



# RAWR!

A SERIES OF MONSTROUS MALEVOLENCE

VOLUME 1: FEAR AND DREAD

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# RAWR!

*A SERIES OF MONSTROUS MALEVOLENCE*

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# RAWR!

## PART ONE: FEAR AND DREAD



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# INTRODUCTION

BY RICHARD A. HUNT

*The real world is full of monsters. Scientists the world over are busy discovering new creatures just about every day. At the same time, professional researchers hike alongside amateur hunters and trackers through the wild places, searching for impossible, legendary beasts. They take plaster casts of curious footprints, collect a few bare bones or bits of fur, and snap haunting photographs (which are nearly always blurry). Others spend time cataloging the weird sightings of reliable witnesses on the fringes of civilization.*

*We still find bizarre, perhaps even alien creatures in the deepest regions of the lightless ocean—some even need no sunlight at all to survive! While cryptozoology goes unrecognized as a true science (perhaps rightly), it's still quite fascinating to imagine creatures that aren't really supposed to exist, whether they come from some prehistoric past, from alien worlds, or are simply the result of evolutionary mishaps and throwbacks.*

*We tell our children there are no such things as monsters. Yet there are unexplained bumps in the night. Are we sure there are no monsters? Maybe the real answer should remain open, for even now, in an age of technology and science, monsters still capture the imagination, remaining as much a mystery as ever before. We're even looking toward nearby planets, those that could possibly support life, speculating about what beasts might live there—it's the mystery that attracts us. Monsters should still be a mystery in our games too and that brings us to the purpose for this imaginative series.*

*Herein is a wealth of tools for shaking things up and putting some of the mystique back into encounters with monsters, specifically for the Pathfinder RPG. Long has Dungeons & Dragons™ (its beastly parent) classified, categorized, and codified our favorite monsters, from ordinary to bizarre and from silly to sublime.*

*By necessity, our monsters lurk in books that have paradoxically made a science out of describing even creatures that never existed and those that come crawling, slithering, and lumbering back to us out of ancient myth.*

*While the Pathfinder RPG has continued this fine tradition in three excellent volumes, players still have the disconcerting habit of just knowing too much. Experienced players already know the next steps in the combat dance with monsters. For some, no more than a quick listen at a rote description is all that is required to deflate the next encounter. Remove that fear and loathing and it can sometimes remove the excitement, resulting in the too early downfall of our monsters.*

*This wonderful resource skews that somewhat by nudging the equation by just a fraction. Change a feat or two, add a bonus feat, add some traits, or make some other unexpected change and once again, you shroud your beasts back into the fog of war. Bring back the mystery, bring back the fear and loathing, and bring back the fun!*

*Oh, and what would a book about monsters be without a few pages smeared with fresh monster blood? These are untamed, exclusive creatures found no where else, imagined and carefully inked by the best "monster-buildering" talent TPK has to offer.*

*Better yet, these select baddies appear outside adventures, where new monsters normally occur, so you get the chance to experiment with them in your games first! Use them to throw your players some brand new curves, loops, and twists! When these awful horrors come bounding across the bloody battlefield or dusty dungeon floor, don't forget to use the title of this fine work and **RAWR!***





# CHAPTER I: MONSTROUS ADVICE

## OBSCURING IDENTIFICATION

In a fantasy setting, there are no dictionaries, no encyclopedias, no scientific method, and especially no Latin-based taxonomic system for easy species classification. However, the arrangement of most monster references are similar to many of these real world references. This creates the natural tendency just to call a troll a troll, and why not, a rose by any other name after all...

Hindering easy monster identification can be fun though. Add in the fact that real societies were once isolated by such things as culture and terrain and you can easily inject some old fashioned mystery back into your encounters—by hiding straight answers about just what's eating the meat off the bloody lumps of wool just outside the walls of a frightened village. The mystery monster in this case might then become a "throaht" in one isolated village and a "thrugag" in the one just over the mountains.

A quick peek at the mythology or the etymology (the study of word origins) of a monster's name can reveal surprising variations for monster types too. If you need some ideas about what words to use to obfuscate player investigations, start there. A quick look online at "bogeyman" shows a huge number of cultural variations for a monster that ranges in description from mere fog to ghost to fey to demon—and still this so-called monster is never truly identified in folklore.

