this manner 5 times after which it crumbles to dust. A missed touch attack does not consume a use from the antennae.

### SALAMANDER TONIC

**Source** Salamander; **Harvest** Knowledge (planes) DC 16  
**Yield** 1 pint + 1 pint for every 5 that the harvest skill check exceeds the DC; **Price** 200 gp; **Weight** 1 lb.

This fiery tonic is comprised of blood and other vital fluids harvested from a recently slain salamander. Due to its perishable nature, it must be consumed immediately or alchemically preserved for later use. A creature that drinks 1 pint of salamander tonic gains fire resistance 10 and vulnerability to cold for 1 hour, during which time its skin slightly reddens and becomes hot to the touch.

### SARD SAP

**Source** Sard; **Harvest** Knowledge (nature) DC 29  
**Yield** 1 dose; **Price** 5,000 gp; **Weight** –

Due to a sard's death throes and its poisonous sap's tendency to transform into red lightning and dissipate on prolonged exposure to air, harvesting it is a very difficult task. The sap must be bottled within one round of the creature's death or it is lost, however enterprising spellcasters may use *time stop* to extend the collection



period and gather additional doses. The sap can then be used as the sard's poison, or it can be alchemically treated with Sovereign Glue to make the sap so sticky, even life cannot escape its grasp. For 1 hour after drinking the treated sap, a living creature becomes immune to death effects and does not die regardless of the negative hit point total or negative levels they may reach. Once the duration expires, if the creature is still mortally wounded, it dies normally.

#### SARGASSUM FIEND PHEROMONES

**Source** Sargassum Fiend; **Harvest** Knowledge (nature) DC 19 or Survival DC 29

**Yield** 1d6 bulbs; **Price** 500 gp; **Weight** –

The strange pheromone produced by a sargassum fiend can be harvested from the numerous bulbs that grow within the fiend's body, but these bulbs rot quickly once harvested. A fresh bulb lasts for 1 hour before becoming useless, unless alchemically preserved which requires a DC 45 Craft (alchemy) check. A fresh or alchemically preserved bulb can be crushed as a standard action to produce a mirage effect as detailed in the sargassum fiend description.

#### SCORPION CACTUS NECTAR

**Source** Scorpion Cactus; **Harvest** Knowledge (nature) DC 13

**Yield** 2 drafts; **Price** 50 gp; **Weight** 1 lbs.

The barrel shaped base of the scorpion cactus contains a sweet liquid nectar that the plant stores for food. Drinking this nectar removes fatigue and cures all non-lethal damage incurred as a result of heatstroke. In addition, the drinker is protected by *endure elements* for six hours, but only with respect to hot temperatures.

#### SCORPION CACTUS RESIN

**Source** Scorpion Cactus; **Harvest** Knowledge (nature) DC 13

**Yield** 1 dose + 1 extra dose for every 5 the harvest skill check exceeds the DC; **Price** 100 gp; **Weight** 1/2 lbs. The resin from the needles of the scorpion cactus is a potent poison. Poison—injury; *save* Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round; *cure* 2 saves.

#### SEA ANEMONE TENTACLES, GIANT

**Source** Sea Anemone, Giant; **Harvest** Knowledge (nature) DC 12

**Yield** 1d4 tentacles; **Price** 25 gp; **Weight** 1 lb

The touch of the Giant Sea Anemone is poisonous, but also carries a strong paralytic agent. Any creature touched by the tentacle of a Giant Sea Anemone is allowed a second saving throw with a +2 circumstance

bonus against any ongoing pain effects, such as *pain strike* or *symbol of pain*.

#### SEA SERPENT JAWBONE, DEEP

**Source** Deep Sea Serpent; **Harvest** Knowledge (arcana) DC 29

**Yield** 2 jawbones; **Price** 1,000 gp; **Weight** 20 lbs.

Deep sea serpents have incredibly strong jaws, capable of destroying anything caught in them. A greatclub fashioned from a deep sea serpent jawbone weighs 50% more than a greatclub of the same size, causes bludgeoning, slashing and piercing damage and has a critical damage of x3 instead of the normal x2 for a greatclub.

#### SEUGATHI SKIN GLOVES

**Source** Seugathi; **Harvest** Knowledge (dungeoneering) DC 16

**Yield** 1 pair of gloves; **Price** 1,000 gp; **Weight** 1 lb.

Those who lack the skills to activate magic items can benefit greatly from a pair of gloves made from seugathi skin. The skin must be harvested from the base of the forked tentacles, and a DC 20 Craft (leatherworking) check is required to create the gloves. Any creature wearing a pair of gloves made from this skin is automatically considered trained in Use Magic Device and, once per day when using that skill, can treat its roll as if the result were a natural 20.

#### SHADOW MASTIFF EYES

**Source** Shadow Mastiff; **Harvest** Knowledge (planes) DC 15

**Yield** 2 eyes; **Price** 50 gp; **Weight** 0.25 lbs.

Shadow Mastiffs are exceptionally good at disappearing into the shadows, which carries on into their eyes. When flung against the ground, causing them to shatter, anyone within a 20 feet radius of the impact gains partial concealment for 2 rounds and the light goes down by one level (from bright to normal, to dim, to darkness) for 4 rounds. The eyes have the same profile as a sling stone, if used as a weapon.

#### SHAMBLER WAFER

**Source** Shambling Mound; **Harvest** Knowledge (nature) DC 16

**Yield** 2 wafers + 2 additional wafers for every 5 the harvest skill check exceeds the DC; **Price** 200 gp; **Weight** 1/4 lbs.

This large green wafer is made from dried and pressed vegetation from a shambling mound. Eating the wafer provides the consumer with protection from electricity for up to one hour. The next time the consumer takes electrical damage this effect ends and he instead

gains an equal amount of temporary hit points, up to a maximum of 20 hit points. The temporary hit points last for one hour.

## SHANTAK SUIT

**Source** Shantak; **Harvest** Knowledge (arcana) DC 18

**Yield** 1 suit; **Price** 2,500 gp; **Weight** 4 lbs.

Harvesting the wings from a shantak is a messy endeavor. After cleaning off the slime and crust, the wings can be sewn together to create a lightweight full-body suit that provides some protection against the void of outer space or similar harsh environments for a limited time. Anyone wearing the suit no longer needs to breathe and gains immunity to cold. A shantak suit occupies the body and head slots, and ceases to provide any benefits 60 days after its creation.

## SHOCKER HORN TRAP

**Source** Shocker Lizard; **Harvest** Knowledge (arcana) DC 12

**Yield** 2 horns; **Price** 20 gp; **Weight** 1/2 lb.

Shocker lizard horns remain potent for harvest for 1d4 hours after the creature's death, thereafter they can be alchemically preserved into a rod that if stepped on, deals 1d8 nonlethal electricity damage to creatures in its square. The shocker horn trap is destroyed after one use. A shocker horn trap can be concealed by using the Survival skill for one minute, setting the Perception DC to spot the shocker horn trap equal to the result of the Survival skill check.

## SLIME MOLD SALAD

**Source** Slime Mold; **Harvest** Knowledge (dungeoneering) DC 12

**Yield** 1 salad, plus 1 for every 5 that the harvest skill check exceeds the DC; **Price** 7 gp; **Weight** 1 lb.

For the discerning connoisseur there are few appetizers more welcome than a slime mold garden salad. Best served while the fungi still stir with life, this mushroom salad has a refreshingly rich and earthy taste, and aids gastric digestion, granting the gourmand a +2 bonus on Fortitude saves against ingested poisons for 1 hour.

## SLURK GREASE

**Source** Slurk; **Harvest** Knowledge (arcana) DC 12

**Yield** 1 dose + 1 dose for every 5 that the harvest skill check exceeds the DC; **Price** 25 gp; **Weight** –

Grease from a slurk's belly must be harvested within 10 minutes of its death and must be alchemically preserved or kept in a sealed container or it becomes crusty and useless. Anytime a single dose of slurk grease is used in place of butter as a material component for the *grease* spell, the Reflex save DC increases by +1 and

the circumstance bonus for wearing greased armor or clothing increases to +12.

## STAR BLOSSOM PENDANT

**Source** Star Blossom; **Harvest** Knowledge (nature) DC 19

**Yield** 1 pendant; **Price** 1,500 gp; **Weight** 1 lb.

The core of the purple bloom from a star blossom is the source of its spell resistance and can be preserved and worn as an amulet to grant short-term spell resistance to its wearer. The wearer gains spell resistance 20. This resistance works against up to 14 spell levels (spells bypassing the resistance don't count toward this total), at which point the pendant turns black. If the number of spell levels from a spell exceeds the remaining total, the resisted spell deals half damage or has a 50% chance of working properly.

## STILETTO PALM SEED-SPIKE

**Source** Stiletto Palm; **Harvest** Knowledge (nature) DC 19

**Yield** 3 seed-spikes; **Price** 50 gp; **Weight** 1/2 lbs.

A stiletto palm seed-spike functions as a wooden stake. If it deals damage as a result of a successful melee or ranged attack, the targeted creature is subject to a stiletto palm's implant seed ability. Once a stiletto palm seed-spike deals damage, it no longer functions as a wooden stake. When used to make a ranged attack, a seed-spike that misses its target has a 50% chance of being destroyed.

## STIRGE POWDER

**Source** Stirge; **Harvest** Knowledge (arcana) DC 11

**Yield** 1 dose; **Price** 25 gp; **Weight** –

Removing the needle-like proboscis of a stirge and grinding it into a fine powder is not a difficult process. Adding a single dose of stirge powder to an injury poison decreases the potency and lowers the save DC by 1. However, any creature that fails its initial save against the poison suffers from 1 point of bleed damage in addition to any effects the poison normally has. The bleed damage continues until stopped, even if the effects of the poison have ended.

## SWARMHEART

**Source** Any swarmhive creature; **Harvest** Knowledge (nature) DC 10 + CR of swarmhive

**Yield** 1 swarmheart; **Price** 100 \* CR of swarmhive gp; **Weight** 1 lb.

The heart (or heartwood or analogous component) of a swarmhive creature still holds sway over the type of swarm with which it was bonded. As a full round action the bearer of a swarmheart may make a Handle Animal



check (or Charisma check if untrained) with a DC of 10 + the swarm's CR in order to make a swarm move directly away from himself. If unmolested the swarm will continue to move in the same direction, avoiding any dangerous obstacles, for 1 minute. Attacking the swarm immediately breaks this effect. A swarmheart may only affect a swarm of same type that was part of the swarmhive from which it was harvested and may only affect the same swarm once per day.

#### TATZLWYRM GLANDS

**Source** Tatzlwyrm; **Harvest** Knowledge (arcana) DC 12  
**Yield** 2 glands; **Price** 20 gp; **Weight** 1 lb.

Tatzlwyrms are one of the smallest and most degenerate forms of dragonkind. Viewed with distaste by other "true" dragons, the Tatzlwyrms are nonetheless dangerous opponents, and carry with them some of the resistance of dragonkind. When Tatzlwyrm glands are ingested, this resistance carries over to the person eating them. For 5 rounds after ingesting the glands, the consumer gains a +2 resistance bonus against all paralysis and sleep effects.

#### TENDRICULOS BURL

**Source** Tendriculos; **Harvest** Knowledge (nature) DC 16  
**Yield** 1 burl; **Price** 600 gp; **Weight** 50 lbs.

A tendriculos grows numerous burls, ugly growths full of the corruptive magics responsible for the tendriculos' bizarre form, over its bole during the course of its life. When removed, these magics can be applied to other plant-forms with a successful DC 20 Heal check. Plant life affected in this way take on the qualities of the tendriculos—growing to huge size, developing carnivorous habits accentuated by cursory intelligence, paralytic venoms, and the ability to swallow its prey whole.

#### TENEBOUS WORM PAINT BRUSH

**Source** Tenebrous Worm; **Harvest** Knowledge (planes) DC 18

**Yield** 1 paint brush; **Price** 150 gp; **Weight** —

A tenebrous worm's shadowy bristles can be harvested and formed into a paintbrush of the highest quality. Care must be taken to assure that no poison remains on the bristles and each paintbrush can be used to craft only one painting before the bristles deteriorate. Dark shadows in such a painting seem to writhe and swirl, making for a unique piece of art. Using a tenebrous worm paintbrush grants a +5 competence bonus on Craft (painting) checks, and increases the value of the painting by 50%.

#### THUNDERBIRD PINION

**Source** Thunderbird; **Harvest** Knowledge (arcana) DC 21

**Yield** 2 feathers; **Price** 500 gp; **Weight** —

The pinion feathers of a thunderbird are abnormally large and strong, designed to withstand a lifetime surrounded by severe wind and storms. When used as a material component in flight-related spells thunderbird pinions allow the spell to ignore weather-related penalties, allowing the spell caster to soar through storms as effortlessly as a thunderbird.

#### TROGLODYTE STENCH GLANDS

**Source** Troglodyte; **Harvest** Knowledge (dungeoneering) DC 11

**Yield** 1 stink bomb; **Price** 15 gp; **Weight** 1 lb.

The stench glands of a troglodyte can be harvested and packed in a glass vial to create a makeshift stink bomb. Treat this item as a splash weapon with a 10 foot range increment. When thrown the vial shatters and all creatures within 20 feet must succeed on a DC 13 Fortitude save or become sickened for 1d4 rounds. This is considered a poison effect and does not affect creatures that are immune to poison.

#### TROLL CRANIAL FLUID, JOTUND

**Source** Jotund Troll; **Harvest** Knowledge (local) DC 25

**Yield** 1 cup; **Price** 100 gp; **Weight** 1 lb

With its 9 heads, a Jotund Troll is a difficult foe to affect with mind-bending magic, as its many minds combat this effect. By draining the cranial fluids of the 9 heads and drinking it, the drinker gains some of this ability. When drinking the fluid, a drinker must succeed on a Fortitude save DC 19 or be nauseated for one round. If the save is successful then the on the next Will save, the drinker rolls 2 saves and takes the best result. This only affects the next Will save within 24 hours.

#### TROLLHOUND HEART

**Source** Trollhound; **Harvest** Knowledge (arcana) DC 13

**Yield** 1 heart; **Price** 100 gp; **Weight** 2 lbs.

Trollhounds, like Trolls, have remarkable healing abilities. Eating the heart of a Trollhound conveys some of these powers on the eater. Eating a Trollhound Heart is a full round action that causes attacks of opportunity. Upon eating a Trollhound Heart, the eater gains Fast Healing 2 for 10 rounds.

#### TWIGJACK SHAFT

**Source** Twigjack; **Harvest** Knowledge (nature) DC 13

**Yield** 1 shaft + 1 shaft for every 5 that the harvest skill check exceeds the DC; **Price** 5 gp; **Weight** —

The sticks that make up a twigjack's body are mostly

gnarled and crooked, but a sharp-eyed harvester can usually find a few sticks that are suitable as shafts for ammunition such as arrows or bolts. Anytime such a piece of ammunition strikes a target (dealing damage as normal), the shaft immediately shatters in a barrage of splinters, dealing 1d4 points of piercing damage to adjacent creatures. A successful DC 13 Reflex save halves this damage.

## VIPER VINE ESSENCE

**Source** Viper vine; **Harvest Knowledge** (nature)

**Yield** 1 stamen; **Price** 250 gp; **Weight** 4 lbs.

Viper vine essence quickly degrades after death, and must be alchemically preserved to ensure full potency. When rubbed over a creature's body, viper vine essence causes animals which bite, or otherwise ingest that creature to become captivated by them unless they succeed on a DC 24 Will save. Once so captivated, a creature takes no actions for 1d4 rounds as though dazed; this is a mind-affecting effect. One application of viper vine essence remains potent for 2 hours, or until it is washed away.

## WANDERING SUNDEW SEEDPOD

**Source** Wandering Sundew; **Harvest Knowledge** (nature) DC 28

**Yield** 1 seedpod; **Price** 1,000; **Weight** 3 lbs.

A wandering sundew seedpod that is planted and carefully nurtured will grow into a immature wandering sundew. Nurturing the seedpod requires a successful DC 28 Knowledge (nature) check each week for six weeks. When the seedpod sprouts, any character with the ability to have a plant companion may take the immature wandering sundew as their companion.

## WOLF-IN-SHEEP'S-CLOTHING TENDRILS

**Source** Wolf-in-sheep's-clothing; **Harvest Knowledge** (dungeoneering) DC 18

**Yield** 1 bundle; **Price** 100 gp; **Weight** 1lb

Wolves-in-sheep's-clothing's tendrils are used to create a semblance of life in a corpse, a trait that it carries on in death. When the tendrils of a Wolf-in-sheep's-clothing are used as a material component in spells to create undead, the undead become stronger and faster. An undead created with *animate dead* using a bundle of tendrils gains a permanent +1 circumstance bonus to Initiative and an extra hit dice. Further, any zombies raised using tendrils are no longer affected by the staggered quality. Using the Wolf-in-sheep's-clothing's Tendrils as part of an *animate dead* spell increases the casting time to a full-round action.

## WYVERN ADRENAL GLAND

**Source** Wyvern; **Harvest Knowledge** (arcana) DC 16

**Yield** 4 glands; **Price** 240 gp; **Weight** 1/4 lbs.

Wyvern adrenal glands degrade quickly upon harvest, and must be preserved to maintain potency. Snorting the adrenaline in a gland as a standard action grants the imbiber a +4 alchemical bonus to Fortitude saving throws against sleep and paralysis effects, and a +2 alchemical bonus to their Str and Con scores for 1 minute.

## XACARBA RUNE

**Source** Xacarba; **Harvest Knowledge** (planes) DC 25

**Yield** 1 rune; **Price** 7,500 gp; **Weight** 3 lbs.

When used to cover a spellbook, a runed patch of xacarba skin can imbue a spellbook with special properties. Harvesting a single xacarba rune requires a delicate touch, and once skinned, all other runes on the corpse lose their magic. A non-good, non-lawful spellcaster that prepares spells from a spellbook bound with a xacarba rune gains the benefit of the Bouncing Spell metamagic feat.

## XTABAY SPORES

**Source** Xtabay; **Harvest Knowledge** (nature) DC 10

**Yield** 2 pods; **Price** 20 gp; **Weight** 1 lb.

Since untreated xtabay spores will grow into a new xtabay within whatever container they are placed in, they should be alchemically preserved in a sealed jar to prevent any unfortunate accidents. Xtabay pods function as splash weapons with a range increment of 20 feet, which explode in a cloud of soporific pollen upon use, causing all creatures within a 10-ft. radius burst to fall asleep for 1d3 minutes unless they succeed on a DC 14 Will save. This is a mind-affecting sleep effect.

## YETH HOUND FANGS

**Source** Yeth Hound; **Harvest Knowledge** (planes) DC 13

**Yield** 2 fangs; **Price** 100 gp; **Weight** —

Once extracted, yeth hound fangs can be used in place of normal spikes on weapons such as spiked gauntlets or flails. The resulting weapons can be a frightening and sinister sight. Any spiked weapon crafted with 2 or more yeth hound fangs grants the wielder a +2 circumstance bonus on Intimidate checks made to demoralize. Furthermore, such weapons also grant a +2 circumstance bonus on attack rolls made to confirm critical hits against foes suffering from fear effects.

## YRTHAK TEARS

**Source** Yrthak; **Harvest Knowledge** (arcana) DC 19

**Yield** 1 vial; **Price** 2000 gp; **Weight** —

Yrthak tears contain traces of the potent chemical



compound responsible for the beast's malformed eyes and heightened auditory senses. When imbibed, these tears grant the user temporary synesthesia lasting 1 hour which allows them to visualize sounds, granting 60 ft. blindsight; this blindsight is lost whenever the subject's hearing is impaired.

## NATURAL POISONS

There are many venomous plants and creatures in the wild. A resourceful explorer can harvest these poisons from such creatures using the natural item rules. However harvesting poisons carries the risk of exposure to the poison. Rolling a natural 1 on a skill check to harvest a natural poison exposes the harvester to the poison. Harvesters with the poison use class feature do not risk poisoning themselves when harvesting natural poisons. Natural poisons must be harvested from a source creature and may



not be created using a Craft (alchemy) check as detailed in the normal rules for poison.

## NATURAL POISONS LIST

In the following table we present a complete list, from ant to wyvern, of all the natural poisons that can be harvested from creatures found in the *Pathfinder Roleplaying Game Bestiary*. In addition we include the additional size variations of centipedes, scorpions and spiders from subsequent bestiaries.

