

SOUEREIGN STONE BESTIARY of LOEREM

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INTRODUCTION

SIR VICTOR HAWKTHORN, DOMINION LORD OF BEASTS

People forget that there is a world out there they've never seen, a world inhabited by birds and bees, by dragons and creatures beyond imagination. They forget the sheer diversity of life that exists outside the cities. There's strength in diversity, if one knows how to utilize it.

By listing to the beasts, I know when a storm or earthquake is approaching long before the magi do.

By speaking with the beasts, I have learned of secrets undiscovered by explorers or heroes.

By learning from the beasts, I can no longer truly consider myself to be "merely" human. I am part of a greater whole that encompasses more than a singular force. Dwarf, elf, ork, pecwae, Karnuan, Nimran, Vinnengaelean... there is no read difference. We are all children of the gods, just as are all the creatures of the wilds.

If we do not find strength in our own diversity, I am afraid that our differences will spell our eventual extinction.

The beasts tell me of an ill-wind blowing, of creatures both man and beast, and in my heart, I feel fear.

I only pray it is not too late for us all.

The Bestiary of Loerem should be used differently than "monster" books in other roleplaying games. While this book is filled with dozens of creature statistics and descriptions, they are not designed to be randomly thrown in the heroes' path. Each creature should serve its purpose in the overall story. Encounters with these creatures should always be memorable.

Some of the creatures you will find in this volume are of the "mundane" variety — beasts that might exist in our own world had evolution taken a slightly different path. Some creatures exist outside the natural order of evolution, influenced by the Ancients or perhaps the magical nature of Loerem itself. Some creatures are created by magic — either intentionally, accidentally, or as an unforeseen byproduct of some arcane experiment. These are among the most rare and dangerous of all.

Many of the creatures listed here can be extremely deadly! Some can devour experienced adventure parties without even whetting their appetites. Your heroes should be wary about seeking these creatures out, or even delving too deeply into their domains.

As a Sovereign Stone GM, it is your responsibility to make sure everyone enjoys the game. Challenging creature encounters can add a dash of the unknown, a pinch of mystery, and a heaping serving of danger. Have a great time with them!

CREATURE TYPES

Because of the unique qualities of magic in Loerem, various creature types and subtypes are slightly different from those found in typical Pathfinder® campaign worlds. Below, you will find annotations on each type and subtype introduced in the Bestiary that place them within the framework of Sovereign Stone. New subtypes and special qualities, based upon the nature of Elemental and Void magic, have been included.

Aberration: With bizarre anatomies,

strange abilities, and alien mindsets, aberrations are usually the result of magical alteration (typically the realms of Earth and Fire or Void magic). Some date back to time of the Ancients, while others defy classification.

Animal: Animals in Loerem are much like those found on Earth, but a rare few have continued along a completely different evolutionary path.

Construct: Artificially constructed and animated through the use of magic, constructs do not have a place in the natural order. Constructs typically lie within the domain of Earth, Fire, or Void magic.

Dragon: Dragons of Loerem are much different than dragons found in other fantasy campaign worlds. Smaller in size, their innate connection to the elemental aspects of magic gives them incredible magical powers that far outstrip those of mortals. What truly makes Loerem dragons unique, however, is that all dragons are born humanoid, and some never realize their true nature.

Elemental: Elementals in Loerem are composed of one (or more) of the four primary elements: Air, Earth, Fire, or Water, or are of the Void. The four natural elements and the Void are each equally capable of creating elemental spirits.

Fey: Fey in Loerem are reclusive, so much so they have been relegated to the realm of myth and legend. Of all the races, only the pecwae truly have much interaction with the fey.

Humanoid: In addition to hosting humans, dwarves, elves, orks, and pecwae, Loerem is home to a number of other humanoid races, though their numbers are so small that many are near extinction.

Magical Beast: Void magic and Elemental magic are equally capable of manipulating living creatures to create magical beasts. Usually, magical beasts are the result of magical experimentation or are remnants from the Age of the Ancients, but occasionally some creatures become natural receptacles of the magic that infuses everything in Loerem.

Monstrous Humanoid: Whether born of an ancient curse or altered by their own will, monstrous humanoids bear little resemblance to any of the dominant races in Loerem. Some have forms only vaguely reminiscent of humanoids, with animalistic or unnatural characteristics. Others are living embodiments of the Elemental or Void magic that has distorted their forms over the ensuing centuries.

Ooze: Amorphous creatures, oozes are a classification in and of themselves. Some are clearly the result of Void magic — the magic of decay and destruction — while others are non-magical entities that have gained mobility, driven by a need to devour. Though not all oozes are of the Void, they are all typically perceived as such by the humanoids of Loerem. Because only Void magic can create or control oozes, it lends even more credence to the belief that all oozes are Void by nature.

Outsider: Some terrifying or beatific creatures defy classification by the sages of Loerem. Even the monks of the Order of the Keepers of Time are reticent to disclose whether they are indigenous to Loerem or from some other worlds entirely.

Plant: In Loerem, Plant magic comes from the combination of Earth and Water magic, so it is natural that plant creatures display properties of one or both of those elements. Any creature with the Plant type is susceptible to Plant spells.

Shapechanger: Creatures capable of assuming other forms are relatively rare in Loerem, made even more so by their innate ability to blend in with other creatures. Like fey and giants, shapechangers are considered to either be the staple of legend and fable or were created by Elemental magic.

Undead: Be it the ghost of a little girl looking for her lost parents or the ghoulish form of a powerful mage who

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has embraced the Void, undead in Loerem are connected to the Void. All undead creatures automatically has the tainted by Void special characteristic.

Vermin: Vermin, including scorpions, spiders, and insects, are creatures of decay, death, and poison — the purview of Void magic. Unlike oozes, vermin can be affected by Animal magic, but it is much easier to summon or control them using Void magic, which compels common people to see them as "of the Void," despite their relatively mindless, simple instincts.

Creature Subtypes

The unique nature of magic in Loerem affects creatures differently than those found in other worlds. The common subtypes unique to Loerem's creatures are given below, along with the changes to some common subtypes listed in the Pathfinder® Roleplaying Game Bestiary.

Air: An Air creature is immune to the damaging effects of Air magic. It takes double damage from Earth spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Air creatures can only be controlled, summoned, or altered by Air magic spells (regardless of primary type).

Cold: A cold creature is immune to the damaging effects of cold. Unless otherwise noted, it takes double damage from Fire spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. In Loerem, cold magic can be the result of Air magic, Water magic, or even Fire magic (when it is used to remove heat), which is why some cold creatures may be unaffected by Fire magic.

Earth: An Earth creature is immune to the damaging effects of Earth magic. It takes double damage from Air spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Earth creatures can only be controlled, summoned, or altered by Earth magic spells (regardless of primary type).

Fire: A Fire creature is immune to the damaging effects of Fire magic. It takes double damage from Water spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Fire creatures can only be controlled, summoned, or altered by Fire magic spells (regardless of primary type).

Void: A Void creature is immune to the damaging effects of the Void. It is also automatically considered to have the tainted by Void special quality. Void creatures can only be controlled, summoned, or altered by Void magic spells. Some creatures and their special abilities can taint their victims with Void magic. The affected suffer the same penalties to healing and spellcasting as Void mages who are tainted by Void.

Water: A Water creature is immune to the damaging effects of Water magic. It takes double damage from Fire spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Water creatures can only be controlled, summoned, or altered by Water magic spells (regardless of primary type).



THE BESTIARY

HAL, RETIRED MERCENARY

Did I e'er tell you about how ol' Weismuller died?

Li'l tadpole feller got into his mouth and sewed it right up. Took over his mind it did. Awful bugger it was, too. Terrible, seeing Weismuller that way, his lips all stitched together uneven like, his eyes all glassy and empty. Gives me the shivers jus' thinkin' about it.

Well, Weismuller tries to up and leave on us. Not him mind, the tadpole thing was runnin' the show now. Tom said that he'd thought he'd heard of these nasty critters afore, and said that all we needed to do was cut it out of ol' Weismuller's mouth.

Ugly business that was, very ugly.

And that's how ol' Weismuller died.



ANIMAN

A bipedal proto-humanoid savage, this creature is gaunt in appearance with slender limbs and bony frames. The brows are broad and protrude over dark, unintelligent eyes. The skin is grey, marred with scrapes and sores.

ANIMAN

CR 1/2

XP 200

N Medium monstrous humanoid **Init** +1; **Senses** darkvision 60 ft., scent; Perception -1 DEFENSE AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) **hp** 13 (2d10+2) **Fort** +1, **Ref** +4, **Will** +2 **OFFENSE** Speed 30 ft. Melee Bite +2 (1d4), Claw +2 (1d3) STATISTICS Str 10, Dex 13, Con 12, Int 2, Wis 8, Cha 8 Base Atk +2; CMB +2; CMD 13 **Feats** Athletic Skills Climb +2, Stealth +6, Swim +2 ECOLOGY **Environment** Any land **Organization** family (2 - 5) Treasure none

The primitive animen combine the features of a man with the instincts of a beast. An animan is generally undernourished in the wild. Male animen are particularly hairy, from head and face to chest, shoulders, back, and legs. Females are less hairy but the hair on their heads grows all the way down their backs. They do not wear clothing or even simple skins. An animan slave who has lived in civilization for any length of time can almost pass for a human. Better fed, they fill out the clothes given them by their masters. Their skin clears and their hair is groomed to suitable length and appearance.

Animen are hunters and gatherers

living in small families in the remotest parts of Loerem. They are not primitive humans but purely animalistic. An animan cannot be taught to speak or communicate any better than a dog or horse. They communicate with each other with a series of shrieks and shouts that help them coordinate attacks on larger prey, but they have no native tongue. Spells that enable communication with animals function just as well with animen.

For all their apparent savagery, animen display a gentle tenderness toward their own kind. They care for each other, protect each other, and genuinely try to make life as pleasant as possible for their family and all other animen. They share kills willingly, fight among themselves, never and apparently have no animosity toward other animen for any reason. Druids and scholars of the nature have detected a level of caring that is beyond human and even elven capacity. They are technological primitives, but emotional titans. Philosophers dismiss accounts of these caring savages but the evidence is beyond reproach. Their selfsacrificial nature sets them apart from other animals.

An animan can be taught to transfer that gentleness toward other humanoids. Human matrons who have taken animan slaves into their homes to watch over children swear that they proved as loyal as a guard dog and would never let anything happen to the youngsters in their charge. Enslaved animen can be taught to bathe and clothe themselves, but table manners are beyond their faculty, so they eat "out back" with the other animals. The Church of Vinnengael outlaws the enslavement of animen and levies strict penalties on those caught trafficking in animen.

Orks are terrified of animen, believing their human-like bodies harbor suffering souls cursed by the gods. An animen brings the very worst kind of bad luck to the ork unfortunate enough to get near one. Catching sight of each other, ork and animen typically shriek and dash off in opposite directions. Dwarves detest animen, who have been known to kill wolves. Few animen are found in dwarven lands, most having been eradicated long ago.

Wild animen never use tools, not even as weapons. They only punch and bite.

Enslaved animen can be trained to use a club, but nothing more complicated. Animen will fight potential prey, usually small animals, but are reluctant to engage anything larger. They are not aggressive and their first instinct when faced with danger is to run. They do not abandon any member of their party, however, and will turn and fight rather than leave a wounded fellow behind. They always fight ferociously if they believe their young are in peril.

ARMIDRON

This creatures looks like an enormous armadillo, with additional armoring on the head and face, as well as much longer toes and claws. It stands fifteen feet tall from ground to top center of its arched back, and more than twenty feet in length from the tip of its pointed nose to the end of its thick, whip-like tail. The bulk of the creature is covered by row upon row of thick bone slabs jointed with shells.

ARMIDRON

CR 9

XP 6,400

N Huge magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 105 (10d10+50)

Fort +14, **Ref** +8, **Will** +0

Defensive Abilities trap weapon

OFFENSE

Speed 45 ft.

Melee bite +16 (2d6+8), 2 claws +11 (2d4+8) Space 15 ft.; Reach 15 ft.

STASTISTICS

Str 26, Dex 12, Con 20, Int 3, Wis 4, Cha 10 Base Atk +10; CMB +20; CMD 31 (35 vs. trip) Feats Endurance, Great Fortitude, Toughness Skills Acrobatics +5, Intimidate +2, Perception +4, Stealth +5

SQ camouflage

ECOLOGY

Environment temperate or warm land

Organization solitary or family (3-6)

Treasure None

SPECIAL ABILITIES

- Camouflage (Ex) Since an armidron can appear like a big normal rock when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the beast.
- armidron may find their weapons trapped Armidrons have been known to attack

between the creature's armor plates where they could be damaged or destroyed. After every successful weapon attack against the armidron, the attacker must make a Reflex saving throw (DC 12) or the weapon is dislodged out of the wielder's hand and stuck in the armidron's body plate. The weapon can be retrieved with a Strength check (DC 15) as a standard action.

An armidron is a walking fortress, protected by bone and natural plating. It wanders its home territory, satisfying its voracious appetite on both plants and animals. A native to warmer, tropical climates, the armidron's entire structure bends easily with movement. Smaller, more intricate bony slabs cover the neck and the sides of the face, with a ridge of similar material running down the forehead and to the bridge of the nose. Beneath its armoring, the armidron's face is somewhat rat-like, with a long mouth filled with small but very sharp teeth. Each of the armidron's four feet has three long toes with sharp black claws. An armidron's bone-and-shell armor is dark grey and black, while any exposed flesh on its face, toes, and tail is pink.

Armidrons are omnivorous creatures, satisfied with tasty leaves and grass between kills. An entire deer or boar is required to make a single meal for the armidron, so it spends most of its time either sleeping or hunting. It generally swallows its prey in just a few bites. The armidron's preferred tactic against unsuspecting animals is to remain in one place and keep perfectly still. Crouched among trees and large brush, the armidron appears to be nothing more than a large rock or small hill until it lunges.

Armidrons are solitary hunters and jealously guard their catch from anything that tries to take it, including other armidrons. Always hungry, unless they have just fed, an armidron attacks anything Trap Weapon (Ex) Enemies attacking an that smells tasty, no matter how big it is.

creatures as large as dragons and bahk. An armidron that has just eaten almost always go to sleep. An armidron aroused suddenly from slumber is generally in a very nasty mood. An armidron's armor pieces are far too large and thick to be used as personal armor for humanoid races, though there are reports that giants have been seen availing themselves of such protection. Creative engineers have been known to use armidron plate as additions to fortifications, helping protect a weapon or reinforce a wall. An entire shell can be salvaged by scraping out the armidron's flesh. The jointed shell is easily positioned to cover ballistae or catapults. Some tropical fortifications have been built largely of armidron armor. The complete armored shells of several armidrons are required for such a large project. An entire armidron shell can fetch over 1,000 argents in a large city.

BAGSKIN

This small bipedal humanoid, roughly the size of a pecwae, has flesh that is stretched tight under the enormous pressure of the gas building up between the skin and the bones and muscles beneath. The stretched flesh is veined blue and red, thin enough to see the bagskin's organs, bones, and musculature through a window of pink flesh. Its face is no more than a pair of eyes recessed deep between bloated gas bags on its face and a mouth recessed into its neck between head and top of chest.

BAGSKIN

CR 1/2

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XP 200

N Small Monstrous Humanoid **Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +2 DEFENSE AC 10, touch 14, flat-footed 7 (+3 Dex, -4 natural, +1 size) **hp** 8 (1d10+3) **Fort** +2, **Ref** +3, **Will** +0 **OFFENSE** Speed 20 ft. Melee claw +0 (1d3-2) Special Attacks poison **STATISTICS** Str 6, Dex 16, Con 10, Int 12, Wis 6, Cha 4 Base Atk +1; CMB -2; CMD 11 Feats Toughness Skills Intimidate +5, Perception +2 Languages Bagskin ECOLOGY **Environment** any land Organization solitary, pair, family (3-5) or

drove (20-40)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Gas—inhale; *save* Fort DC 15, *frequency* 1/round, *effect* 1d4 Con, *cure* 1 Fort save. The bagskin's outer flesh ruptures easily during combat, occurring whenever it takes 2 points of damage from a slashing or piercing attack, or 4 points from a bludgeoning or crushing attack. All breathing creatures within 20 feet are subjected to the bagskin's poison. The effect of this poison is permanent. All bagskins are immune to this poison gas.

This creature's strange skin gives it a fat, bloated appearance, even though the creature weighs hardly anything. The skin is sectioned off into many small individual bags filled with gas. There are bags on each limb, the body and rump, around the neck, and on the face and head. The bagskin's long and shaggy hair grows out between the gas bags on its body.