In addition, maybe our villagers can describe the sheep-eating monstrosity plaguing their village and maybe not. Human perception

becomes a matter for exaggeration based on perceptual fear. Good examples of this in modern times are giant bird sightings.

People still claim to have seen giant flying birds and reptiles, but without a clear frame of reference in the sky, it can be quite difficult to calculate the wingspan of a given flying creature. A hummingbird might as well be a pterodactyl!

On the flipside, you can also reward players who decide to take ranks in the appropriate Knowledge skills in response to mystery monster encounters. A success might help recall the legends, stories, or myths surrounding a particular monster. Knowledge (local) and Knowledge (history) could prove quite handy, yet our villagers may still refer to the fiendish ogres in the area as the Sons of Nuulamog.

A Knowledge check might reveal that Nuulamog was in fact a legendary giant who lived in the area in ancient times, landing the party in the ballpark, but still not quite identifying the ogres' properties well enough to know exactly what to expect.

## MONSTROUS WISDOM

### Necroblivion Says:

*In my games, I go out of my way to make monsters more random. If the encounter table called for ogres, I will give them ogres, but I'll spice them up with a level of fighter, or barbarian, or something unexpected and crazy — like witch. Monsters with player levels are MUCH more interesting foes.*

*To further amp up the excitement, one should often think about the weaknesses of a monster encounter. The aforementioned ogres are likely weak-willed, so adding something to boost their low Will saves is an excellent idea.*

*If you are not changing up the ogres themselves, add another monster that*



## KEEPING TRACK

Consider starting a spreadsheet or document in your favorite office program – paper is also just as good. Make a simple list of alternatives, plus a few choice notes for some of your monsters, particularly the common ones.

During play, jot down anything you make up on the fly and add it to the list so you can look them up later should you forget. Doing some research online and using a little imagination resulted in the list below:

### Monster Notes

- Basilisks - Khimera (the locals are mistaken!)
- Bugbears - Dokkaebi (horned; Korean Myth)
- Dragon - Firedrake, Wyrms
- Ghost - Drude (German Myth)
- Goblins - Shuck (local fey goblins)
- Goblins - Coglynau (Welsh Myth)
- Hydra - Balaur (Romanian Myth)
- Kobold - Knockers (Welsh Myth)
- Merfolk - Fuath (evil society; Celtic Myth)
- Ogres - Sons of Nuulamog (Village of Tanic)
- Saytr - Faun
- Trolls - Throaht (Village of Tanic)
- Trolls - Thrugag (Village of Roathal)
- Vampire - Dhampir, Wampyr
- Wererats - Ratlings

*complements the ogres and has opposing strengths and weaknesses. An enchanting witch or oracle goblin ally that tosses out hold person liberally, taking out the fighter types in the party so the remaining ogres can mop up is vicious.*

*Let's also not forget the weak pets they might keep. A simple handful of mean dogs are likely nothing more than speed bumps for the players, but if 3 ogres are paired with 7 dogs, the ogres suddenly have more space tied up in combat and flanking bonuses. The ogres are less likely to be hindered too, as they are allies and have reach.*

*Monsters also have intellects. They are more than the sum of their collected statistics. Monsters carry loot that suits their needs – just as do players. Our ogres above might not have a true wizard, but give one ogre a necklace of fireballs and watch your party squirm!*

### Dungeon Master Kip Says:

*A favorite tactic of mine is to have smart monsters or villains use just enough misdirection to show the heroes something as bad as they expect -- then reveal it to be that much worse. For example, in one campaign the PC's thought that they were being tormented by a clan of ninjas led by a mysterious and powerful warrior clad all in white.*

*Several sessions later they killed him, only to have two more dressed exactly the same come bursting in through the windows; the white ninjas were actually just elite warriors under the command of a far more dangerous leader.*

*Another case in point was when the heroes were taking another crack at some serpentfolk that had chased them off once before. They'd lost a party member during the prior fight, and the serpentfolk had used their dominate ability to force the barbarian to turn on the party.*

*When they came back, they found their dead companion alive and apologetically swinging his dagger in their direction, sobbing that he didn't want to hurt them and that the snake woman*



*had dominated him the same way. They tried to subdue him with magic missiles and non-lethal damage during the fight, and while he acted like they hurt he never went down. Eventually the major image effect faded and they saw that their friend was, in fact, a juju zombie that had gone entirely unharmed by their efforts –undead being immune to subdual damage...*