## NATURAL POISONS

Poison	Type	Fort	Frequency	Effect	Cure	Cost	Source	Knowledge	DC	Yield
Ant Drone, Giant	injury	16	1/round for 4 rounds	1d2 Str	1 save	300 gp	Giant Ant Drone	nature	13	1 dose
Ant Queen, Giant	injury	18	1/round for 4 rounds	1d2 Str	1 save	500 gp	Giant Ant Queen	nature	14	1 dose
Ant, Giant	injury	14	1/round for 4 rounds	1d2 Str	1 save	100 gp	Giant Ant	nature	12	2 doses
Centipede Swarm	injury	13	1/round for 6 rounds	1d4 Dex	1 save	250 gp	Centipede Swarm	nature	14	1 dose
Centipede, Giant	injury	13	1/round for 6 rounds	1d3 Dex	1 save	200 gp	Giant Centipede	nature	11	2 doses
Centipede, Giant Whiptail	injury	17	1/round for 6 rounds	1d4 Dex	1 save	600 gp	Giant Whiptail Centipede	nature	13	3 doses
Centipede, Great Forest	injury	19	1/round for 6 rounds	1d4 Dex	2 saves	800 gp	Great Forest Centipede	nature	16	3 doses
Centipede, Hissing	injury	15	1/round for 6 rounds	1d3 Dex	1 save	400 gp	Hissing Centipede	nature	11	2 doses
Centipede, House	injury	11	1/round for 2 rounds	1 Dex	1 save	50 gp	House Centipede	nature	10	1 dose
Centipede, Sewer	injury	11	1/round for 4 rounds	1 Dex	1 save	90 gp	Sewer Centipede	nature	10	2 doses
Centipede, Titan	injury	24	1/round for 6 rounds	1d6 Dex	2 saves	1000 gp	Titan Centipede	nature	19	3 doses
Couatl	injury	16	1/min. for 10 min.	1d4 Str	2 saves	400 gp	Couatl	planes	20	1 dose
Demon, Quasit	injury	13	1/round for 6 rounds	1d2 Str	2 saves	125 gp	Quasit	planes	12	1 dose
Devil, Bone	injury	20	1/round for 6 rounds	1d3 Str	2 saves	500 gp	Devil, Bone	planes	19	2 dose
Devil, Imp	injury	13	1/round for 6 rounds	1d2 Dex	1 save	140 gp	Devil, Imp	planes	12	1 dose
Devil, Pit Fiend	injury	32	1/round for 10 rounds	1d6 Con	3 saves	5000 gp	Devil, Pit Fiend	planes	30	3 doses
Drider	injury	18	1/round for 6 rounds	1d2 Str	1 save	650 gp	Drider	dungeoneering	17	2 doses
Ettercap	injury	15	1/round for 10 rounds	1d2 Dex	2 saves	325 gp	Ettercap	dungeoneering	13	2 doses
Frog, Poison	injury	10	1/round for 6 rounds	1d2 Con	1 save	150 gp	Poison Frog	nature	11	1 dose
Homunculus	injury	13	1/min. for 60 mins.	sleep for 1 min.	1 save	450 gp	Homunculus	arcana	11	1 dose
Leech Swarm	injury	15	1/round for 2 rounds	1d4 Dex	1 save	180 gp	Leech Swarm	nature	14	1 dose
Linnorm, Crag	injury	24	1/round for 10 rounds	1d4 Con drain	2 saves	4200 gp	Crag Linnorm	arcana	24	3 doses
Linnorm, Ice	injury	28	1/round for 10 rounds	4d6 cold and 1d6 Con drain	3 saves	8000 gp	Ice Linnorm	arcana	27	3 doses
Linnorm, Tarn	injury	32	1/round for 10 rounds	6d6 acid and 1d8 Con drain	3 saves	9500 gp	Tarn Linnorm	arcana	30	3 doses
Lizard, Monitor	injury	14	Onset 1 min., 1/hour for 6 hours	1d2 Dex	1 save	80 gp	Monitor Lizard	nature	12	2 doses

## DEADLY GARDENS

Poison	Type	Fort	Frequency	Effect	Cure	Cost	Source	Knowledge	DC	Yield
Medusa	injury	18	1/round for 6 rounds	1d3 Str	2 saves	450 gp	Medusa	nature	17	2 doses
Naga, Dark	injury	19	1 round	sleep for 2d4 min.	1 save	360 gp	Dark Naga	dungeoneering	18	2 doses
Naga, Guardian poison	contact, injury	21	1/round for 6 rounds	1d4 Con	2 saves	900 gp	Guardian Naga	dungeoneering	20	2 doses
Naga, Spirit	injury	20	1/round for 6 rounds	1d4 Con	1 save	800 gp	Spirit Naga	dungeoneering	19	2 doses
Octopus	injury	13	1/round for 6 rounds	1 Str	1 save	110 gp	Octopus	nature	11	2 doses
Octopus, Giant	injury	19	1/round for 6 rounds	1d3 Str	2 saves	475 gp	Giant Octopus	nature	18	2 doses
Phase Spider	injury	18	1/round for 8 rounds	1d2 Con	2 saves	550 gp	Phase Spider	arcana	15	2 doses
Pseudodragon	injury	14	1/min for 10 mins.	sleep for 1 min.	1 save	95 gp	Pseudodragon	arcana	11	1 dose
Purple Worm	injury	25	1/round for 6 rounds	1d4 Str	2 saves	700 gp	Purple Worm	arcana	22	3 doses
Scorpion, Black	injury	27	1/round for 6 rounds	1d4 Str, 1d4 Dex, 1d4 Con	3 saves	2200 gp	Black Scorpion	nature	25	3 doses
Scorpion, Giant Emperor	injury	22	1/round for 6 rounds	1d4 Str, 1d4 Dex	2 saves	1200 gp	Giant Emperor Scorpion	nature	21	3 doses
Scorpion, Deadfall	injury	20	1/round for 6 rounds	1d4 Str	1 save	600 gp	Deadfall Scorpion	nature	18	3 doses
Scorpion, Giant	injury	17	1/round for 6 rounds	1d2 Str	1 save	200 gp	Giant Scorpion	nature	13	2 doses
Scorpion, Cave	injury	12	1/round for 4 rounds	1d2 Str	1 save	90 gp	Cave Scorpion	nature	11	2 doses
Scorpion, Ghost	injury	13	1/round for 4 rounds	1 Str	1 save	80 gp	Ghost Scorpion	nature	11	2 doses
Scorpion, Greensting	injury	10	1/round for 6 rounds	sickened for 1 rd.	1 save	40 gp	Greensting Scorpion	nature	10	1 dose
Snake (Black Adder)	injury	11	1/round for 6 rounds	1d2 Con	1 save	120 gp	Venomous Snake (S)	nature	10	2 doses
Snake	injury	13	1/round for 6 rounds	1d2 Con	1 save	240 gp	Venomous Snake (M)	nature	11	2 doses
Spider, Goliath	injury	23	1/round for 6 rounds	1d6 Str and paralysis 1 round	2 saves	1400 gp	Goliath Spider	nature	21	3 doses
Spider	injury	11	1/round for 2 rounds	1d2 Str	1 save	60 gp	Spider Swarm	nature	10	1 dose
Spider, Giant Trantula	injury	24	1/round for 6 rounds	1d6 Str	2 saves	1100 gp	Giant Tarantula	nature	18	3 doses
Spider, Ogre	injury	18	1/round for 6 rounds	1d4 Str, 1d4 Dex	1 save	675 gp	Ogre Spider	nature	15	3 doses
Spider, Giant Black Widow	injury	17	1/round for 6 rounds	1d3 Con, staggered	2 saves	800 gp	Giant Black Widow	nature	13	2 doses
Spider, Giant	injury	14	1/round for 4 rounds	1d2 Str	1 save	150 gp	Giant Spider	nature	11	2 doses
Spider, Giant Crab	injury	14	1/round for 4 rounds	1d2 Str	1 save	150 gp	Giant Crab Spider	nature	11	2 doses
Spider, Scarlet	injury	10	1/round for 4 rounds	1 Str	1 save	25 gp	Scarlet Spider	nature	10	1 dose
Vargouille	injury	12	Once	*	1 save	225 gp	Vargouille	planes	12	2 doses
Violet	contact	13	1/min. for 6 mins.	1d2 Str, 1d2 Con	1 save	350 gp	Violet Fungus	nature	13	1 dose
Wasp	injury	13	1/round for 4 rounds	1 Dex	1 save	140 gp	Wasp Swarm	nature	13	1 dose
Wasp, Giant	injury	18	1/round for 6 rounds	1d2 Dex	1 save	210 gp	Giant Wasp	nature	13	2 doses
Wyvern	injury	17	1/round for 6 rounds	1d4 Con	2 saves	3000 gp	Wyvern	arcana	16	2 doses

\* Damage can only be healed with magic if spellcaster succeeds on a DC 20 caster level check.

## NATURAL POWER COMPONENTS

Similar to alchemical power components, a natural power component is a natural item used as a material component or focus for a spell in order to alter or augment the spell's normal effects. Spells followed by an (M) expend the natural item as a material

component; those followed by an (F) use the item as a focus and do not expend it. In both cases, the item does not have its normal effect and does not affect any other parameters of the spell. You cannot use the same item as both a focus and a material component at the same time. The following is a list of natural items that can be used as power components.



## BASILISK BLOOD

The special properties of basilisk blood can be applied to spells related to transforming stone.

**Flesh to Stone (M):** The DC of the spell's Fortitude save is increased by +2.

**Soften Earth and Stone (M):** Increase the spell's area by 1d4 10 foot squares.

**Stone to Flesh (F):** The target of the spell gets a +2 bonus on the Fortitude save required to survive the process.

**Stoneskin (M):** The target of the spell gains DR that is increased to DR 15/adamantine but is also slowed.

## BLINK DOG FUR

Blink dog fur can enhance some teleportation spells.

**Blink (M):** For the duration of the spell, the caster can roll a percentage chance caused by its effects twice and choose which result to use. This applies to the chance for your own attacks and spells to affect the material plane and to pass through solid material, but not the miss chance for creatures to attack you.

**Dimension Door (F):** The damage taken from being shunted into a free space is reduced by 1d6.

## HYPNO-LOTUS PETAL

These patterned petals can enhance one's own ability to infiltrate and confuse minds.

**Hypnotism (M):** The spell lasts for 1d4 additional rounds.

**Mass Suggestion (M):** The spell affects 1 additional creature.

**Murderous Command (F):** The target of the spell gains a +1 morale bonus on attacks if it is affected.

**Suggestion (M):** Add 1 hour to the spell's duration.

## PHOENIX BLOSSOM

Phoenix blossoms can be used as power components for a number of fire related spells.

**Burning Hands (F):** The area of the spell is a 20 foot line instead of a 15 foot cone.

**Fireball (M):** The spell deals +1d6 points of damage.

**Flaming Sphere (M):** The DC of the spell's Reflex save is increased by +1.

**Protection from Energy (M):** If fire is chosen as the energy type, then the spell absorbs +10 points of damage before discharging.

**Scorching Ray(M):** You get one more extra ray than normal.

## SPECIAL MATERIAL

### WOODSTONE

Made from petrified wood by a hamadryad and an earth elemental working together in an ancient ritual, this dark-green material is neither metal, nor

Woodstone Item	Item Price Modifier
Ammunition	+15 gp per item
Light armor	+750 gp
Medium armor	+1,500 gp
Heavy armor	+2,250 gp
Weapon	+600 gp
Shield	+600 gp
Staff	+1,500 gp
Wand	+600 gp
Other items	+375 gp/lb.

wood, nor stone. Yet, it exhibits certain qualities of all of those materials at once.

Flexible like wood and even harder than stone, woodstone can be made into any item that can normally be made of steel. Working with the rare material, however, requires great skill and finesse. The DC to craft an item out of woodstone is 10 higher than that of a steel item.

Woodstone items weigh the same as similar items made of steel, and have the same hardness and hit points, but do not count as metal for the purposes of any ability or effect that specifically affects metal, such as the spell *heat metal* or a rust monster's rust ability. Because woodstone armor isn't made of metal, druids can wear it without penalty. Otherwise, weapons and armor made from woodstone function as if they were made of steel.

Woodstone is uniquely affected by transmutation magic. For the purposes of any spell or ability that specifically affects wood or stone, such as the spells *wood shape* or *stone shape*, woodstone and woodstone objects count as both wood and stone (but not metal).

Finally, woodstone is intrinsically connected to the Plane of Earth, plants and nature. When cast from a staff or wand made primarily of woodstone, spells with the earth descriptor and spells that specifically affect, target or summon plants or plant creatures are treated as if their caster level were 1 higher.

Weapons and armor made from woodstone are always of masterwork quality; the masterwork cost is included in the prices given in the above table.

## MAGIC ITEMS

Some magic items are designed to interact with plants and the natural world.

### WOODLAND ARMOR SPECIAL ABILITY

The wearer of armor with this ability gains woodland stride (as per the druid class ability), or his existing woodland stride ability improves to include magically manipulated briars, thorns, and overgrowth. The armor provides a natural armor bonus equal to its enhancement bonus for up to 30 minutes per day. This duration doesn't need to be continuous, but must be used in 10-minute increments. Only non-metal armor can have this ability.

Moderate abjuration and divination; CL 9th; Craft Magic Arms and Armor, *barkskin*, *commune with nature*; Price +1 bonus

### ACCURSED THORNS

**Aura** faint necromancy; **CL** 5th  
**Slot** none; **Price** 500 gp; **Weight** 3 lbs.

#### DESCRIPTION

This burlap sack is filled with small clusters of pointy thorns stuck together with sap. When dumped and scattered on the ground, the thorns cover an area 5 feet square and function like caltrops (*Pathfinder Roleplaying Game Core Rulebook*), except that the first creature damaged by the thorns must immediately succeed on a DC 14 Will save or be cursed with a deformed foot. The cursed creature's land speed is reduced by half for 24 hours, or until the curse is removed with a *remove curse* spell or similar magic.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bestow curse*;  
**Cost** 250 gp

### ALLURING EVERBLOOM CROWN

**Aura** moderate enchantment; **CL** 7th  
**Slot** head; **Price** 50,240 gp; **Weight** 1 lb.

#### DESCRIPTION

This crown woven from bright flowers never wilts or withers. The wearer of the *alluring everbloom crown* can affect plant creatures with any of their mind-affecting abilities. This also allows the wearer to affect mindless plant creatures.

In addition, three times per day the wearer can use the crown to cast *charm monster* (DC 16), but only to affect plant creatures. Once these daily uses are expended, the *alluring everbloom crown* fades to a more subdued color, but its other abilities still function and its color returns the next day.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *charm monster* or *command plants*; **Cost** 25,120 gp

### AMBUSER'S CAPE

**Aura** faint illusion; **CL** 5th  
**Slot** shoulders; **Price** 4,500 gp; **Weight** 4 lbs.

#### DESCRIPTION

A colony of living lichen covers the outer surface of this long cape. The lichen's color and texture changes continually, approximating the appearance of its immediate surroundings. In forest and swamp terrains, the cape grants a +5 competence bonus on Stealth checks when its wearer isn't moving. The wearer can adjust the cape's position to improve the camouflage it provides by spending 2 full-round actions. This increases the bonus the cape grants to +10 until the wearer moves.

In the same types of terrain, whenever the wearer has concealment as a result of dim light or undergrowth (see environment section in the *Pathfinder Roleplaying Game Core Rulebook*), the miss chance for the wearer to avoid being struck increases by 10%.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *create water*, *hide campsite*, creator must have 5 ranks in Stealth;  
**Cost** 2,250 gp

### ANGRY HORNET

**Aura** faint evocation; **CL** 4th  
**Slot** none; **Price** 366 gp; **Weight** —

#### DESCRIPTION

This +1 *blowgun dart* is made from the preserved husk of a 4-inch-long hornet, with the hornet's stinger serving as the dart's pointy tip. When fired from a blowgun at a target within 2 range increments, an *angry hornet* that misses its target buzzes and flies around the target instead of continuing in a straight line. At the start of the shooter's next turn, the dart swoops in, making a second attack at the same target using the same attack bonus as the first attack it made. For this second attack, the target gains no benefit from cover relative to the dart's shooter. While flying around its target, an *angry hornet* occupies the target's space, following the target up to a maximum of 30 feet (a target that moves more than 30 feet on its turn is not subject to the dart's second attack). The target can attempt to swat the dart away by attempting a DC 16 Reflex save as a standard action. A successful save destroys the dart and prevents its second attack. Any amount of damage from an area affect destroys an *angry hornet*, preventing it from making its second attack. An *angry hornet's* second attack takes a –2 penalty in strong winds, and it cannot make its second attack at all in severe or stronger winds.

#### CONSTRUCTION



**Requirements** Craft Magic Arms and Armor, *ricochet shot*; **Cost** 186 gp

#### ANGRY HORNET, FESTERING

**Aura** faint evocation and necromancy; **CL** 5th  
**Slot** none; **Price** 1,106 gp; **Weight** —

##### DESCRIPTION

This wicked blowgun dart functions as an *angry hornet*, except that a creature struck by the dart takes a –2 penalty on its initial save against any poison delivered by the dart, and if the target fails its initial save, it immediately takes 2 points of Constitution damage in addition to the poison's normal effects.

##### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *pernicious poison*, *poison*, *ricochet shot*; **Cost** 556 gp

#### BLACKTHORN GLOVES

**Aura** moderate transmutation; **CL** 7th  
**Slot** hands; **Price** 28,000 gp; **Weight** 1 lb.

##### DESCRIPTION

The tip of a sharp black thorn protrudes from each fingertip of these moss-covered gloves. Whenever their wearer succeeds on a melee touch attack to deliver a touch spell, the thorns on the hand used to deliver the spell momentarily surge in length, immediately dealing 1d3 points of piercing damage to the target (DC 16 Reflex negates). Each point of piercing damage that the thorns deal increases the delivered spell's save DC by 1 and reduces the target's spell resistance (if any) against the spell by 1.

Twice per day, upon completing a touch spell, the gloves' wearer can immediately shoot forth a 15-foot cone of needle-sharp thorns instead of attempting to deliver the spell by touch. Creatures within the burst must succeed at a DC 16 Reflex saving throw or take 1d6 points of piercing damage. Each creature damaged by the thorns is targeted by the touch spell as if touched by the wearer, even if the spell is normally limited to a single target (determine the spell's result separately for each target). A spell completed in this manner gains no benefit from the Bouncing Spell or Reach Spell metamagic feats, and the spell's charge cannot be held, even if the spell normally allows multiple touch attacks.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, Persistent Spell, Piercing Spell, *thorn body*; **Cost** 14,000 gp

#### BURROWCORN

**Aura** faint transmutation; **CL** 5th  
**Slot** none; **Price** 15,000 gp; **Weight** 1 lb.

##### DESCRIPTION

Various roots sprout from this acorn and seek purchase on living flesh. A *burrowcorn* can be thrown at a target

or used as a sling stone. If the seed hits a target (dealing 1 point of piercing damage), it latches onto the target and grows roots. The roots deal 1d6 points of damage each round the seed is attached. Removing the seed requires a standard action for a DC 20 Strength check, which deals 2d6 points of damage regardless of success. Alternatively, as a full round action a successful DC 20 Heal check removes the seed with no damage; failure by less than 5 on the check inflicts 1d6 points of damage, while failure by 5 or more inflicts 2d6 points of damage. Any spell or effect that specifically deals damage to plants (such as blight) destroys the seed. If a victim is reduced to fewer than 0 hp, the roots destroy the creature and a sapling grows from the remains. After 24 hours, the sapling produces a single new *burrowcorn*.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *plant growth*; **Cost** 7,500 gp

#### CLOAK OF FALLEN LEAVES

**Aura** faint illusion; **CL** 3rd  
**Slot** shoulders; **Price** 2,000 gp; **Weight** 1 lb.

##### DESCRIPTION

This cloak is made from dried, fallen leaves collected from the forest floor. When the wearer of the *cloak of fallen leaves* moves, the leaves swirl around her as if they were caught in an autumn wind. The swirling leaves obscure the wearer's form and grant her concealment (20% miss chance) against attacks of opportunity provoked by movement.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *blur*, *gust of wind*; **Cost** 1,000 gp

#### DAISY BANDOLIER

**Aura** strong divination and transmutation; **CL** 9th  
**Slot** chest; **Price** 27,000 gp; **Weight** 1/2 lbs.

##### DESCRIPTION

This bandolier comprised of entwined vines from which 20 daisies sprout. The bandolier grants its wearer a +1 natural armor bonus for every 5 daisies attached to the bandolier (maximum +3). Each day, the bandolier replenishes 1d6 daisies. A fresh daisy plucked from the bandolier acts as a masterwork shuriken. A daisy that has been on the bandolier for 24 hours acts as a +1 *shuriken*, while a daisy that has been on the bandolier for a week acts as a +1 *seeking shuriken*.

The bandolier requires two hours of sunlight and a gallon of water per day to remain fresh. If it does not receive one requirement, it does not replenish daisies. If it misses both requirements, it loses 1d6 daisies. A bandolier that loses all its daisies becomes permanently nonmagical.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *barkskin*, *greater magic weapon*, *true seeing*; **Cost** 13,500 gp

## FECUND TOTEM

**Aura** moderate transmutation; **CL** 7th  
**Slot** none; **Price** 86,000 gp; **Weight** 50 lbs.

### DESCRIPTION

These medium sized totems are normally constructed of wood and draped in ripe fruits and vegetables. There is also a prominent symbol carved into the totem, which is often the symbol of a religion, organization or deity associated with nature. Vegetation within a 600 foot radius of the totem becomes overgrown as if affected by *plant growth*. Creatures with the plant type gain the advanced simple template when within 100 feet of the totem. Additionally they will not attack anyone who bears the symbol that is carved on the totem unless provoked. The *fecund totem* must be placed in contact with freshly turned soil and remain undisturbed for one month before it activates and these effects begin. Once activated the totem grows roots and cannot be moved without destroying the totem.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *command plants*, *plant growth*; **Cost** 43,000 gp

## FOLIATE MASK

**Aura** faint transmutation; **CL** 3rd  
**Slot** head; **Price** 15,000 gp; **Weight** 2 lbs.

### DESCRIPTION

Bare twigs bound together form the rough shape of a face in this simple mask. When donned, the branches burst into bloom, covering the wearer's visage with verdant foliage that appears to grow from her skin. The wearer gains an affinity with plants, taking on some aspects of their nature gaining a +2 racial bonus to saving throws vs. all mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.

In addition, the wearer may command the mask to cover her entire body with vines and shoots, granting her a +4 enhancement bonus to her existing natural armor bonus and a +4 bonus on Stealth checks in areas with natural foliage. She may use this ability for up to 5 minutes per day; this duration need not be continuous, but must be used in 1-minute increments.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *barkskin*, *treeshape*; **Cost** 7,500 gp

## FROG'S EYE IOUN STONE

**Aura** strong; **CL** 12th  
**Slot** none; **Price** 24,000 gp; **Weight** —

### DESCRIPTION

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5.

This two inch glassy orb looks like a frog's eye preserved in stone. It grants the user all around vision. When placed in a wayfinder, the the stone's resonance power is a +2 insight bonus on Perception checks to avoid being surprised.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *countless eyes*, *flesh to stone*, *levitate*, creator must be 12th level, Froghearth Eye; **Cost** 12,000 gp

## FUNGUS SHIELD

**Aura** faint conjuration and necromancy; **CL** 5th  
**Slot** shield; **Price** 3,153 gp; **Weight** 5 lbs.

### DESCRIPTION

This shield made from the cap of a large, sturdy mushroom has the same properties as a +1 *light wooden shield*. A variety of mushrooms cover the front of the shield. When a creature strikes the shield, by making a melee attack that misses the wielder by 2 or less, it kicks up a cloud of spores. If the creature used a non-reach attack, it must attempt a DC 14 Fortitude save or become sickened for 1d6 rounds. This is a poison effect. Additionally, the first metal weapon to strike the shield each day causes specialized fungi to release metal-oxidizing spores. The wielder must succeed at a DC 14 Reflex save to avoid its weapon taking 3d6 points of damage that bypasses hardness.

The back of the shield produces enough edible mushrooms to provide up to three meals per day to a Medium creature.

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *create food and water*, *fungus infestation*<sup>UM</sup>; **Cost** 1,653 gp

## GARLAND OF PLANT FRIENDSHIP

**Aura** strong transmutation; **CL** 7th  
**Slot** headband; **Price** 56,000 gp; **Weight** —

### DESCRIPTION

Festooned with a wild variety of flowers, a *garland of plant friendship* protects the wearer from attacks by plant creatures. Additionally, plant creatures must succeed at a DC 16 Will save to be able to attack any of the wearer's allies within 30 feet of the wearer.