Bagskins are especially delicate creatures. While they have a limited capacity for self-defense in their claws, they must sustain injury to their own bodies in order to bring their primary defensive weapon the poisonous gas—into play. Whenever the bagskin's flesh is cut, the gas beneath erupts with a violent 'pop'. The poison gas escapes, overwhelming the bagskin's opponents. Once a bag is penetrated, the poison gas is sufficient to discourage most opponents.

Bagskins heal at one-half the natural rate of normal creatures, and can replenish their gas supply only when fully healed.

Adult bagskins give birth to live young who are nurtured until grown. Bagskins are primarily herbivores, though they sometimes trap small animals. Bagskins cannot use their powerful gas to hunt, as they have no capacity to release it other than through injury. Their language is basic and primitive. They can learn other humanoid languages but the process is difficult, and the bagskin voice is soft and difficult to hear (Perception DC 15 to understand).

When faced with danger, a bagskin tends to flee if possible. Otherwise, it willingly suffers damage in order to release its gas.



BLADEFACE

This beast resembles a powerful lion with thick hindquarters, tail, and enormous clawed paws. Its face sports eight sharp bone blades: four where its primary fangs would be, one more from each cheek, and one from just above each eye.

CR 4

BLADEFACE

XP 1,200

N Large animal

Init +6; **Senses** low-light vision, scent;

Perception +9

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, Ref +6, Will +2

Defensive Abilities Twirl

OFFENSE

Speed 40 ft.

Melee 2 facial blades +7 (1d8+5), 2 claws +2 (1d4+5), bite +2 (1d6+5)

Space 10 ft.; Reach 5 ft.

Special Attacks rend (2 facial blades, 1d8+7) STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** 2, **Wis** 10, **Cha** 8 **Base Atk** +3; **CMB** +9 (+13 grapple); **CMD**

21 (25 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +10, Climb +6, Perception +9, Stealth +4

SQ rage

ECOLOGY

Environment warm plains

Organization solitary or pride (1 bladeface plus 6-10 lionesses)

Treasure none

SPECIAL ABILITIES

- **Rage (Ex)** Once per day, a bladeface can initiate a rage identical to the barbarian class feature, at a level equal to its HD.
- Twirl (Ex) A bladeface can use its facial blades defensively. The creature quickly rotates its head in an intricate spinning and parrying motion that is difficult to penetrate with melee weapons. The

bladeface cannot make any attacks while twirling, but opponents attacking it with melee weapons suffer a -4 circumstance penalty to their attack rolls.

Cousin to the lions, the bladeface derives its name from the four pairs of razor sharp tusks that it uses for both attack and defense. Facial muscle and sinew hold the blades and the bladeface knows instinctively how to effectively battle with its terrifying weapons. The rest of the beast's face is strangely twisted because of the blades, and it appears to be in constant pain (though the creature experiences no discomfort whatsoever).

Bladefaces are semi-intelligent Nimoreans creatures. Nimrans and consider them abominations of nature and their legends tell of evil wizards of ancient days who mingled blood and steel to create these creatures, which they then used to guard their treasure. More rational scholars discount these legends and classify the bladeface as a natural creature, pointing out the "blades" are not steel at all, but bone.

A bladeface's facial blades are highly prized as weapons. Although not magical, they still fetch a high price. Each recovered blade can be made into a masterwork weapon for half the normal cost and time. Once killed, each bladeface yields eight such blades.

Bladefaces are also valuable alive. Elves will pay hefty sums for live bladefaces. Noble elves like to keep them as pets, for to be able to tame a bladeface exhibits the elf's courage and strength of will. Karnuans also purchase live bladefaces. The Karnuan military uses bladefaces as guards, turning them loose to roam the grounds of a fortress or castle at night.

Bladefaces are always male. They mate with female lions to produce new bladeface young. The young males are born resembling normal lion cubs, and begin growing facial blades when they are six weeks old. Once a bladeface has fathered another of its kind within a pride of lions, it moves on.

A bladeface attacks with its facial blades and foreclaws. Though it has eight blades, it can only bring two against an opponent at a time. The blades look like bone and are as hard as steel. Treat the two long pairs as longswords and the two shorter pairs as shortswords for purpose of damage, hardness and hit point.

BLOOD ASP

This serpentine creature's black-scaled body is thicker than the bodies of most snakes, being as big around as a large man's arm.

CR 2

BLOOD ASP

XP 600

N Medium animal Init +2; Senses scent; Perception +9 DEFENSE AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) **hp** 13 (2d8+4) **Fort** +4, **Ref** +5, **Will** +1 **OFFENSE** Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d6 plus blood drain)

Special Attacks blood drain

STATISTICS

Str 11, Dex 15, Con 13, Int 1, Wis 12, Cha 2 **Base Atk** +1; **CMB** +2 (+6 grapple); **CMD** 14 (can't be tripped)

Feats Weapon Finesse

Skills Acrobatics +11, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers use Dex to modify Climb and Swim, +8 Acrobatics, +4 Perception, +4 Stealth

ECOLOGY

Environment temperate or warm forests, aquatic, and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Blood Drain (Ex) Upon a successful bites, a blood asp attempts to grapple and pierce the victim's flesh with its six tentacles. Each round per successfully grappled tentacle, the victim suffers 1 temporary Con damage.

The blood asp is a particularly vicious snake that lurks in the remote woodlands and swamps of Loerem. It uses its sharp tentacles to drain the blood from its prey.

A blood asp is mature at 6 to 8 feet long, but continues to grow slowly throughout its life. The snake's head is much broader

than that of a common snake and its jaws much larger and more powerful. Unlike many of its brethren, the blood asp crushes the bones of its victim and chews it up, rather than swallow it whole.

The blood asp's most unique feature is its six-tentacled tail. The tentacles are held close together until combat, at which time they spread out in order to do the maximum amount of damage. Each foot-long tentacle is barbed with a sharp bone hook that is thrust into a victim, usually into a spot that is already wounded and bleeding. The bone digs deep inside and hooks in place. The blood asp sucks the victim's blood through its tentacles, feeding off its prey even as it continues to battle and subdue it.

Hebentorin sometimes charm these snakes, using them for the protection of treasure or other valuables, such as works of art, strong boxes, magical laboratories, and the like. Handlers skilled with blood asp are rare, however, since the creatures are apt to turn on them without warning. Blood asps are captured and confined in places where they cannot escape, such as deep in pits or locked in trunks. The blood asp dislikes such confinement and attacks with extra fury when it is released.

The blood asp's black body is difficult especially in the woodland to see, undergrowth at night. It prefers to strike from hiding, catching a victim by surprise with its powerful bite. The blood asp then coils itself around its victim to hold it in place while its tentacles seek a vulnerable spot to penetrate and begin drawing blood.



BONE GATHERER

This is a short, stocky humanois, standing about 3 1/2 to 4 feet tall and weighing around 100 pounds. Its skin is a dusky, pale gray, stretched tautly over ropey musculature. The hair is a darker shade of charcoal, and the eyes a shocking white that gives it a perpetual glare. The ears are swept outward from its jawline, emphasizing the strange gauntness of the face as opposed to the creature's stocky build. The arms are abnormally long and powerful, nearly brushing the ground as it walks, while the legs are short and turned outward, granting incredible balance at the expense of rapid movement.

BONE GATHERER

XP 135

Bone gatherer warrior 1

N Small humanoid (goblinoid)

Init +0; Senses darkvision 60 ft.; Perception +4 DEFENSE

CR 1/3

AC 16, touch 12, flat-footed 15 (+2 armor, +1 Dex, +2 natural, +1 size)

hp 5 (1d10)

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

OFFENSE

Speed 20 ft.

Melee heavy pick +3 (1d6+1/x4) or shortspear +2 (1d6+1)

Range shortspear +2 (1d6+1)

STATISTICS

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

Feats Weapon Focus (heavy pick)

Skills Acrobatics +4, Perception +3, Stealth +9; Racial Modifiers +2 Acrobatics, +2 Perception

Languages Bone Gatherer, Twithil

SQ balanced and keen, tainted by Void, Void resistance

ECOLOGY

- Environment temperate or warm land and underground
- **Organization** claw (1-5), fist (5-10), scourge (11-20, plus 1 leader of 3-6 level and 2 3rd-level whips), or tribe (20-200, plus 1 3rd-

level whip per 20 adults, 4 4th-level scouts, 2 8th-level barbarians, 1 10th-level shaman, and 1 10th-level chieftain)

Treasure standard

SPECIAL ABILITIES

- **Balanced and Keen (Ex)** Bone gatherers gain a +2 racial bonus on Acrobatics and Perception.
- **Tainted by Void (Ex)** Bone gatherers are considered permanently tainted by Void. They are advantaged in Void magic and disadvantaged in all other magical elements. The only way they can heal damage is through natural healing and Void magic.
- **Void Resistance (Ex)** Bone gatherers gain a +2 racial bonus to saving throws against Void magic.

Primitive and proud, the small humanoids known as bone gatherers are an ancient tribe of Void users who bear an unreasoning hatred for the pecwae.

Bone gatherers are scavengers with a predilection for collecting bones that they use to make weapons, armor, and other accessories. They live in small, nomadic tribes, often moving from place to place, because they are hunted by most cultures across Loerem. Humans and elves distrust bone gatherers, for they are tainted by Void. Dwarves dislike them on general principles.

Pecwae and bone gatherers bear an intense hatred toward one another. The normally peaceful pecwae will call upon the Earth elements to chase away bone gatherers, while bone gatherers will summon the Void to try and eradicate their ancient enemies. Because they are threat to the pecwae, the Trevenici hunt bone gatherers relentlessly. All this has drastically reduced the numbers of bone gatherers.

Scholars have debated the rancor between the pecwae and bone gatherers for many years, with little success in divining the source of the enmity. Those of a metaphysical turn believe that the Void created the bone gatherers as an antithesis located in the south. to the pecwae. The more pragmatic consider the bone gatherers just another accident of are unique and easily recognizable. Over Nature. Since the bone gatherers can speak many centuries, they have perfected their Twithil, the language of the pecwae, some believe that these were originally a branch of the pecwae race that embraced the Void iron or steel, and their carvings bear an and were transformed by it.

Although they worship the Void, bone gatherers are not evil, just as jackals and vultures are not evil. Bone gatherers eat the flesh of the dead and use the bones to make carved from a wolf's skull or amore made tools.

Bone gatherers have a tribal society, with each tribe composed of smaller topped by a human skull. families that have banded together out of necessity. Each tribe is led by its strongest fighters, although they resort to fighting warrior, a chieftain who must constantly only as last option. As scavengers, they try defend his right to lead through trials of to avoid direct confrontation, using their combat. The chieftain is always advised by a shaman, who is usually the eldest, and most powerful, shaman. Males and females into fighting, they throw themselves are equal in all things. It is not uncommon wholeheartedly into the fray. to find a female chieftain leading the tribe, with a male shaman acting as her advisor.

Children are rarely born to the bone gatherers, and they consider the birth of a new member reason for celebration. Children are raised by the entire tribe, with little importance placed upon their biological parents. In this way, they are very similar to the pecwae, though the bone gatherer birth rate is less than half that of their hated nemesis. The concept of privacy is alien to them. They have learned to rely on all members of their tribe as an extended family, aiding one another at all costs.

As a nomadic race, bone gatherers do not build villages in the typical sense. Scouts are sent to discover prospects where the entire tribe can safely hide from their enemies, typically finding refuge in honeycombed networks of caverns. For this a +1 racial bonus to attack rolls against reason, bone gatherers are usually found in pecwae. the mountain ranges that divide east from west, or hidden in the jungles and swamps gain a +2 racial bonus on Acrobatics and

The bone tools created by bone gatherers craft into an art form. Their bone weapons and armor are the equal to any forged of intricacy similar to those of elven artisans working with ivory. Since they use any bone they come across, it is not unusual to see a bone gatherer warrior wearing a helmet from a deer's ribcage, while a shaman may wield a staff made from a tiger's backbone,

Bone gatherers are cunning and vicious innate spellcasting abilities to get them out of dangerous situations. When pressed

Bone Gatherer Characters

Bone gatherers are defined by their class levels—they do not posses racial Hit Dice. A bone gatherer with NPC class levels takes a -3 penalty to its CR (rather than the normal -2 penalty). All bone gatherers have the flowing racial traits.

Small: Bone gatherers are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Normal Speed: Bone gatherers have a base speed of 20 feet.

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

Armor: Bone gatherers have a +2 natural armor bonus.

Hatred of Pecwae: Bone gatherers gain

Balanced and Keen: Bone gatherers

Perception.

Void Resistance: Bone gatherers gain a +2 racial bonus to saving throws against Void magic.

Tainted by Void: Bone gatherers are considered permanently tainted by Void. They are advantaged in Void magic and disadvantaged in all other magical elements. The only way they can heal damage is through natural healing and Void magic. Languages: Bone gatherers begin play speaking Twithil and Bone Gatherer (a variant of Twithil). Bone gatherers who have high Intelligence scores can choose any of the following bonus languages: Elder Speak, Naru, and Sanki.



BONE MOSS

This is a patch of light green mat of moss that varies in thickness from a few inches to roughly one foot.

BONE MOSS

CR 10

XP 9,600

N Colossal plant

Init -4; Senses blindsight 30 ft., low-light vision; Perception +0

DEFENSE

AC 0, touch -2, flat-footed 4 (-4 Dex, +2 natural, -8 size) hp 540 (40d8+360) Fort +28, Ref +0, Will +9

Immune plant traits

OFFENSE

Speed 0 ft.

Space 50 ft.; Reach 0 ft.

Special Attacks acid, acid fume

STATISTICS

Str 36, **Dex** 3, **Con** 28, **Int**—, **Wis** 6, **Cha** 6 **Base Atk** +30; **CMB** +51; **CMD** 61 (can't be tripped) ECOLOGY

Environment mountain **Organization** solitary **Treasure** none or standard

SPECIAL ABILITIES

- Acid (Ex) Bone moss waits until a victim has wandered at least 50 feet onto its surface before unleashing its acid. The acid first destroys the feet of the victims so the bone moss can bring the prey down. The acid has no effect on metal, but eats through common shoe leather in a single round. Once the acid comes into contact with exposed flesh, it deals 2d6 points of damage per round. If the initial attack is against the target's feet or other means of locomotion, the target's speed is reduced to half until completely healed. The rising fumes from the acid are also poisonous (see Acid Fume).
- Acid Fume (Ex) Gas—inhale; *save* Fort DC 13, *frequency* 1/round for all creatures within 5-foot-radius of a bone moss acid attack, *effect* 1d4 Con, *cure* Fort save.

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A bone moss is a colossal plant found in the high altitude of mountaintops. A single bone moss may cover hundreds of square yards, while an entire field becomes the dominant terrain over the better part of a square mile. In warm weather, the mat becomes spongy and is soft to walk upon. In the winter, the bone moss becomes hard and rigid.

Hidden from sight within its spongy interior are the bones of every creature slain by its acids. As the bone moss dines on the flesh and blood, the bones are gradually covered over by the moss. Those walking over the bone moss can feel the bones beneath their feet, but may not notice them, since the bones are indistinguishable from the other stones of the rocky heights.

Bone moss clings to the sides of high mountains, usually resting at a steep angle. Snow and fallen leaves may cover enormous portions of it. Set among the regular lichen and moss-covered stones of the higher mountains, an expansive bone moss can go virtually unnoticed. In the spring and summer, the bone moss appears to be nothing more sinister than a patch of thick moss, common on the mountains.

The immobile, unintelligent bone moss excretes an acid that dissolves the flesh of its victims, leaving behind only the bones after the plant feeds on the flesh. Digestion lets the plant grow or repair damage from wind and rain erosion. The bone moss does not distinguish between preys. Any living creature with flesh and blood is subject to attack. Metal objects remain undamaged and are entombed inside the bone moss along with the owner's bones.

The origins of bone moss are unclear. The elves have often tried to cultivate it, believing that it would make an effective defensive device. Imagining fortifications surrounded by fields of bone moss, Wyred specially trained in plant magic have worked for years to grow bone moss from captured pieces. Their efforts have so far been fruitless, but they have not given up.



BOULDER MITES

Scrawny and bald, the small creature's noses, ears and eyebrows appear much too large for its tiny face. Its arms and legs are skinny with long digits. It has dark and ruddy skin, and is filthily encrusted with grime from head to toe.

BOULDER MITES

XP 200

CE Small fey

Init +0; Senses low-light vision; Perception +2 DEFENSE

CR 1/2

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 3 (1d6)

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

OFFENSE

Speed 20 ft.