### **Murkatos Says:**

*The key to adding menace to a monster lies in a few simple steps:*

*Don't mention the monster by name, unless it has a legendary name, like "The Ogre of Gormley Keep." A "green-skinned hulking humanoid, dragging a huge studded club" could be an off-pallor ogre, or it could be an orc high on a potion of bull's strength. Which is it?*

*Make them work for it — knowledge rolls and lore are great ways to do this. If a seasoned PC knows the stat block of a "standard" monster, the thrill is gone, and it is all about number crunching the way to victory.*

*Give it something unique. Add some description to coloration like a shock of hair, or a garish scar. Maybe a smell or sound that the creature makes. Make it less "cookie cutter" and more "this is not your usual cookie".*

*Sometimes this leads to startling paranoia, or even ideas for creating new subtypes of monsters. A great example is purple-fleshed zombies with green glowing eyes. What made their flesh purple? Why do their eyes glow? PC's will worry about this stuff if you are doing your job right.*

*Be dramatic in your combat descriptions. Don't just say "Three of the hydra's six heads hit for a total of seventeen damage." Make it "Several of*

*the hydra's heads land grazing blows, but your armor takes the brunt of the impact." Do the same for your players. It makes the mechanics of combat feel less like a video game, and more like a narrative.*

*Mix it up. If your party has been fighting a lot of a certain type of critter, throw something completely different at them. If your party is used to pasting a certain type of critter, give them a particularly cunning or bolstered specimen to use their overconfidence against them. Nothing makes a player-kill more savory than when the player dashes into close combat with a confident smirk, only to find out that half-naked troglodyte has seven levels of monk...*

### **The Drunken Mime Says:**

*I find the best way to keep monsters more menacing is to give them surprising tactics or motivations that mirror the PC's. The ravaging band of orcs aren't just doing it because they like to kill, they are raiding for supplies because their village is dying. Giving them a purpose makes them less of a throwaway encounter.*

*If the party comes across the orc raiders bent on destruction for no real reason, they become a speedbump for XP, and nothing more. But if the PC's capture an orc alive, and they discover there's more to it, such as the orcs trying to quell a darker force that threatens their tribe, it becomes a possible adventure hook and a moral qualm: do we help the orcs, or kill them?*

*Making the PC's see monsters as real beings instead of intangible things attached to loot makes the threat more real. Let the monsters set traps around their lairs. Nothing like a simple snare, but a tiger pit lined with poisoned stakes. Nothing like a simple snare, but a tiger pit lined with poison stakes or dead end passages with triggered pitfalls*

*These creatures are protecting their homes, their families and their entire lives, and nothing becomes more dangerous when it's backed into a corner fighting for survival.*







*The more a being is in danger of being eliminated, the more desperate its actions. The players have no problems killing what they see as an aggressive being, like an enraged hill giant. But what about the hill giant's children, seeing their father attacked? What about the family pet, trying to protect it's master?*

*I always try to motivate my monsters like I motivate my players. Every game I've ever run has always had the players working to save themselves, and others. Flip the coin, and you have a brave squad of kobolds who are trying to kill the elven and human invaders that threaten the warren's safety. You have the owlbear who is trying to keep a clutch of eggs safe, and will do anything it can to make sure the nest isn't touched.*

*The monsters in my game aren't going into their chosen situation viewing themselves as the bad guy. They are the heroes of their own stories, and strive for glory in the face of adversity — namely the PC's.*



# MONSTER TALENTS

## NEW FEATS

### **Blood Gulper (Combat, Monster)**

*You drink blood faster than others of your kind.*

**Prerequisite:** Blood drain ability.

**Benefits:** You add +1 points of ability score damage when draining a victim's blood.

### **Blood Walker (Combat, Monster)**

*You are inspired by walking through pools of enemy blood.*

**Prerequisite:** Outsider or magical beast, size Medium or larger, bleed special ability.

**Benefit:** You may either make one additional attack as part of a full attack action that causes bleed damage or increase your ground movement by +10 feet the next time you move after a successful bleed attack. Use your highest base attack bonus in the latter case. An additional attack can be used against any adjacent opponent. If there are no available opponents adjacent to you, you may take a 5-foot step to use the additional attack.