Finally, once per day, the wearer can control a single plant creature for 10 rounds; intelligent plant creatures receive a DC 16 Will save resist the control or can negotiate a favor owed by the wearer. A controlled plant creature ignores obviously harmful orders. If the garland's wearer or one of the wearer's protected allies kills a plant creature, the garland withers away instantly, losing all its magic.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *command plants*;  
**Cost** 28,000 gp

## GARLAND OF SWEET SCENTS

**Aura** faint transmutation; **CL** 5th  
**Slot** neck; **Price** 16,000 gp; **Weight** 1 lb.

## DESCRIPTION

This garland of meadow greenery and budding flowers never wilts or withers. Whenever its wearer would become nauseated, one of the garland's many flower buds immediately springs open in a burst of color and fragrance, and the wearer becomes sickened instead. As a move action, the garland's wearer can cause all of its flower buds to bloom in unison. This immediately ends the garland's usual protection (as described above), but the fresh flowers send forth sweet and soothing scents for 1 minute, during which time the garland's wearer and creatures within 10 feet ignore any penalties for being sickened or nauseated (this does not prevent or remove those conditions). At the end of this duration, the flowers fall to the ground and the garland ceases to function. Afterwards, new flower buds begin to sprout, and after 24 hours of growth, the garland functions once again. This period of regrowth is reduced by 6 hours for every hour the garland is exposed to direct sunlight.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *plant growth*, *remove sickness*; **Cost** 8,000 gp

## GLOVES OF THE WOMBAT

**Aura** faint transmutation; **CL** 5th  
**Slot** hands; **Price** 42,000 gp; **Weight** 1 lb.

## DESCRIPTION

These brown gloves look like broad paws tipped with powerful digging claws. When worn, *gloves of the wombat* grant 20 ft. burrowing speed and allow the wearer to make 2 claw attacks (1d4 damage for Medium wearers, 1d3 for Small wearers). The gloves make it difficult to hold manufactured weapons, imposing a –2 penalty on attack and damage rolls. Both gloves must be worn to gain the burrow speed, but a single glove grants a claw attack.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *burrow*<sup>UM</sup>, *greater*

*magic fang*; **Cost** 21,000 gp

## GREEN MAN ORNAMENT

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** 12,000 gp; **Weight** 5 lbs.

## DESCRIPTION

This stone sculpture features an open-mouthed visage, typically though not always an older man's. When placed against the exterior of a building, a *green man ornament* attaches itself, as if it were always a part of the structure, and branches and vines sprout from its ears, eyes, mouth and nose.

The structure within 30 feet of the *green man ornament* heals damage to itself, at a rate of 1 hit point per hour, even repairing breaks and regrowing missing pieces. This ability functions as long as the area is not completely destroyed (reduced to 0 hp). Additional ornaments may cover other parts of the building, though their effects do not stack if their areas overlap. If used on a building sacred to a nature god, a *green man ornament* heals the structure at twice its normal rate.

Once placed, a *green man ornament* cannot be removed from the structure without destroying it.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *make whole*; **Cost** 6,000 gp

## GULLET STONE

**Aura** moderate conjuration; **CL** 7th  
**Slot** none; **Price** 2,975 gp; **Weight** 1 lbs.

## DESCRIPTION

As a precaution against being swallowed whole by ravenous monsters, adventuring spellcasters have developed the *gullet stone*. When inside the stomach of some great beast a *gullet stone* can be activated as a standard action, teleporting you outside of the creature to any spot within 100 ft. This effect counts as *dimension door* and ends your turn. Additionally a *gullet stone* is actually a Medium sized boulder that has been shrunk down to a Tiny stone and activating it returns the boulder to its original size. While the boulder remains in the creature's stomach it is sickened. The creature may take a standard action to vomit up the boulder. A *gullet stone* is a single use item and activating it removes all of its magical properties.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *dimension door*, *shrink item*; **Cost** 1,488

## HIDEAWAY LOG

**Aura** faint transmutation; **CL** 5th  
**Slot** none; **Price** 1,400 gp; **Weight** —/250 lbs

DESCRIPTION

Covered in moss and showing signs of decay, this small twig resembles a hollow log. When the twig is laid flat on the ground and its command word is spoken (as a standard action), it instantly transforms into a large, decomposing log with a hollow interior. The log occupies a 5-foot-by-10-foot space, stands 3-1/2 feet high, and weighs 250 lbs. If insufficient room is available, the transformation fails and the twig remains at its original size.

Up to 2 Medium or Small creatures can fit within the log's interior, but Medium creatures must squeeze into the space. Entering and exiting the log is as simple as moving in or out through one of its open ends (squeezing if necessary). Except for its open ends, which provide only partial cover, the log functions as a solid barrier, providing its occupants with total cover (and blocking line of sight and line of effect). The log's occupants can attack targets outside of the log as long as there is line of sight to the target through the log's open ends. The log has hardness 4 and 30 hit points, and if it is destroyed, so is the hideaway log from which it grew.

While in log form, speaking a hideaway log's command word from outside the log causes it to instantly shrink back to the size of a twig. Speaking its command word from inside the log causes the log to explode in a burst of spores and splinters with a 10-foot radius centered on the log. The burst does not harm the log's occupants, but other creatures within the burst are blinded for 1 round and take 2d6 points of piercing damage. A successful DC 14 Reflex save halves the damage and negates the blinded condition. After detonating the log it is reduced to 0 hit points and it may not be used again until its hit points are fully restored. Every hour that a *hideaway log* remains in its original, small size, it regains 1 hit point (to its maximum of 30 hit points).

CONSTRUCTION

**Requirements** Craft Wondrous Item, *plant growth*, *wood shape*; **Cost** 700 gp

MANTICORE TAIL FLAIL

**Aura** faint conjuration; **CL** 5th

**Slot** none; **Price** 3,358 gp; **Weight** 7 lbs.

DESCRIPTION

This wickedly *spiked +1 flail* has been crafted from the tail of a manticore. As a standard action a *manticore tail flail* can fire a volley of up to four spikes, which count as thrown weapon attacks (1d6 + Str damage each, 20 foot range increment, maximum 5 range increments). The wielder makes a separate attack roll for each spike and all targets must be within 30 feet of each other. A manticore tail flail can fire a total of 24 spikes each day.

CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *abundant ammunition*, Manticore Tail; **Cost** 1,858 gp

MOWING SCYTHE

**Aura** moderate transmutation; **CL** 6th

**Slot** none; **Price** 68,318 gp; **Weight** 10 lbs.

DESCRIPTION

The etching on the steel blade of this *+2 plant bane scythe* depicts a triumphant humanoid surveying a well kept homestead. A green tint along the edge of the blade resembles a grass stain.

The first attack the wielder of the *mowing scythe* makes in a round can target every plant creature she threatens. The wielder makes single attack roll and compares it to the armor class of each target. She can only use this function of the *mowing scythe* if all the wielder's targets are plant creatures.

In addition, three times per day, the wielder can strike the ground with the *mowing scythe*, summoning a line of blades that erupt from the earth. The wielder makes an attack against all creatures in a 30-foot line, making separate attack rolls against each one.

CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *diminish plants*, *summon monster I*; **Cost** 34,318 gp

NETTLE NET

**Aura** faint conjuration, divination, and transmutation; **CL** 5th

**Slot** none; **Price** 14,320 gp; **Weight** 7 lbs.

DESCRIPTION

This *+1 distance net*, crafted from entwined strands of poisonous nettles, allows any wielder with 5 or more ranks in Knowledge (nature) to use it proficiently. When the net strikes a target, it deals 1d6 points of piercing damage (1d4 for a Small net) as the poisonous nettles elongate and dig into the target's flesh. Additionally, the net poisons the target (nettle poison: Nettle net—injury; *save* Fortitude DC 14; *frequency* 1/round for 4 rounds; *initial effect* sickened for 1d4 rounds; *secondary effect* paralyzed for 1d6 rounds; *cure* 1 save). The net deals an additional 1d6 points of damage (1d4 for a Small net) for each round the target is entangled in it, but it does not subject the target to additional doses of poison. A target caught in the net can attempt to escape it as per any other net, but it takes 2d6 points of damage regardless of the attempt's success.

A nettle net can only poison a target once per day.

CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *sickening entanglement*<sup>ACG</sup>, *wall of thorns*; **Cost** 7,320 gp



### PETRIFIED WOOD CLUB

**Aura** moderate transmutation; **CL** 11th  
**Slot** none; **Price** 62,305 gp; **Weight** 8 lbs.

#### DESCRIPTION

Any creature proficient with a club is also proficient with this *+2 impact greatclub*, seemingly made of stone except for the obvious tree-like rings seen at the greatclub's ends. When a petrified wood club confirms a critical hit, the target must succeed at a DC 19 Fortitude save or turn to stone; this effect also applies to plant creatures.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *flesh to stone*, *giant form I*; **Cost** 31,305 gp

### PUNGENT ONION

**Aura** faint conjuration; **CL** 5th  
**Slot** none; **Price** 600 gp; **Weight** 1 lb.

#### DESCRIPTION

This large white onion reeks like a barrel full of rotting onions, but never rots itself. Its stench is immediately noticeable to creatures coming within 30 feet of it, even if the stinking bulb is stashed away—only an airtight vessel can contain its odor. Any creature that comes within 5 feet of the onion or its bearer is sickened for as long as it remains within the area and for 1d4 rounds thereafter. A DC 12 Fortitude save negates the effect. A creature that successfully saves is immune to the onion's effects for 24 hours.

The onion is edible despite its awful odor, but due to its crunchy texture and powerful taste, eating it is a full-round action that provokes attacks of opportunity. For 1 hour after eating a *pungent onion*, the consumer emits an odor even more foul than that of the onion itself. During this time, the creature is treated as if it were carrying the onion as described above, except that the malodorous range increases to 10 feet and the DC to resist the sickening smell increases to 16. The onion's odor is a poison effect.

A *pungent onion's* possessor is immune to its sickening effect, as are creatures without a sense of smell.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *nauseating trail*; **Cost** 300 gp

### QUICKGROW BEANS

**Aura** faint conjuration; **CL** 4th  
**Slot** none; **Price** 200 gp; **Weight** —

#### DESCRIPTION

This trio of shiny green beans contain a surprising potential. Throwing the beans on the ground (a standard action) causes a 40 foot tall beanstalk to immediately grow on that spot as *climbing beanstalk*. The beanstalk

can be climbed with a DC 5 Climb check. Using the beans to create the beanstalk destroys the beans.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *climbing beanstalk*; **Cost** 100 gp

### ROD OF THE WINDS

**Aura** moderate varied; **CL** 11th  
**Slot** none; **Price** 95,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

Stylized motifs of wind swirls cover this rod, which strikes as a *+1/+1 quarterstaff*. The wielder is unaffected by wind speed, allowing her to harmlessly walk or fly through even hurricane force winds. Additionally, as a standard action she can change the wind strength in a 40-foot radius around her by up to three levels (calm—strong—severe—windstorm—hurricane) for 1 round.

Three times per day, when the wielder strikes an opponent with the rod, she gains a free bull rush attempt, with a +4 enhancement bonus, that does not provoke attacks of opportunity as a blast of wind shoots from the rod.

The rod's wielder can invoke spirits of the winds to produce each of the following effects once per day, as if cast by an 11th-level caster: North—*cone of cold*, East—*insect plague*, South—*sirocco*, West—*break enchantment*.

#### CONSTRUCTION

**Requirements** Craft Rod, *break enchantment*, *cone of cold*, *control winds*, *gust of wind*, *insect plague*, *sirocco*<sup>APG</sup>; **Cost** 47,500 gp

### SILVERED APPLE

**Aura** moderate conjuration; **CL** 7th  
**Slot** none; **Price** 750 gp; **Weight** 1/2 lb.

#### DESCRIPTION

Harvested by the light of the full moon and preserved with alchemical silver, this grey-tinted apple never bruises or shrivels, remaining juicy and flavorful until it is eaten or otherwise destroyed. Whenever it is within 60 feet of a creature with the lycanthrope template, the apple glows with moonlight (casting light as a torch). A lycanthrope that sees a glowing silvered apple at night is treated as if the full moon were visible, even if it is not (see lycanthrope entry in the *Pathfinder Roleplaying Game Bestiary*).

Eating a silvered apple is a full-round action that provokes attacks of opportunity. Upon eating the apple, a creature's arms and hands (or other forelimbs) become infused with silver for 1 hour, during which time the creature can make natural attacks or unarmed strikes (that do not provoke attacks of opportunity) that count as both magical and silver attacks. For the same duration, the creature also gains a +4 alchemical bonus

on saving throws against disease.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *remove disease*, *versatile weapon*, creator must have 5 ranks in Craft (alchemy); **Cost** 375 gp

## SPECIMEN JAR

**Aura** faint necromancy; **CL** 3rd

**Slot** none; **Price** 6,000 gp; **Weight** 2 lbs.

## DESCRIPTION

A *specimen jar* is a thick glass jar that is able to hold 1/2 a cubic foot of material. Organic material such as samples from plants, animals or other creatures that are placed within the jar will not decay and will remain as fresh as when they were placed in the jar. Adding or removing an item from a *specimen jar* is a standard action that provokes an attack of opportunity.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *gentle repose*; **Cost** 3,000 gp

## SPRING TOTEM

**Aura** moderate conjuration; **CL** 7th

**Slot** none; **Price** 56,000 gp; **Weight** 35 lbs.

## DESCRIPTION

These medium sized totems are normally constructed of wood and draped with garlands woven of reeds, lilies and other aquatic plants. There is also a prominent symbol carved into the totem, which is often the symbol of a religion, organization or deity associated with nature. The *spring totem* must be placed in contact with freshly turned soil and remain undisturbed for one week before it activates and a clear fresh water spring erupts from the ground at the base of the totem. The water from the spring is clean and pure and will remain so as long as the totem stands. Within a week a small grove of trees grows around the spring providing shade and shelter from the elements. Once activated the totem grows roots and cannot be moved without destroying the totem. If the totem is destroyed there is a 5% cumulative chance per week that the spring will dry up.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *grove of respite*; **Cost** 28,000 gp

## STRANGLEWHIP

**Aura** faint transmutation; **CL** 5th

**Slot** none; **Price** 7,301 gp; **Weight** 2 lbs.

## DESCRIPTION

Created from an assassin vine corpse, this *+1 whip* (which deals lethal damage, even to creatures with armor bonuses) attempts to wrap around its target's neck on a successful strike. The wielder uses his character level

as the base attack bonus and gains a +1 enhancement bonus to determine the CMB for the grapple check. If the whip succeeds in grappling a victim, it deals its base damage (no modifiers for Strength) again as it constricts. The wielder may release the whip, which continues to maintain the grapple. For each round it succeeds, it deals its base damage. If the whip fails its grapple attempt and it is no longer wielded, it falls to the ground. While a foe is grappled, it cannot speak or cast spells with verbal components. The whip is treated as having a CMD equal to 10 + its CMB.

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *strangling hair<sup>UM</sup>*; **Cost** 3,801 gp

## STURDY WALNUT

**Aura** faint transmutation; **CL** 3rd

**Slot** none; **Price** 600 gp; **Weight** —

## DESCRIPTION

This exceptionally hard walnut appears to be nothing more than a perfect specimen of its kind. However, when its possessor speaks a command word, the walnut splits into two halves, each half growing and transforming into a piece of equipment. One half becomes a masterwork buckler, complete with arm straps, while the other half becomes a masterwork dwarven boulder helmet (see *Pathfinder Roleplaying Game Advanced Race Guide*), complete with a chin strap. Both halves retain the composition and general appearance of a walnut shell, but otherwise function as typical items of their kind. Enhancement bonuses and special abilities can be added to either or both items according to the normal rules for creating magic armor or weapons.

Holding the buckler and helmet against each other and speaking another command word causes the two halves to immediately join, shrinking and transforming back into a pristine walnut.

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, Craft Wondrous Item, *barkskin*, *masterwork transformation*; **Cost** 300 gp

## TEMPTING RAWHIDE

**Aura** faint enchantment; **CL** 5th

**Slot** none; **Price** 500 gp; **Weight** 2 lbs.

## DESCRIPTION

This tough piece of leather shaped like a large bone smells faintly of meat. As a standard action, the rawhide can be thrown up to 20 feet away. The four nearest animals within 30 feet of the location of the rawhide must succeed at a DC 15 Will save or become compelled to chew on the object. The rawhide lasts for 5 minutes (divide the duration by the number of animals chewing



on it). Animals affected by tempting rawhide defend themselves normally (ignoring the rawhide afterwards) if attacked.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *calm animals*;  
**Cost** 250 gp

## TREANTSEED

**Aura** moderate transmutation; **CL** 11th  
**Slot** none; **Price** 3,300 gp; **Weight** 1 lb.

## DESCRIPTION

As a full-round action that provokes attacks of opportunity, the bearer of a treantseed plants the item in an area containing at least one inch of soil. The seed produces a rapidly growing oak tree. At the beginning of the planter's next turn, the tree animates and acts as a treant with the young creature template. The treant follows the planter's orders, except for obviously suicidal commands. At the beginning of the planter's next turn, the treant grows enough to lose the young creature template. The creature remains for 10 additional rounds before taking root and turning into an ordinary oak tree.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *liveoak*; **Cost** 1,650 gp

## TWIGMAN FETISH

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** 300 gp; **Weight** 1/4 lbs.

## DESCRIPTION

A *twigman fetish* is a tiny man-shaped figurine made out of twigs and bound together with grass or strips of bark. When activated as a standard action, the *twigman fetish* quickly grows to Medium size wooden construct (AC 12, hp 10, hardness 5, speed 20 ft.). As a move or swift action the activator of the fetish can direct the construct to move and attack (1 slam +3 (1d6+2 damage)). Unless directed the construct will stand idly. After four rounds, or if reduced to zero hit points, the construct collapses into a pile of sticks. A twigman fetish can only be used once and then loses its power.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *wilderness soldiers*; **Cost** 150 gp

## URCHIN STAR

**Aura** moderate transmutation; **CL** 7th  
**Slot** none; **Price** 20,308 gp; **Weight** 6 lbs.

## DESCRIPTION

The head of this driftwood-hafted +1 *seaborne morningstar* is an alchemically hardened sea urchin with 3-inch-long spines. Three times per day, upon striking

and damaging a living creature with the weapon, the wielder can poison the target with a pain-inducing venom as a free action. When poisoning a target in this manner, the spines on the weapon's head momentarily surge in length. This deals an extra 1d6 points of piercing damage and imposes a –2 penalty on the target's initial saving throw to resist the weapon's poison (the extra damage is not multiplied on a critical hit).

*Urchin star venom*: Injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Str and staggered for 1 round; cure 1 save.

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *freedom of movement*, *poison*, *touch of the sea*, creator must have 5 ranks in Craft (alchemy); **Cost** 10,308 gp

## VERMIN BAIT FLASK

**Aura** faint transmutation; **CL** 5th  
**Slot** none; **Price** 500 gp; **Weight** 2 lbs.

## DESCRIPTION

This fragile crystal flask contains an enchanted mixture of molasses, mealworms and broth that vermin find irresistible. Treat the flask as a splash weapon with a range increment of 10 feet and a splash radius of 5 feet. Any creature or square that takes a direct hit is covered in the putrid mixture, as are any squares or creatures within the splash radius (on a hit or miss). Creatures in the splash radius that succeed on a DC 14 Reflex save avoid being covered. Removing the sticky substance from a creature is a full-round action that provokes attacks of opportunity.

Once exposed, the mealworms in the foul-smelling mixture wriggle and squirm for 1 minute. During this time, creatures with the vermin type that come within 30 feet of any square or creature covered in the flask's contents must succeed on a DC 14 Will save or be fooled into treating the covered area or creature as if it were an easy-to-get, nutritious meal. This is not a mind-affecting effect—the mixture simply fools the senses of creatures with the vermin type. For the duration, an affected vermin moves toward and attacks the nearest square or creature covered with the flask's contents, though it avoids any obvious danger along the way and defends itself normally. Each round that an affected



vermin attacks and fails to damage a living creature with at least 1 Hit Die, it receives a new saving throw to end this effect at the end of its turn.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *stench of prey*, creator must have 5 ranks in Craft (alchemy); **Cost** 250 gp

### VEST OF THE SEASONS

**Aura** moderate abjuration and evocation; **CL** 9th  
**Slot** chest; **Price** 21,000 gp; **Weight** 4 lbs.

#### DESCRIPTION

Leaves cover the entirety of a vest of the seasons and change color depending on the current season. The leaves are a vibrant green during spring, switch to a darker shade in summer, transition to a panoply of yellows, oranges, and red during autumn, and finally curl up and take on a dark brown shade in winter. Except for wintertime, the vest must be exposed to at least 1 hour of sunlight and receive a quart of water. If it misses one day of either, it goes dormant until it receives the requisite sun and water.

The vest's wearer gains 10 points of resistance to energy based on the current season (spring—electricity, summer—fire, autumn—acid, winter—cold). Additionally, once per day, with a command word the wearer can unleash the leaves in a burst that deals 2d8 damage plus 2d8 energy damage (as per the energy protection) to all creatures in a 20-foot radius centered on the wearer (excluding the wearer). A DC 17 Reflex save halves the damage.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *detonate*<sup>APG</sup>, *resist energy*; **Cost** 10,500 gp

### WASP DART

**Aura** strong conjuration; **CL** 7th  
**Slot** none; **Price** 2,801 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This *+1 dart* is banded yellow and black and makes a strong buzzing sound when thrown. A target struck by the dart is affected by giant wasp poison. When thrown, the dart has a 10% chance of instead transforming into a giant wasp which attacks the target, but becomes uncontrolled after it kills the target; the wasp disappears after 7 rounds. A spellcaster capable of casting *summon nature's ally IV* (who is not required to have the spell memorized) can transform the dart into a giant wasp and control its actions for its 7-round duration. The dart may only transform into a giant wasp once per day.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *summon nature's ally IV*; **Cost** 1,551 gp

### WILD CHARM

**Aura** faint enchantment; **CL** 1st  
**Slot** neck; **Price** 2,000 gp; **Weight** 1 lb.

#### DESCRIPTION

This rustic charm allows the wearer to attract dozens of small animals to the area to aid the wearer. Once per day as a standard action while in a natural outdoor setting, the wearer designates a target for the animals and chooses one of the following effects:

The rush of animals threatens to sweep the target off its feet or batter a weapon out of the target's hand. The CMB for the trip or disarm attempt is +2.

The animals distract the target, inflicting a –2 penalty on all ability checks, skill checks, and attack rolls for 1 round. There is no save for this effect, but creatures immune to mind-affecting effects ignore the distraction.