Melee dagger -2 (1d4-2)

Special Attacks boulder push

STATISTICS

Str 6, **Dex** 10, **Con** 10, **Int** 9, **Wis** 12, **Cha** 5 **Base Atk** +0; **C MB** -3; **CMD** 7

Skills Acrobatics +2, Perception +2, Stealth +6 Languages fey

ECOLOGY

Environment hill or mountain

Organization patrol (3-18) or village (20-80) **Treasure** standard

SPECIAL ABILITIES

Boulder Push (Su) With just the slightest touch, a boulder mite can tip one boulder of up to 1,000 lbs. down on his enemies each round. The rock travels at terrific speed, as if falling through air instead of rolling downhill. The enemy must be downhill and at least 20 feet away. The attack is made as a +2 ranged attack (with a range increment of 100 ft.). The boulder inflicts 1d6 points of damage for every 200 pounds in weight, plus an additional 1d6 points of damage for every 10 ft. traveled (to a maximum of 20d6 damage).

Boulder mites are small humanoid creatures who enjoy harassing travelers by dropping boulders on them, taking delight in crushing their enemies under tons of rock.

A boulder mite is a small fey, somewhat comical in appearance. Boulder mites wear simple clothing of skins and some woven cloth, mainly from sheep plundered from unprotected flocks. Trousers and shirts are common for males, simple robes and dresses for the females. They are notoriously filthy, usually encrusted with dirt and grime.

Boulder mites are the stuff of legend. City dwellers laugh at such tales, but mountain folk swear by their existence. All recluses living in the highest reaches of the mountains, they are difficult to locate and their villages are well hidden. When other humanoids approach, boulder mites send out their warriors to roll stones down on their heads to either drive them away or at least slow them down, while the females and children escape.

Wherever mountain dwellers abandon tunnels or caves, the boulder mites are sure to move in. Miners especially hate boulder mites, who covet the tunnels and excavations for their homes and often cause avalanches and cave-ins to drive away the miners. Those who scoff at the notion of boulder mites attribute such occurrences to mere tricks of nature. The miners know better and often form raiding parties for retribution against boulder mites.

Boulder mites never attack up-close, but wait until they have the sufficient high ground to launch their boulder assaults. On their home tract they manipulate boulders into position for dangerous avalanches that can be triggered by simply pushing one rock. If caught melee combat, a boulder mite has only a dagger to protect himself.



BRAIN

This is a vertebrate biped with four stubby arms extending from a shoulder around its short neck, a torso, and head. Its body is covered with a thick layer of gray material that is very soft and moist, resembling a brain.

BRAIN

CR 5

XP 1,600

N Huge aberration

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

DEFENSE

AC 9, touch 9, flat-footed 8 (+1 Dex, -2 size) hp 57 (6d8+30)

Fort +7, **Ref** +3, **Will** +4

OFFENSE

Speed 15 ft.

Melee fist +12 (1d6+8 plus corrosion) or touch +12 (0 plus brain fever)

Space 15 ft.; Reach 20 ft.

Special Attacks brain fever, corrosion

STATISTICS

Str 26, Dex 12, Con 20, Int 14, Wis 8, Cha 3 Base Atk +4; CMB +14; CMD 25

Feats Improved Bull Rush, Power Attack

Skills Acrobatics +1 (+5 jumping), Stealth +1; Racial Modifier +4 jumping, +4 Stealth

ECOLOGY

Environment underground Organization solitary Treasure standard SPECIAL ABILITIES

- Brain Fever (Ex) Touch—physical contact; save Fort DC 14, onset 1d2 days, frequency 1 day, effect 1d4 Int damage, cure 2 consecutive saves.
- **Corrosion (Ex)** Anything coming into contact with a brain's flesh begins to corrode as if hit with weak acid, which deals 1d3 points of damage per round of contact. After contact is broken, damage continues for 1d6 rounds or until the affected item or area is washed with water.

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Appearing as a gelatinous gray mass, the fancifully dubbed brain uses its corrosive secretions to feed on fungus and mold growing in the sunless caverns underneath the earth.

A brain is found only in caves and deep underground. Despite its name, it is not a pudding or gelatinous creature. Nor is it a brain. Its face hangs low, its eyes nothing but two black openings through the brainlike flesh. The four stubby arms have no discernible fingers or hands, nor are there feet or toes at the ends of its legs. Brains wear no equipment or armor. They are simply great blobs of quivering gray flesh.

A brain survives off fungus and mold that it gathers off the walls in the deep dark. To consume its food, the beast need only touch it with its flesh. The gray material secretes a corrosive liquid that digests the fungus on the spot and then absorbs any nutrients. In the process of eating, the brain tends to absorb other items with which it comes in contact—coins, weapons, etc. Anything durable can exist indefinitely in the fleshy folds of the brain's body.

Despite not actually being made of brain matter, popular myth extols the virtues of brain flesh and its many powers. Rubbed on the scalp or over the heart, it is supposed to stimulate thinking (and hair growth). Boiled and drunk with libations, it is supposed to minimize the effects of alcohol. Put into animal feed, brain flesh is supposed to cure all manner of illnesses and make the animals easier to handle (since they can better understand commands under the influence of such intelligent food). All of these claims are false, but still the flesh of a brain can fetch hundreds of argents to a believer in its properties.

A brain is not aggressive and does not attack anything, but the creature may bumble into a person while searching for food or mistake that person for a wall and attempt to feed off him. A brain's primary offense is punching, which in and of itself is fairly limited.



BUSHLURKER

At first glance, this is no more than a bush of weeds, mistletoes and kudzu.

BUSHLURKER

XP 600

N Small magical beast (plant)

Init +3; Senses darkvision 60 ft., low-light Itch (Ex) A creature struck by a bushlurker's vision; Perception +6 Aura allergens (10 ft., DC 13)

CR 2

DEFENSE

- AC 17, touch 14, flat-footed 14 (+3 Dex. +3 natural, +1 size)
- hp 12 (2d10+1)
- **Fort** +4, **Ref** +6, **Will** +1
- poison, polymorph, sleep, and stunning
- OFFENSE
- Spee d 15 ft.
- Melee 2 claws +5 (1d4-2), 2 spikes +0 (1d6-2 plus itch), bite +0 (1d3-2)
- Space 5 ft.; Reach 5 ft.
- **Special Attacks** itch
- **Spell-Like Abilities** (CL 5)
 - 1/day-confusion (DC 14), entangle (DC 11), tree shape

STATISTICS

Str 7, Dex 16, Con 12, Int 6, Wis 12, Cha 6 Base Atk +2; CMB -1; CMD 12

Feats Weapon Finesse

Skills Climb +4, Perception +6, Stealth +8

SQ camouflage, plant subtype

ECOLOGY

Environment forest

Organization solitary or tangle (2-8)

Treasure none

SPECIAL ABILITIES

Allergens (Ex) The bushlurker releases a high amount of spores and pollens. All airbreathing creatures within 10 feet of the bushlurker must make a Fortitude save (DC 13) or else fall into a fit of sneezing and coughing for 2d6 minutes, incurring a -1 circumstance penalty to all attack rolls, ability and skill checks, and saving throws for the duration. This save must be made each minute individuals are within the area

of effect, and the effects are cumulative. Camouflage (Ex) Since a bushlurker looks like normal plants when still, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use

either of those skills instead of Perception to notice the plant.

- spike stabs must make a Fortitude save (DC 11) or break out in a horrible rash. The rash lasts for 1-4 days, incurring a -2circumstance penalty to all skill checks and attack rolls for the duration. Appropriate healing magic or a successful Heal check (DC 15) can cut the duration in half.
- Immune mind-affecting effects, paralysis, Plant Subtype (Ex) Immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. Subject to spells affecting plants.

Able to manipulate plants with their innate magic, bushlurkers are small predators that stalk the underbrush, hunting smaller animals.

A bushlurker is a small creature closely resembling a porcupine. Its body is covered with a gravish-brown fur, and it has small paws. Situated on either side of its body, the bushlurker has a single claw-like protrusion that act as the bushlurker's arms. Along its back grows a veritable garden of flowers and weeds. Bushlurkers have an intimate connection with plant life, acting as hosts for a number of parasitic plants (such as mistletoe and kudzu), which in return grant bushlurkers the ability to not only blend in with their surroundings, but in some instances become their surroundings!

Bushlurkers are carnivores, feeding on small woodland animals that they manage to seize by surprise. Bushlurkers are most often found in the deepest parts of the forest, where food is plentiful and few humanoids are there to bother them. There is little to tell male and female bushlurkers apart, except that male bushlurkers tend to have blossoming flowers as part of

their 'gardens' in order to attract the females. Young are raised until they have established a 'garden' of their own, so that they can hunt by themselves. Once grown, the young leave and find a new spot where they can hunt without interference.

The plants from a bushlurker's garden are particularly prized by alchemists and mages immersed in plant-oriented magic. For alchemists, the plants are ingredients for a number of poisons and remedies; mages find that a single blossom from a bushlurker is an exceptional Essence (a male bushlurker can produce 2-6 such blossoms).

Though bushlurkers are considered pests by many civilized cultures, Nimrans

and Nimoreans are quite fond of the small, colorful creatures and raise bushlurker young to protect gardens and crops from vermin and other pests.

Nestled in amongst shrubs and underbrush, the bushlurker is virtually invisible. It remains still and quiet, waiting for prey. Once suitable prey approaches, the bushlurker shakes itself, releasing a cloud of spores to fill the air with golden dust, striking while its prey is disabled by sneezing and choking. Only when the bushlurker feels truly threatened does it resort to its innate spell-like abilities while attempting a retreat.



CAVECRAWLER

This is a large, formless blob of slate gray ooze.

CAVECRAWLER

<u>CR 7</u>

XP 3,200 N Large ooze Init +1; Senses blindsight 60 ft.; Perception -5 DEFENSE AC 10, touch 10, flat-footed 9 (+1 Dex, -1 size) **hp** 65 (10d8+20) **Fort** +4, **Ref** +3, **Will** -3 Immune electricity, mind-affecting effects, ooze traits, slashing and piercing damage **OFFENSE** Speed 30 ft., climb 10 ft., swim 20 ft. Melee 2 slams +12 (1d8+5 plus acid plus grab) **Range** 2 globs +8 (1d4+4 plus acid) Space 10 ft.; Reach 10 ft. Special Attacks constrict (1d8+5 plus 1d6 acid) STATISTICS Str 20, Dex 12, Con 15, Int -, Wis 1, Cha 1 **Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 24 (can't be tripped) Skills Climb +12, Perception -5 ECOLOGY Environment underground **Organization** solitary **Treasure** standard SPECIAL ABILITIES Acid (Ex) A cavecrawler secretes a digestive acid that quickly dissolves

digestive acid that quickly dissolves organic material and metal, dealing 1d6 acid damage on all successful hits.

Globs (Ex) Instead of melee attacks, the cavecrawler can project two missile-globs from their body. These globs have a range of 10 feet and inflict acid damage in addition to impact damage. Cavecrawler is capable of molding its body into nearly any shape necessary for hunting or locomotion. When moving through narrow fissures and caverns, a cavecrawler stretches itself into a long, narrow blob, a feat that has gained them the nickname, 'gray serpents.' Inhabiting deep caverns throughout Loerem, cavecrawlers hunt for organic matter to devour, caring little if such matter is living or dead.

Inordinately quick, cavecrawlers are able to shift direction at any moment, enabling them to strike out in multiple directions, seeking to engulf as much food as possible to feed their insatiable appetite.

Dragons of all types have a special hatred for cavecrawlers and the first act of a dragon upon entering a cave is to seek out and destroy any of the creatures it can find. Cavecrawlers do not venture into a cave that has once housed a dragon, no matter how briefly.

Cavecrawlers are surprisingly fast, capable of moving their boneless bodies in multiple directions simultaneously and shifting from offensive to defensive quickly. When a cavecrawler senses prey, it flings small portions of its own body with unerring accuracy at the target, hoping to incapacitate it before devouring it.



CHAMBER OAK

Ancient, wise, and powerful, chamber oaks are guardians of the forest, and have existed throughout Loerem for many millennia.

CHAMBER OAK

CG plant (fey) Languages Fey, Greentongue ECOLOGY Environment deep forest Organization solitary Treasure none

SPECIAL ABILITIES

Chambers (Ex): The inner cavities which give the chamber oak its name are a strange phenomenon. Each chamber oak has from between three to five of these cavities, all of them interconnected by a twisting tunnel that runs through the chamber oak's interior. The first chamber can be accessed only through a small opening at the base of the chamber oak. The chamber oak can control access to this passage.

The chambers within a chamber oak range in height a little less than two feet in diameter within a sapling to ten feet wide in an ancient. The interior of the chambers glows with a constant radiance, bathing the inside of the chamber oak with an eerie green light. This light is very soothing to living creatures, and any creature that rests within a chamber oak's cavities recovers from wounds at twice the normal rate. (Even wounds gained from using Void magic are healed at this rate). This healing light is a natural ability of a living chamber oak, a constant illumination that cannot be dimmed, unless the chamber oak is killed.

Chamber Oak Wood (Ex): Chamber oak wood is particularly prized by armor-smiths and bowyers, who are able to craft masterwork shields and wooden weapons from it for the normal cost. Unfortunately, only the inner core of the chamber oak produces a high enough quality wood that can be used for masterwork items. A sapling, as a Medium-size creature, holds only enough of this quality wood to make one Small or two Tiny items. A lightwood produces enough to make one Medium, two Small, or four Tiny items (or a combination thereof). Matures produce enough to make double the amount of a lightwood, darkwoods produce triple the amount, and ancients produce five times.

Unless the chamber oak has entered the Eternal Greenness, or has for some reason given permission to be used in such a fashion, the only way to gain this wood is to destroy a chamber oak. A chamber oak that has died by violence leaves behind a slight residue upon the wood, giving it an oily sheen. Intelligent plant creatures automatically recognize this distinctive residue and react negatively to owners of such items (starting at Unfriendly attitude).

Healing Acorns and Leaves (Ex): The acorns of a chamber oak have incredible restorative qualities so long as the chamber oak hands them out freely. If the chamber oak is under attack and the acorns are used as a weapon, they instantly lose the healing quality.

Eating an acorn willingly gifted by a chamber oak heals 1d4 points of damage on a living creature. In addition, chamber oak acorns can be used as fine essences when casting plant-oriented spells.

The leaves of a chamber oak can also be used for numerous medicinal purposes. For every pound of ground chamber oak leaves used in conjunction with a Heal check, the individual gains a+5 circumstance bonus to his skill check.

Chamber oaks are a fascinating enigma, for they experience time differently than most who dwell in Loerem, more akin to dragons than humans or even the longer-lived elves. Once, they were spread across the length and breadth of Loerem, but in the last few centuries they have grown increasingly sparse. As they grow older, they spend more and more time in deep periods of contemplation, sending their essence through the earth and exploring vistas no human, ork or dwarf has ever seen. Because of the wisdom they have accrued down through the centuries, and for the


intimate connection they have with the earth and plants, chamber oaks are held in great reverence by the Nimrans and Nimoreans.

The major difference between a chamber oak and a normal oak tree is that somewhere on the trunk of the chamber oak, near the ground, there is always an opening, a rift in the bark that leads into a series of dark holes. The size of this opening expands as the chamber oak grows. A sapling's 'entrance' permits only creatures of size Tiny or smaller. A lightwood's allows creatures of up to Small size, and a mature oak permits entrance for creatures up to Medium size into the inner chambers. A chamber oak has between 3 and 5 such chambers, all interconnected, each between 2 feet (saplings) and 10 feet (ancient oaks) in diameter. The inner chambers all glow with a subtle emerald radiance and the air is fresh and sweet-scented.

CHAMBE	ER OA	AK A	BILI	TY S	SCOI	RES
AGE CATEGOR	RYSTR	Dex	Con	Int	Wis	Сна
SAPLING	13	11	13	12	15	12
Lightwood	21	11	17	14	18	14
MATURE	29	10	21	16	22	16
DARKWOOD	33	10	25	18	27	18
ANCIENT	37	9	29	20	33	20

Another major difference between a chamber oak and its non-sentient brethren is that the leaves and the acorns of the chamber oak are of a slightly more vivid hue, the greens a bit sharper, the browns a bit richer. A keen eye will notice a distinct pattern to the chamber oak's bark, one as unique to each chamber oak as a person's eye color. Within

the bark pattern, one can decipher the life story of a particular chamber oak, as long as one has the time to peruse the entire tree, for the story begins at the top and works its way down to the bottom.

Due to the legendary knowledge and power commanded by the chamber oaks, many seek them out, hoping to gain even a small fraction of that knowledge for themselves. Unfortunately, over the last few centuries, many chamber oaks have disappeared, entering a state of deep slumber from which they never awaken. Chamber oaks call this the Eternal Greenness, for at this point, they lose their sentience and merge with the earth, casting off their physical forms forever. Chamber oaks do not fear the Eternal Greenness, viewing it as a reward for centuries of communing with the earth. There is no set point at which the chamber oak achieves the Eternal Greenness. It simply settles upon a chamber oak at the proper time and place. Some chamber oaks have spent millennia trying to slip into the Eternal Greenness, while others achieved it in but a few centuries.