### **Bone Shield (COMBAT)**

*You use your undead minions to create a protective wall that acts like a tower shield.*

**Prerequisites:** Ability to animate and command corporeal undead, Medium size only.

**Benefit:** As a standard action, you may command the mindless undead you animate to lock arms and form a shielding wall of dead flesh or bone around you. Your undead minions each gain a +4 deflection bonus to AC, but must forgo attacks while locked.

Three such undead of Medium-size must stand in the same 5-foot square. You receive the benefits of a tower shield in each square so occupied around you, without any of the penalties for a shield (such as arcane spell failure).



### Devious Webs (Combat)

*You have learned some devious tricks with your webs.*

**Prerequisites:** Web extraordinary ability.

**Benefit:** Gain one of the following monster abilities: grab, entrap, trip, or pull. You can use these abilities at the range of your web attack. Each use of your web ability (or spell) may only make use of one of these special attacks (grab, entrap, trip, or pull), even if you have taken Devious Webs multiple times. This feat can be taken multiple times. Pick a new ability each time.

**Special:** Spellcasters capable of using the *web* spell may also take this feat to make web slinging more useful.

### Extra Web (Combat, Monster)

*You can use your extraordinary ability with webs more often.*

**Prerequisites:** Web extraordinary ability.

**Benefit:** You gain 1 additional use of your web ability per day. This feat can be taken multiple times and its effects stack.

### Mourning Cry (Monster)

*You inspire sympathy from the living with a woeful moan.*

**Prerequisite:** Undead type.

**Benefit:** You may emit a pitiful moan as a standard action. All living creatures within a 30 foot radius must pass a Will save (DC 10 + 1/2 your HD + Cha modifier) or receive a -2 penalty on Will saves for 1 minute. This has the effect of making the living more receptive to any of your other Will-based abilities. The effect is supernatural, sonic, necromantic and mind-affecting. A living creature that successfully saves cannot be affected by it again for 24 hours.

**Special:** If you already have a similar sonic ability (such as a ghost's frightful moan or a banshee's wail), instead of using this feat, the DC to resist these affects is instead permanently increased by 2.



## NEW TRAITS

Character traits were introduced in the *Advanced Player's Guide*. Traits are optional and are normally restricted to player characters. This optional section presents traits specific to monsters.

As with character traits, these are meant to add background to your special monstrous opponents, not every monster and certainly not monsters from random encounter tables. As a rule of thumb, if a monster survives an encounter or two consider adding a couple of monster traits to flesh out its background or give it some uniqueness. Monster traits are meant to give monsters more flavor, not necessarily more teeth.

Player characters might also qualify for these traits, particularly in cases where a player character has a monstrous background. Half-orcs or sorcerers with monstrous bloodlines are two good examples.

### Basic Traits

Basic traits are broken down into four categories. Combat traits focus on martial and physical aspects of your monster's background.

Faith traits focus on its religious and philosophical leanings. Magic traits focus on any magical events or training it may have had in the past. And Social traits focus on your monster's social class or upbringing.

### Combat Traits

**Body Snatcher:** You not only enjoy taking dead humanoid bodies from their graves, but you can use the rotting, stinking material. You are able to sense the nearest living victim of the same race, as though having cast a *locate creature* spell. A grave must be relatively fresh—dug within the last month.

**Bone Collector:** The dried bones and sinew of your victims are on display throughout your lair or around your neck and on your body. While fighting in your lair or amidst your gruesome collection, your foes may become shaken each



round unless they pass a Will save (DC 12 + ½ HD). The first successful save cancels further checks beyond the first.

**Ripper:** You take pleasure in ripping the corpses of dead foes to inspire fear. When you take an extra round to attack a dead enemy, other enemies within 10 feet must pass a Will save (DC 12 + ½ HD) or become shaken for 1d4 rounds.

**Rotten Limb:** You were born with some sort of incurable rot on one of your limbs. It smells so badly that anyone standing adjacent to you must pass a Fort save (DC 12 + ½ HD) or become sickened from the stench. It can be suppressed for 1d4 rounds with *dispel magic* or removed via *remove curse* at the same DC.

**Taste for Eyeballs:** You have the disturbing habit of popping the eyeballs of your victims into your mouth during combat. You may remove and devour an eyeball from a dead or helpless humanoid as a free action. Doing so imposes the need for foes within 10 feet to pass a Will save (DC 12 + ½ HD) or become stunned during the next round.