The animals deal 1d6 points of damage to the target (DC 12 Reflex negates) as they bite and claw at it.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *call animal*<sup>APG</sup>; **Cost** 1,000 gp

### WOOD MASK

**Aura** strong abjuration; **CL** 1st  
**Slot** head; **Price** 17,600 gp; **Weight** 2 lbs.

#### DESCRIPTION

This mask, made from coarse, knotted bark, has holes for the wearer's eyes, nose, and mouth. The expressionless mask grants the wearer a +4 enhancement bonus on Bluff checks. Additionally, the mask provides a portion of plant traits, granting a +4 enhancement bonus on saves against mind-affecting effects, paralysis, poison, polymorph, sleep, and effects that cause the wearer to become stunned.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *resistance*; **Cost** 8,800 gp



# BESTIARY



## BLOOD ROOT

*The gnarled, woody stem of this plant is topped by a ring of large, pointed petals that surround a thorny maw.*

### BLOOD ROOT

CR 7

XP 3,200

N Large plant

**Init** +1; **Senses** low-light vision, tremorsense (within tendril network); **Perception** +9

#### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +4, **Will** +3

**DR** 5/Slashing; **Immune** plant traits

#### OFFENSE

**Speed** 15 ft., burrow 30ft., earth glide (within tendril network)

**Melee** bite +11 (1d8+5 plus 1d6 bleed), 2 vines +11 (1d6+5)

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

**Special Attacks** thorn blast

**Spell-Like Abilities** (CL 10th; concentration +12)  
1/day—*sickening entanglement* (DC 14)

#### STATISTICS

**Str** 21, **Dex** 15, **Con** 18, **Int** 9, **Wis** 10, **Cha** 14

**Base Atk** +7; **CMB** +13; **CMD** 25

**Feats** Combat Reflexes, Following Step, Power Attack, Step Up, Step Up and Strike

**Skills** Perception +8, Stealth +9

**SQ** heart root, tendril network

#### ECOLOGY

**Environment** any temperate

**Organization** Solitary, pair or tangle (3-6)

**Treasure** standard

#### SPECIAL ABILITIES

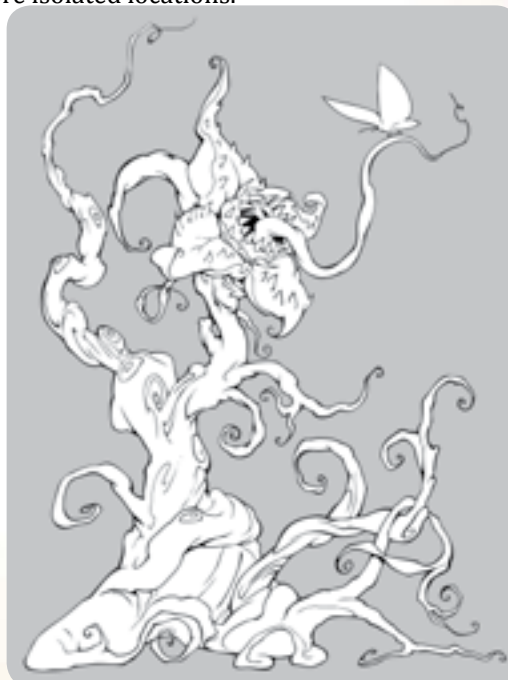
**Heart Root (Ex)** A blood root plant contains a thick, barrel-like root buried at the center of its tendril network. If a blood root is killed a new plant will grow from this heart root within 1 week unless it is uprooted and destroyed as well. The heart root contains a thick red sap that is derived from the drained blood of the plant's victims.

**Tendril Network (Ex)** A blood root plant includes an extensive network of roots and ground covering vines that cover the blood root's hunting territory. This network is symbiotic plant, but not actually part of the blood root itself. While within a tendril network a blood root gains tremorsense and earth glide. The tendril network covers a 60 foot radius area, although sometimes this area is not a perfect circle due to the surrounding terrain. When more than a single blood

root is encountered, each will have its own tendril network. These networks do not overlap, instead they grow adjacent to one another. This expands the blood roots effective hunting grounds since the plants are able cross over and share their tendril networks.

**Thorn Blast (Ex)** As a standard action, a blood root can shoot a 30-foot cone of thorns from its maw. Any creature in the area of effect takes 3d6 piercing damage and 1d6 bleed. A successful DC 16 Reflex save halves the damage and negates the bleed.

The plant creature known as a blood root is actually two symbiotic plants. The blood root plant creature itself consists of a mobile hunting stalk which is often referred to as a "root" because of the plant's burrowing ability and the nourishing heart root which always remains buried. The second plant in this symbiotic relationship is the ground cover plant known as the tendril network. The tendril network is just a normal plant, not a plant creature. However the blood root can sense vibrations through the tendril network giving it tremorsense in the area covered by the tendril network, much like a spider sensing insects stuck in its web. The extensive roots of the tendril network also keep the underlying soil soft, allowing the blood root to use earthglide. In addition, the tendril network funnels the blood of the blood root's victims back to the heart root and ensures that there is always enough vegetation in the area for the blood root's *sickening entanglement* ability. Tangles of blood roots and their tendril networks can grow to cover large areas, especially in more isolated locations.





## BLOOD ROSE SWARM

*A mass of white roses with pink tipped petals covers the surrounding area like a blanket.*

### BLOOD ROSE SWARM

CR 2

XP 600

N Diminutive plant (swarm)

Init +3; Senses low-light vision; Perception +0

#### DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 19 (3d8+6);

Fort +5, Ref +4, Will +1

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

#### OFFENSE

**Speed** 10 ft., plant stride 30 ft.

**Melee** swarm (1d6 plus blood thinner)

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

**Special Attacks** alluring scent (DC 13), blood thinner (DC 13), distraction (DC 13)

#### STATISTICS

Str 1, Dex 16, Con 15, Int —, Wis 10, Cha 2

Base Atk +2; CMB —; CMD —

#### ECOLOGY

**Environment** warm forest, jungle or swamp

**Organization** solitary, pair or field (3–6 swarms)

**Treasure** incidental

#### SPECIAL ABILITIES

**Alluring Scent (Ex)** A blood rose swarm can release an invisible cloud of pollen as a standard action. All creatures within 30 ft. must make a Will save or be *fascinated* for 1d4 rounds. A *fascinated* creature will move equal to their speed directly towards the blood rose swarm. This will not cause the *fascinated* creature to move into any obvious dangers. The save DC is Constitution-based.

**Blood Thinner (Ex)** Poison— injury; save Fortitude DC 13; frequency 1/round for 4 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

**Camouflage (Ex)** When a blood rose swarm is stationary within an area of thick vegetation, it appears as part of the surrounding

## NEW POISON

A single dose sells for 100 gp.

### BLOOD ROSE OIL

**Type** injury; **Save** Fortitude DC 13

**Frequency** 1/round for 4 rounds

**Effect** 1 Con damage; **Cure** 1 save

plant life. A DC 20 Perception or Knowledge (Nature) check is required to recognize it as a threat.

**Plant Stride (Su)** If there is vegetation covering any solid surface, the blood rose swarm can move across it at a speed of 30 ft., even up vertical surfaces or along a ceiling. In addition, the blood rose swarm ignores any movement modifiers or penalties from vegetation such as undergrowth or *entanglement*.

Found mostly in temperate or tropical rainforests and jungles, blood rose swarms are groups of diminutive carnivorous plants that each sport a single rose blossom atop a small clump of thorny tendrils. Blood roses are mobile but relatively slow to move across open ground. However, they possess the ability to move very quickly over and around other vegetation. As a result, they tend to be found in areas with thick vegetation.

The fragrance of a blood rose swarm is a pleasant, slightly intoxicating smell. Those that are overcome

by the scent often walk straight into the heart of the swarm before they realize it's true nature. Blood rose swarms feed on the blood of the creatures that they can catch. As they feed their petals turn from white to a deep blood red

The thorns of a blood rose swarm are covered with a secreted oil that thins the blood of their prey and prevents it from clotting. Carefully harvesting of the oil is possible from the individual plants if they can be isolated. A DC 12 Knowledge (nature) check is required to successfully harvest the oil from a single plant and four plants must be harvested to produce a single dose of the poison.



## CATCHWEED

*This rough ball of tough, twisted vines and stalks is covered in long, wickedly barbed thorns.*

### CATCHWEED

CR 10

XP 9,600

N Large plant

Init +3; Senses low-light vision; Perception +7

#### DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 127 (15d8+60)

Fort +13, Ref +8, Will +4

DR 10/slashing; Immune plant traits; Resist cold 10, fire 10

#### OFFENSE

Speed 40 ft.

Melee 2 slams +16 (1d8+5/19-20 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks blood drain (1d2 Constitution), constrict (1d8+5), ensnaring trample (1d8+7, DC 22)

#### STATISTICS

Str 21, Dex 16, Con 19, Int 2, Wis 8, Cha 9

Base Atk +11; CMB +17 (+21 grapple); CMD 30

Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (slam), Improved Natural Attack (slam), Mobility, Power Attack, Spring Attack

Skills Acrobatics +8 Perception +7, Stealth +11

#### ECOLOGY

Environment any arid plains or deserts

Organization solitary or pairs

Treasure standard

#### SPECIAL ABILITIES

**Engulfing Grapple (Ex)** When the catchweed successfully starts a grapple against a creature at least one size category smaller than itself, the creature is pulled inside the catchweed. The creature gains the grappled condition, but the catchweed does not and the creature is carried along inside the catchweed when it moves. The catchweed can carry up to four creatures that are one size category smaller than itself or sixteen creatures that are two size categories smaller in this manner. It is a free action for the catchweed to maintain the grapple against any creatures contained within it but it may only maintain the grapple and not damage or pin the creature, however it's constrict and blood drain abilities still apply. Make a single combat maneuver check to maintain the grapple against all

engulfed creatures.

**Ensnaring Trample (Ex)** The catchweed can ensnare creatures that it tramples. As a free action the catchweed can make combat maneuver check to grapple creatures that it trampled over that elected to take an attack of opportunity or failed the reflex save against the trample.

**Regrowth (Su)** For each point of Constitution damage the catchweed inflicts with its blood drain ability, it heals five points of damage or gains five temporary hit points if it is not damaged. The temporary hit points last for one hour.

**Rough Ride (Ex)** A creature that starts its turn inside a catchweed must succeed on a DC 16 Fortitude save or be nauseated for one round from the spinning motion of the rolling catchweed. The catchweed must have moved at least 20 feet on its last turn for this ability to take effect. The save DC is Charisma-based.

Catchweeds can be found predominately in dry plains and grasslands where they hunt any Small or Medium creatures that they can catch. These carnivorous plants are made up of a ball of tough, thorn-covered roots and stalks. They move by rolling across the open ground which they achieve by shifting their internal mass and moving their center of gravity. When they catch their prey, they feed by draining the creature's blood through their hollow, barbed thorns.





# CINDER-HEART TREANT

*The still burning heartwood of this fire ravaged tree glows cherry red through the outer husk of ash covered charcoal.*

## CINDER-HEART TREANT

CR 10

XP 9,600

CN Huge plant (fire)

**Init** +0; **Senses** low-light vision; Perception +17

**Aura** heat (5 ft., 1d6 fire, DC 18)

### DEFENSE

**AC** 24, touch 8, flat-footed 24 (+16 natural, -2 size)

**hp** 128 (15d8+60)

**Fort** +13, **Ref** +7, **Will** +6

**DR** 10/slashing; **Immune** fire, plant traits

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +19 (2d6+9 plus 1d6 fire/19-20)

**Ranged** rock +9 (2d6+13)

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

**Special Attacks** breath weapon (60-ft. cone, 6d6 fire damage, Reflex DC 21 for half, usable every 1d4 rounds); death throes, ranting treespeech, rock throwing (180 ft.), trample (2d6+13, DC 26)

### STATISTICS

**Str** 29, **Dex** 10, **Con** 19, **Int** 12, **Wis** 8, **Cha** 13

**Base Atk** +11; **CMB** +22 (+24 sunder); **CMD** 32 (34 vs. sunder)

**Feats** Cleave, Improved Critical (slam), Improved Sunder, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

**Skills** Intimidate +25, Knowledge (nature) +9, Perception +17, Stealth +2

**Languages** Common, Sylvan, Treant

### ECOLOGY

**Environment** any forest, usually in or near burned areas

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Death Throes (Su)** When a cinder-heart treant slain, its body explodes in a blast of fire. All creatures within 20-feet of the cinder-heart treant take 12d6 fire damage. A successful DC 21 Reflex save reduces the damage by half. The save is Constitution-based.

**Double Damage Against Objects (Ex)** A cinder-heart treant that makes a full attack against an object or structure deals double damage.

**Heat Aura (Su)** Any creature within 5 feet

of a cinder-heart treant takes 1d6 fire damage. A DC 18 Fortitude save negates this damage. The save is Charisma-based.

**Ranting Treespeech(Ex)** Cinder-heart treants still have the continual ability to speak with plants, but in their pain and insanity they are rarely able to form coherent thoughts. As a standard action a cinder-heart treant can deliver a ranting tirade that causes any plant creatures that hear it to become confused for 2d4 rounds. A successful DC 18 Will save negates this effect. Due to the cinder-heart treant's ability to speak with plants, this ability will affect plants which are immune to mind-affecting effects. The save is Charisma-based.

The leaves and bark of the cinder-heart treant have been burned away, leaving its scorched body as bits of blackened charcoal surrounding a center of red hot cinders. The cinder-heart treant has not only been consumed by fire by also by the pain and rage that it has suffered by being burned alive. Driven irrevocably insane by its ordeal, the cinder-heart treant strikes out in fury at any living creatures that it encounters. Worst of all the cinder-heart treant continues to spread fiery destruction in its wake. In an attempt to quell the fire in its chest, the cinder-heart uses flaming breath as often as possible.



## DEATHCAP FUNGUS

Deathcap Fungus is a small, black mushroom that is infused with negative energy. They grow in decaying plant matter or animal carcasses. When they chance to grow on the body of an undead creature, the undead is able to draw upon the negative energy of the fungus.

### CREATING A DEATHCAP CREATURE

“Deathcap Creature” is an acquired template that can be applied to any corporeal undead creature. A deathcap creature retains the base creature’s statistics and special abilities except as noted below.

**Challenge Rating:** Same as the base creature +1.

**Defensive Abilities:** A deathcap creature gains resist positive energy 5.

**Melee:** A deathcap creature adds 1d6 negative energy damage on its melee attacks made with natural weapons, unarmed strikes or manufactured weapons.

**Special Attacks:** A deathcap creature gains death throes.

#### Special Abilities

**Death Throes (Su)** When a deathcap creature is destroyed it releases a burst of negative energy. Any living creatures within 30 feet of the deathcap creature are dealt 1d6 negative energy damage per 2 HD of the deathcap creature. A DC (10 + ½ HD + Charisma modifier) Will save will reduce the damage by half. The save DC is Charisma-based.

## DEATHCAP CRYPT THING

*Shreds of leathery flesh and tiny black mushrooms cling to this skeletal figure’s body, while twin motes of fiery light glow deep in its eye sockets.*

### DEATHCAP CRYPT THING

CR 6

XP 2,400

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

**Aura** fear (10 ft., frightened for 1d4 rounds, Will DC 16 negates)

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +6, **Will** +8

**Defensive Abilities** channel resistance +2; **DR** 10/bludgeoning or magic; **Immune** undead traits; **Resist** positive energy 5

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +10 (1d8+4 plus 1d6 negative energy)

**Special Attacks** death throes, teleporting burst

**Spell-Like Abilities** (CL 8th; concentration +10)  
3/day—*quicken dimension door*

#### STATISTICS

**Str** 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 15

**Base Atk** +6; **CMB** +10; **CMD** 23

**Feats** Alertness, Dodge, Improved Initiative, Lightning Reflexes

**Skills** Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3, Perception +15, Sense Motive +15, Stealth +9

**Languages** Common

#### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Death Throes (Su)** When a deathcap crypt thing is destroyed it releases a burst of negative energy. Any living creatures within 30 feet of the deathcap crypt thing are dealt 4d6 negative energy damage. A DC 16 Will save will reduce the damage by half. The save DC is Charisma-based.





**Teleporting Burst (Su)** Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

Crypt things are undead creatures found guarding tombs, graves, and crypts. Necromancers and other spellcasters create them to guard such areas, and the crypt things never leave their appointed lairs, even to pursue enemies. Their warded area may be a single room or passage, an entire grave complex, or even a city-sized necropolis. Though naturally solitary, multiple crypt things may guard a common area, often in conjunction with constructs or other undead.

A crypt thing only initiates combat if it is attacked or if the object or crypt it is guarding is touched or entered. Until this condition is met, a crypt thing is content to remain motionless—it may even answer questions or otherwise interact with visitors if its master has directed it to do so. Rumors exist of variant crypt things that do not teleport their foes, but instead paralyze opponents and turn them invisible, leaving victims to helplessly watch their allies being torn apart by the angry guardian.

## DEATHCAP GHOUL

*This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame. Its back is covered with tiny black mushrooms.*

### DEATHCAP INCREASED HD GHOUL CR 4

**XP 1,200**

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

**hp** 26 (4d8+8)

**Fort** +3, **Ref** +4, **Will** +6

**Defensive Abilities** channel resistance +2; Immune

undead traits; **Resist** positive energy 5

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +6 (1d6+1 plus 1d6 negative energy and disease and paralysis) and 2 claws +6 (1d6+1 plus 1d6 negative energy and paralysis)

**Special Attacks** death throes, paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

#### STATISTICS

**Str** 13, **Dex** 16, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5

**Languages** Common

#### ECOLOGY

**Environment** any land

**Organization** solitary, gang (2–4), or pack (7–12)

**Treasure** standard

#### SPECIAL ABILITIES

**Death Throes (Su)** When a deathcap ghoul is destroyed it releases a burst of negative energy. Any living creatures within 30 feet of the deathcap ghoul are dealt 2d6 negative energy damage. A DC 14 Will save will reduce the damage by half. The save DC is Charisma-based.

**Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3



Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These “civilized” ghouls are no less horrific in their eating habits, and in fact the concept of a well-laid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

## DEATHCAP ZOMBIE

*This walking corpse wears only a few soiled rags, its rotting flesh covered in tiny black mushrooms as it stumbles forward, arms outstretched.*

### DEATHCAP HUMAN ZOMBIE

CR 1

XP 400

NE Medium undead

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

#### DEFENSE

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

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing; **Immune** undead traits; **Resist** positive energy 5

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d6+4 plus 1d6 negative energy)

**Special Attacks** death throes

#### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

### Special Qualities staggered

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none

#### SPECIAL ABILITIES

**Death Throes (Su)** When a deathcap zombie is destroyed it releases a burst of negative energy. Any living creatures within 30 feet of the deathcap zombie are dealt 1d6 negative energy damage. A DC 11 Will save will reduce the damage by half. The save DC is Charisma-based.

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using *animate dead*. Such





## DREAM WEED

*Spiky crimson-veined leaves surround the base of this plant. The pattern on the dark seed pod at the end of its long stalks bears an eerie resemblance to a screaming face.*

### DREAM WEED

CR 10

XP 9,600

NE Medium plant

**Init** +4; **Senses** low-light vision, thoughtsense 60 ft.; Perception +19

#### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural armor)

**hp** 127 (15d8+60)

**Fort** +13, **Ref** +9, **Will** +9

**DR** 10/bludgeoning or slashing; **Immune** plant traits; Resist fire 10

#### OFFENSE

**Speed** 20 ft., swim 10 ft.

**Melee** 3 gores +15 (1d6–2 plus invasive), 2 slams +15 (1d4–2/19–20)

**Spell-Like Abilities** (CL 15th; concentration +20)

At will—*mind thrust* II<sup>OA</sup> (DC 17)

#### STATISTICS

**Str** 6, **Dex** 18, **Con** 19, **Int** 14, **Wis** 19, **Cha** 21

**Base Atk** +11; **CMB** +9; **CMD** 23 (29 vs. trip)

**Feats** Alter Binary Mindscape<sup>OA</sup>, Bleeding Critical, Critical Focus, Improved Critical (slam), Psychic Combatant<sup>OA</sup>, Psychic Defender<sup>OA</sup>, Psychic Sensitivity<sup>OA</sup>, Weapon Finesse, Third Eye<sup>OA</sup>

**Skills** Perception +19, Sense Motive +15, Stealth +19, Survival +16, Swim +18

**Languages** Common (can't speak)

**SQ** pernicious, spiky leaves

#### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or stand (3–6)

**Treasure** incidental

#### SPECIAL ABILITIES

**Invasive (Su)** Whenever a dream weed hits with a gore attack, it plants a psychic seed, plunging the target (but not the dream weed) into a psychic duel with a creature from its worst nightmares, as *instigate psychic duel*<sup>OA</sup> (DC 22 Will negates). The psychic seed functions as a thought-form creature with the extra attacks and increase damage

augmentations. It acts on the dream weed's turn, but functions independently, and causes no psychic backlash if it is defeated. If the thought-form creature slays a target, it spawns as a new dream weed in 1d4 days. The dream weed's manifesting level is equal to one-half its hit dice. The save DC is Charisma-based.

A dream weed's invasive thought-form creature has the following statistics: AC 22; touch AC 14; hp 63; Attack 2 slams +12; Damage 1d10+5; Fort +13, Ref +9, Will +9

**Pernicious (Su)** After defeating a dream weed's psychic seed, a target must succeed at a DC 22 Will save to fully root out the mental invader. If it fails, the thought-form creature slowly reconstitutes itself in the recesses of the target's mind over 1d4 days. After that period, the next time the target enters combat, the thought-form creature, at full-strength, attacks again after 1 full round, instigating a psychic duel as if the target had been hit by the dream weed's attack. If it is defeated, the target may attempt a DC 22 Will save to fully root it out. This is a curse effect. The save DC is Charisma-based.

**Spiky Leaves (Ex)** A dream weed's slam attacks do slashing damage.

Rarely, doomed victims of sleep-inducing plants such as xtabay (*Pathfinder Roleplaying Game: Bestiary 2*) realize their fate and are plagued with nightmares from which they can't awake as they die. From these dark visions emerge dream weeds, psychic parasites that slip into the Material Plane as the dreamer takes his last breath.

With little desire other than to spread as much as possible, a dream weed proves difficult to cull once it has established itself. It targets living creatures that cross its path with its invasive ability, resorting to its mind thrust only when it can't reach its prey.

Because of how they're spawned, dream weeds may be found almost anywhere, but it prefers to make its home in temperate wetlands, such as swamps and at the edge of ponds and rivers. It typically uses dowsing to make its way to those locations, though powerful practitioners of occult lore sometimes coerce it with promises of regular feeding into becoming a garden guardian.