For the most part, chamber oaks are extremely solitary beings. They reproduce as trees do, growing from a single acorn that has been imbued with life-giving energy and 'blessed' by earth, water, and air. Once the acorn is planted, the parent moves on, for the new chamber oak must forge its own way once it is born. Chamber oaks are born with an understanding of natural forces, with an instinctive connection to Earth and Water, but they have much to learn and, as saplings, they appear as very intelligent, very curious children.

AGE CATEGORY	AGE IN YEARS	CR	Size	HIT DICE	NATURAL ARMO	R DR	SR
SAPLING	0-100	5	MEDIUM	BASE + 3	+6		5
LIGHTWOOD	101-300	9	LARGE	BASE + 7	+10	5/magic	10
MATURE	301-650	13	Huge	BASE + 11	+14	10/magic	15
DARKWOOD	651-1,000	17	GARGANTUAN	BASE + 15	+17	10/magic	20
ANCIENT	1,001+	21	COLOSSAL	BASE + 19	+18	15/magic	25

CHAMBER OAK AGE CATEGORIES

As they grow, chamber oaks develop their own distinct and unique personalities. One might grown to be extremely fond of pecwae, due to the fact that he played with a pecwae when he was a sapling. Another may develop a distinct hatred for humans, after witnessing large portions of its forest ravaged by loggers. Each chamber oak is free to strike its own path, without interference or intervention from any other.

Occasionally, however, a great need brings together a large congregation of chamber oaks. They travel from far and wide to convene in an isolated place as a 'Council of Trees," whereupon they make decisions that provide guidance for the next few centuries. Sometimes they agree to involve themselves with mortal affairs, while other times they agree to remain distant. The last council was held just before the fall of Old Vinnengael, and since that time, sightings of the chamber oak have been few, even in Nimra and Nimora, where the chamber oaks are considered divine agents. Some priests believe that the perceived rise in the power of the Void is to blame and that unless this is halted, the chamber oak may vanish completely from Loerem.

All chamber oaks speak Greentongue, a language common to all intelligent Plant creatures, as well as Fey.

AGE CATEGORIES

Sapling chamber oaks are the youngest of these creatures. Soon after a special acorn is planted within the ground by a mature chamber oak, a sapling emerges and grows with remarkable swiftness. Within less than six months, the sapling reaches more than six feet in height before it begins maturing at a more sedate pace. The bark is pale in hue, while the leaves are a buttery green-yellow that turns to a pale amber in autumn. There are a few acorns scattered amongst the slender branches, but they are good for little more than missiles to fend off predators.

Chamber oaks become lightwoods once they have passed their first century of life. Their bark is thick, but still a pale shade of gold, though the leaves have begun to darken slightly, and the boughs stretch about 12 feet high. As the tree grows older, the bark and leaves continue to darken, until after about another two hundred years, the chamber oak reaches maturity.

Reaching a height of about 25 feet, a mature chamber oak resembles a normal oak tree. It can blend in easily with other oak trees around it, notable only for the vivid coloration and the strange patterns in the tree's bark.

After maturing for a little over six hundred years, the chamber oak becomes a darkwood, towering more than fifty feet in height, with a diameter of more than ten feet. The bark has darkened to a rich earthen brown, while the leaves have taken on a dark-olive coloration.

Finally, when the chamber oak has lived for more than a thousand years, it is considered an ancient. Their bark has turned a smoky gray, as have the leaves. This gray color gives them the nickname 'Ash Oaks.'

COMBAT

Chamber oaks are surprisingly fierce combatants, though they fight only if they are pressed and without any other recourse. A chamber oak can slam an opponent with its supple branches, hurl a spray of rock-hard acorns, and trample any opponent smaller

CHAMBER OAK ATTACKS AND SPEED							
AGE CATEGORY	Speed	ACORN MISSILE	Crush	SLAM	TRAMPLE		
SAPLING	10 ft.	1D3	1D6	1D6	2d6		
LIGHTWOOD	15 ft.	1D4	2d6	1d8	2d8		
MATURE	30 ft.	1d6	3d6	2d6	3D6		
DARKWOOD	45 ft.	1d8	4d6	2d8	4D6		
ANCIENT	60 ft.	2D6	506	4D6	5D6		

than it is (which when one considers that an ancient is more than one hundred feet tall, is most opponents!).

Acorn Missiles (Ex): Acorns are considered ranged attacks, dealing the listed damage, plus half the chamber oak's Strength bonus (round down).

Crush (Ex): If two of the chamber oak's slam attacks hit a single opponent, the oak can choose to grapple. Forgoing further slam attacks, the chamber oak can automatically apply extreme pressure and apply crush damage, plus its Strength bonus. If grappled by a creature the same size or larger, a chamber oak can return the attack with its slams (branch attacks). If grappled by a creature smaller than itself, the chamber oak can respond with any of its physical attacks, except for trampling.

Slam (Ex): These attacks deal slam damage plus the chamber oak's Strength bonus. The chamber oak can also use its slam attack to grapple and crush opponents.

Trample (Ex): The chamber oak can trample opponents of three or more sizes smaller. Opponents not making attacks of opportunity against the chamber oak can attempt a Reflex save (DC 20) for half damage.

ADDITIONAL CHAMBER TREE RULES

Awe-Inspiring Presence (Ex): This is identical to the Frightful Presence ability, with an area of effect equal to 45 feet x chamber oak's age category in radius.

Chamber oaks are not affected by the aweinspiring presence of other chamber oaks.

Blindsight (Ex): Chamber oaks possess blindsight, able to sense up to 45 feet x chamber oak's age category.

Camouflage (Ex): At first glance, it is nearly impossible to tell the difference between a chamber oak and a normal oak. The differences are subtle, but an experienced eye can distinguish them (a DC 18 Knowledge (nature) or Survival check).

Damage Reduction (Ex): Chamber oaks gain damage reduction as they age. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Half Damage vs. Piercing (Ex): Piercing attacks inflict only half damage (minimum 1) against chamber oaks.

Plant Traits: Chamber oaks are immune to mind-affecting effects, paralysis, polymorph, poison, sleep, and stunning.

Spell Resistance (Ex): As chamber oaks grow older, they become more resistant to spells and spell-like abilities. Starting at lightwood, they gain SR equal to 5 x age category.

Spellcasting: As they age, chamber oaks not only reach incredible sizes, but gain a deeper connection with the energies of the elements. Truly ancient chamber oaks are able to command powers unrivaled by even the most experienced of elemental mages.

A chamber oak knows and casts elemental magic as an elemental wizard of a caster level equal to 4 x age category. This is the total caster level and may be split up between different elements and with prestige classes. Chamber oaks that focus on Void magic are extremely rare, becoming twisted mockeries of these noble trees. Even then, they are accepted by other chamber oaks, who see them to be part of the natural cycle of life. Chamber oaks are considered advantaged in Earth and Water magic, neutral to Air, and disadvantaged in Fire.

Spell-Like Abilities: Chamber oaks gain spell-like abilities as they age as listed below, each usable as an elemental wizard of equal level to the chamber oak's HD. As the chamber oak matures, it gains new spell-like abilities in addition to those from all previous age categories.

Saplings: 3/day—know direction, soften earth and stone, speak with plants; 1/day endure elements.

Lightwood: 1/day—brittle, entangle, plant growth.

Mature: 3/day—*cure moderate wounds, message;* 1/day—*quench.*

Darkwood: 1/day—allergy, eavesdrop, magic

missile (earth) (in form of acorns).

Ancient: 3/day—command plants, spike growth.

Tremorsense (Ex): Because of the network of roots that stretch into the earth, chamber oaks can detect vibrations through the ground for up to 30 feet x the chamber oak's age category.

Uncanny Movement (Ex): Despite their large, bulky build, chamber oaks can move with surprising swiftness across the ground. Their roots lash forward, digging deep into the ground, drawing them onward, so that it almost seems that they are swimming through the ground. Once they get moving, their momentum keeps them moving at incredible speeds. Their movement is very similar to burrowing, in that they can move easily through dirt and loose soil, while stone and dense rock can cut their movement by more than half.

Because of the way they move, chamber oaks leave a very visible trail behind them. Thus while the chamber oak appears to do a great deal of damage to the ground and to the plant life, within hours of their passing, the earth and plants heal, leaving very little trace of the chamber oak's passage. Subtle clues remain for those with the experience to look for them (DC 20 Survival check to track a chamber oak more than two hours after it has passed). Even large plants appear to be newly sprouted, with shiny leaves and radiant flowers. If there is a drought, the plants that have been touched by a chamber oak appear to have been recently watered. Corn stalks grow taller and healthier than those that have not experienced the chamber oak's passing. The ground churned up by a chamber oak appears darker and richer. Anything planted there grows faster and taller than in surrounding ground.

CLAWSPIDER

This creature appears to be a nightmarish conglomeration of a giant land-based crab and a spider with a large bulbous abdomen. It sports four evenly spaced and multi-segmented legs, a pair of wicked pinchers, and four eyes, two of which extend far above the bulk of its body on supple, reed-like stalks.

CLAWSPIDER

XP 2,400

NE Large aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +15

CR 6

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 45 (6d8+18); fast healing 5

Fort +5, **Ref** +6, **Will** +6

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee 2 claws +3 (1d6+2), pincer +8 (2d6+4 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; CMB +9; CMD 22 (26 vs. trip) Feats Improved Initiative

Skills Acrobatics +5, Climb +5, Perception +15, Stealth +8 (+12 in high foliage);

Racial Modifiers +4 Perception, +4

Stealth in high foliage

ECOLOGY

Environment temperate plains **Organization** solitary **Treasure** none

Clawspiders are fearsome predators of grassy regions, lying quietly in wait for victims and then pouncing with deadly speed.

Infesting the open plains and grasslands of Grak, these creatures are the bane of dwarves. Clawspiders' great speed, acute senses and razor sharp claws give them their name. Their thick, rubbery hide naturally blends in with the dry grasslands in which they hunt.

The clawspider's eyesight is as keen as a raptor and the eyestalks are as supple and flexible as grass. Clawpsiders often sway these eyestalks in the wind, mimicking the movements of tall grasses or reeds. If their eyestalks would seem out of place in the surrounding environs (such as on the barren and flat landscape of a rocky plateau), clawpsiders can retract them completely and rely on their acute senses to locate approaching prey.

Clawpsiders are usually solitary hunters, but packs of these horrific creatures coming together to hunt are not unheard of. When too many clawspiders occupy the same region, however, territorial disputes often ensue.

Clawpsiders are cunning ambush predators that truly excel in the art of striking from behind. Depending on the terrain, a clawpsider either use the surrounding foliage and tall grasses to hide its bulk or digs into the ground with their spade-shaped claws, leaving only their reed-like eyestalks protruding.

Clawspiders attempt to surprise their opponents, often making their first attack from a flanking position. Clawpsiders let a prey pass by, before charging after it in a flurry of legs, emitting loud hissing and clicking noises. Once they catch the prey, they pounce with two front claws and their pinchers. Most clawpsiders prefer to use their mobility and speed to gain a rear or a flanking attack. Once an opponent is prone (from a trip attack), the creature immediately begins carving it up with its pincers. Clawpsiders' mouths are on the ventral side of their bodies and they must squat over their prey to consume it, grinding it to meal with rasp-like teeth.

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CLODDER

This is a skinny, six-limbed creature that looks as if it is comprised of pine branches. Six- to ten-inch vines extend out from the creature's limbs, torso, neck and head for the sole purpose of holding mud and stones between them.

CLODDER

XP 1,200

N Large plant (Earth)

Init +0; **Senses** low-light vision; Perception +2 DEFENSE

CR 4

- AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
- **hp** 30 (4d8+12); regeneration 5 (acid or slashing)
- **Fort** +7, **Ref** +1, **Will** -1

Immune Earth magic, plant traits

Weaknesses vulnerability to Air and Water magic, water

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+5), bite +2 (1d4+2)

Ranged fling stone +4 (touch, 60 ft., 1d6+6)

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 21, Dex 10, Con 16, Int 8, Wis 6, Cha 6

Base Atk +3; CMB +9; CMD 19 (23 vs. trip)

Skills Perception +2, Stealth +2 (+6 in wilderness); **Racial Modifiers** +4 Stealth in wilderness

Languages Greentongue

SQ camouflage, Earth subtype

ECOLOGY

- **Environment** temperate or warm forest, hill, marsh, and mountain
- **Organization** solitary, family (2-4) or slide (5-10)

Treasure none

- SPECIAL ABILITIES
- **Camouflage (Ex)** Since a clodder can cloak itself completely in dirt and rock, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead

of Perception to notice the creature.

- Earth Subtype (Ex) Immune to Earth magic but vulnerable to Air magic.
- Fling Stone (Ex) A clodder is an expert stone thrower and carries with it a large supply of widely varied stones. The clodder can select one specialized stone or dirt clod from its body, and throw it up to 60 feet away. Treat this as a ranged touch attack with an additional +1 attack bonus. A clodder not actively engaged in melee can throw one such stone each round.
- **Regeneration (Ex)** Slashing weapons and acid deal normal damage to a clodder. A clodder can also regrow a missing part of its body within 2d6 minutes by holding the severed portion against its body until it reattaches.
- Vulnerability to Water (Ex) Water, normal or magical, hitting a clodder removes its outermost layer of earthen protection. Each gallon of water (or die of damage dealt by water-based attacks) reduces the clodder's AC by 1 until it has a chance to restore its exterior.

Rock-clad sentient plants, clodders are a curiosity, acting far more beastlike than a plant should.

A clodder is a sentient plant creature dependent upon mud and stones to form the bulk of its body. The naked clodder dives into dirt piles and gathers stones from the ground and puts them in place, holding them tight with lengths of vine. Thus the clodder is able to provide itself with an effective disguise, blending into the landscape by covering itself with the landscape!

Completely cloaked, the clodder becomes a creature of dirt and rock with only vague indentations left for eyes, nose, and a mouth. A clodder consumes a great deal of water—many gallons at a time—and excretes the liquid through its body into its dirt and rock covering, keeping it moist and flexible from the inside. Bits of stone and mud fall off the creature with every movement, so it is constantly replenishing its rocky exterior. It walks on four limbs while the two other limbs gather stones from the ground and put them in place, or pick up bits that have fallen off and replace them.

A clodder is carnivorous, feeding off creatures as large as itself, gorging on a large corpse for several days. Disguised by its rocky covering, the clodder feels invincible and challenges enemies far stronger than itself. "Brave as a clodder" is a common phrase among villagers. The clodder lies in wait for its victims, choosing dark and shadowy parts of the forest where it can easily blend in with its surroundings. A clodder's preferred means of attack is to wait until a victim has passed, then throw large rocks at it from behind, hoping to either kill the victim or render it unconscious.

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A clodder's home is usually in a cave or near a rocky cliff, somewhere that it can replenish its rocky covering. The clodder tends to divest itself of mud and stones at least once per week for a thorough cleaning, at which time it is extremely vulnerable. Clodders are terrified of rain, for it washes away their rocky exterior, leaving them vulnerable.

A clodder attacks with vines and rocks, slamming into opponents with their large body and flailing with their stony fists. Every swing dislodges a certain amount of mud and stones, leaving the clodder more and more exposed the longer the fight lasts. For that reason, clodders try to keep battles as short as possible.

CORALSHELL

This creature resembles common sea snails, except its carapace is covered with a calcified growth shaped like spikes.

CORALSHELL

CR 1/2

XP 200

N Tiny magical beast (aquatic)

Init -4; **Senses** tremorsense 60 ft.; Perception +8

DEFENSE

AC 18, touch 8, flat-footed 18 (-4 Dex, +10 natural, +2 size)

hp 2 (1/2d10)

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

OFFENSE

Speed 5 ft.

Special Attacks spike (1 plus coral rot) STATISTICS

Str 6, Dex 3, Con 10, Int 3, Wis 12, Cha 3

Base Atk +0; **CMB** -4; **CMD** 2 (can't be tripped)

Skills Perception +8, Stealth +0 (+10 underwater); Racial Modifiers +2 Perception, +10 Stealth underwater

ECOLOGY

Environment underwater

Organization growth (5-20)

Treasure none

SPECIAL ABILITIES

Coral Rot (Su) Spike—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1d4 Dex damage, *cure* 3 consecutive saves. When damaged, the creature must immediately succeed at another save or lose 1 point of Dexterity permanently.