**Weird Keening:** The monster sounds you make are unique and strange. They are accompanied by weird moaning, wailing, or crying sounds that resound and echo. The sound helps foil tracking attempts against you, imposing a -2 penalty on Survival checks.

# MONSTROSITIES

## Gravesbane Colossus

*This monstrous mass of earth, rotten flesh, and grave markers, sculpted roughly in the form of a colossal mound of earth, plods along on massive legs the size of hill giants. The massive creature's terrible maw is lined with teeth made of cracked and jagged tombstones.*

### GRAVESBANE COLOSSUS

CR 21

XP 409,600

NE Colossal undead construct

**Init** +0; **Senses** darkvision 120 ft., low-light vision, tremorsense 120 ft.; Perception +20

**Aura** gibbering whispers (300 ft., DC 32)

#### DEFENSE

**AC** 28, touch 2, flat-footed 28 (+36 natural, -8 size)

**hp** 458 (36d10+260); fast healing 10

**Fort** +23, **Ref** +17, **Will** +23

**Defensive Abilities** amorphous, channel resistance +4, graveform; **DR** 20/silver and good; **Immune** construct and undead traits, magic

**Weaknesses** water vulnerability

#### OFFENSE

**Speed** 40 ft., burrow 40 ft., earth glide

**Melee** 4 slams +57 (3d10+21), bite +52 (4d8+21)

**Ranged** tombstrike +36 (4d6 bludgeoning and piercing plus 4d6 unholy)

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

**Special Attacks** earth mastery, tombstrike (DC 32), trample (3d10+31, DC 49)

**Spell-Like Abilities** (CL 20th; concentration +25)

At will—*stone shape*

#### STATISTICS

**Str** 52, **Dex** 10, **Con** –, **Int** 6, **Wis** 10, **Cha** 20

**Base Atk** +36; **CMB** +65; **CMD** 75

**Feats** Awesome Blow, Bull Rush Strike, Charge Through, Cleave, Elephant Stomp, Greater Bull Rush, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Quick Bull Rush







**Skills** Climb +31, Intimidate +28, Perception +20, Stealth +5

**Languages** Common (cannot speak)

**SQ** compression, create gravespawn, death-touch

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** quadruple standard (gemstones)

## SPECIAL ABILITIES

**Create Gravespawn (Su)** By reducing its HP total by 50, a gravesbane colossus can create 2d10 elementally-infused zombies. Treat gravespawn as fast zombies with the large template, a +8 natural bonus to AC, DR 10/silver, and the gravesbane colossus's water vulnerability weakness. If the gravesbane colossus is slain after it has created gravespawn, the zombies immediately crumble to inanimate dust.

**Deathtouch (Su)** Creatures slain by a gravesbane colossus's slam or bite attacks are immediately absorbed into its mass, healing the gravesbane colossus or giving it a number of temporary hit points equal to the absorbed creature's total HD. These temporary hit points remain for 1 hour. Once a victim is absorbed, she cannot be raised or resurrected. Only a *miracle* or *wish* spell can bring them back, and only after the gravesbane colossus is slain.

**Earth Mastery (Ex)** A gravesbane colossus gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the gravesbane colossus takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the gravesbane colossus is initiating or resisting these kinds of attacks. These modifiers are not included in the statistics block.

**Fast Healing (Su)** A gravesbane colossus has fast healing 10, but only when in contact with earth or stone. A gravesbane colossus cannot use its fast healing ability to heal damage caused by water attacks.

**Gibbering Whispers (Su)** A gravesbane colossus is surrounded by an aura of gibbering, whispering souls that invokes fear and madness in living creatures. All sane living creatures within 300 feet of the gravesbane colossus must succeed at a DC 32 Will save or suffer 1d4 points of Wisdom drain and become frightened for 2d6 rounds. Whether the Will save is successful or not, creatures cannot be affected by the gravesbane colossus's gibbering whispers again for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

**Graveform (Su)** A gravesbane colossus can spread itself out to resemble a cemetery or burial site of a size similar to its own. While in this form and remaining completely motionless, the gravesbane colossus is nearly impossible to tell apart from a normal cemetery and gains a +50 bonus to its Stealth check. While in graveform, a gravesbane colossus's create gravespawn ability creates 1d10 additional zombies. It takes a full round for the gravesbane colossus to disassemble or reassemble itself into or out of this form.