## FAERIE CIRCLE STALKER

*A ring of toadstools crowns this dirt-encrusted woody mass. The ring's center opens into a wide maw wreathed in tangled vines.*

### FAERIE CIRCLE STALKER

CR 14

XP 38,400

CE Huge plant (extraplanar)

Init +0; Senses low-light vision, tremorsense 60 ft.;

Perception +17

#### DEFENSE

AC 21, touch 4, flat-footed 21 (−4 Dex, +17 natural, −2 size)

hp 210 (20d8+120)

Fort +18, Ref +2, Will +12

Defensive Abilities subterranean; Immune plant traits

#### OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +23 (2d6+9 plus grab), 5 tentacles +20 (1d8+4)

Space 15 ft.; Reach 5 ft. (20 ft. with tentacles)

Special Attacks fast swallow, pull (tentacle, 10 ft.), swallow whole (8d6 bludgeoning damage plus digest magic, AC 18, 21 hp)

Spell-Like Abilities (CL 20; concentration +22)

Constant—*detect magic*

#### STATISTICS

Str 28, Dex 3, Con 22, Int 7, Wis 18, Cha 15

Base Atk +15; CMB +27 (+31 grapple); CMD 33 (can't be tripped)

Feats Critical Focus, Eldritch Claws<sup>APG</sup>, Improved Initiative, Improved Iron Will, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Staggering Critical, Weapon Focus (bite)

Skills Perception +17, Stealth +7

Languages Sylvan

SQ freeze (toadstool ring), no breath

#### ECOLOGY

Environment temperate forest

Organization solitary

Treasure standard

#### SPECIAL ABILITIES

**Digest Magic (Su)** A faerie circle stalker drains magic from living creatures it swallows. Any creature in a faerie circle stalker's stomach at the start of the creature's turn must succeed at a DC 22 Will save or have the number

of spells it can cast per day reduced by 1 per each spell level (for casters who prepare spells, determine randomly which spell is lost). If this reduces the number to 0, a target may only cast spells of that level if its spellcasting stat allows bonus spells of that level. An affected creature receives a new saving throw each day to regain 1 spell per day at each level. If a creature has no spell levels, the faerie circle stalker instead drains magic from exposed magic items (items being held or occupying a slot); these items must succeed at a DC 22 saving throw as if they were unattended or have their magic completely suppressed. They may make a new saving throw each day to regain their normal function. The save DC is Charisma-based.

**Subterranean (Ex)** A faerie circle stalker typically lurks just below the ground's surface, giving it improved cover, total concealment, and immunity to precision-based damage. If a creature that has been swallowed whole cuts its way out of a faerie circle stalker using this ability, the creature is considered buried, as if it were caught in a cave-in. Drag attempts to pull a faerie circle stalker out of the ground suffer a −10 penalty due to the weight of the ground, though spells such as *create pit*<sup>APG</sup>, *move earth*, or *stone shape* can remove the ground cover.

A ring of toadstools is the only above-ground manifestation of these refugees from the otherworldly realm of the fey. Lurking underground, they wait for creatures to enter their toadstool lure before swallowing them whole and feeding on their magic. If its ambush fails, a faerie circle stalker pulls creatures to its waiting maw. Faced with harm from targets it can't reach, it retreats deeper underground and finds a new hunting ground.

Faerie circle stalkers have a single-minded focus





on satisfying their voracious appetite, but can be bribed into serving other creatures with promises of steady food. They prefer to feed on fey creatures or spellcasters. Some theorize that their search for new prey brought the invasive species to the Material Plane though others believe they ended up here as a result of attempts to weed them out of their native soil.

If slain, a faerie circle stalker's ring of toadstools retain some of the creature's magic — a single conjuration (teleportation) spell cast on the ring within 1 day of the stalker's demise becomes permanent, transporting anyone who steps within the ring to the location determined when the spell was cast.

## GHOST SPORE SWARM

*This cloud of spores catches the light in such a way it takes on an otherworldly appearance.*

### GHOST SPORE SWARM

CR 11

XP 12,800

N Fine plant (incorporeal, swarm)

**Init** +9; **Senses** low-light vision; Perception +16

#### DEFENSE

**AC** 26, touch 26, flat-footed 20 (+2 deflection, +5 Dex, +1 dodge, +8 size)

**hp** 136 (16d8+64)

**Fort** +14, **Ref** +12, **Will** +10

**Defensive Abilities** incorporeal, swarm traits; **Immune** plant traits

**Weaknesses** vulnerability to plant-targeted spells

#### OFFENSE

**Speed** fly 60 ft. (good)

**Melee** swarm (4d6 plus distraction and fade out)

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

**Special Attacks** distraction (DC 22), fade out (DC 20), incorporeal dissolution (DC22)

#### STATISTICS

**Str** —, **Dex** 20, **Con** 19, **Int** 7, **Wis** 16, **Cha** 15

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

**Feats** Dodge, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Knowledge [nature]), Skill Focus (Stealth)

**Skills** Fly +17, Knowledge (nature) +7, Perception +16, Stealth +24

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or cloud (3–8)

**Treasure** none

#### SPECIAL ABILITIES

**Fade Out (Su)** A corporeal creature that takes damage from a ghost spore swarm must succeed on a DC 20

Will save or become incorporeal for 2d6 rounds. If the creature does not have ghost touch weapons or armor, it loses them, unless it succeeds on a second DC 20 Will save, in which case the character can attack incorporeal creatures with its weapons and retains its armor bonuses against incorporeal creatures. The save DCs are Charisma-based.

**Incorporeal Dissolution (Ex)** A ghost spore swarm deals 4d6 acid damage to incorporeal creatures within its space (in addition to its normal swarm attack). A creature reduced to less than 0 hp must succeed at a DC 22 Fortitude save or die. One round after the creature dies as a result of taking damage from this ability, the corpse has a 90% chance of dissolving into an additional ghost spore swarm. In the rare case the corpse does not spawn a new swarm, it reverts to its corporeal form and destroys the swarm as it serves as fertilizer for offspring of the originating plant. The save DC is Constitution-based.

**Vulnerability to Plant-Targeted Spells (Ex)** Despite a ghost spore swarm's incorporeal nature, spells that specifically target plant creatures affect it 100% of the time. Damage-dealing spells that target plant creatures do full damage to the swarm and may target the swarm even if they affect individual creatures instead of an area.

Many creatures undergoing a traumatic death leave a negative imprint of themselves on the world in the form of ghosts, spectres, and other incorporeal undead. These creatures seek to finish an important task, avenge a wrong, or lash out at the living in a rage. Powerful plant creatures can undergo the same



transmogrification, but those who wish to propagate their species instead create a swarm of spores bridging a gap between life and death. These spores become incorporeal and spawn other spores from their victims, but the spores are still alive and damaged by negative energy. While the swarm has a hive-like intelligence making it more self-aware than other plants, it hasn't learned to use its apparent undead state to fool victims into healing it. As plant creatures, the spores still react to



spells and effects that target plants; these spells and effects bypass the inherent protection provided by their incorporeality. The swarm's strange affliction makes it difficult to effectively complete the task it set out to do, and its spawning of additional swarms is a byproduct of its attempt to attach to a corporeal creature from which it can reseed. Unfortunately, even this process results in the death of the host creature. Creatures capable of controlling or befriending a ghost spore swarm employ them to destroy incorporeal undead, since the swarm is uniquely equipped to effectively combat them. However, as a side effect of this, a swarm which reverts an incorporeal undead creature to a corporeal form and takes root in it produces plants with an unholy bent.

## GREEN MAN

*Verdant foliage obscures most of this disembodied visage's features, leafy shoots sprouting from around its eyes and mouth.*

### GREEN MAN

CR 8

XP 4,800

N Tiny plant (incorporeal)

**Init** +2; **Senses** low-light vision; Perception +14

### DEFENSE

**AC** 17, touch 17, flat-footed 14 (+2 deflection, +2 Dex, +1 dodge, +2 size)  
**hp** 114 (12d8+60)  
**Fort** +13, **Ref** +6, **Will** +7

**Defensive Abilities** incorporeal;

**Immune** plant traits

### OFFENSE

**Speed** fly 20 ft. (good)

**Melee** incorporeal touch +13 (foliating touch)

**Space** 2-1/2 ft.;

**Reach** 0 ft.

**Spell-Like**

**Abilities** (CL 12th; concentration +14)

Constant—*speaking with plants*

1/day—*entangle*

(DC 14), *warp wood* (DC 15), *plant growth*

2/day—*transport via plants* (self only)

### STATISTICS

**Str** —, **Dex** 15, **Con** 21, **Int** 10, **Wis** 17, **Cha** 15

**Base Atk** +9; **CMB** +9; **CMD** 21 (can't be tripped)

**Feats** Ability Focus (possess plants), Dodge, Flyby Attack, Hover, Mobility, Spell Focus (transmutation)

**Skills** Fly +10, Knowledge (nature) +16, Perception +14, Survival +11; **Racial Modifiers** +8 Knowledge (nature)

**Languages** Sylvan

**SQ** possess plants

### ECOLOGY

**Environment** any forest

**Organization** solitary, pair, or crowd (3–6)

**Treasure** incidental

### SPECIAL ABILITIES

**Foliating Touch (Su)** A green man can cause vegetation to grow in any corporeal creature it touches. Shoots and vines inside the creature cause 2d6 points of damage each round for 1d6 rounds. In addition, the target must succeed at a DC 18 Fortitude save each round on its turn or suffer one of the following effects: 1-2 Take 1d2 points of Constitution damage. 3 Be blinded as shoots grow out of its eyes.\* 4 Be deafened when sprigs grow out of its ears.\* 5 Be unable to speak as foliage spills out of its mouth.\*



6 Be unable to get air through a throat clogged with flora (it may hold its breath to avoid immediately beginning to suffocate). A DC 25 Heal or Survival check as a standard action can clear enough foliage to allow the creature to breathe again.\*

\* If the target is already suffering from this condition, it instead suffers 1 point of Constitution damage.

Additional touches add to the effect's duration. Spells such as blight or diminish plants immediately end any effects from foliating touch. Plant growth causes the target to immediately suffer 2d6 points of damage and one of the foliating touch's random effects, with a -4 penalty to its Fortitude save. The save DC is Charisma-based.

**Possess Plants (Su)** A green man may merge with an adjacent plant to take control of it as a standard action. This ability functions as greater possession (*Pathfinder Roleplaying Game: Occult Adventures*) when used against a plant creature (DC 20 Will save negates; the save DC is Charisma-based). When used against any other plant, the green man can make it move as if it were an animated object of its size (including a number of Construction Points appropriate for its size; see *Pathfinder Roleplaying Game Bestiary*). While possessing a plant, the green man's visage appears on the target and it suffers one-quarter of any damage dealt to the plant. In addition, its foliating touch ability is added to the effect of any attacks of the host plant. A green man may leave a plant as a free action, or is expelled into the closest empty space if the host plant dies.

These nature spirits safeguard the balance between man and nature, ensuring both exist in harmony. Each green one tends its duties as it sees fit, interfering if either side gets out of balance. Worshipped by some primitive cultures, which they adopt, green men protect them from threats they view as non-natural, but stand aside against dangers they see as part of the natural order of things (such as a flood or wildfire). In combat, a green one possesses other plants, putting their power to its own purposes.

Green Men can be male or female, though place little importance on gender. Scholars believe new green ones arise from the body of victims consumed by a foliating touch.

## POSSESSED TREE

*This tree comes to life as a wizened face pushes out from the surface of the bark.*

**Huge Animated Object**

**CR 7**

**XP 3,200**

N Huge construct

**Init** -2; **Senses** low-light vision; Perception -5

### DEFENSE

**AC** 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

**hp** 78 (7d10+40)

**Fort** +2, **Ref** +0, **Will** -3

**Defensive Abilities** hardness 5; **Immune** construct traits

### OFFENSE

**Speed** 30 ft.

**Melee** 3 slams +15 (2d6+10)

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

**Special Attacks** trample (2d6+15, DC 23)

### STATISTICS

**Str** 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +19; **CMD** 27

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or group (3-12)

**Treasure** none

## GREENSCREAM TRUMPET

*Pendulous green flowers shaped like little trumpets and stuffed to bursting with needle-thin stamen festoon this beautiful shrub.*

**GREENSCREAM TRUMPET**

**CR 4**

**XP 1,200**

N Medium plant

**Init** +6; **Senses** blindsight 30 ft., low-light vision; Perception +7

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 47 (5d8+25)

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

**Immune** plant traits, sonic

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 5 ft.

**Space** 5 ft.; **Reach** 0 ft.

**Special Attacks** greenscream (30-ft. burst, 2d6 sonic plus deafened, DC 15 Fortitude), focused scream (60-ft. line, 4d6 sonic plus deafened, DC 15 Fortitude)

### STATISTICS

**Str** 9, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 16

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Improved Initiative, Skill Focus (perception), Toughness

**Skills** Perception +9, Stealth +5, (+15 when amongst angel trumpet plants)

### ECOLOGY

**Environment** warm forests, jungles, and rivers

**Organization** solitary or grove (3–5)

**Treasure** incidental

#### SPECIAL ABILITIES

**Greenscream (Ex)** A greenscream trumpet activates its namesake ability as a standard action as soon as it feels endangered. Each flower's many stamen vibrate as the stems swell with air to be released in a high-pitched scream. Creatures within a 30-foot radius take 2d6 sonic damage and are deafened for 1d4 minutes. A successful DC 15 Fortitude save halves the sonic damage and negates the deafening. Prolonged exposure to a greenscream can significantly damage a creature's hearing. If a creature fails a save against a greenscream while already deafened, the deafening effect is prolonged by 1d4 hours. The save DC is Charisma-based.

**Focused Scream (Ex)** Three times per day as a full-round action a greenscream trumpet can focus all of its flowers towards a particularly threatening target, releasing a thunderous blast of sonic force striking all targets in an 60-foot line. The targets take 4d6 sonic damage and become permanently deafened. A successful DC 15 Fortitude save halves the sonic damage and negates the deafening. The save DC is Charisma-based.

**Ultrasonic (Su)** A greenscream trumpet's sonic abilities can be powerful enough to penetrate even magical *silence*. Targets within an area of a *silence* or similar spell have a 50% chance to be affected by the plant's greenscream or focused scream abilities.

Though greenscream trumpets lack the extreme toxicity of their close cousin, the angel trumpet, they have devised their own unique method of self-defense – releasing high volume sonic bursts as well as far more devastating beams of pure sound. It does this by gathering air in its stems with a unique pseudo-lung and expelling it through the flowers, the stamen use the airflow to generate extremely rapid vibration



and subsequently; deafening screams. Greenscreams are usually as harmless as any ordinary flowering bush and possess no innate malevolence, though they are easily triggered into aggression. These tendencies have made them a favorite of vindictive horticulturalists in need of a very noisy, and quick to anger, guardian. Greenscream trumpets attack any creature that make sudden movements within 30 feet of it or that directly interact with the plant. Curiously, greenscreams are able to distinguish between other creatures and those it relies upon to pollinate and reproduce: hummingbirds and insects. Greenscream trumpets can only survive in warm climes, wilting if the temperature ever drops below 40°F.

## GROVEMAKER

*This tree features a riot of different colored flowers in full bloom; an incongruous pair of vines dangle from its lower branches.*

### GROVEMAKER

CR 10

XP 9,600

N Large plant

**Init** –1; **Senses** low-light vision; Perception +17

#### DEFENSE

**AC** 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)

**hp** 127 (15d8+60)

**Fort** +13, **Ref** +4, **Will** +9



**DR** 10/slashing; **Immune** electricity, plant traits

## OFFENSE

**Speed** 30 ft.

**Melee** slam +17 (3d6+7/19–20), 2 vines +18 (2d6+7 plus arboreal conversion plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with vines)

**Special Attacks** alluring scent, rise of trees

**Spell-Like Abilities** (CL 15th; concentration +17)  
Constant—*speaking with plants*

## STATISTICS

**Str** 25, **Dex** 8, **Con** 19, **Int** 11, **Wis** 18, **Cha** 14

**Base Atk** +11; **CMB** +19 (+21 bull rush, +23 grapple);  
**CMD** 28 (30 vs. bull rush)

**Feats** Alertness, Bull Rush Strike<sup>APG</sup>, Cleave, Improved Bull Rush, Improved Critical (slam), Intimidating Prowess, Power Attack, Weapon Focus (vine)

**Skills** Intimidate +19, Knowledge (nature) +10, Perception +14 (+22 in forests), Sense Motive +13 (+21 in forests), Stealth -5 (+11 in forests); **Racial Modifiers** +8 Perception in forests, +8 Sense Motive in forests, +16 Stealth in forests

**Languages** Common, Sylvan

## ECOLOGY

**Environment** any forest

**Organization** solitary, pair, or grove (3–6)

**Treasure** incidental

## SPECIAL ABILITIES

**Alluring Scent (Ex)** A grovemaker can release an invisible cloud of pollen as a standard action. All creatures in a 150-foot radius are fascinated for 2d4 rounds. A DC 19 Will save negates the effect. A fascinated creature will move equal to their speed directly towards the grovemaker. This will not cause the fascinated creature to move into any obvious dangers. The save DC is Charisma-based.

**Arboreal Conversion (Ex)** A creature taking damage from a grovemaker's vine attack becomes infested with a sticky sap, unless it succeeds at a DC 21 Reflex save. On a failed save, the victim must succeed at a DC 21 Fortitude save each round or take 1d6 points of Dexterity damage as it becomes more treelike. A victim taking damage in this way gains the benefits of barkskin, as per the spell (CL equals grovemaker's HD). A spell or effect that specifically damages plants ends this effect, as does a fire-based attack that deals at least 10 points of damage to the victim. A victim reduced to 0 Dexterity physically becomes a

tree, losing all movement modes and abilities relying on physical movement (requiring break enchantment or a more powerful effect to reverse). Immediately, and every 24 hours afterward, the victim must attempt a DC 21 Will save or become a mindless plant (requiring wish or miracle to reverse). The save DCs are Constitution-based.

**Rise of Trees (Su)** A grovemaker can establish rudimentary control trees within 150 feet. As a standard action, it can command trees to force their roots out of the ground, creating difficult terrain in the area for 1d6 rounds. Alternatively as a standard action, it can call on two trees within range to make slam attacks using the same attack and damage rolls as the grovemaker.

Springing up in dying forests, or placed there by powerful treants, grovemakers repopulate their homes with replacements drawn from humanoids, usually those who originated the destruction. Grovemakers resemble trees in their native biomes, but they always produce flowers (or colorful cones in primarily coniferous forests). They use their alluring pollen to draw in potential humanoid victims. When victims arrive, the creatures assess them for their destructive capabilities and desires. Grovemakers err on the side of caution if they are uncertain about a visitor's truthfulness. They attack perceived and actual threats, preferring to use their vines to convert hostile creatures into replacement trees, but possessing the capability to destroy resistant creatures physically.

Grovemakers stand 12 feet tall, have 1-foot-diameter trunks, and can live for 200 years.



# HUNGRY PIT

*A plant with large leafy fronds covers the ground.*

## HUNGRY PIT

CR 6

XP 2,400

N Huge plant

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

### DEFENSE

**AC** 18, touch 6, flat-footed 18 (-2 Dex, +12 natural, -2 size)

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +1, **Will** +1

**Defensive Abilities** ground cover; **DR** 5/slashing; **Immune** acid, plant traits

### OFFENSE

**Speed** 0 ft.

**Melee** sting +12 (1d8+8 plus poison), 2 tentacles +10 (1d8+4 plus 1d6 acid and pull)

**Space** 15 ft.; **Reach** 25 ft. (sting can only reach creatures inside the pit)

**Feats** Multiattack<sup>B</sup>

**Special Attacks** acidic nectar, feeder tentacles, poison, pull (tentacle, 15 feet)

### STATISTICS

**Str** 26, **Dex** 7, **Con** 19, **Int** —, **Wis** 7, **Cha** 6

**Base Atk** +6; **CMB** +16; **CMD**

24 (can't be tripped, can't be moved or repositioned by any combat maneuver while buried in the ground)

**SQ** living pit

### ECOLOGY

**Environment** any tropical forest, jungle or swamp

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Acidic Nectar (Ex)** The bottom of a hungry pit is filled with several feet of sticky acidic nectar that the plant uses to digest its prey. Any creature inside the pit takes 1d6 acid damage per round and for 2 rounds after they exit the pit.

**Camouflage (Ex)** A hungry pit has large leafy fronds that it uses to cover the pit-opening and disguise its true nature. It requires a DC 16 Knowledge (nature) or DC 26 Perception check to recognize the danger a hungry pit represents before it attacks.

**Feeder Tentacles (Ex)** When using the pull ability with

its tentacles, a hungry pit can pull creatures into its own space causing them to fall into its internal pit.

**Ground Cover (Ex)** Since most of the hungry pit is buried under the ground, it counts as being prone against ranged attacks that originate from outside of the pit and gains a +4 bonus to its AC against such attacks.

**Living Pit (Ex)** A hungry pit is a huge omnivorous plant that is almost entirely buried in the ground. It has a 10-foot diameter and 20-foot-deep internal hollow that is open to the air that it uses to trap and digest its prey. Due to the liquid nectar filling the bottom of the pit, creatures that fall or are pulled into the pit suffer only 1d6 falling damage despite the pit's depth. Climbing out of the pit requires a DC 25 Climb check and creatures must climb 20 feet to reach the top.

**Poison (Ex)** A hungry pit has several poisoned stingers that can reach creatures inside the pit. *Hungry pit toxin:* Sting— injury; *save* Fort DC 18; *effect* unconsciousness for 1d4 rounds; *frequency* 1/round for 4 rounds; *cure* consecutive 2 saves.

Hungry pits are giant-sized cousins of the common pitcher plants that use nectar filled pitcher traps to catch and devour insects. The hungry pit's internal pit or "pitcher" structure is too large to support its own weight, so it has evolved to grow underground for the structural support. It has numerous roots that grow into the surrounding soil to help anchor it in place.

A hungry pit relies on its tremorsense to detect approaching prey, and then uses its feeder tentacles to surprise and pull the unsuspecting

creature into its internal pit which functions much like an animal's stomach. The pit will try to sting its prey into submission so it can digest its meal at leisure.