Hidden beneath the surface of lakes, streams, and along the ocean coastlines, coralshells can provide a nasty surprise to those who don't watch they are stepping.

Coralshells are a variety of mollusks akin to common sea snails. Coralshells have a soft body with a single large foot, a retractable head, and a spiky shell. White, tinged with streaks of blue, green and pink, these spikes are the coralshell's sole

defense.

Any living creature coming in contact with the spike can contract a deadly disease the orks call coral rot. Over a period of a few days, the creature's body starts calcifying, its flesh becoming rigid and rocklike, resembling coral in appearance. Creatures affected by the disease are transformed into coral sculptures. The sight of birds or fish transformed into coral is a sure sign that coralshells are in the vicinity. Once a coralshell dies, its shell loses the ability to inflict this disease. Victims of the disease cannot transmit it to other creatures. The coral "sculptures" are very fragile and disintegrate into dust when touched.

Coralshells are prized by Nimran pearl divers, who often risk their lives in order to profit from the rare and beautiful shells. Ork shamans also greatly value the shell of a coralshell. Ground up, the shell is used in a powder to cure coral rot and numerous other inflictions. Five shells can also be used as a fine essence of quality when casting Water spells.

Coralshells are not combatants. They do not have any form of attack, except for their defensive spines. Creatures touching a coralshell without protection (such as stepping on one with a bare foot or touching one with a bare hand) can be struck by a disease-laden spine (taking 1 point of damage and being affected by coral rot). Creatures with natural armor of +2 or greater are immune to damage from the spiky spines.



CRIMSON SCOURGE (BLOODLASHER)

This enormous creature is an amalgamation of squid and shellfish. Its soft body is protected by a spiral shell made of overlapping plates. The plates are iridescent, a shimmering, dark crimson turning pale toward the edges.

CRIMSON SCOURGE (BLOODLASHER)

XP 6,400

CE Huge magical beast (aquatic)

Init +4; **Senses** tremorsense 60 ft.; Perception +12

CR 9

DEFENSE

- AC shell 22, touch 8, flat-footed 22 (+14 natural, -2 size); tentacles 12, touch 8, flat-footed 12 (-2 size, +4 natural)
- hp 105 (10d10+50)
- **Fort** +12, **Ref** +3, **Will** +2
- **Defensive Abilities** crimson cloud; **DR** 10/ magic (when withdrawing)

OFFENSE

Speed burrow 15 ft., swim 20 ft.

- Melee 2 tentacles +12 (1d6+1 plus grab plus paralysis), 2 claws +7 (2d6+2), bite +7 (1d8+1)
- Space 20 ft.; Reach 40 ft. (tentacles)
- **Special Attacks** constrict (1d8+3), paralysis (1d6 rounds, DC 20 plus 2d6 nonlethal damage), scourge

STATISTICS

- Str 15, Dex 10, Con 21, Int 5, Wis 12, Cha 9
- Base Atk +10; CMB +14 (+18 grapple); CMD 24 (can't be tripped)

Feats Improved Initiative

Skills Perception +12

SQ crimson cloud, withdraw

ECOLOGY

Environment aquatic

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Crimson Cloud (Ex) When pressed, a crimson scourge regurgitates the contents of one of its stomachs, surrounding itself with an

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acidic cloud filling an area 60 feet wide, 60 feet high and 100 feet long as a free action. The cloud provides complete concealment for the creature. All other creatures caught in the cloud are also subject to a horrible disease known as the Scourge.

- **Paralysis (Ex)** The tentacles of a crimson scourge are covered with small spines. When the spines strike bare flesh, they break off while injecting a paralytic toxin, dealing 2d6 nonlethal damage and struck creature must succeed a DC 20 Fort save or be paralyzed for 1d6 rounds.
- Scourge (Ex) Crimson cloud—ingested/ inhaled, save Fort DC 20, onset 1 day, frequency 1 day, effect 1d3 Str and Con damage, cure 1 save.
- Withdraw (Ex) A crimson scourge can withdraw into its shell, sealing itself within for protection. While withdrawn, a crimson scourge cannot attack but gains damage reduction 10/magic.

These creatures of deep seas are named for the blood-hued bioluminescence emitted by their tentacles when they feed. Crimson scourges (called bloodlashers by the orks) combine aspects of shellfish and octopi to create a terrifying ocean predator. The tentacles, claws, and head emerge from its protective shell when the crimson scourge is preparing to feed.

Six lower tentacles dangle from the crimson scourge's body, acting to provide the creature with sensory information through heat and vibration. Two long tentacles, barbed with sharp spines and studded with suction cups, act as whips and are capable of extending up to forty feet from the scourge's body, lashing out to drag prey close enough for it to attack with its claws and beak. Four smaller tentacles gather smaller prey, such as plankton and small fish.

Perhaps the most dangerous weapons of the scourge are the two massive scythelike claws on either side of its body, which the creature uses to slice prey into smaller, **Bloodlash** digestible pieces. These claws also enable Made from the tentacles of a crimson

Orks greatly value crimson scourges, even though they are dangerous to hunt, a small fortune. The shells can be used to create armor and shields strong enough to provide protection against most weapons, yet light enough to be worn safely at sea; an ork clad in a full suit of such armor can still swim. The tentacles are used to make whips through a process closely guarded damage on a critical hit. Instead, a barb by ork craftsmen.

For Water mages, a single tentacle can be used as a fine essence of quality, while an entire scourge shell can be used as a holy essence of quality when casting Water spells. Nimrans have recently discovered the existence of the crimson scourges (which tend to prefer deeper waters than a slightly reddish tint to it. A single scourge found along the coastlines), and have been working on their own to master the crafting armor.

Crimson scourges use their twin their prey.

the crimson scourge to burrow through the scourge, a bloodlash is an exotic whip, soft, sandy bottom of the ocean floor, where particularly favored by ork sailors. To they build elaborate warrens as their nests. create a bloodlash, the tentacles must be removed and treated with certain oils, then allowed to dry. Once the tentacle has dried, for a single crimson scourge is a prize worth its consistency is nearly that of leather with barbs along the full length.

> The tentacle's poison is no longer active, since the oil treatment neutralizes the toxin. The tentacle's barbs inflict painful damage and have a habit of remaining in wounds.

> The bloodlash deals no additional breaks off in the wound to prevent natural or magical healing until it is removed.

Scourgeshell Armor

Crimson scourge shells can be used to create armor, though this process is known only to a few orks. The iridescent shell has shell can be used to create a single shield or breastplate. Two shells are required process of bloodlashes and scourgeshell for half-plate, and three shells are needed to construct a full set of full plate for a Medium-size creature. Double the number tentacles to grab opponents and draw them of shells needed to create suits of armor towards their body, where they can use for Large creatures and they each weighs their claws and beak to quickly slaughter half again as much, or halved for Small or smaller creatures (at half the weight each).

EXOTIC WEAPON	Соят	DMG (S)	Dмg (M)	CRITICAI	RANGE	WEIGHT	Туре	SPECIAL
LIGHT MELEE WE	APON							
BLOODLASH	25 ARGENTS	106	1D6	SPCL.		2 LBS.	S	

ARN	<u>aor/Shie</u>	ld Max Dex	ARMOR CHECK	<u>Arcane Spei</u>	L SPEED	
Соят	Bonus	Bonus	PENALTY	FAILURE	30 FT.20 FT.	WEIGHT
						USI
250 ARGENTS	+6	+3	-4*	25%	20 ft.15 ft.	20 LBS.
					1	
750 ARGENTS	+8	+0	-6	40%	20 ft.15 ft.	32 LBS.
2,000 ARGENT	s +9	+1	-5	35%	20 ft.15 ft.	32 LBS.
2.6						
75 ARGENTS	+2		-1	5%		3 LBS.
125 ARGENTS	+2		-1	5%		3 LBS.
175 ARGENTS	3 +3		-2	15%		8 LBS.
250 ARGENTS	5 +5	+2	-10	50%		28 LBS.
	Cost 250 argents 750 argents 2,000 argent 75 argents 125 argents 175 argents	Cost Bonus 250 ARGENTS +6 750 ARGENTS +8 2,000 ARGENTS +9 75 ARGENTS +2 125 ARGENTS +2 175 ARGENTS +3	250 ARGENTS +6 +3 750 ARGENTS +8 +0 2,000 ARGENTS +9 +1 75 ARGENTS +2 . 125 ARGENTS +2 . 175 ARGENTS +3	COST BONUS PENALTY 250 ARGENTS +6 +3 -4* 750 ARGENTS +8 +0 -6 2,000 ARGENTS +9 +1 -5 75 ARGENTS +2 -1 .125 ARGENTS +2 -1 .175 ARGENTS +3 -2	COST BONUS PENALTY FAILURE 250 ARGENTS +6 +3 -4* 25% 750 ARGENTS +8 +0 -6 40% 2,000 ARGENTS +9 +1 -5 35% 75 ARGENTS +2 - -1 5% 125 ARGENTS +2 - -1 5% 175 ARGENTS +3 - -2 15%	COST BONUS PENALTY FAILURE 30 FT.20 FT. 250 ARGENTS +6 +3 -4* 25% 20 FT.15 FT. 750 ARGENTS +8 +0 -6 40% 20 FT.15 FT. 750 ARGENTS +8 +0 -6 40% 20 FT.15 FT. 2,000 ARGENTS +9 +1 -5 35% 20 FT.15 FT. 75 ARGENTS +2 - -1 5% - .125 ARGENTS +2 - -1 5% - .175 ARGENTS +3 - -2 15% - -

* PENALTY DOES NOT APPLY TO SWIM CHECKS.



CRYPT GUARDIANS

Protectors of burial mounds and ancient tombs, crypt guardians are animals that have been empowered by the Void to guard the rest of those who have passed beyond.

CRYPT GUARDIANS

N undead (Void) <u>ECOLOGY</u> **Environment** land or underground **Organization** same as base creature **Treasure** none

Tombs can often prove to be extremely tempting to robbers, grave both to those searching for treasure and those who plant to disturb the rest of the dead. Void mages are most guilty of disturbing the graves, particularly those who have chosen to deal in necromancy.

Ironically enough, one of the most potent threats these Void mages face comes from the Void itself-crypt guardians. These have creatures imbued been with Void energy through a burial rite believed to originally been have used by the Ancients.

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Most people believe crypt guardians to be evil undead abominations. This is only partially true. Though they are undead and have been created by the Void, they are not evil, making them different from other Void creatures, such as the Vrykyl. Crypt guardians defend the graves and crypts of the dead against those who would plunder their treasures or seek to steal away the bodies within.

A crypt guardian looks much the same

as it did in life. The astute observer will note something unnatural about it, something that marks it with the taint of the Void. The feathers of an avian crypt guardian may have musty smell, or m a y b e

> missing altogether. The crypt viper may be covered with hideous looking boils that have caused its scales to flake away. The surest way to tell a crypt guardian is to look into the creature's eyes. One sees the emptiness within, like staring into the Void itself.

The sight has been known to break the creature. courage of even the stoutest of hearts. **Abili**

Creating a Crypt Guardian

"Crypt Guardian" is an acrquired template that can be added to any nonmagical animal or vermin.

Challenge Rating: Depends on Hit Dice, as follows:

Type: The creature's type is changed to

HD	CR	XP
1/2	1	400
1	2	600
2-3	3	800
4-5	4	1,200
6-7	5	1,600
8-9	6	2,400
10-11	7	3,200
12-14	8	4,800
15-17	9	6,400
18-20	10	9,600

undead. It retains any subtype except for alignment subtypes (such as good). It uses all the base creature's statistics and special abilities unless noted here.

Armor Class: The crypt guardian gains a +5 natural armor or uses the base creature's natural armor, whichever is better.

Hit Dice: Increase size to d12.

Saves: Same as the base creature.

Defensive Abilities: A crypt guardian retains all defensive abilities of the base creature, plus damage reduction, energy resistance (vs. acid, cold, and electricity), and spell resistance based on HD.

Speed: Same as the base creature.

Attacks: A crypt guardian retains all natural weapons of the base creature.

Damage: Crypt guardians are much stronger than their nonmagical counterparts. Use the greater result between the following table and their original statistics for damage.

Special Attacks: A crypt guardian retains all the special attacks of the base

Abilities: A crypt guardian has no Constitution score, and increases all other ability scores of the base creature as follow: +3 Str, +4 Dex, +2 Int, +1 Wis, and +1 Cha.

BAB: A crypt guardian's base attack bonus is equal to its Hit Dice.

Skills: Same as the base creature, plus a +4 racial bonus to Perception and Stealth.

Feats: A crypt guardian retains all feats of the base creature.

Special Qualities: A crypt guardian retains all the special qualities of the base creature.

Spell-like Abilities: At the time of their creation, crypt guardians can be imbued with Elemental or Void spells that they can cast as move action, each once per day. The total levels of the innate spells imbued within the crypt guardian cannot exceed 5 + the crypt guardian's Wisdom modifier (0-level spells counts as 1/2 level each for this purpose). These spells can be chosen from any combination of Elemental and Void spells, and it is rare for any two of them to have the same selection of spells, making it harder to predict the power of different crypt guardians. These spells are cast at caster level = 5 + the crypt guardian's Wisdom modifier. These spells are selected at creation of the crypt guardian and cannot be changed.

Size	Slam	Bite	Claw	Gore
Fine	1	1	-	
Diminutiv	ve 1d2	1d2	1	-
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	236	2d6	1d8	1d6

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HD	DR	ER	SR
1-3	100 <u></u>	5	5
4-7	2/magic	10	10
8-11	5/magic	15	15
12+	10/magic	20	20
	U		

Crypt Guardian Cat

This creature appears to be no more sinister than a stray cat.

CRYPT GUARDIAN CAT

XP 400

N Tiny undead

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

CR 1

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DEFENSE

AC 21, touch 16, flat-footed 17 (+4 Dex, +5 natural, +2 size)

hp 3 (1/2d12)

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Fort +2, Ref +6, Will +1
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Immune undead traits; Resist acid, cold, and electricity 5; SR 5

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d2-2), bite +0 (1d3-2)

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

Spell-Like Abilities (CL 6th)

1/day—daze (DC 11), inflict light wounds, pass as shadow, scare (DC 13), shadow'd visage (DC 11)

STATISTICS

Str 6, **Dex** 19, **Con** —, **Int** 4, **Wis** 13, **Cha** 8 **Base Atk** +0; **CMB** -4; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +5, Stealth +16; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

The crypt guardian cat appears to busy itself with typical cat-like endeavors chasing mice, rats and insects, sleeping sprawled in the sun. The appearance of sleep is an act, for the crypt guardian cat is ever watchful of the burial grounds under its protection. Anyone nearing the guardian cat can tell immediately that the animal is unnatural. Its fur is falling out in clumps, revealing scabrous flesh beneath, while its eyes are grotesquely enlarged, bulging out of its face and covered with cataracts. Coarse black whiskers grow out of the guardian cat's entire body, making it sensitive to even the slightest movement. It is nearly impossible to catch a guardian cat unaware.

Guardian cats are extremely dangerous when compared to other cats, but they are still tiny creatures, and cannot overcome larger opponents with just tooth and claw. They launch themselves into a fray only after exhausting their magic.



CURL FUNGUS

This is a glob of living moss about the size of a human fist.

CURL FUNGUS

CR 1/4

XP 100 N Diminutive plant **Init** +3; **Senses** Perception +0 DEFENSE AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size) **hp** 1 (1/4d8) **Fort** +2, **Ref** +3, **Will** -5 **Immune** plant traits **OFFENSE** Speed 5 ft. Space 1 ft.; Reach 0 ft. Special Attacks lethargy spores STATISTICS Str —, Dex 16, Con 10, Int 1, Wis 1, Cha 10 Base Atk +0; CMB -; CMD -SQ calming zone ECOLOGY Environment damp or underground **Organization** solitary or bunch (3-12) **Treasure** none SPECIAL ABILITIES

- **Calming Zone (Ex)** When large numbers of curl fungus bunch together, the natural scent of their spores fills the air, even if they haven't expelled a spore burst at a creature in some time. Any creature passing through an area with 3 or more curl fungi present must make a Fortitude save (DC 10 + 1 for each curl fungus after the third) every round in the vicinity, or suffer a –1 penalty to AC, attack rolls, melee damage rolls, Reflex saves, and skill checks as if it had been struck by a concentrated burst. Unlike a full blast of lethargy spores, however, once the creature leaves the area, the effects fade 1d4 minutes later.
- Lethargy Spores (Ex) Gas—inhale, save Fort DC 14, frequency 1/round for 1d4+4 hours, effect -3 to AC, attack rolls, melee damage, Reflex saves, and skill checks, cure bathe in very hot water or until the

duration expires. When a curl fungus feels threatened (usually by someone treading too closely to it), it expels a small burst of spores with violent force, directly toward the source of the disturbance. The damage it does is relatively minor, more akin to a bee sting (dealing 1 point of nonlethal damage), but the spores release a burst of lethargic gas about the victim. The victim will feel lethargic until they either bathe in very hot water (which kills the spores), or after 1d4+4 hours have passed. The lethargy caused by the curl fungus is not unpleasant. As a matter of fact, it can be quite enjoyable, with the result that more than a few people have become addicted to the spores.