**Immunity to Magic (Su)** A gravesbane colossus is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell staggers a gravesbane colossus and negates its fast healing for 1d6 rounds with no saving throw.
- A *stone to flesh* spell negates its damage reduction and fast healing for 1d6 rounds with no saving throw.
- A *move earth* spell deals 1d6 points of damage per caster level with no saving throw.
- A gravesbane colossus caught in the radius of an *earthquake* spell is auto-



matically knocked prone and dazed for 1 round with no saving throw.

**Tombstrike (Su)** A gravesbane colossus can fling a missile weapon consisting of corrupted elemental earth, necromantic residue, and jagged tombstone fragments with a range increment of 150 feet. All creatures within 20 feet of the target square suffer 4d6 bludgeoning and piercing damage and 4d6 unholy damage. A DC 32 Reflex save reduces the bludgeoning and piercing damage by half. The area affected by the tombstrike is considered difficult terrain for 24 hours. The save DC is Charisma-based.

**Water Vulnerability (Su)** Water is very damaging to a gravesbane colossus, as described below.

- Running bodies of water at least 10 feet deep and 10 feet wide that come into contact with a gravesbane colossus deal 12d6 points of damage to the creature each round.
- A single vial of holy water deals 3d6 damage to a gravesbane colossus.
- Water spells that deal damage automatically bypass the gravesbane colossus's immunity to magic and deal double damage. Creatures of the water subtype also bypass the gravesbane colossus's damage resistance and deal double damage.

A gravesbane colossus is a sentient undead construct composed of a vile, ever-shifting fusion of corrupted elemental earth, undead flesh, rotting bodily remains, and stone grave markers. It vaguely resembles an elemental, with a great earthen head studded with hundreds of glittering precious gemstones. The creature typically walks on all six limbs, though it rises on two legs during combat in order to use its other four limbs to smash its foes to bloody pulp.

Unlike most constructs, gravesbane colossi are free-willed and possess a small amount of

sentience. However, they are driven by the malevolent urge to crush and consume the living. Gravesbane colossi do not speak, though they are surrounded by a constant aura of gibbering, whispering souls comprised of the angry elder elementals bound to it during its creation as well as the tortured spirits of every creature it has slain and absorbed with its deathtouch ability.

A gravesbane colossus's body is created by animating at least 40 HD of mindless undead from a graveyard measuring at least 100 feet by 100 feet in size. Next, two elder earth elementals are summoned, who must then be slain by the creator and the newly created undead. Once the elder earth elementals are slain, their remains are mixed with the undead within the graveyard. Then, the entire graveyard is covered in a carefully spun "blanket" composed of blood, skin, and organs culled from at least 50 good-aligned humans during a terrible ritual that takes 36 hours to complete and must culminate at precisely midnight. When the ritual ends, the hideous flesh-blanket fuses with the corrupted elemental earth, undead remains, and the tombstones of the graveyard to form the completed gravesbane colossus. The creation of a gravesbane colossus is an act so profane it always gains the attention of evil outsiders, and possibly even the gods.