# HYDRA VINE

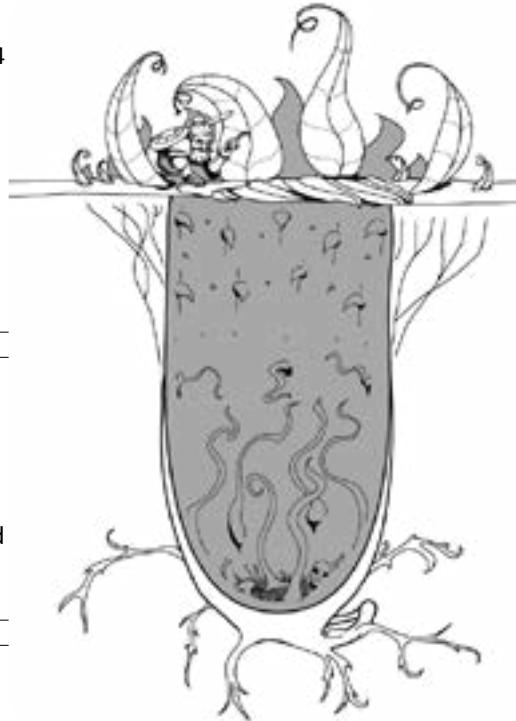
*This writhing mass of tangled vines is crowned by three purple pods that each contain a vicious, snapping maw.*

## HYDRA VINE

CR 15

XP 51,200

N Large plant





**Init** +3; **Senses** low-light vision; Perception +12

#### DEFENSE

**AC** 29, touch 11, flat-footed 28 (+1 Dex, +1 dodge, +18 natural, -1 size)

**hp** 209 (22d8+110); regeneration 15 (cold)

**Fort** +18, **Ref** +8, **Will** +7

**Defensive Abilities** writhing vines; **DR** 10/magic and slashing; **Immune** plant traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 3 bites +22 (1d8+7 plus grab/19–20)

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

**Special Attacks** constrict (1d8+7), swallow whole (3d6 acid damage, AC 19, 21 hp)

#### TACTICS

##### Increased Size Statistics

**Huge** – **AC** 30, touch 8, flat-footed 29 (+1 dodge, +21 natural, -2 size); **hp** 253; **Fort** +20, **Ref** +7; **Melee** 4 bites +23 (2d6+9 plus grab/19–20); **Space** 15 ft.; **Reach** 15 ft.; **Special Attacks** constrict (2d6+9), swallow whole (3d6 acid damage, AC 20, 25 hp); **Str** 29, **Dex** 10, **Con** 24; **CMB** +27 (+31 grapple); **CMD** 37; **Skills** Stealth +6

**Gargantuan** – **AC** 30, touch 5, flat-footed 29 (-1 Dex, +1 dodge, +24 natural, -4 size); **hp** 297; **Fort** +22, **Ref** +6; **Melee** 5 bites +23 (2d8+11 plus grab/19–20); **Space** 20 ft.; **Reach** 20 ft.; **Special Attacks** constrict (2d8+11), swallow whole (3d6 acid damage, AC 22, 29 hp); **Str** 33, **Dex** 8, **Con** 28; **CMB** +31 (+35 grapple); **CMD** 40; **Skills** Stealth +1

**Colossal** – **AC** 28, touch 0, flat-footed 37 (-2 Dex, +1 dodge, +27 natural, -8 size); **hp** 341; **Fort** +24, **Ref** +5; **Melee** 6 bites +21 (4d6+13 plus grab/19–20); **Space** 30 ft.; **Reach** 30 ft.; **Special Attacks** constrict (4d6+13), swallow whole (3d6 acid damage, AC 23, 34 hp); **Str** 37, **Dex** 6, **Con** 32; **CMB** +37 (+41 grapple); **CMD** 45; **Skills** Stealth -4

#### STATISTICS

**Str** 25, **Dex** 12, **Con** 20, **Int** 9, **Wis** 6, **Cha** 7

**Base Atk** +16; **CMB** +24 (+28 grapple); **CMD** 35

**Feats** Critical Focus, Dodge, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical (DC 26), Vital Strike

**Skills** Perception +12, Stealth +11

**SQ** entangling vines, reactive regeneration

#### ECOLOGY

**Environment** warm jungles, forests or swamps

**Organization** solitary or

**Treasure** normal

#### SPECIAL ABILITIES

**Entangling Vines (Ex)** Creatures within a hydra vine's reach become entangled in its mass of vines. Creatures in this area gain the entangled condition and count as being anchored to the hydra vine so they are unable to move. Creatures that succeed on DC 26 Reflex save are not entangled. A creature of smaller size that is entangled is carried along with the hydra vine when it moves. As a standard action entangled creatures may attempt another Reflex save to escape the entanglement. The save DC is Constitution-based.

**Explosive Growth (Su)** A hydra vine gains growth points from its reactive regeneration ability or from eating creatures. When a hydra vine uses its swallow whole ability on a dead or unconscious creature it gains one growth point. Each time a hydra vine reaches 5 growth points it gains the giant creature simple template and gains two additional bite attacks. This template stacks with itself each time the hydra vine gains another 5 growth points, but the plant can't increase its size beyond Colossal. After 24 hours a hydra vine that is larger than size Large will split into two hydra vines of the next smallest size. This process repeats every 24 hours until all the hydra vines are size large.

**Reactive Regeneration (Su)** Whenever a hydra vine takes slashing damage (after DR is applied), it regenerates 5 hit points and gains one growth point.

**Writhing Vines (Ex)** The mass of vines surrounding a hydra vine partially obscure it. Physical ranged attacks have a 50% miss chance as the whipping vines knock the incoming missiles off course.



Hydra vines are aggressive, carnivorous plants that will attack almost any creature they come into contact with. Highly mobile for a plant, they constantly roam their hunting grounds for their next meal. Their regenerative and rapid growth abilities make fighting a hydra vine a very risky endeavor as any unsuccessful attempt will likely lead to the hydra vine growing in size and ultimately dividing into additional hydra vines. The key to dealing with a hydra vine may be exposing it to extreme cold as this seems to curb their regenerative abilities.

## HYPNO-LOTUS

*Huge, brightly colored flowers sprout from a mass of thick vines. The petals pulse and dance with alluring patterns and symbols.*

### HYPNO-LOTUS

CR 10

XP 9,600

N Medium plant

**Init** +8; **Senses** low-light vision; Perception +21**Aura** mesmerizing petals (60 ft., DC 19)

#### DEFENSE

**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)**hp** 127 (15d8+60)**Fort** +13, **Ref** +9, **Will** +11**DR** 5/slashing; **Immune** plant traits; **Resist** acid 10**Weaknesses** inception vulnerability

#### OFFENSE

**Speed** 20 ft., climb 20 ft.**Melee** 4 slams +15 (1d4+2 plus grab)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with slam)**Special Attacks** sinister pattern (Will DC 19)**Spell-Like Abilities** (CL 10th; concentration +20)At will—*charm person* (DC 17)1/day—*synaptic pulse*<sup>OA</sup> (DC 19)

#### STATISTICS

**Str** 15, **Dex** 18, **Con** 19, **Int** 10,**Wis** 10, **Cha** 23**Base Atk** +11; **CMB** +15 (+19 grapple); **CMD** 27**Feats** Agile Maneuvers, Blind-Fight, Combat Casting, Combat Reflexes, Improved Initiative, Nimble Moves, Skill Focus (Perception), Weapon Finesse**Skills** Climb +25, Perception +21;**Racial Modifiers** +8 to Climb**Languages** Aklo, Sylvan (can't speak); thrall telepathy**SQ** ego transfer

#### ECOLOGY

**Environment** any urban**Organization** solitary or garden (1 plus humanoid thralls)**Treasure** incidental

#### SPECIAL ABILITIES

**Aura of Mesmerizing Petals (Su)** The shifting patterns of a hypno-lotus' petals hypnotize any that see them. A creature that sees a hypno-lotus' petals within 60 feet must succeed at a DC 19 Will save or be compelled to serve it and defend it from harm. An affected creature can attempt a new saving throw every day, or if forced

to act against its nature. This is a mind-affecting effect. The save DC is Charisma-based.

**Ego Transfer (Su)** A hypno-lotus adds its Charisma modifier to its Will saving throws (+4 for a typical hypno-lotus). A creature affected by its aura of mesmerizing petals adds this bonus to its Will saving throws except against the hypno-lotus' abilities.

**Inception Vulnerability (Ex)** A hypno-lotus' psychic nature leaves it vulnerable to mental attacks. Mind-affecting abilities can affect a hypno-blossom, but it has a 50% chance to ignore the effect each round. This doesn't end the effect, but it does allow it to act normally for that round.

**Sinister Pattern (Su)** A hypno-lotus can choose a creature within 30 feet that can see it and display wicked symbols to that creature that invade its mind. The creature must succeed at a DC 19 Will saving throw, or use its next standard action to attack itself to the best of its ability. This is a mind-affecting effect. The save DC is Charisma-based.

**Thrall Telepathy (Su)** A hypno-lotus can telepathically and wordlessly communicate with a creature affected by its aura of mesmerizing petals at any distance as long as they are both on the same plane.



Hypno-lotus grow in highly populated areas full of potential psychic thralls. Using its enticing flowers, a hypno-blossom collects a mass of caretakers to serve its needs. These followers vary, ranging from well-meaning botanists to cult-like devotees. The social nature of these groups of thralls ensures that even those who break from the hypno-lotus' control are frequently re-exposed to its psychic influence.

A hypno-lotus uses its psychic thralls to secure a safe and often hidden home where it can flourish under the attentions of its hypnotized attendants. Often its needs are simple, and can be met with minimal disruption to its thralls' daily lives. Most hypno-lotus crave more luxurious lifestyles though, taking more and more of their thralls' time, energy, and wealth, demanding of them doting affection and servitude that rivals royalty.

A typical hypno-blossom is 6 feet tall and weighs 80 pounds. Mulch Stalker



## MULCH STALKER

*This creature's body consists of a thick layer of broad, overlapping wet leaves with an earthy smell. Four segmented branch legs ending in talon-like points poke out from the foliage.*

### MULCH STALKER

CR 3

#### XP 800

N Small plant

**Init** +3; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+4 Dex, +1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +4, **Will** +2;**Immune** electricity, plant traits; **Resist** cold 10, fire 10

#### OFFENSE

**Speed** 50 ft., climb 30 ft., leaf glide 50 ft.**Melee** bite +7 (1d6) and 2 talons +7 (1d4 plus accelerated rot)**Special Attacks** pounce, sneak attack +1d6, takedown swoop

#### STATISTICS

**Str** 11, **Dex** 17, **Con** 16, **Int** 2, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +2; **CMD** 15 (19 vs. trip)**Feats** Pack Attack<sup>UC</sup>, Weapon Finesse**Skills** Climb +10, Fly +4, Perception +5, Stealth +7 (+11 in forests and swamps) **Racial Modifiers** +8 Climb, +4 Stealth in forests and swamps**SQ** leaf glide

#### ECOLOGY

**Environment** cold or temperate forests and swamps**Organization** pack (3–8)**Treasure** none

#### SPECIAL ABILITIES

**Accelerated Rot (Su)** Any creature struck by a mulch stalker's talon attack must succeed on a fortitude save or its flesh begins to rapidly decay. Creatures without flesh are not affected.

**Disease:** Talon-Injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Con damage; *cure* 2 consecutive saves. A creature suffering from accelerated rot does not heal naturally and when she receives magical healing she must make a DC 13 Fortitude save or only heal half of the amount, rounded down. This save does not count towards curing the disease. The flesh of a creature that dies while under the effects of accelerated rot completely rots away, leaving behind the creature's skeleton and gear. The save DC is Constitution-based.

**Leaf Glide (Ex)** A mulch stalker's wide, thin body allows it to control its fall. For every five feet that a mulch stalker falls, it can move five feet horizontally in a direction of its choice and the mulch stalker does not

take falling damage. This requires a DC 10 Fly check.

**Takedown Swoop (Ex)** If a mulch stalker attacks a creature while using its leaf glide ability, it can use its pounce ability to make a full attack at the end of its movement, even if it doesn't charge. If it hits with both gore attacks, it can make a free trip attack at the end of its attack to attempt to knock over its prey.

In swampy and forested regions where necromancy is common, rotting vegetation mingles with tainted grave soil to form these silent pack hunters. Mulch stalkers never hunt alone, roving through their territories in pursuit of prey. Their sharp, pointed limbs secrete a substance that causes organic material to decompose so that they can feed on the rot. While stalking their prey, they rely on their natural camouflage to skitter through underbrush or glide from tree to tree unseen, before surrounding their quarry and pouncing in to strike in numbers.

Although necromancy is indirectly responsible for these creatures' existence, they have no affinity or allegiance to necromancers or the undead. Some packs even choose hunting grounds in areas where corporeal undead are relatively plentiful, attracted by the rotting meat. This even makes them a useful, if unusual, ally to druids and rangers with a knack for plants who seek to purge their wilds of undead foes.

A mulch stalker is 3 feet long and weighs 25 pounds.



## OPHIDIAN VINE, LESSER

*This free roaming vine slithers towards you like a snake.*

### LESSER OPHIDIAN VINE

CR 1/2

XP 200

N Small plant

**Init** +2; **Senses** low-light vision; Perception +0

#### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +2, **Will** +0**Defensive Abilities** quick strikes; **Immune** plant traits

#### OFFENSE

**Speed** 20 ft.**Melee** bite +3 (1d6-1 plus poisonous sap)

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 7**Base Atk** +0; **CMB** -2 **CMD** 10 (can't be tripped)**Feats** Weapon Finesse**Skills** Stealth +6 (+10);**Racial Modifiers** +4 Stealth when in an area with vegetation.**SQ** freeze

#### ECOLOGY

**Environment** warm forest, jungle or swamps**Organization** solitary, pair or nest (3-6)**Treasure** none

#### SPECIAL ABILITIES

**Freeze (Ex)** An ophidian vine can hold itself so still it appears to be an inanimate vine. An ophidian vine can take 20 on its Stealth check to hide in plain sight as an inanimate vine.

**Poisonous Sap (Ex)** Poison - injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage; cure 2 saves. The save DC is Constitution-based.

**Quick Strikes (Ex)** An ophidian vine may make an attack of opportunity against a creature that

makes a melee attack against it and is within its reach. Otherwise this ability follows the normal rules for making attacks of opportunity.

This slithering vine looks like a snake. The leaves on it's back imitate the diamond pattern displayed by many types of snake. It has a triangular head and mouth that sports two thorny fangs that drip poisonous sap.

## OPHIDIAN VINE

*This thick, free roaming vine slithers towards you like a snake.*

### OPHIDIAN VINE

CR 4

XP 1,200

N Medium plant

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

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)**hp** 37 (5d8+15)**Fort** +7, **Ref** +3, **Will** +1**Defensive Abilities** quick strikes; **Immune** plant traits; **Resist** cold 5, fire 5

#### OFFENSE

**Speed** 30 ft.**Melee** bite +7 (1d8+6 plus poisonous sap)

#### STATISTICS

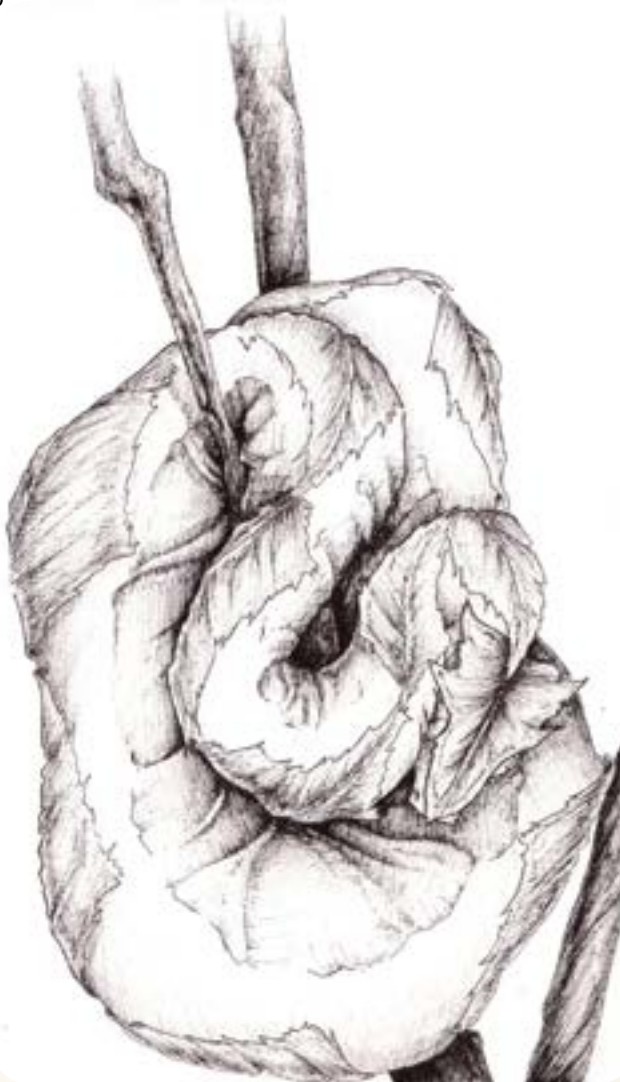
**Str** 18, **Dex** 15, **Con** 16, **Int** 2, **Wis** 11, **Cha** 7**Base Atk** +3; **CMB** +7; **CMD** 19 (can't be tripped)**Feats** Combat Reflexes, Dodge, Improved Initiative  
**Skills** Perception +5, Stealth +7 (+11); **Racial Modifiers** +4 Stealth when in an area with vegetation.**SQ** freeze

#### ECOLOGY

**Environment** warm forest, jungle or swamps**Organization** solitary or pair**Treasure** none

#### SPECIAL ABILITIES

**Freeze (Ex)** An ophidian vine can hold itself so still it appears to be an inanimate





vine. An ophidian vine can take 20 on its Stealth check to hide in plain sight as an inanimate vine.

**Poisonous Sap (Ex)** Poison - injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage; *cure* 2 saves. The save DC is Constitution-based.

**Quick Strikes (Ex)** An ophidian vine may make an attack of opportunity against a creature that makes a melee attack against it and is within its reach. Otherwise this ability follows the normal rules for making attacks of opportunity.

This slithering vine looks like a large snake. The leaves on it's back imitate the diamond pattern displayed by many types of snake. It has a triangular head and mouth that sports two thorny fangs that drip poisonous sap.

## OPHIDIAN VINE, GREATER

*A vine as thick as a fallen log, slithers towards you like a snake.*

### GREATER OPHIDIAN VINE

CR 7

XP 3,200

N Large plant

**Init** +5; **Senses** low-light vision; Perception +9

#### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +4, **Will** +3

**Defensive Abilities** quick strikes; **DR** 5/slashing;

**Immune** plant traits; **Resist** cold 5, fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +12 (2d6+9 plus poisonous sap), tail slap +7 (1d8+3 plus trip)

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

**Special Attacks** crushing bite

#### STATISTICS

**Str** 22, **Dex** 13, **Con** 18, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +7; **CMB** +14 **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Improved Initiative, Power Attack, Vital Strike

**Skills** Perception +9, Stealth +8 (+12); **Racial Modifiers** +4 Stealth when an area with vegetation.

**SQ** freeze

#### ECOLOGY

**Environment** warm forest, jungle or swamps

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Crushing Bite (Ex)** An ophidian vine may add 1-½ its

## NEW PLANT COMPANION

Plant companions use rules based upon the animal companion rules. For full details and more plant companions see the Elf section of the *Pathfinder Roleplaying Game: Advanced Race Guide*. Additional plant companions can also be found in *Deadly Gardens Player Companion: Verids*.

## SELECTING A PLANT COMPANION

In order to select a plant companion instead of an animal companion a character must have access via a racial trait or class feature or have the ability to use Handle Animal on plant creatures without penalty such as from the Deadly Gardener feat.

## OPHIDIAN VINE

**Starting Statistics:** **Size** Medium; **Speed** 30 ft.;

**AC** +2 natural armor; **Resist** cold 5, fire 5 **Attack**

bite (1d6 plus poison); **Ability Scores** Str 16, Dex

13, Con 14, Int 2, Wis 11, Cha 7; **Special Attacks**

poison (*frequency* 1/round for 4 rounds; *effect*

1d3 Dex damage; *cure* 2 saves; Con-based DC);

**Special Qualities** freeze, low-light vision.

**7th-Level Advancement:** **Size** Large; **AC** +2

natural armor; **Attacks** bite (1d8 plus poison), tail

slap (1d8 plus trip); **Ability Scores** Str +4, Dex -2,

Con +2; **Special Attacks** poison (as above), trip.

Strength modifier on its bite attack even though it has more than one natural attack.

**Freeze (Ex)** An ophidian vine can hold itself so still it appears to be an inanimate vine. An ophidian vine can take 20 on its Stealth check to hide in plain sight as an inanimate vine.

**Poisonous Sap (Ex)** Poison - injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage; *cure* 2 saves. The save DC is Constitution-based.

**Quick Strikes (Ex)** An ophidian vine may make an attack of opportunity against a creature that makes a melee attack against it and is within its reach. Otherwise this ability follows the normal rules for making attacks of opportunity.

This slithering vine looks like an enormous snake. It has grown larger than most of its kind dwarfing its smaller cousins. The leaves on it's back imitate the diamond pattern displayed by many types of snake. It has a triangular head and mouth that sports two thorny fangs that drip poisonous sap.

## PETRIFIED PLANTS

Petrified plants form over long periods of time from the remains of plants or plant creatures buried by sediment or volcanic ash. Protected from decay, the plant material gets slowly replaced by inorganic material as mineral-rich groundwater flows or percolates through the area. When enough time passes that only traces of organic material remain, the result is an extremely hard fossil that retains the plant's original structure down to the smallest detail. Geologic processes such as erosion and frost heaving sometimes return petrified plants to the surface. They can be found in just about any color, or even a mix of colors, depending on the minerals from which they formed.

Plant creatures that go through this process often perish, but particularly strong-willed or tenacious individuals instead go dormant, only to reawaken when they reach the surface at a later date. The amount of time it takes for petrified plants to form varies considerably, but the process rarely takes less than centuries, and may take thousands or even millions of years. Intelligent plant creatures that have survived this process retain their memories, and may thus hold ancient knowledge and secrets.

### CREATING A PETRIFIED PLANT

"Petrified plant" is an acquired template that can be added to any plant creature (hereafter referred to as the base creature). A petrified plant uses all of the base creature's statistics except as noted here.

**Challenge Rating:** HD 5 or less, as base creature + 1; HD 6 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

**Armor Class:** Natural armor increases by +3.

**Defensive Abilities:** A petrified plant gains DR and resistance as noted on the table. If the base creature has fire resistance, the indicated resistance stacks (to a maximum of 30 points).

Petrified Plant Defenses

Hit Dice	Resist Fire	DR
1–5	+10	5/adamantine
6–10	+20	10/adamantine
11+	+30	10/—

**Weaknesses:** A petrified plant loses any vulnerability to fire the base creature has.

**Speed:** Decrease all speeds by 10 feet (to a minimum of 10 feet). A petrified plant loses any fly speed the base creature has, though it can still fly under the effect of spells, spell-like abilities, or supernatural abilities that grant a creature the ability to fly, such as

the spell *fly*.

**Melee Attacks:** A petrified plant retains any natural attacks the base creature has. If the base creature has a slam attack, the petrified plant's slam attacks deal damage as if one size category larger.

**Special Attacks:** A petrified plant retains all of the special attacks of the base creature. Petrified plants with a slam attack gain Awesome Blow as a bonus feat and gain the following special attack.

**Mighty Slams (Ex)** When a petrified plant confirms a critical hit with a slam attack, it can forgo the extra damage from the critical hit to attempt an awesome blow combat maneuver as a free action.