Created to calm strong emotions and provide a constant sweet scent to the air while remaining unobtrusive, the curl fungus brings harmony and peace to all who use it.

When the Nimoreans first migrated north, they found they had difficulty dealing with the Tromek elves, who carefully keep their emotions hidden from all those they encounter. Accustomed to giving their own emotions free rein, the Nimoreans were constantly giving offense. The Nimorean kalatorin became determined to create a plant that would enable the Nimoreans to keep their emotions in check, while not relying upon any magic the elves would find distasteful. And thus, the curl fungus was created.

A curl fungus is a plant that adheres itself to a stationary object, usually a stone or the trunk of a tree. Its shape varies, sometimes the plant flattens itself close to a surface in a circle or oval, sometimes it rolls up into a ball. Either way, the curl fungus tends to curl up on its edges, hence its name. Its natural coloration is a burnt red or bright orange color. When approached, however, it changes color to instinctively blend in with its environment. When groups of curl fungi are encountered together they keep at least five feet distant from one another, never clumping into a single, larger fungus, though they seem to thrive in the company of others of their species, as well as other plants.

Although elves and Nimoreans now work well together, the ceremonial gift of a curl fungus is always made in advance of any business or diplomatic meeting between the two peoples. The gift of a curl fungus to an elfor elven household indicates peaceful intent on the part of the giver and will always be most welcome. The elves and Nimoreans have long used curl fungi to aid in the healing process by relaxing the patient, and these plants are found in most houses of healing in that region. Legend has it that if a person attempts to use a curl fungus in a way meant to harm another, the fungus immediately sickens and dies.

Curl fungi are not combatants. They react only when they feel threatened, using their lethargic spores more out of reflex than from any intent to hurt or kill.

DECADMEON

This creature looks like a big saber-toothed cat with a skeletal appearance.

DECADEMON

XP 600

N Medium magical beast

Init +7; Senses low-light vision, scent; Perception +4

DEFTENSE

- AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
- **hp** 22 (3d10+6)
- **Fort** +5, **Ref** +6, **Will** +1

OFFENSE

- Speed 40 ft., climb 20 ft.
- **Melee** bite +7 (1d6+4 plus grab), 2 claws +2 (1d4+2)
- **Special Attacks** pounce, rake (2 claws +2, 1d4+2)

STATISTICS

Str 18, Dex 17, Con 15, Int 2, Wis 11, Cha 6 Base Atk +3; CMB +7; CMD 20 (24 vs. trip) Feats Improved Initiative

Skills Acrobatics +11, Climb +8, Perception +4, Stealth +7 (+11 in tall grass or heavy undergrowth); Racial Modifiers +8 Acrobatics, +4 Stealth in tall grass or heavy undergrowth

ECOLOGY

Environment warm forests and plains **Organization** solitary, pair, or pride (6-10) **Treasure** none

The decadmeon is a ferocious, saber-toothed cat that uses magical camouflage to stalk its prey. A decadmeon has short black fur. Its skin hangs loosely from its hairless body, giving the beast a skeletal appearance, hence they are often mistaken for undead. In truth, Decadmeons are living creatures residing deep within the arboreal jungles of Nimra. They have a particular taste for the flesh of monkeys, mandrills, humans, and orks. The eyes of the decadmeon are large and generally a glowing green in color, although some have been seen whose eyes

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are red or purple.

CR 2

Decadmeons wander the jungle in prides. The females of the pride hunt and bring down game, while the males protect the females and the young. The decadmeons are extremely loyal to each other, showing tender affection to their young. Young males will attempt to challenge the leader of the pride. They do not leave the pride if defeated, but remain to help guard it. A young male and female may decide to leave the pride together to start their own.

Currently, the numbers of decameon are dwindling. Uneducated Nimrans have hunted them almost to extinction, calling them "murdercats" since they have a proclivity to dine on humans and will raid villages to prey on children. Decadmeon cubs are highly prized in the black markets of Nimra for, unlike cats, decadmeons can be trained as guard animals. A decadmeon that develops trust and affection for its master appears to consider the master the head of the pride and will serve him faithfully. Decadmeons do not respond well to the whip or the lash and will turn against those who treat them cruelly.

The creatures have the magical ability to blend perfectly into their surrounding as if they are invisible. When hunting, they usually lie in wait in thickets or low hanging tree branches, waiting to leap on unsuspecting victims. Decadmeons toy with their catch, injuring the prey with their claws so that it cannot get away easily, before giving the victim a chance to escape. The feline killers then follow the blood trail back to their prey's lair or village, thus doubling or even tripling their catch. Should a decadmeon become fearful for its life, it can sprint away at high speeds. Decadmeon are extremely agile and can race through the thickest jungle at top speed.



DECEIVER

This gregarious humanoid is dressed from head to toe in colorful, clownish costume.

DECEIVER

CR 5

XP 1,600

NG Medium fey

Init +2; **Senses** low-light vision; Perception +5 **Aura** terrifying ugliness (30 ft., DC 15)

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 10 (3d6)

- **Fort** +1, **Ref** +5, **Will** +3
- **DR** 10/magic
- OFFENSE

Speed 30 ft.

- Melee 2 claws +1 (1d6) or bite +1 (1d4)
- Special Attacks heart-stopping hideousness (30 ft., DC 12)
- **Spell-Like Abilities** (CL 5th)
 - At will *detect magic, message, prestidigitation*
 - 3/day expeditious retreat, jump, ventriloquism

1/day — invisibility

STATISTICS

Str 10, Dex 14, Con 10, Int 18, Wis 10, Cha 16 Base Atk +1; CMB +1; CMD 13

Feats Alertness, Dodge

Skills Bluff +9, Craft (any one) or Knowledge (any one) +9, Disguise +9, Escape Artist +8, Intimidate +8, Perception +5, Perform +8, Sense Motive +6, Sleight of Hand +7, Stealth +6 (+10 when not in costume);
Racial Modifiers +2 Bluff, +2 Disguise, +2 Perform, +4 Stealth (when not in costume)

Languages Elder Speak, Fey

ECOLOGY

Environment any land

Organization solitary or sideshow (2-8)

Treasure standard

SPECIAL ABILITIES

Heart-Stopping Hideousness (Su) Once per hour, an uncloaked deceiver can evoke this ability to force all humanoids within 30 feet who looks directly at him to succeed a Will save (DC 12) or die. A humanoid that successfully saves is immune to this ability for 24 hours.

Terrifying Ugliness (Su) This ability affects all humanoids within 30 feet of a deceiver. Those who look directly at a deceiver when his terrifyingly ugly face is fully revealed must succeed on a DC 15 Fort save or suffer permanent 1d4 Constitution damage. A humanoid that successfully saves is immune to this ability for 24 hours. The deceiver can suppress or resume this ability as a free action.

Fey creatures who try to disguise their ugliness with clownish antics, deceivers are pure at heart, yet shunned for their appearance.

Deceivers are the polar opposite of nymphs, at least in terms of their physical appearance. Whereas a nymph is the physical manifestation of true beauty, clothed in a woman's form, deceivers are the representation of true ugliness, trapped within a twisted, masculine frame. While nymphs prefer seclusion, residing in places hidden from the eyes of mortals, deceivers hate being alone and crave being surrounded and accepted by mortals. Unfortunately, they do share one similarity with nymphs—their appearance can harm, or even kill, hapless mortals.

Knowing that their looks can be dangerous to other creatures, deceivers dress themselves in colorful clothing and funny outfits, trying to counter their horrid appearance with a sense of almost childlike joy. Deceivers adopt a jolly persona, trying to replace sorrow with happiness, tears with laughter. Most deceivers are helpful and kind, and they adore children of all races. A deceiver becomes enraged if someone or something harm a child. All too often, actions taken by deceivers to help a child are misunderstood, and they have become the 'boogeyman' of childhood dreams

Sometimes a small band of deceivers come together to form a loose family. Such

bonds rarely last more than a few years, and the long-lived deceivers go their separate ways, trying to find acceptance and a place to call home. Very rarely, a deceiver becomes so embittered by his existence that he turns into the opposite of what he once was, embracing the Void and becoming a truly terrifying monster. These Void deceivers are usually hunted down by other, normal deceivers, who try and 'ease his suffering' by giving him a chance to be reborn... through death.

No one is certain how deceivers reproduce—no one wants to think about it! Some believe they mate with nymphs. Others believe although the deceiver appears to be male, they encompass, in reality, both genders. Still others believe that they do not reproduce at all, for no young deceivers have ever been seen. Perhaps this current generation of deceivers is the last and that when they die out, no more will walk Loerem.

Deceivers are not known or feared for

Against

most

their combat skills. opponents, the deceiver is usually outmatched in terms of physical prowess. Instead of fighting with fists or weapons, the deceiver either resorts to its spell-like abilities or flee. Only to save themselves, or a child in danger, will a deceiver use its ugliness to scare or kill an opponent.

DESERTSTALKER

This little greenish-blue creature resembles a six-armed starfish, with slender arms joined by flaps of muscle.

CR 1

DESERTSTALKER

XP 400

N Tiny animal

Init +4; Senses blindsight 60 ft.; Perception +1 DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 2 (1/2d8)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities half damage vs.

bludgeoning

OFFENSE

Speed 10 ft., climb 10 ft.

Melee bite +4 (1 plus grab)

Range body slam +4 (0 plus paralysis)

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

Special Attacks paralysis (2d6 rounds, DC 13), pounce, siphon fluid

STATISTICS

Str 3, **Dex** 18, **Con** 10, **Int** 2, **Wis** 12, **Cha** 10 **Base Atk** +0; **CMB** +2 (+6 grapple); **CMD** 8 (20 vs. trip)

Feats Agile Maneuver, Weapon Finesse

Skills Acrobatics +4 (+10 jumping), Climb +8, Stealth +12; Racial Modifiers uses Dex to modify Climb, +6 jumping

ECOLOGY

Environment warm desert

Organization cluster (2-10) or swarm (11-40) **Treasure** none

SPECIAL ABILITIES

- Half Damage vs. Bludgeoning (Ex) The spongy body of a desertstalker absorbs impact very well, enabling it to take only half damage from all bludgeoning attacks.
- **Paralysis (Ex)** The desertstalker's venomous arms hit automatically as part of its body slam attack, forcing the struck creature to succeed on a Fortitude save (DC 10) or is paralyzed for 1d6 rounds.

Siphon Fluid (Ex) On a successful grapple after biting, the desertstalker latches on to

siphon fluid from the prey's body. Each round the desertstalker retains its grab, the prey must succeed on a Fortitude save (DC 12) or takes 1d3 Constitution damage.

Desertstalkers are migratory echinoderms that travel the arid sands, surviving by siphoning the water from hapless prey. Remarkably agile, they use their powerful arms to hurl themselves at their prey, twisting about in midair to try to grasp hold with their arms. Upon attachment, they bite. Though the bite doesn't deal much damage, once the desertstalker has a hold with its fangs, it siphons fluid directly from the victim's body.

The desertstalker is a deep greenishblue in color, bright and vivid on the upper portion of the creature's body and darker underneath. On closer observation, there is a faint metallic sheen of copper and gold to its body, and the skin is faintly translucent, clearly showing the musculature of the echinoderm's innards. Two eyestalks rise from the core of the desertstalker's body, each capable of independently movement, enabling the creature to see in almost every direction.

Desertstalkers seem out of place in the deserts so far from Loerem's seas, but they are able to survive by living off the fluid provided by other living creatures. Despite their small size, they are able combatants, flinging themselves at their prey, trying to secure a firm grip with the suction cups that line the underside of their arms. Each suction cup is coated with an adhesive substance generated internally that doubles as a paralyzing agent. Once they've managed to subdue their prey, desertstalkers use their fanged maw (also on the underside, in the center of their arms) to siphon fluid directly from their prey's body. Desertstalkers survive on this and a diet of insects and vermin, leaving behind only the desiccated corpses of larger prey that become food for other scavengers (who follow a swarm of desertstalkers from

a safe distance).

Dwarves and desert nomads alike hunt down desertstalkers whenever they come across evidence of a swarm's passage. The body of a desertstalker contains more than a gallon of purified water and retains it for a week following its demise, at which time the carcass of a desertstalker calcifies, becoming stiff and brittle. Skilled dwarven artisans, however, are capable of making striking jewelry out of the creature's remains. A desertstalker's body acts as an exceptional essence of quality for Water magic, if used within the first week after its death, and as a normal essence even after the desertstalker's body has calcified. Orks have been known to form hunting parties to search for desertstalkers, endeavoring to capture them alive, if possible.

DOGMAN

These giant humanoids have distinctly canine features, complete with crooked legs, body fur, dog snout, and clawed paws.

CR 1

DOGMAN

XP 400

N Large humanoid (giant)

Init -1; Senses darkvision 60 ft., scent;

Perception +8

DEFENSE

AC 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)

hp 26 (4d8+8)

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

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+5), 2 claws +5 (1d6+3)

Space 5 ft.; Reach 10 ft.

Special Attacks intimidating growl

STATISTICS

Str 20, Dex 8, Con 14, Int 8, Wis 12, Cha 10 Base Atk +3; CMB +9; CMD 19

Feats Multi-attack

Skills Perception +8, Stealth +3, Survival +5; Racial Modifiers +2 Perception, +4 Stealth

ECOLOGY

Environment any land or underground

Organization solitary or pack (3-12)

Treasure standard

SPECIAL ABILITIES Intimidating Growl (Ex) Once per day, when cornered or severely injured, a dogman can as a full-round action summon forth a deep, threatening growl, simultaneously bristling their fur and baring their fangs. All creatures within 10 feet that can see or hear the dogman must succeed on a Will save (DC 12) or become frightened. This is a fear effect.

The dogman looks to all appearances like a giant dog, but is really a reclusive humanoid whose presence on Loerem is a mystery.

Dogmen are giants with striking canine

features. A dogman's legs are back bent, crooked as a dog's. Its body is covered in fine fur, and its face has a doglike snout and ear. A dogman's arms and torso are completely humanoid, save for the strange paws that are vaguely human-like, but with thick, dark claws.

Dogmen are encountered in all colors, from simple brown to mixes with black, white and gold; colors vary as widely as the domesticated dogs of men, but all dogmen have essentially the same body frame. When angered, a dogman bares its teeth and snarls and growls. A dogman's bark is loud, deep throated and menacing.

Dogmen are usually unclothed, although they do make simple harnesses of leather for carrying small items such as extra food, simple tools, etc. Harnesses are commonly decorated with feathers and flowers. In cold weather they wear animal skin to cover the face and body, except for their crooked legs.

Interestingly, dogmen have no canine blood at all, and they are not genetically related to other canines. They do, however, act very much like dogs, exercising their superior sense of smell and organizing beneath 'top dogs.'

The first recorded sighting of a dogman was not long after the fall of Old Vinnengael, leading many to believe that they are either a magical product of the shattering of the Portals, or were drawn through a rogue Portal that connects with a distant land. As the reclusive dogmen have not told anyone how they arrived on Loerem, nor do they keep any sort of recorded history, their origins are considered one of the many mysteries of Loerem.

Dogmen tend to hide away in small crude shacks in remote villages. From there, they scavenge the countryside for food, bringing down elk and deer. They abandon their homes and move when other humanoids locate them. Dogmen are reclusive, but rarely attack those who discover them. They flee, if possible, rather than stand and fight. Still, when their village or families are threatened, dogmen dig in their claws and snarl, fighting with ferocity. Some dogmen have taken to lurking about the edge of cities, scavenging and avoiding any attention. These dogmen, known as the 'strays', are drawn to cities by the need for food.

There are reports of humans attempting to tame dogmen, but thus far this has proven extremely difficult. First, the dogman is so reclusive as to make it nearly impossible for another humanoid to even approach one, much less try to make friends. If a relationship is established, the dogmen have been independent for so long that they find it difficult to obey commands, and even those who become fond of humanoids do not do their bidding, except on their own terms.

Dogmen possess only primitive skills. They can make harnesses and shelters from leather and animal hides, as well as simple tools of stone such as knives and hammers. They speak to each other in a series of yelps and whimpers impossible for a human to mimic, but discernible as language to the trained ear.