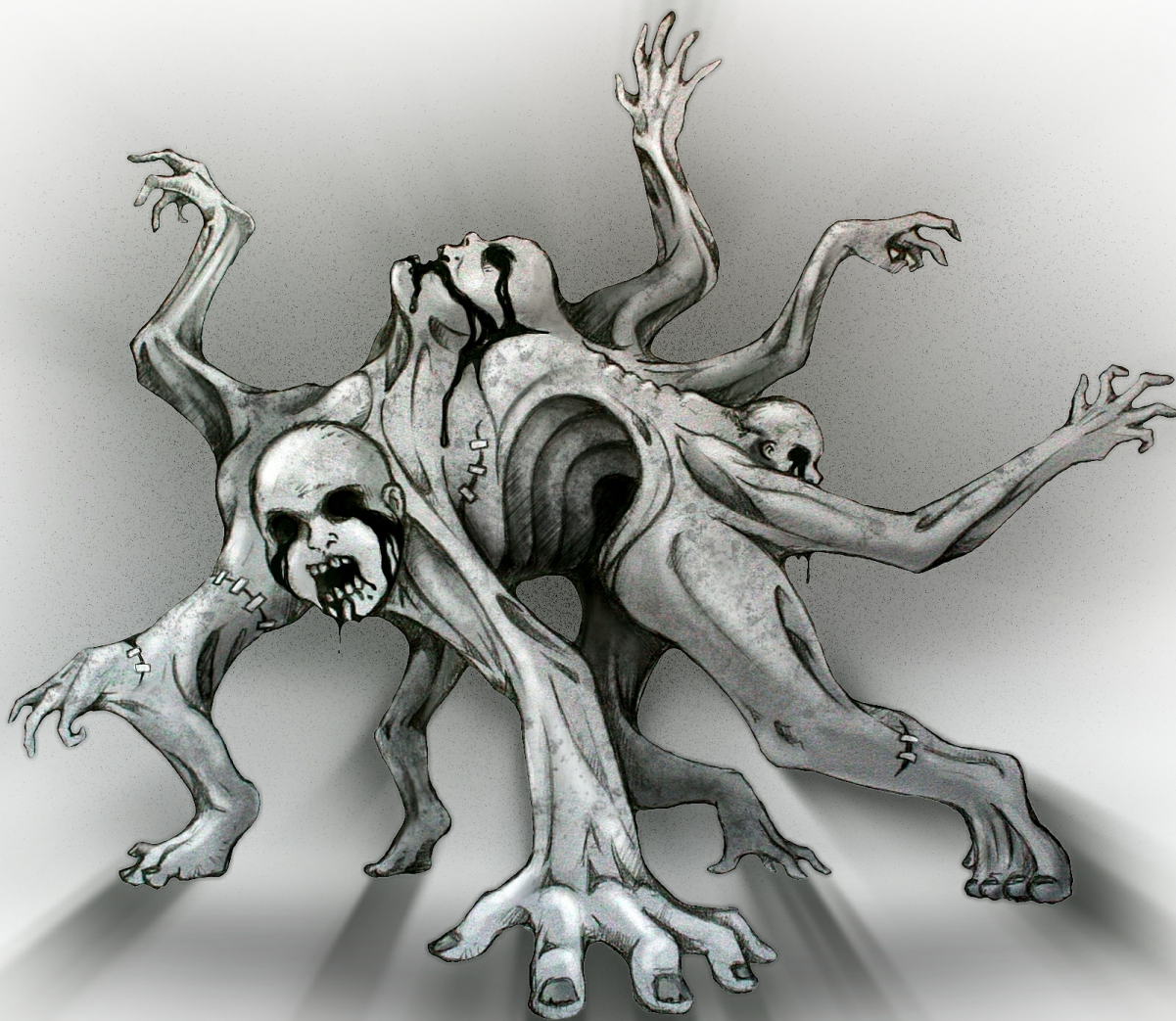
### **Gravesbane Colossus**

**CL** 22nd; **Price** 2,000,000 gp

#### **CONSTRUCTION**

**Requirements** Craft Construct, creator must be caster level 22; *animate dead*, *clone*, *greater planar ally*, *heal*, *stone shape*, *wish*; **Skill** Craft (sculpture) or Profession (stonemason) DC 35, Craft (sewing) DC 35; **Cost** 1,000,000 gp





### Sundered One

*With a high-pitched gurgling wail, a multi-limbed horror skitters into view. A terrible fusion of three rotting, partial torsos and five heads, the creature lurches about searching for living prey to tear asunder.*

#### SUNDERED ONE

CR 5

XP 1,600

CE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +18

**Aura** madness (30 ft., DC 17)

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

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

**Fort** +3, **Ref** +7, **Will** +9

**Defensive Abilities** channel resistance +2; **DR** 10/silver; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 5 slams +10 (1d4+4 plus purulent slime)

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

**Special Attacks** multiattack mastery, purulent slime (DC 17)

#### STATISTICS

**Str** 18, **Dex** 16, **Con** - **Int** 3, **Wis** 16, **Cha** 12

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 23 (27 vs. grapple and trip)

**Feats** Agile Maneuvers, Improved Initiative, Lightning Reflexes, Toughness

**Skills** Climb +12, Perception +18



## ECOLOGY

**Environment** any

**Organization** solitary, pair, or clutch (3–5)

**Treasure** none

## SPECIAL ABILITIES

**Aura of Madness (Su)** A sundered one radiates an overwhelming aura of wrongness that inspires madness in living creatures who look upon it. All living creatures within a 30-foot radius that can see a sundered one must make a DC 17 Will save or suffer 1d4 Wisdom damage and become confused for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same sundered one's aura of madness for 24 hours. This is a vision-based mind-affecting effect. The save DC is Charisma-based.