**Ability Scores:** **Str** +2, **Dex** –2, **Con** +2, **Wis** +2.

**Feats:** All feats are retained, even if the petrified plant no longer qualifies for their prerequisites.

**Special Qualities:** A petrified plant retains any special qualities the base creature has.

**Environment:** Petrified plants may be uncovered wherever geologic processes are active. They can be found in any land or underground environment.

## PETRIFIED OPHIDIAN VINE, GREATER

*A vine as thick as a fallen log, slithers towards you like a snake. The vine appears to have been petrified and has a stone-like consistency.*

**PETRIFIED GREATER OPHIDIAN VINE** **CR 9**

**XP 6,400**

N Large plant

**Init** +5; **Senses** low-light vision; Perception +9

### DEFENSE

**AC** 21, touch 10, flat-footed 20 (+1 dodge, +11 natural, –1 size)

**hp** 95 (10d8+50)

**Fort** +12, **Ref** +3, **Will** +4

**Defensive Abilities** quick strikes; **DR** 5/slashing, 10/adamantine; **Immune** plant traits; **Resist** cold 5, fire 25

### OFFENSE

**Speed** 20 ft.

**Melee** bite +13 (2d6+10 plus poisonous sap), tail slap +8 (1d8+3 plus trip)

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

**Special Attacks** crushing bite

### STATISTICS

**Str** 24, **Dex** 11, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +7; **CMB** +15 **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Improved Initiative, Power Attack, Vital Strike

**Skills** Perception +9, Stealth +8 (+12); **Racial Modifiers** +4 Stealth when an area with vegetation.



**SQ** freeze

**ECOLOGY**

**Environment** any land or underground

**Organization** solitary

**Treasure** none

**SPECIAL ABILITIES**

**Crushing Bite (Ex)** An ophidian vine may add 1½ its Strength modifier on its bite attack even though it has more than one natural attack.

**Freeze (Ex)** An ophidian vine can hold itself so still it appears to be an inanimate vine. An ophidian vine can take 20 on its Stealth check to hide in plain sight as an inanimate vine.

**Poisonous Sap (Ex)** Poison - injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex dam; *cure* 2 saves. The save DC is Constitution-based.

**Quick Strikes (Ex)** An ophidian vine may make an attack of opportunity against a creature that makes a melee attack against it and is within its reach. Otherwise this ability follows the normal rules for making attacks of opportunity.



## PETRIFIED TREANT

*This animated petrified tree appears vaguely humanoid, with branches for arms and roots for legs.*

**PETRIFIED TREANT**

**CR 11**

**XP 12,800**

**NG** Huge plant

**Init** -2; **Senses** low-light vision; Perception +13

**DEFENSE**

**AC** 23, touch 6, flat-footed 23 (-2 Dex, +17 natural, -2 size)

**hp** 126 (12d8+72)

**Fort** +14, **Ref** +2, **Will** +10

**DR** 10/—; **Immune** plant traits; **Resist** fire 30

**OFFENSE**

**Speed** 20 ft.

**Melee** 2 slams +18 (3d6+10/19–20)

**Ranged** rock +6 (2d6+15)

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

**Special Attacks** mighty slams, rock throwing (180 ft.), trample (3d6+15, DC 26)

**STATISTICS**

**Str** 31, **Dex** 6, **Con** 23, **Int** 12, **Wis** 18, **Cha** 13

**Base Atk** +9; **CMB** +21; **CMD** 29

**Feats** Alertness, Awesome Blow<sup>B</sup>, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +13, Sense Motive +10, Stealth -10 (+6 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** animate trees, double damage against objects, treespeech

**ECOLOGY**

**Environment**

any land or underground

**Organization**

solitary or grove (2–7)

**Treasure** standard

**SPECIAL ABILITIES**

**Animate Trees**

**(Sp)** A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a

speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Double Damage Against Objects (Ex)** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Mighty Slams (Ex)** When a petrified plant confirms a critical hit with a slam attack, it can forgo the extra damage from the critical hit to attempt an awesome blow combat maneuver as a free action.

**Treespeech (Ex)** A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

## PHOENIX LILY

*This large flowering plant has numerous brilliant orange-red, trumpet shaped blossoms. The faint smell of smoke hangs in the air.*

### PHOENIX LILY

CR 4

XP 1,200

N Medium plant

Init +1; Senses low-light vision; Perception +0

#### DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 42 (5d8+20)

Fort +8, Ref +2, Will +2

Defensive Abilities fire thrower; Immune plant traits;

Resist fire 10;

Weaknesses vulnerability to cold

#### OFFENSE

Speed 5 ft.

Melee 2 slams +6 (1d6+4)

Ranged fiery blossom +4 touch (4d6 fire)

Space 5 ft.; Reach 5 ft.

#### STATISTICS

Str 16, Dex 12, Con 19, Int —, Wis 13, Cha 6

Base Atk +3; CMB +6; CMD 17 (can't be tripped)

SQ volatile

#### ECOLOGY

Environment tropical or temperate forest, jungle or swamp

Organization single, or patches (2-4)

Treasure incidental

#### SPECIAL ABILITIES

**Fiery Blossom (Su)** Each phoenix lily bears 1d4+4 blossoms that it can use as a standard action to produce a single *scorching ray*. After producing this attack the blossom wilts and dies. The plant must wait 1d2 rounds before it can produce another *scorching ray* and may only do so as long as it has living blossoms.

**Fire Thrower (Ex)** When a phoenix lily uses its fiery blossom ability it does not provoke attacks of opportunity for making ranged attacks when threatened.

**Volatile (Su)** If the fire resistance of a phoenix lily is exceeded, there is a chance the plant will erupt in a *fireball*. The plant must succeed at a Fortitude save where the DC is equal to the amount of fire damage taken, after applying fire resistance. Otherwise the plant erupts in a *fireball* centered on one corner of its occupied square. The fireball deals 1d6 damage for each living blossom on the plant and the Reflex save is DC 16. This save is Constitution based. The phoenix lily is included as a target of the fireball and afterwards all remaining blossoms wilt and die.

The origins of the phoenix lily are a mystery, but their sudden appearance in the wild several decades ago suggests that something other than natural evolution. One popular rumor asserts that the plant was created by a reclusive wizard with a keen interest in botany, in an effort to deterr unwanted visitors to his estates. If that is the case, the plant somehow found a way to spread to the wild and can now be found in many isolated woodland areas and swamps.

Phoenix lilies bloom year round and a single plant normally bears 1d4+4 blossoms at any time. The plants can replace lost or wilted flowers at a rate of one every two days.

Phoenix lilies are territorial and will attack any creature that they notice moving with 30 feet, with the exception of other phoenix lilies. They are not intelligent and their actions seem to be guided by instinct or be some kind of programmed behavior.

Explorers have discovered that blossoms can be harvested from living or recently deceased plants. The blossoms normally die within a few days but if preserved correctly they can be used in a number of ways to enhance both arcane spells and alchemical processes.





## RAZORLEAF SWARM

*This collection of shimmering leaves perpetually twirls in a supernatural wind. The edge of each leaf glints with a sharp metallic edge.*

### RAZORLEAF SWARM

CR 5

XP 1,600

N Diminutive plant (swarm)

Init +4; Senses low-light vision; Perception +2

#### DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 39 (6d8+12)

Fort +10, Ref +7, Will +4

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

#### OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee swarm (2d6) or razor strike +10 (1d6 plus bleed 2d4)

Space 10 ft.; Reach 0 ft.

Special Attacks razor strike

#### STATISTICS

Str 1, Dex 18, Con 14, Int —, Wis 10, Cha 2

Base Atk +6; CMB —; CMD —

Feats Alertness, Weapon Finesse

#### ECOLOGY

Environment any forest (must have deciduous trees)

Organization solitary, pair, or autumn (3-8)

Treasure incidental

#### SPECIAL ABILITIES

**Flight (Su)** Razorleaves are empowered by magical energies with a 60 ft. fly speed with good maneuverability. A razorleaf swarm cannot fly within an antimagic field.

**Razor Strike (Su)** A razorleaf swarm may forego its swarm attack for the round to make a single melee touch attack with a reach of 5 ft. that causes 1d6 points of damage plus bleed (2d4). This is an exception to the swarm rules and does not move the swarm's position. A razorleaf swarm cannot use this ability in Severe or

worse wind, or if it has lost its fly speed such as due to an antimagic field.

Razorleaf swarms, found within and near the deepest deciduous forests, are formed from fallen leaves infused by magic within nexuses of natural energies. Directed by the will of the forest, these swarms seek out and destroy foreign interlopers, beast or sentient alike. The diminutive constituents of a swarm resemble the leaves of local deciduous plants in shape. Razorleaves retain their colour but take on a metallic hue. The stem, veins, and razor edges are metallic grey. Despite being as hard as steel, each leaf remains as flexible as it was when freshly fallen from a healthy tree or shrub.

While capable of agonizingly slow crawling movement, razorleaf swarms are almost constantly gliding and twirling through the air as if kept aloft by a light breeze. Razorleaves fly patrols of the deepest depths of ancient forests and guard sites of significant natural energy such as sacred groves or the tallest tree of the forest. Although generally defensive, razorleaves will descend upon threats to their forest with unrelenting aggression. They will pursue creatures beyond the edge of the forest, but generally only as far as a few minutes flight away. However, egregious crimes against the forest are met with mindless pursuit until death. Razorleaves attack mindlessly, without regard to self-preservation or tactics.



## SCORPION CACTUS

*This barrel shaped cactus plant has a long, sinuous vine growing from its top that sports a clump of large spike-like needles at the end.*

### SCORPION CACTUS

CR 3

XP 800

N medium plant

**Init** +1; **Senses** low-light;

Perception +0

## DEFENSE

**AC** 15, touch 11, flat-footed

14 (+1 Dex, +4 natural)

**hp** 34 (4d8+16)**Fort** +8, **Ref** +2, **Will** +1**Defensive Abilities** mirage;**Immune** plant traits; **Resist** fire 5

## OFFENSE

**Speed** 0 ft.**Melee** sting +6 (1d8+3 plus toxic resin and trip)**Ranged** 2 needles +4 (1d6+3 plus toxic resin)**Space** 5 ft.; **Reach** 15 ft.**Special Attacks** toxic resin (DC 16), trip

## STATISTICS

**Str** 16, **Dex** 13, **Con** 19, **Int** —,**Wis** 10, **Cha** 6**Base Atk** +3; **CMB** +6; **CMD** 17 (can't be tripped)**Languages** can't speak

## ECOLOGY

**Environment** warm arid or desert**Organization** solitary or pair**Treasure** incidental

## SPECIAL ABILITIES

**Fling Needles (Ex)** A scorpion cactus can make ranged attacks by flinging the spike-like needles at the end of its vine. This is a primary natural attack that deals 1d6+3 points of damage. Treat this ability as a thrown weapon attack with a range increment of 20 feet. This makes the maximum range equal to five range increments or 100 feet.

**Mirage (Su)** As a standard action a scorpion cactus can release waves of intense heat which causes 1 point of fire damage to any creature within 5 feet. It also creates a mirage which causes the cactus to appear to be several feet away from its actual location, granting it a 50% miss chance on all attacks against it for 1d4 rounds.

**Toxic Resin (Ex)** The needles of the scorpion cactus are coated with a toxic resin. Poison—injury; *save*

Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round; *cure* 2 saves. The save DC is Constitution-based.

Found primarily in warm arid and desert climates, the so called scorpion cactus is well adapted for survival in that environment. It has a barrel shaped base that is hollow and stores a moisture rich nectar to use as food. The plant gets its name from the long vine that grows from the top of the base and is capped with a cluster of spike-like needles. The scorpion cactus can strike with this vine like a scorpion with its tail. The cactus' needles, both at the tip of the vine and on the base, are coated with a toxic resin. The scorpion cactus can also expel the excess heat that it absorbs from its environment in a concentrated burst that drives away most animals interested in getting at the nectar stored within the plant. The scorpion cactus can move, although at a very slow pace, covering about 1 foot in a day.

Those wise in the ways of the desert claim that the nectar stored within the base of the cactus is more than just a source of water in the desert. Some claim that it has powerful curative properties. There is a thriving market for scorpion cactus nectar in some desert cities which leads to many unscrupulous merchants selling questionable or counterfeit substances.

## STAR BLOSSOM

*A pale fungal stalk supports a five-point purple star. Five sickly yellow vines, dripping a sizzling liquid, radiate from the stalk.*

### STAR BLOSSOM

CR 9

XP 6,400

CN Medium plant

**Init** +5; **Senses** low-light vision; Perception +16

## DEFENSE

**AC** 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)**hp** 119 (14d8+56); regeneration 5 (cold iron)**Fort** +13, **Ref** +9, **Will** +8**Defensive Abilities** absorb spells, spell tolerance;



**Immune** cold, plant traits; **SR** 20

## OFFENSE

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

**Melee** slam +15 (1d6 plus arcane energy release), 5 vines +16 (1d6 plus 1d6 acid and grab)

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

**Special Attacks** liquefaction

**Spell-Like Abilities** (CL 14th; concentration +19)  
1/day—*dimension door*

## STATISTICS

**Str** 10, **Dex** 20, **Con** 19, **Int** 19, **Wis** 18, **Cha** 21

**Base Atk** +10; **CMB** +10 (+14 grapple); **CMD** 25

**Feats** Dimensional Agility<sup>UC</sup>, Hover, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Skill Focus (Use Magic Device), Weapon Finesse, Weapon Focus (vine)

**Skills** Fly +15, Heal +18, Knowledge (arcana) +24, Perception +16, Sense Motive +16, Spellcraft +24, Use Magic Device +25

**Languages** Aklo, Common, Draconic, Sylvan

## ECOLOGY

**Environment** any land

**Organization** solitary

**Treasure** standard (magic items)

## SPECIAL ABILITIES

**Absorb Spells (Ex)** If a spell fails to penetrate a star blossom's spell resistance, the star blossom may attempt a concentration check (DC 15 + spell's caster level) to absorb the spell energy. On a successful concentration check, the star blossom adds a number of points equal to the spell's level to one of its magic pools. It separates arcane magic and divine magic into separate pools. Treat psychic magic as arcane for this ability. It can use divine pool points as a standard action to heal itself 1d8 points of damage per divine point expended (maximum 4d8) or to channel 1d6 points of negative energy per 2 divine points expended (maximum 4d6). It can expend 4 points from its arcane pool as a swift action to grant itself another use of *dimension door*, or use the arcane pool to power its arcane energy release. There is no limit to how many points a star blossom can have in its magic pools at any one time, but unused points

fade 24 hours after being absorbed.

**Arcane Energy Release (Ex)** When a star blossom releases arcane energy with its slam attack, it deals 1d4 points of force damage per arcane point it expends (maximum 4d4).

**Liquefaction (Ex)** If a star blossom's grappled opponent dies as a result of damage taken from its acid, the victim must succeed at a DC 21 Fortitude save or become liquefied, effectively disintegrating the victim's body. If the victim fails the save, the star blossom absorbs the slurry into itself and heals a number of hit points equal to the victim's HD plus Con modifier.

**Spell Tolerance (Su)** As a star blossom encounters magic, its spell resistance improves temporarily. When a spell fails to penetrate its spell resistance, it increases its resistance by 1 against spells from that school. If a spell penetrates the star blossom's spell resistance, it increases the resistance by 2 against spells from that school. The star blossom cannot improve its spell resistance against universal spells. This increase in spell resistance lasts for 24 hours.

**Vines (Ex)** A star blossom's vines are primary natural attacks with a 10-foot reach. The vines can independently grapple opponents without giving the star blossom the grappled condition.

A star blossom is an otherworldly creature hailing from a magic-dead world. Scholars who have studied star blossoms are uncertain whether the creatures arrived merely to get an understanding of magic or as a vanguard for an invading force. Anecdotal evidence of encounters with only single star blossoms indicate their purposes are scholarly as opposed to threatening. While a star blossom is capable of learning languages and apparently gains an understanding of Common shortly after its arrival, it makes no effort to communicate with other creatures. A star blossom typically reacts in self-defense, either from weapon damage or persistent spell casting capable of bypassing its resistances. The only exception to its non-proactive behavior is when it spies someone wielding a cold iron weapon, in which case it initiates combat and focuses all its attacks on the wielder. Once engaged in combat, though, it fights until it or all its opponents are dead and absorbed into its body.



## STILETTO PALM

*This stout palm plant is supported by a tangle of squirming roots. Spine-covered fronds laden with long pointy seeds whip and sway atop its sturdy trunk.*

### STILETTO PALM

CR 9

XP 6,400

N Huge plant

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

#### DEFENSE

**AC** 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, -2 size)

**hp** 119 (14d8+56)

**Fort** +13, **Ref** +8, **Will** +4

**DR** 10/slashing; **Immune** plant traits; **Resist** electricity 10

**Weaknesses** blind, vulnerable to cold

#### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +17 (2d6+9/19–20 plus grab)

**Ranged** 3 seed-spikes +11 (1d8+9 plus implant seed)

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

**Special Attacks** blood drain (1d2 Constitution), implant seed

#### STATISTICS

**Str** 28, **Dex** 14, **Con** 19, **Int** 1, **Wis** 10, **Cha** 5

**Base Atk** +10; **CMB** +21 (+25 grapple); **CMD** 33

**Feats** Combat Reflexes, Improved Critical (slam),  
Improved Initiative, Lightning Reflexes, Power Attack,  
Skill Focus (Stealth), Weapon Focus (seed-spikes)

**Skills** Perception +7, Stealth +13

**SQ** freeze (palm plant), spiny fronds

#### ECOLOGY

**Environment** warm deserts and forests

**Organization** solitary, pair, or  
grove (3–6)

**Treasure** incidental

#### SPECIAL ABILITIES

**Blind (Ex)** A stiletto palm senses vibrations through its blindsight and tremorsense abilities—beyond 60 feet, it is considered blind.

**Blood Drain (Ex)** A stiletto palm heals 5 hit points each round it drains blood.

**Spiny Fronds (Ex)** A stiletto palm's fronds are covered in hollow spines, and its slam attacks deal both bludgeoning and piercing damage.

**Implant Seed (Ex)** A creature

damaged by a stiletto palm's seed-spike must succeed at a DC 19 Fortitude saving throw or the seed-spike becomes implanted in its body. A creature with a seed-spike implanted in its body takes 1 point of Constitution damage at the end of its turn each round. Removing a seed-spike is a full-round action that deals 1d6+1 points of damage to the victim unless the creature removing the seed-spike succeeds at a DC 15 Heal check. For every 5 by which the check is exceeded, one additional seed-spike can be removed. This ability has no effect on creatures without blood. The save DC is Dexterity-based.

**Seed-Spikes (Ex)** As a standard action, a stiletto palm can whip one of its fronds to fling a volley of three seed-spikes at a single target (make an attack roll for each seed-spike). This attack has a range of 60 feet with no range increment. A stiletto palm can launch only 24 seed-spikes in any 24-hour period. A seed-spike that misses its target has a 50% chance of being destroyed.

Stiletto palms are semi-sentient predatory palm trees that live among normal palms, lying in wait for unwary prey. Though sightless, they're sensitive to vibrations in the air and ground. This allows stiletto palms to pinpoint the location of nearby creatures, which is important to their survival because they must consume blood in order to grow and produce seeds. To acquire blood, stiletto palms grab living creatures with their powerful fronds, drawing what they need through hollow spines. After draining a creature's blood entirely, a stiletto palm typically drops the creature's remains, and then buries the exsanguinated corpse using its prehensile roots. A typical stiletto palm stands 18 feet tall.

Blood is important to stiletto palms in another way, too—their heavy, needle-sharp seeds require it to germinate. To this end, stiletto palms can launch their seeds at creatures that wander nearby. When a seed pierces a living creature, it germinates and begins to send a network of blood-sucking roots into the creature's flesh. These roots continue to grow until the unfortunate creature removes the seed or expires from blood loss. A seed that fails to gain a foothold in a blood-bearing body cannot sprout, though it remains viable for 24 hours.





## SWARMHIVE

A swarmhive is a plant creature that has become the host to a massive swarm of smaller creatures. The swarm has incorporated itself into the host's body and has now effectively merged with it into a single creature.

### CREATING A SWARMHIVE

"Swarmhive" is an acquired template that can be applied to any corporeal plant creature of size Small or larger, called the base creature, and any swarm, called the base swarm. The creatures of the base swarm must be at least two size categories smaller than the base creature.

**Challenge Rating:** Sum the XP values of the base creature and the base swarm. Consult the table *Swarmhive Challenge Rating Calculation* and use the Total XP column to find the closest approximate value to determine the new CR. If the new CR is the same as the CR of the base creature or the base swarm then increase the new CR by 1.

Swarmhive Challenge Rating Calculation

CR	Total XP	CR	Total XP	CR	Total XP
1/8	50	6	2,400	16	76,800
1/6	65	7	3,200	17	102,400
1/4	100	8	4,800	18	153,600
1/3	135	9	6,400	19	204,800
1/2	200	10	9,600	20	307,200
1	400	11	12,800	21	409,600
2	600	12	19,200	22	614,400
3	800	13	25,600	23	819,200
4	1,200	14	38,400	24	1,228,800
5	1,600	15	51,200	25	1,638,400

**Type:** The base creature's type remains the same but it gains the augmented subtype paired with the type of the base swarm. The base creature also gains the traits of the type of the base swarm. The base creature does not gain mindless or swarm traits.

**Senses:** The base creature gains any special senses possessed by the base swarm.

**Aura:** The base creature gains a swarm aura that represents a swarm surrounding it at all times. Creatures within this aura are treated as being within the space of a base swarm, including taking damage from the swarm's attack, distraction and any other special abilities or special attacks

### DESIGNERS NOTE

Since Deadly Gardens is all about plant monsters we required the base creature of the swarmhive to be a plant creature. However, as a GM, if you want a different kind of swarmhive there is no reason you can't waive that requirement.

possessed by the base swarm. The swarm aura cannot be dispersed while the swarmhive is alive but automatically disperses upon the death of the swarmhive. The radius of the aura is determined by the size of the base creature.

Swarm Aura Radius

Size	Aura Radius
Small, Medium	10 ft.
Large, Huge	15 ft.
Gargantuan, Colossal	20 ft.

**hp:** Sum the hit points and hit dice of the base creature and the base swarm. Do not recalculate any other values that normally depend on a creature's hit dice.

**Melee** List the base swarm's swarm attack.

**Special Attacks** The base creature gains any special attacks possessed by the base swarm, however they only apply to the swarm attack or to creatures within the swarm aura as appropriate.

**Tactics** List the base swarm's stats in abbreviated format.

**Special Abilities** The base creature gains any special abilities possessed by the base swarm, however they only apply to the swarm attack or to creatures within the swarm aura as appropriate. The base creature also gains the following special abilities.