DRUSKER

This is an odd-looking humanoid creature with a body covered in crab-like exoskeleton. Its arms and legs are protected by interlocking plates of hard chitin. Its massive claws seem powerful enough to crush bone.

CR 3

DRUSKER

XP 800

N Medium monstrous humanoid (aquatic) Init +0; Senses blindsight 30 ft. (underwater

only, 15 ft. vs. nonliving creatures);

Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 natural) hp 26 (4d8+8)

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

Defensive Abilities half damage vs.

bludgeoning OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +6 (1d6+2 plus grab), bite +1 (1d2+1)

Special Attacks crushing claw (1d6+2) STATISTICS

Str 15, **Dex** 10, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 16

Skills Perception +8, Profession (scavenger) +4 (+8 within 50 miles of their home) Stealth +5 (+9 underwater), Survival +6 (+10 within 50 miles of their home); Racial Modifiers +4 Perception, +4 Profession (scavenger) (+8 within 50 miles of their home), +4 Stealth (+8 underwater), Survival +4 (+8 within 50 miles of their home)

Languages Drusker, Pharn'lan SQ water dependency

ECOLOGY

Environment any aquatic

Organization Solitary, pair, clutch (3-8), or band (2-12)

Treasure standard

SPECIAL ABILITIES

Crushing Claw (Ex) A drusker successfully

grabbing an opponent or retaining grapple with a claw can inflict 1d6 crush damage automatically.

- Half Damage vs. Bludgeoning (Ex) The hard carapace of the drusker reduces bludgeoning and crushing damage it receives by half.
- Water Dependency (Ex) Druskers can survive out of the water for 2 hours per point of Constitution. Beyond this limit, a drusker runs the risk of suffocation, as if it were drowing.

Misunderstood because of their fearsome appearance, the shy crab-like drusker are a rare sight to any but the orks, who hold them in high esteem.

A full hood comes down over the drusker's deepset, black eyes to join with the shoulder coverings made from linking plates that offer a surprising range of movement. The drusker's face is hidden beneath its carapace. The eyes are dark and appear humanoid, the mouth has tendrils and a long, slavering tongue. Its feet have three long, hard toes for balance but offer no help during combat. Their exoskeleton is smooth and sleek, with an iridescent sheen. The colors of a drusker's shell can range from a pale blue-gray (common in the northern waters) to a bright orange or red (common in the south).

A drusker's claws are its primary melee weapon, though it can also bite its victims. The bite has no teeth, but the many tendrils and the tongue can rip flesh in the same way. The drusker's exoskeleton affords them an excellent natural protection.

Druskers tend to keep to themselves, preferring small family units and their clans over any truly organized form of society. Males tend to be the hunters and warriors, while females are the chiefs and caretakers of the families and homes. Though their society is matriarchal, males and females have their own responsibilities. There is little interaction between the two.

Druskers are coastal scavengers,

building their homes in tidal caves where water's surface. The nests are made from they are safe from prying eyes and enemies. sticks and mud and lined with clay to keep Druskers are content to dine on all manner them relatively dry. The druskers then of dead fish, rotting plants, and seaweed camouflage the nest to keep it hidden from that wash up along the shoreline, though predators that find the young druskers they prefer to hunt for larger game in deeper succulent fare. Once the drusker young waters. They would be welcomed by the local fishermen as excellent custodians if it weren't for their terrifying appearance.

Because they look more ferocious than world. they truly are, druskers are considered dangerous by humans and elves, who blame them for all manner of depravations orks themselves come from the

sea (even if the druskers descendants are of crustaceans rather than whales.)

Druskers give birth to live young in nests hidden in their caves. They build their nests below the

are capable of fending for themselves, they leave the nest and take their place in the clan, learning their duties and place in the

Druskers are at home on land and in the water, though they tend to stay fairly close to the coastlines instead of venturing on land and sea. Orks are the only race that into deeper waters, where they will go only truly relates well with druskers, for the if they feel threatened. The largest clan of druskers was said to have dwelt within the tidal caves of Mount Sa 'Gra. When the Karnuans invaded the island, t h e

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druskers disappeared.

The orks believe that many of the druskers were trapped and eaten by the Karnuans. The orks maintain that surviving druskers plotting are for vengeance.

ELEMENTAL LEECH

This vermin appears to be a spectral insect.

ELEMENTAL LEECH

XP 400

CE Diminutive vermin (incorporeal)

Init+1; Senses darkvision 60 ft., detect elemental magic 60 ft.; Perception +4

CR 1

DEFENSE

AC 18, touch 15, flat-footed 17 (+1 Dex, +3 natural, +4 size)

hp 13 (2d8+4)

- **Fort** +5, **Ref** +3, **Will** +1
- Defensive Abilities incorporeal Immune vermin traits SR 25 (vs. appropriate element)
- Weaknesses vulnerability to magic of opposite element

OFFENSE

- Speed 30 ft.; Air fly 30 ft. (perfect), Earth burrow 30 ft., Water swim 30 ft.
- Melee bite +6 (1 plus attach self)
- Space 1/2 ft.; Reach 0 ft.

Special Attacks attach self, elemental leeching STATISTICS

Str 1, Dex 13, Con 14, Int -, Wis 10, Cha 3 **Base Atk**+1; **CMB**-8; **CMD** 2 (can't be tripped) Feats Weapon Finesse

Skills Perception +4, Stealth +17

ECOLOGY

- Environment any land, aquatic, or underground as appropriate to the creature's elemental origin
- Organization solitary, pack (2-5), or swarm (6-12)

Treasure none

SPECIAL ABILITIES

- Attach Self (Ex) When an elemental leech hits with a bite attack, it automatically latches onto the target's body and commences elemental leeching.
- Detect Elemental Magic (Ex) An elemental leech can automatically sense magic of its element (Air, Earth, Fire, Water, or Void) within a 60-foot radius.
- attached to an elemental mage can begin siphoning her magical ability. For every

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round the leech is attached, a wizard must succeed a Fortitude save or loses a prepared spell of the appropriate element randomly; a spontaneous caster loses it randomly from the known spells list. The save DC is 15 + 1 per spell lost to the leech. Once the leech unattaches, the mage can begin recovering lost spells of her choosing at the rate of one spell per day.

Vulnerability to Magic of Opposite Element (Ex) Spells from the opposing magical element affects the elemental leech as if it was not incorporeal. This includes physical attacks enchanted by elemental magic, so an Earth leech, for example, is affected normally by an arrow enchanted with Air magic to speed its flight.

Rare, but extremely dangerous to spell casters, elemental leeches are incorporeal vermin that resemble small, spectral insects. Once they have scented elemental magic, they appear in swarms, much to the ire of the mage.

Elemental leeches are not undead creatures, despite their incorporeal nature. They are elemental spirits that feed on the energy Elemental and Void mages channel.

The appearance of a leech predicates on which elemental energy it feeds upon. Air leeches are all wings and a small proboscis. Earth leeches look like metallic beetles, similar to scarabs. Fire leeches are almost reptilian, crimson in hue. Water leeches resemble lamprey, with wide, sucking mouths. Void leeches look like skeletal centipedes with segmented, bony carapaces.

Throughout the years, mages have sought to deal with these magic-sucking leeches. Some Void spells ward off incorporeal creatures, but using these seems to attract even more Void leeches. The only way to rid oneself of the elemental leech infestation is the application of opposing elemental energies. Unable to feed on these, Elemental Leeching (Su) An elemental leech the leeches must leave in search of another meal.



Equus

This equine creature appears to be a bigger and completely untamed version of a normal horse.

EQUUS

XP 800

N Large animal

Init +1; Senses low-light vision, scent; Perception +10

CR 3

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 60 ft.

- **Melee** 2 hooves +7 (2d4+5), bite +3 (2d6+2)
- Space 10 ft.; Reach 5 ft.

Special Attacks trample (2d8+5, DC 17)

STATISTICS

Str 20, Dex 12, Con 16, Int 3, Wis 13, Cha 6 Base Atk +3; CMB +9; CMD 20 (24 vs. trip) Feats Endurance, Run^B

Skills Perception +10, Stealth +5 (+9 in tall grass or heavy undergrowth); Racial Modifiers +2 Perception, +2 Stealth (+4 in tall grass or heavy undergrowth)

SQ exceptional carrying capacity

ECOLOGY

Environment plains or hills

Organization solitary or family (2-8)

Treasure none

SPECIAL ABILITIES

Exceptional Carrying Capacity (Ex) A light load for an equus is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. An equus can drag up to 4,500 pounds.

Predators of the plains, equus are a savage breed of horses that even the dwarves have been unable to tame.

Savage, brutish, and aggressive, equus are distant cousins to the wild horses of the plains. Somewhat larger than a draft horse, an equus can stand more than nine feet tall

at the shoulder. Powerfully built, the body of an equus holds both a bull's massive strength and the sleek grace of a jungle cat. A short, dense pelt of fur, patterned with subtle spots or stripes (like those of a leopard or tiger), covers the equus' body, enabling it to blend in with the surroundings while hunting. The equus' legs are jointed in such a way as to grant it incredible speed and mobility. In addition, each hoof is flanked by a pair of deadly claws. A sparse mane extends between its shoulder blades, running down the center of its back, and covering a long, sweeping tail.

An equus' neck is its most peculiar feature. The neck is made up of powerful ligaments that let the beast extend or retract its head into the shoulders. The equus' eyes are at the front of its face, and the mouth is filled with long, sharp fangs.

Unlike their herbivorous kin, equus are carnivorous. Solitary hunters, they are sometimes encountered in small families, although as soon as the young are capable of hunting, the parents abandon the colts to fend for themselves. Extremely territorial, an equus that has laid claim to a hunting ground will chase off any other carnivores that intrude, including other equus.

With their large size, equus cannot easily sneak up on prey. Instead, an equus finds a place where it can blend into the background, standing perfectly still as it patiently wait for prey to walk past. Once an unsuspecting victim stumbles across the equus' path, the equus bursts into action, attempting to quickly overwhelm the prey and bring it to the ground.

In the wild, equus live off smaller prey, such as rabbits, though they sometimes hunt down deer or wolves. Being rather lazy, equus are not above poaching cattle, sheep and other livestock, including other horses.

Dwarves have tried taming these savage horses, but their efforts have rarely been

successful. Most equus would sooner die than accept a rider. Those that have been broken have proven untrustworthy, often turning on their riders. Most dwarves are sworn enemies of the equus, and will go to great lengths to keep them away from their own horse herds.

Magic can temporarily master an equus, but the moment the spell expires, the beast turns upon its former master. There have been reports that the dreaded knights of the Void, Vrykyl, have found equus to be ideal mounts, but even these powerful undead must use strong spells to bend the equus to their will.

In combat, an equus relies upon its bite and claws on their forelegs. It attempts to overpower prey, crushing victims beneath its hooves and shredding their flesh with its fangs.

EXTERION (BONE OGRE)

This large, grotesque humanoid has its bones on the outside of its body. Its ribs are clearly visible in front. The spine emerges from the base of the head and extends exposed all the way down its back. The bones of arms and hips are formed like cages that hold all the muscles and flesh in place.

EXTERION (BONE OGRE) CR 4

XP 1,200

LE Large humanoid (giant)

Init +3; Senses darkvision 60 ft.; Perception +4 DEFENSE

AC 22, touch 12, flat-footed 9 (+1 Dex, +10 natural, +2 sinewy flexibility, -1 size)

hp 26 (4d8+8)

- Fort +6, Ref +2 (+4 sinewy flexibility), Will +2
- **Defensive Abilities** rigid stance, sinewy flexibility

OFFENSE

Speed 45 ft., 0 ft. in rigid stance

Melee club +8 (2d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks rigid stance

STATISTICS

Str 21, Dex 12, Con 15, Int 10, Wis 12, Cha 12 Base Atk +3; CMB +9; CMD 22 (40 rigid stance)

Feats Alertness

Skills Intimidate +9, Perception +4; Racial Modifiers +4 Intimidate

SQ rigid stance ECOLOGY

Environment temperate or warm land

Organization solitary or gang (2-6)

Treasure standard

SPECIAL ABILITIES

Rigid Stance (Ex) A bone ogre can lock its extensive exterior skeleton in place, digging its toes into the earth to give it enormous leverage when attacking in melee. The bone ogre can choose to use this ability at the start of any of its turn in combat. While in rigid stance, the bone ogre doubles all melee damage it deals. The bone ogre

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cannot be uprooted from that spot without considerable effort, granting a +20 bonus to its CMD against trips, bull rushes, and overruns. Because the bone ogre cannot move while in this stance, the bone ogre is susceptible to bludgeoning attacks and take double damage from them, as well as losing its Dexterity bonuses to AC, skill checks, Reflex saves, and all bonuses from sinewy flexibility.

Sinewy Flexibility (Ex) When it is not in a rigid stance, the bone ogre's natural flexibility is much greater than one would expect from most humanoids. This is akin to the boneless quality possessed by snakes. This ability grants them a +5 bonus on all Dexterity-based skill checks, plus a +2 bonus to initiative, AC, CMD, and Reflex saving throws; anything that causes them to lose Dexterity bonus, they lose this bonus as well. The bone ogre also forfeits all of these bonuses when using rigid stance.

Often mistaken for a giant skeletal warrior, the exterion is very much alive, with bones located on the outside of its body, rather than beneath its flesh.

The exterion, despite its name, it is not an ogre. This giant has an enormous chest, thighs, and biceps, though its calves and forearms are of fairly normal proportions. Perhaps its most unsettling aspect is its exterior bones. This is not an exoskeleton, but a normal albeit external bone structure. A bone ogre has deep set eyes and flabby jowls. Huge fangs jut straight out from both upper and lower jaw, with drool running down its stubbly chin and chest. The beast's exposed bones are white and gray, the flesh beneath mostly deep green and black.

Bone ogres are extremely powerful warriors, relishing in havoc and destruction. They enjoy razing buildings and farms, devouring livestock, crushing the helpless in their bony hands. They enjoy setting things ablaze and commit arson wherever they can. Smoke on the horizon is often a harbinger of a bone ogre attack. They orges are rewarded with hard work and plains, and they bear an undying hatred of ogre is notoriously stingy with its loot. the dwarves, often going out of their way to hunt them.

Bone ogres carry large clubs which they wield effectively. They occasionally skin the bark off large trees to use as greaves. They sometimes wear capes and other clothing, sewn together from stolen linens or canvas.

campaigns, as well as leading other creatures on rampages against civilizations, striking fast and Smaller creatures hard. pledging allegiance to bone

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are particularly numerous on the eastern blood, but very little wealth, since a bone

One legend in particular tells of a bone ogre that employed a glyblyn army to overrun a walled city. At first, the bone ogre refused to share the loot with the glyblyn, but they protested and the bone ogre yielded. He allowed them to sack the city while he supposedly left to scout the next target. The next morning, the glyblyns Bone ogres are notorious for their awakened from a night of drunken revelry cunning. They are capable of planning to find the city completely surrounded by and executing elaborate strategies and dead trees and brush. The bone ogre then

set fire and roasted the glyblyn army alive.
FLESH TERROR

Horrific abominations spawned by Void rituals, flesh terrors are living siege weapons created by the taan from hapless slaves who are too weak to be considered 'strong food.'

FLESH TERROR

CR 9

XP 6,400

Huge construct

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

DEFENSE

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

hp 55 (10d10)

Fort +3, **Ref** +2, **Will** +4

DR 10/magic **Immune** construct traits, magic OFFENSE

- Speed 30 ft. (can't run)
- Melee 2 tentacles +12 (2d8+7), bite +7(2d10+3)
- Space 10 ft.; Reach 20 ft.
- Special Attacks berserk, poison

STATISTICS

- Str 24, Dex 8, Con —, Int —, Wis 12, Cha 1 Base Atk +10; CMB +19; CMD 28 (40 vs.
 - trip)

ECOLOGY

Environment any land

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

- Berserk (Ex) When a flesh terror enters combat, there is a cumulative 1% chance each round that the souls of those used to create the creature will break free and go berserk. The uncontrolled flesh terror goes on a rampage, attacking the nearest living creature or attacking some object larger than itself if no creature is within reach, then moving on to spread more destruction. Once the fleshterror goes berserk, no known method can reestablish control.

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certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire or cold damage slows a flesh terror (as the slow spell) for 2d6 rounds (no save).
- Any Void spell or effect ends the slow effect and cures 1 point of damage for every 3 points of damage it would otherwise deal.
- Poison (Su) Necrotic Gas-inhale; save Fort DC 17; frequency 1/round for 1 round, effect 4d8 damage + 1d4 permanent Constitution damage, cure 1 save. The flesh terror releases a necrotic gas on the first or second round of combat, affecting a 10-foot-cube area directly in front of it. It may use this attack as a move action once every 5 rounds.