**Multiattack Mastery (Ex)** A sundered one never takes a penalty to its attack rolls when fighting with its multiple slam attacks.

**Purulent Slime (Su)** A sundered one constantly weeps necromancy-infused slime from its pores, mouths, and empty eye sockets. Creatures struck by a sundered one or those who strike a sundered one with an unarmed attack automatically come into contact with the purulent slime. Creatures that strike a sundered one with a melee weapon must make a DC 17 Reflex save to avoid coming into contact with the purulent slime. Purulent slime is a supernatural flesh-eating fungus and can only be cured by application of *remove disease* and a DC 17 caster level check. Anyone who dies from purulent slime dissolves into a lifeless puddle of black sludge and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

**Purulent slime:** Injury—slam; **save** Fort DC 17; **onset time** immediate; **frequency** 1/day; **effect** 1d3 Con (this damage cannot be healed while the creature is infected); **cure** *remove disease* and DC 17 caster level check.

A sundered one is nightmare made flesh: the corpses of multiple humanoids—all of whom

must have perished from disease—sewn together and animated with foul necromancy. No two sundered ones look alike. A typical specimen has five or more combat-effective arms and three or more legs all twisted and bent into impossible directions. These tiny limbs are attached to two or more fused-together torsos that sport multiple cherub-faced heads that cry and wail constantly. Thick, black necromantic goo continuously weeps from the creature's pores, mouths, and empty eye sockets.

A sundered one is created by a lengthy and gruesome ritual in which select body parts are harvested from the corpses of a dozen small humanoids, and then stitched haphazardly together before being embalmed with necromancy-infused sludge. A 15th level caster then finishes the ritual with a *create undead* spell.

# MONSTROUS MAGIC

## BELT OF BESTIAL WOE

**Aura** strong transmutation; **CL** 5th

**Slot** waist; **Price** 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5); **Weight** 1 lb.

## DESCRIPTION

This wicked belt grants a continual enhancement bonus of +1 to +5 to AC, though no other magic item offering such protection will stack with it. The wearer also becomes afflicted with lycanthropy (werewolf) for as long as the belt is worn.

The wearer becomes instantly aware of the protection the belt confers upon donning it, but not his afflicted state, at least not until suffering the effects of lycanthropy once. During this time the GM controls the actions of the character as a monstrous NPC.

Once the character has suffered the effects of lycanthropy, the belt can thereafter be removed, but only in the daylight and only while



the wearer is in humanoid form. However, *dispel magic* or *remove curse* must be used to dampen its lycanthropic effect long enough for removal.

Optionally, the belt can be given away as a gift (no money may be exchanged), possibly transferring the effect to someone else. Only when the new recipient has experienced lycanthropy is the prior owner entitled to a DC 15 Will save, ridding himself of the affliction if successful. If the save fails, the affliction becomes semi-permanent (as though freshly bitten that same day).

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *baleful polymorph*, creator's caster level must be at least three times the belt's bonus; **Cost** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5).

## FIEND'S PITCHFORK

**Aura** moderate enchantment; **CL** 8th

**SLOT** NONE; **PRICE** 7,300 gp; **WEIGHT** 7 LBS.

## DESCRIPTION

This *+2 trident* is decorated with infernal runes and is forged from a strange metal with a greenish cast. As a swift action, the wielder may activate the power of the trident, allowing him to smite good for a number of rounds equal to the wielders total class levels (minimum 1).

While this power is active, the wielder also adds his Charisma bonus to any attack rolls and adds all class levels to damage rolls made against the target of the smite. If the target of the smite is also an outsider with the good subtype, a good-aligned dragon or a good-aligned magical beast, the bonus to damage increases to 2 points of damage per class level instead of 1. Regardless of the target, the smite also bypasses any DR the creature might possess.

Finally, the wielder gains a deflection bonus equal to his Charisma modifier to his AC against attacks made by the target of the smite.

If the smite target is a creature that is not good, the fork's power is wasted with no effect. The fork may be activated a number of times per day equal to the wielder's Charisma bonus (minimum 1). A good creature gains two temporary negative levels, one of which becomes permanent, after any successful use against another good-aligned opponent (no save).

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, channel negative energy; **Cost** 3,800 gp.



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