**Aura of (Base Swarm Creatures) (Ex)** The swarmhive is surrounded by a swarm of (base swarm creatures) at all times. Creatures within this aura are treated as being within the space of a base swarm, including taking damage from the swarm's attack, distraction and any other special abilities or special attacks possessed by the swarm. The swarm cannot be dispersed while the swarmhive is alive but automatically disperses upon the death of the swarmhive.

**Expel Swarm (Ex)** As a standard action, the swarmhive can release a swarm from within its body. This functions as the *vomit swarm* spell except that the type of the swarm is equal to the base swarm and the swarmhive can move the swarm as a free action. The swarmhive can release up to three swarms per day in this manner.

## SWARMHIVE SARGASSUM FIEND

This shifting mass of green seaweed transforms from the shape of a humanoid back to a patch of algae, continually changing shape as a horde of wriggling black creatures each the size of a man's finger swarm around and through it.

### SWARMHIVE SARGASSUM FIEND

CR 10

XP 9,600

N Large plant (aquatic, augmented vermin)

**Init** +6; **Senses** blindsense 60 ft., blindsight 30 ft., tremorsense 120 ft.; **Perception** +11**Aura** mirage (300 ft., DC 18), swarm (leeches, 15 ft., distraction DC 15)

#### DEFENSE

**AC** 24, touch 12, flat-footed 21 (+2 Dex, +1 dodge, +12 natural, -1 size)**hp** 162 (19d8+77)**Fort** +15, **Ref** +8, **Will** +4**DR** 5/slashing; **Immune** plant traits; **Resist** cold 10

#### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 40 ft.**Melee** 2 slams +16 (2d8+7 plus grab), swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood drain(swarm), constrict (2d8+10), distraction (swarm, DC 15), grab (Huge)

#### TACTICS

**Swarm Stats** *Leech Swarm* – Diminutive vermin (aquatic, swarm); **AC** 18, touch 18, flat-footed 14; **hp** 39; **Fort** +7, **Ref** +6, **Will** +2; **Immune** mind-affecting effects, weapon damage; **Weaknesses** susceptible to salt; **Speed** 5 ft., swim 30 ft.; **Melee swarm** (2d6 plus poison) **Special Attacks** blood drain

#### STATISTICS

**Str** 25, **Dex** 14, **Con** 20, **Int** 2, **Wis** 11, **Cha** 15**Base Atk** +9; **CMB** +17 (+25 grapple); **CMD** 30 (can't be tripped)**Feats** Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy, Weapon Focus (slam)**Skills** Climb +19, Escape Artist +4, Perception +11, Stealth +7, Swim +15

#### ECOLOGY

**Environment** any oceans**Organization** solitary, pair, or bed (3–8)**Treasure** incidental (1d6 sargassum fiend bulbs, other treasure)

#### SPECIAL ABILITIES

**Aura of Leeches (Ex)** The swarmhive is surrounded by a swarm of leeches at all times. Creatures within this aura are treated as being within the space of a leech



swarm, including taking damage from the swarm's attack, distraction and any other special abilities or special attacks possessed by the swarm. The swarm cannot be dispersed while the swarmhive is alive but automatically disperses upon the death of the swarmhive.

**Expel Swarm (Ex)** As a standard action, the swarmhive can release a leech swarm from within its body. This functions as the *vomit swarm* spell except that the swarm is a leech swarm and the swarmhive can move the swarm as a free action. The swarmhive can release up to three swarms per day in this manner.

**Grab (Ex)** A sargassum fiend can grab Huge or smaller foes, and has a +8 racial bonus on grapple checks rather than the normal +4 bonus most creatures with grab possess.

**Mirage (Su)** A sargassum fiend emits a powerful scent that causes specific, miragelike hallucinations. All creatures within 300 feet of a sargassum fiend must make a DC 18 Will save or become enraptured by the scent. An enraptured creature sees the monster as whatever would most compel it to approach. This might be a lost loved one, a child in need of help, an enchanting mermaid, the promise of dry land, and so on. The extent of this illusion functions as mirage arcana (CL equals the sargassum's CR), but is a mind-affecting phantasm, not a glamer. This effect ends immediately if the plant makes an attack against any target. The save DC is Charisma-based. A sargassum fiend is a free-floating mass of intelligent seaweed capable of luring its victims to their deaths



via a powerful hallucinogenic pheromone. Once the sargassum fiend lures prey within striking distance, it grabs the entranced creature and attempts to crush it to death. Experienced sailors tell tales of entire crews jumping overboard to swim out to a murderous field of the sea plants.

#### SWARM SPECIAL ABILITIES

**Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

**Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.

## SWARMHIVE SHAMBLING MOUND

*A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth. A low, ominous buzz accompanies a mass of many thousands of angry, stinging wasps that surround the figure.*

### SWARMHIVE SHAMBLING MOUND

CR 7

XP 3,200

N Large plant (augmented vermin)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

**Aura** swarm (wasps, 15 ft., distraction DC 13)

#### DEFENSE

**AC** 19, touch 9, flat-footed 19 (+10 natural, –1 size)

**hp** 98 (16d8+27)

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

**Immune** plant traits, electricity; Resist fire 10

#### OFFENSE

**Speed** 20 ft., swim 20 ft.

**Melee** 2 slams +11 (2d6+5 plus grab), swarm (2d6 plus poison)

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

**Special Attacks** constrict (2d6+7), distraction (DC 13), poison

#### TACTICS

**Swarm Stats** *wasp swarm* – N

Diminutive vermin (swarm);

**Init** +1; **Senses** darkvision 60

ft.; Perception +9; **AC** 15, touch

15, flat-footed 14; **hp** 31; **Fort**

+5, **Ref** +3, **Will** +3; **Immune**

mind-affecting effects, weapon

damage; **Speed** 5 ft., fly 40

ft. (good); **Melee** swarm (2d6

plus poison); **Special Attacks**

distraction (DC 13), poison

#### STATISTICS

**Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22

**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

**Languages** Common, Sylvan (cannot speak)

**SQ** electric fortitude

#### ECOLOGY

**Environment** temperate forest or marshes

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Aura of Wasps (Ex)** The swarmhive is surrounded by a swarm of wasps at all times. Creatures within this aura are treated as being within the space of a wasp swarm, including taking damage from the swarm's attack, distraction and any other special abilities or special attacks possessed by the swarm. The swarm cannot be dispersed while the swarmhive is alive but automatically disperses upon the death of the swarmhive.

**Electric Fortitude (Ex)** Shambling mound takes no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour. Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds typically have an 8-foot girth and stand between 6 and 9 feet tall. They weigh about 3,800 pounds.

**Expel Swarm (Ex)** As a standard action, the swarmhive can release a wasp swarm from within its body. This functions as the *vomit swarm* spell except that the swarm is a wasp swarm and the swarmhive can move the swarm as a free action. The swarmhive can release up to three swarms per day in this manner.

#### SWARM SPECIAL ABILITIES

**Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.



## VERDAXAG

*This massive tree has limbs made from the trunks of a wide variety of other trees. Flowering plants from all climes cover the bulk of the tree's form.*

### Verdaxag, King of Trees

CR 23

XP 819,200

N Colossal plant (kaiju)

**Init** +6; **Senses** darkvision 600 ft., greensight 600 ft., low-light vision, tremorsense 600 ft.; **Perception** +48

#### DEFENSE

**AC** 40, touch 8, flat-footed 34 (+6 Dex, +32 natural, –8 size)

**hp** 487 (39d8+312); fast healing 30, instant fertilization

**Fort** +29, **Ref** +19, **Will** +24

**Defensive Abilities** ferocity, rebirth, recovery, wood deflection; **DR** 20/epic and slashing; **Immune** ability damage, ability drain, death effects, disease, electricity, energy drain, fear, plant traits, spells and effects that affect plant creatures; **Resist** acid 30, cold 30, fire 30, negative energy 30, sonic 30

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 120 ft., climb 80 ft.

**Melee** 2 claws +36 (4d6+14/19–20), slam +36 (8d6+14/19–20), 2 vines +33 (3d6+7/19–20 plus grab)

**Space** 50 ft.; **Reach** 50 ft.

**Special Attacks** breath weapon, constrict (3d6+21), entangling roots, hurl foe, spores, trample (8d6+21, DC 43), wildfire

#### STATISTICS

**Str** 39, **Dex** 22, **Con** 27, **Int** 3, **Wis** 32, **Cha** 22

**Base Atk** +29; **CMB** +51 (+53 bull rush, +55 grapple or sunder); **CMD** 67 (69 vs. bull rush and sunder, can't be tripped)

**Feats** Bleeding Critical, Combat Reflexes, Crippling Critical<sup>APG</sup>, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Critical (slam), Improved Critical (vine), Improved Sunder, Improved Vital Strike, Multiattack, Power Attack, Stand Still, Sundering Strike<sup>APG</sup>, Vital Strike, Weapon Focus (claw), Weapon Focus (slam), Weapon Focus (vine)

**Skills** Climb +22, Knowledge (nature) +29, Perception +48, Stealth –10 (+22 in forests), Survival +31;

**Racial Modifiers** +32 Knowledge (nature), +16

Perception, +32 Stealth in forests

**SQ** independent vines, massive, plant king

#### ECOLOGY

**Environment** temperate and warm forests

**Organization** solitary (unique)

**Treasure** incidental

#### SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 4 rounds as a standard action, Verdaxag can breathe out a shower of thorns that sprout whip-like vines in a cone with a range of 600 feet. Each creature caught in the thorns must succeed at a DC 37 Reflex save or take 20d6 of piercing and slashing damage, suffer 2d6 points of bleed, and become entangled. A successful saving throw halves the damage and negates the bleed and entangled effect. The save DC is Constitution-based.

**Entangling Roots (Ex)** If a creature on the ground moves within Verdaxag's reach, it becomes entangled unless it succeeds at a DC 37 Reflex save. A creature that starts its turn entangled takes damage as if struck by the plant kaiju's vine attack. A creature that makes its initial save is immune to this ability for 1 hour. The save DC is Constitution-based.

**Independent Vines (Ex)** Verdaxag only takes a –10 penalty to maintain a grapple with its vines while not gaining the grappled condition. Additionally, the kaiju can continue to make grapple checks with a vine against a grappled opponent as a move action.

**Instant Fertilization (Ex)** Blood from a dead opponent





nourishes Verdaxag's roots, healing it for a number of hp equal to its victim's HD.

**Massive (Ex)** This trait acts as per the massive trait for kaiju, but Verdaxag does not treat forest as difficult terrain.

**Plant King (Su)** No plant creature will harm Verdaxag, nor can a plant creature be charmed or compelled to harm the kaiju. Additionally, Verdaxag can communicate with all plant creatures possessing speech.

**Pollen (Ex)** As a full-round action, Verdaxag can release pollen in a 100-foot-radius burst. For five rounds afterwards, it gains concealment (20% miss chance) against attacks from 10 feet away or further. The following save DCs are Constitution-based. It also chooses the pollen's effect from the following options when it uses this ability:

*Poison:* Pollen—contact; *save* Fort DC 37; *frequency* 1/round for 10 rounds; *effect* 2d4 Dex and staggered for 1 round, and a creature that reaches 0 Dex transforms into a tree (as per tree shape, except the duration is permanent); *cure* 3 consecutive saves. Verdaxag is CL 20 for purposes of reversing this transformation.

*Rust:* If a metal item exposed to rusting pollen fails a DC 37 Reflex save (unattended, nonmagical items automatically fail), it gains the broken condition. The following round, items that failed the initial saving throw must succeed at a DC 37 Fortitude save or become destroyed. Against a metal creature, the rust deals 19d6 points of damage (DC 37 Reflex for half).

*Soporific:* All creatures must succeed at a DC 37 Will save or fall asleep, as per sleep (CL 20), except it has no HD restriction.

**Rebirth (Su)** When Verdaxag dies, it explodes in a shower of spores and pollen that spread miles outward. The kaiju remains dead for 1 year before it comes back to life, as if via a true resurrection spell. If called via wrath of Verdaxag, it returns in a weakened state. Killing the kaiju while it is in this state destroys it permanently.

**Vulnerable to Fire (Ex)** A spell or effect that deals fire damage adds 50% to its damage before applying Verdaxag's resistance.

**Wildfire (Ex)** If Verdaxag takes fire damage, the fire rapidly spreads throughout the kaiju and its surroundings. It takes an equal amount of fire damage at the beginning of its turn. All creatures within the kaiju's reach take the same amount of fire damage (DC 37 Reflex save halves). Additionally, the kaiju's melee attacks deal 1d6 points of fire damage until the end of its turn. The wildfire extinguishes itself at the end of the kaiju's turn. The save DC is Constitution-based.

**Wood Deflection (Ex)** Against weapons with any wooden material, Verdaxag gains a +4 deflection bonus to AC.

## KAIJU SUBTYPE

These Colossal creatures inhabit the most desolate places of a world. When they are not slumbering, they roam the world, leaving destruction in their wake. A kaiju possesses the following traits (unless otherwise noted in a creature's entry).

A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.

**Damage reduction** 20/epic.

**Darkvision** 600 feet.

**Fast healing** 30.

**Ferocity (Ex)** All kaiju possess the ferocity universal monster ability.

**Hurl Foe (Ex)** When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

**Immunity** to ability damage, ability drain, death effects, disease, energy drain, and fear.

**Massive (Ex)** Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.

**Recovery (Ex)** Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including binding and temporal stasis but not including imprisonment), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.

**Resistance** 30 against acid, cold, electricity, fire, negative energy, and sonic.

## KING OF TREES

Verdaxag grew after the first forests and jungles formed on the world and slumbered peacefully as plants and animals lived in and around the kaiju. Even when the first humanoids arrived and began harvesting plants for food and chopping down trees for housing, Verdaxag ignored them, since they lived with the woodlands in relative harmony. When clearcutting started, felling wholesale swaths of forest under the swings of axes, Verdaxag finally awoke and brought its own devastation in return. After it wiped out inhabitants in a 50-mile radius of its home, it dispersed seeds to replenish the woodland, relocated to another unspoiled location, and slept again. New settlers reaching the now-wild areas only saw that nature claimed the area over a “lost” civilization.

Visitors to the heart of a forest or jungle where Verdaxag resides find little sign of the kaiju, since it relaxes into its component plants while it sleeps. The only indicator of Verdaxag’s presence comes from the unique plants growing in the grove where the kaiju rests (a creature succeeding at a DC 38 Knowledge [nature] check makes the connection). Verdaxag is uninterested in actively protecting the forests and jungles, so it provides no warning when civilization encroaches too far into the woodlands. Scholars speculate that wounds to and deaths of nearby plants empathically resonate with Verdaxag, which ignores the pain for a while. Eventually the kaiju reaches its threshold and unleashes its fury. It is not content to inflict harm on the immediate source of the pain, so it travels to nearby population centers to slay every inhabitant in retaliation.

Since Verdaxag typically leaves no survivors during its rampage, very little is known about how it moves on to another area once it has sated its ire. Scholars specializing in Verdaxag speculate that the kaiju disperses its essence into seeds along with the seeds it produces to replenish its former home. These Verdaxag-carrying seeds travel to untouched wilderness and regrow the kaiju over the course of a year. If necessary, Verdaxag can manifest during this period of regrowth, but it is severely weakened and vulnerable to true destruction.

Verdaxag is a relatively straightforward combatant. In the face of light resistance, it uses its pollen to put opponents to sleep. It does this not out of any sense of mercy, but to make it easier to crush foes at its leisure, or to convert them to brand new trees using its poison pollen. It is also painfully aware of the bite of metal, so it uses its pollen to destroy metallic objects benefitting more powerful enemies.

Otherwise, it grabs and tramples everything in its path. Fire is its greatest nemesis, but, over the millennia, Verdaxag has changed its metabolism to allow fire to consume itself in a conflagration across the kaiju’s body, allowing it to inflict fiery damage on hapless victims caught in the wildfire’s wake. Against creatures out of Verdaxag’s reach, such as flying creatures, it spews hundreds of grasping thorns to hold those foes in place, or at least slow them down.

## WANDERING SUNDEW

*This enormous green creature is covered in fibrous armor plates that protect its back and four stubby legs. Twitching orange stalks grow from the seams in its armored shell, each tipped with a bulb of glistening, dewy liquid.*

### WANDERING SUNDEW

**CR 18**
**XP 153,600**
**N** Huge plant

**Init** +4; **Senses** low-light vision, scent; **Perception** +19

#### DEFENSE

**AC** 33 touch 7, flat-footed 33 (–1 Dex, +26 natural, –2 size)

**hp** 294 (28d8+168); fast healing 20

**Fort** +22, **Ref** +11, **Will** +11

**DR** 15/magic; **Immune** acid, plant traits; **Resist** electricity 20, fire 20

#### OFFENSE

**Speed** 40 ft.

**Melee** gore +30 (2d8+11 plus 1d6 acid/19-20), 2 slams +30 (1d8+11 plus 2d6 acid/19-20), tail slap +28 (2d6+5 plus 2d6 acid)

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

**Special Attacks** grasping stalks (touch +25, 2d6 acid), powerful charge (gore, 4d8+22 plus 1d6 acid/19-20)

**Spell-Like Abilities** (CL 18th, concentration +21)

3/day—acidic spray (DC 18)

1/day—caustic eruption (DC 20)

#### STATISTICS

**Str** 32, **Dex** 11, **Con** 22, **Int** 6, **Wis** 15, **Cha** 17

**Base Atk** +21; **CMB** +34 (+38 sunder); **CMD** 43 (45 vs. sunder, 45 vs. trip)

**Feats** Blind-Fight, Critical Focus, Greater Sunder, Improved Critical (gore), Improved Critical (slam), Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (acidic spray), Staggering Critical, Stunning Critical, Sundering Strike

**Skills** Perception +19, Stealth +9

#### ECOLOGY

**Environment** warm forest, jungle or swamp

**Organization** solitary



**Treasure** standard

**SPECIAL ABILITIES**

**Acidic Sunder (Ex)** When making any sunder attempt, including as a result of Sundering Strike, the acid damage (and only the acid damage) of the sunder attempt bypasses the hardness of metals and stone.

**Grasping Stalks (Ex)** Creatures that stray too near a wandering sundew can be caught up by its sticky, grasping stalks. At the end of the wandering sundew's turn, make a melee touch attack (touch +25, 2d6 acid) against all creatures within the sundew's reach. Creatures at least one size category smaller than the sundew that were hit by the touch attack must succeed on a DC 27 Reflex save or become grappled by the sticky tentacles. A grappled creature can escape with a successful DC 27 Combat Maneuver or Escape Artist check. Creatures grappled in this manner take 2d6 acid damage for each round they remain grappled. A wandering sundew can have up to four creatures grappled by its stalks in this manner and does not gain the grappled condition itself and can move unimpeded. The save DC is Charisma-based.

The wandering sundew is a mobile plant that actually resembles a gigantic turtle or armadillo. The characteristic stalks of the sundew plant grow from between the fibrous armor plating covering the creature's back. These semi-autonomous stalks

**SELECTING A PLANT COMPANION**

In order to select a plant companion instead of an animal companion a character must have access via a racial trait or class feature or have the ability to use Handle Animal on plant creatures without penalty such as from the Deadly Gardener feat.

**WANDERING SUNDEW**

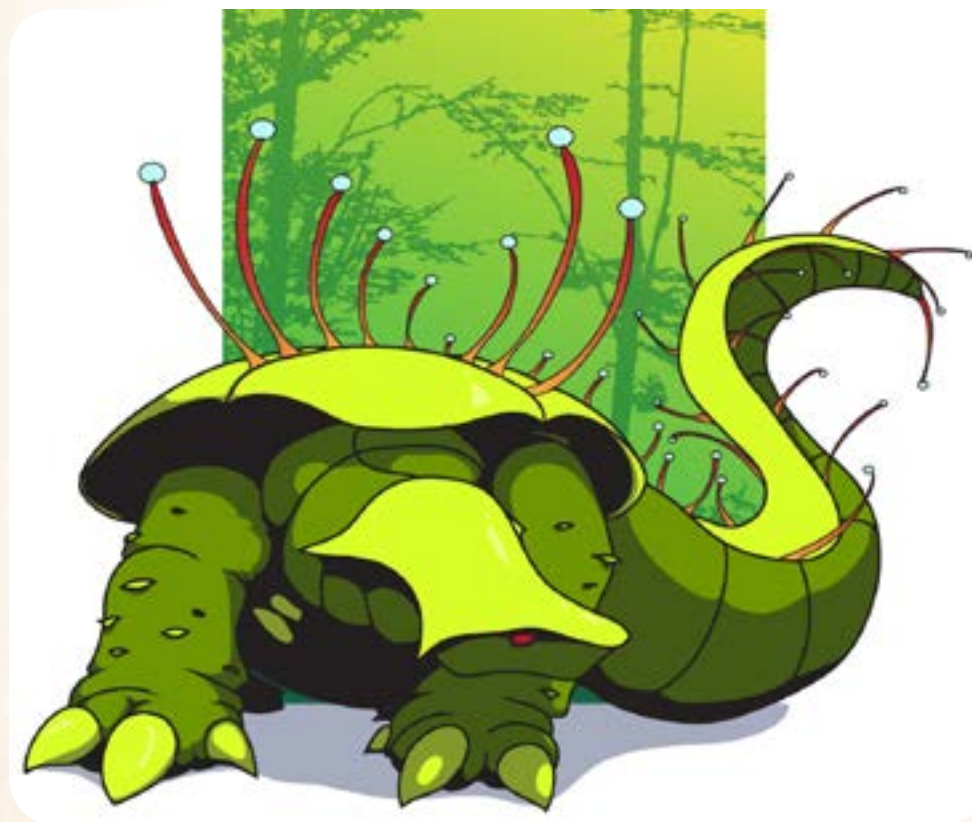
**Starting Statistics:** **Size** Medium; **Speed** 30 ft.; **AC** +4 natural armor; **Resist** acid 5, electricity, fire 5 **Attack** gore (1d6 plus 1d4 acid); **Ability Scores** Str 17, Dex 9, Con 14, Int 4, Wis 10, Cha 13; **Special Qualities** low-light vision, scent.

**11th-Level Advancement:** **Size** Large; **AC** +4 natural armor; **Resist** acid 10; **Attack** gore (1d6 plus 1d6 acid), tail slap (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** powerful charge (3d6 plus 1d6 acid).

are tipped with large, bulbous drops of the sundew's sticky, acidic nectar and when they sense nearby movement they attempt to snatch up smaller prey animals. Trapped creatures will eventually be completely dissolved by the nectar and digested by the sundew.

Wandering sundew are highly territorial and will patrol their hunting grounds looking for prey which includes almost any animal smaller than themselves but they seem to favor giant wasps and other large insects in particular. These carnivorous plants appear large and bulky but can move quite quickly when on the hunt. The charge of a wandering sundew is terrible to behold and deadly to experience as they gore the victim with their horny snout and spray acid as well.

An average wandering sundew is approximately 18 ft. long and weighs 12,000 lbs.



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