A flesh terror is an unnatural creature, created through a dangerous and powerful Void spell. The process requires at least ten living humanoids that must be dwarf, elf, human, or ork. The Void mage then merges their bodies together and transforms them into a terrifying construct under the mage's control.

Vaguely reminiscent of a spider, the flesh terror has eight long, spindly legs of surprising flexibility and strength. When the creature walks, it scuttles, its clawed toes digging into the ground for leverage. The legs join together at the creature's thorax. It has a huge maw, filled with razor sharp, jagged fangs. The thorax is easily the size of a wagon, and the maw is large enough to engulf a man-sized creature in a single swallow.

Perched atop the creature's thorax is a bloated, distended abdomen of mottled flesh that constantly ripples as if the souls of those transformed by the Void magic were trapped within and trying to free themselves. Two long tentacles sprout from the creature's backside, ending in macelike fists armed with bony spikes. The Immunity to Magic (Ex) Flesh terrors are flesh terror's entire body is fleshy in color, immune to any spell and spell-like ability a mottled design with differing skin tones that allows spell resistance. In addition, that give the creature an unhealthy pallor.

Those who are sacrificed to create this terrible creature are almost certainly lost, their souls slowly devoured by the Void magic and used to keep the creature alive. Theoretically, it would be possible to save someone if the spell(s) used to making the creature could somehow be reversed, but they would be horribly scarred

by the experience, and salvation would have to be within the first few days after the initial spell. Flesh terrors are not permanent creations. As the magic slowly devours them, the flesh terror disintegrates, leaving nothing behind but a desiccated shell that quickly turns to ash and dust.

With no true intelligence, flesh terrors are directed by their creators, who simply unleash the mindless beasts to destroy anything and everything in their

paths.

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FLUFF MONKEY

This creature resembles an enormous gorilla with a shaggy coat of long, black fur.

FLUFF MONKEY CR 6
XP 2,400
N Large animal
Init +2; Senses low-light vision, scent;
Perception +8
DEFENSE
AC 16, touch 11, flat-footed 14 (+2 Dex, -1
size, +5 natural)
hp 34 (1d8+10)
Fort +8, Ref +6, Will +2
OFFENSE
Speed 30 ft., climb 15 ft.
Melee 2 claws +7 (1d6+2), bite +2 (1d4+5)
Space 10 ft.; Reach 10 ft.
Special Attacks rage, rend (2 claws, 1d6+7)
STATISTICS
Str 20, Dex 15, Con 14, Int 3, Wis 12, Cha 7
Base Atk +3; CMB +9; CMD 21
Feats Acrobatic, Great Fortitude, Skill Focus
(Perception)
Skills Acrobatics +8, Climb +17, Intimidate
+1, Perception +8, Stealth +4
ECOLOGY
Environment warm forests
Organization solitary, mated pair, family (3-
5), or clan (6-20)
Treasure half standard
SPECIAL ABILITIES

Rage (Su) Fluff monkeys can enter rage like a barbarian of a level equal to its HD.

Generally inoffensive creatures, fluff monkeys are extremely territorial, viewing all who enter their boundaries as enemies. A fluff monkey is a beast found in the darkest jungles of Nimra. Given their environment, and the difficulty of keeping their long, black, shaggy fur clean, fluff monkeys are surprisingly well-groomed. Their long fur hangs to either side of the face, parting to reveal the black flesh of its sloping forehead; blunt nose and rounded mouth. Their intelligent eyes shine bright white with

dark pupils, giving them an appearance of great wisdom. A fluff monkey's hands and feet are similar in appearance—very strong with exposed flesh on the underside and thick fur on the back. All four limbs have primitive thumbs that let them grasp and carry objects. Though about the same size as normal gorillas, fluff monkeys are capable of growing much larger, some standing more than 12 feet tall.

As innocent as this creature's name may sound, those who have encountered it know it for a savage beast of the darkest jungles. Most creatures know to avoid the fluff monkey's territory. Fluff monkeys tend to dominate their portion of the jungle, with small 'clans' of family units banding together under the watchful eye of the largest male or female. They are usually inoffensive creatures, living mainly on fruits and vegetables in the forest, but they do supplement that diet with an occasional kill of a wild boar or goat. Hunting and gathering keeps them busy for much of their waking hours. They devote the remaining hours to grooming.

Fluff monkeys are extremely territorial and protest encroachment from any rival, including humanoids. They puff themselves up, with their long hair standing nearly on end, and then scream and shriek at the intruders, pounding their chests loudly. The display is quite frightening and usually sufficient to keep newcomers at a distance. Fluff monkeys use this same display to keep others of their own kind at bay. The display and screaming can go on for hours, with neither side willing to attack. Those who are not warned off by this behavior, but continue to trespass on what the fluff monkey considers its territory, may find themselves under attack. Despite their gentle appearance and cute name, the fluff monkey is a fierce warrior, as many an unwise adventure has sadly discovered.

Fluff monkeys are avid collectors of unusual objects: strange plants, flowers

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or leaves not found near their territory, been found in fluff monkey collections. shiny rocks or stones of unusual color, and Fluff monkeys will fight to protect their anything manufactured by humanoids. treasure trove, but clever adventurers have The fluff monkeys gather these treasures in learned to lure them away by placing out a large piles near their nests and cover them pile of interesting trinkets in a distant area. with dirt to keep them safe. Numerous valuables lost by jungle explorers have

GHOUL LORD

The ghoul lord is a more powerful version of the ghoul, able to drain the life from its victims and create ghoul slaves from the corpses left behind.

CR 4

GHOUL LORD

XP 1,200

CE Medium undead

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

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

hp 34 (4d8+16)

Fort +2, **Ref** +4, **Will** +7

Immune undead traits

OFFENSE

Speed 30 ft.

- **Melee** bite +5 (1d6+2 plus disease and life drain), 2 claws +3 (1d4+2 plus paralysis)
- Special Attacks create spawn, disease, dominate ghouls, life drain, paralysis (1d4+1 rounds, DC 13)

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 15, **Wis** 14, **Cha** 16 **Base Atk** +3; **CMB** +5; **CMD** 17

Feats Multiattack

Skills Acrobatics +6, Climb +10, Intimidate +10, Escape Artist +9, Perception +9, Stealth +9

Languages Elder Speak

ECOLOGY

Environment any land or underground

Organization solitary plus a gang (2-4) or pack (7-12) of ghouls

Treasure standard

SPECIAL ABILITIES

- **Create Spawn (Su)** A humanoid victim slain by a ghoul lord or its minion but not completely consumed or destroyed will rise as a ghoul in 1d6 days. The *gentle repose* spell delays this effect by its duration.
- **Disease (Su)** Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/ day; effect 1d4 Con and 1d4 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies

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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.

- **Dominate Ghouls (Su)** This ability functions exactly the same as the *command undead* spell, except against standard ghouls only. The save DC is Charisma-based. The ghoul lord uses this ability at caster level equal to its Hit Dice. This ability is usable a number of times per day equal to the ghoul lord's Charisma modifier.
- Life Drain (Su) When a ghoul lord strikes an enemy with its bite, it inflicts an additional 1d8 damage. This damage is absorbed as temporary hit points by the ghoul lord to replace any lost hit points at a one-for-one rate. All such hit points exceeding the ghoul lord's original amount are lost and not retained.

As victims of Void magic or other ghouls, ghouls are creatures to be pitied. The ghoul lord, however, is one who has made a dark pact with the Void to extend its own existence. How they manage this is not known, for no ghoul lord will reveal the secret. It is generally believed that any person who has given himself to the Void in life may possess the ability to become a ghoul lord after death.

A ghoul lord resembles other ghouls, but is both larger and often wears clothes or armor that hints at the role it once held in life. Able to command packs of ghouls, the ghoul lord is stronger than other ghouls, for it is generally able to feed to better.

Ghoul lords are often found in ancient city ruins, abandoned graveyards, or underground sewers. The only creatures more despised than the living by ghoul lords are other ghoul lords. Rivals always try to eliminate each other, the victor claiming the territory and the "flock" of ghoul slaves. Legend has it that one Void sorcerer actually encouraged such battles for her own entertainment and those of her fellow sorcerers.

Ghoul lords may have levels in character classes, though undead are unable to have levels in any magic-using class other than Void mage. Ghoul lords prefer to let their minions battle for them, directly attacking only the weak or the unaware. When living creatures invade a ghoul lord's domain, it often organizes an ambush to ensure the prey do not get away.



GRABBER

This creature is a jet-black semi-humanoid creature with four powerful arms and enormous hands built for grabbing.

GRABBER

XP 600

N Medium aberration

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

CR 2

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 13 (2d8+2)

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

OFFENSE

Speed 30 ft.

Melee 4 fists +4 (1d6+3 plus grab)

Special Attacks evil eye, grab

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8 **Base Atk** +1; **CMB** +4 (+8 grapple); **CMD** 16 **Feats** Multiattack

Skills Climb +15, Perception +4, Sleight of Hand +7, Stealth +6 (+10 at night or in darkness); Racial Modifiers +8 Climb, +4 Perception, +4 Sleight of Hand, +4 Stealth at night or in darkness

Languages Grabber

ECOLOGY

Environment any land or underground

Organization solitary, pair, club (2-20) or tribe (20-200)

Treasure incidental SPECIAL ABILITIES

Evil Eye (Su) The single, glaring eye of a grabber can be just as dangerous as its four powerful arms. Treat this ability as gaze, with a DC 15 Will save. Creatures failing the saving throw are immobile as if affected by a *hold person* spell (caster level 5). Any creature grappling with the grabber must make this save each round of combat, unless it is specifically trying to avoid the grabber's gaze.

Legendary creatures of the jungles, these four-armed, one-eyed things are an enigma to scholars and a danger to explorers. Grabbers hold their arms close to their bodies and run in a slouch that belies their true size and strength, making it difficult for someone viewing them to tell their true form. A grabber's smooth, black skin is stretched taut over its muscular body. The grabber's head is squat and flat. A single eye peers out of a protective fleshy hood, beneath a thick, bony protrusion of its skull. The mouth is wide and thin-lipped with a small number of jagged, yellow teeth.

The grabber's four arms are wellmuscled and strong. Its six-fingered hands have two opposing thumbs, one on each side of the hand, and two digits inside and two enormous, foot-long fingers in the center. A grabber can pick up and manipulate an object with one hand as well as a human can with two.

Grabbers have their own unique language—a combination of guttural hoots, percussion, and hand-sign.

Found most often in the Nimran jungles, grabbers are not aggressive, but having learned from sad experience that humanoids are savage and dangerous, they do attack without warning. A few Nimran priests and priestesses have managed to forge trusting relationships with grabbers and have taught some of them of the Nimran gods. These grabbers, while still suspicious of outsiders, are less inclined to attack intruders on sight, particularly if a Nimran priest or priestess is a member of the party.

Grabbers can live anywhere, but due to their reclusive nature, they prefer the deepest parts of the jungle or caves in isolated parts of the land. Their numbers are presumably quite large, though they are extremely difficult to find. Though not especially adept at hiding in a combat situation, grabbers keep their families and communities well out of sight. Very

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few people can ever claim to have seen a grabber community.

Grabber ceremonies involve intricate dances using the hands. From a seated position, two or more grabbers extend their hands to partners and alternate touching their many fingers and thumbs. The sight is mesmerizing, especially in large rituals

involving hundreds of grabbers.

Grabbers attack with powerful punches and utilize their four arms to advantage by grabbing the opponent or disarming him of weapons.

GRATH

The core plant has a sedentary core resembling an overlarge mushroom. The sproutlings look like animals made of moss, with spurs of wood growing from their bodies.

GRATHCR 2Languages GrathECOLOGY

Environment any temperate or underground **Organization** solitary plus 2-5 sproutlings, or

brood (2-5)

Treasure none

CORPSE GRATH

XP 600

N Small plant

Init -5; **Senses** low-light vision, tremorsense 30 ft.; **Perception** -1

CR 2

DEFENSE

- AC 11, touch 6, flat-footed 11 (-5 Dex, +5 natural, +1 size)
- **hp** 19 (3d8+6)
- **Fort** +5, **Ref** -4, **Will** +0
- **Defensive Abilities** withdraw **Immune** plant traits

Weaknesses vulnerability to fire

<u>OFFENSE</u>

Speed 0 ft., burrow 10 ft.

Space 5 ft.; Reach 5 ft.

Special Attacks create sproutling, poison

STATISTICS

Str 12, Dex 1, Con 15, Int 15, Wis 9, Cha 11

Base Atk +1; CMB +1; CMD 5 (can't be tripped)

SPECIAL ABILITIES

Create Sproutling (Su) A Small or smaller creature that has ingested a grath fruit still attached to the vine and fails the saving throw against poison allows the grath to use the body as a host for its progeny. Once the seed has been planted within a creature, the host must succeed on a Fort save (DC 18) to avoid becoming a sproutling. Succeeding this saving throw still causes 1 point of permanent Strength damage.

Poison (Ex) Grath Fruit—ingestion; save

Fort save DC 13; *frequency* 1/minute for 6 minutes, *effect* 1d3 Str damage and unconsciousness, *cure* 2 consecutive saves. **Withdraw (Ex)** Beneath the ground, a grath's

roots work to create an underground network, digging out a hole so that it can quickly withdraw into the ground, pulling the soil in over itself. It often sacrifices sproutlings to ensure its own escape. It can burrow at triple speed for the first minute, through soil it has already weakened extensively, but after that, it can only burrow at its normal rate.

This bizarre plant creature has two cycles of life, one as a stationary core and another as a mobile sproutling.

A core grath has a hard, chitinous outer shell, which serves to offer the grath a defense mechanism. Barely discernable are the grath's eyes, which are secondary visual organs used to track aerial creatures.

Stretching from the central core are a number of vine-tendrils. At the end of each of these tendrils, there is a small fruit. These fruits are poisonous, but more than that, they are the creature's means of reproduction. When a living creature eats the fruit that is still connected to the vine, the grath plants a seed within the creature's body. This seed rapidly grows, taking over the host creature and becoming a natural extension of the grath's will. These "sproutlings" are the grath's means of hunting, ranging as far from the central core as their umbilical vines allow, finding prey to bring back to the core for sustenance. Graths require warm blood in order to create and control their sproutlings, in addition to its dietary requirements.

After a year, these sproutlings no longer require sustenance derived from the central core, snapping their umbilical vines and ranging off to find their own hunting ground. There, it buries itself beneath the earth, and within days a new grath emerges from the ground.

The origins of the grath are unclear. It is

certain that they are not natural creatures, but seem to have been created centuries ago through a twisted use of plant magic. Some lay the blame of their creation upon members of the Burned Earth Cult that has had a powerful underground following for many years amongst disillusioned Earth mages. Oddly, if the fruits are harvested from a grath—that is, unconnected to the vine—they are no longer poisonous and are quite succulent.

Wine made from grath fruit is a heady elixir, highly addictive, and extremely expensive. Grath wine is illegal in Vinnengael, Nimra, Nimorea, and in Tromek, but there is still a demand for it through the black market.

Grath cores are not combatants. Without their sproutlings, they are completely helpless.

SPROUTING GRATH

XP 400

N Small plant Init +0; Senses low-light vision; Perception +0 DEFENSE AC 14, touch 11, flat-footed 14 (+3 natural, +1 size) **hp** 6 (1d8+2) Fort +2, Ref +0, Will +2 Immune plant traits Weaknesses vulnerability to fire OFFENSE Speed 20 ft. Melee 2 claws +0 (1d4+1), bite +0 (1d3) Space 5 ft.; Reach 5 ft. Special Attacks poison STATISTICS Str 12, Dex 11, Con 15, Int -, Wis 1, Cha 1 Base Atk +0; CMB +0; CMD 10 (can't be tripped) SPECIAL ABILITIES Poison (Ex) Sproutling Powder-contact; save Fort DC 13, frequency 1/round for 6 rounds, initial effect 1d6 nonlethal damage, secondary effect 1d4 Dex

damage, cure 2 consecutive saves.

The poison loses all potency once the sprouting or the core grath dies.

Though connected to the central core, sproutlings are fully mobile, moving at the mental dictates of the core in order to provide the grath with the sustenance it requires. If the umbilical vine is somehow severed (hardness 5, 5 hit points), the sproutling is no longer in contact with the grath and falls to the ground, unable to act.

As the grath's means of protection, and the grath's hunters, sproutling are tireless and merciless when they attack, seeking to quickly bring down and immobilize prey so that the grath may feed, and in turn feed the sproutlings.

CR 1

GRAVEDIGGER

The face of this creature is flattened, with four glaring red eyes. The lower jaw protrudes over the upper, giving a bulldog- like expression. The scales are covered by a fine layer of dark gray fur, patterned with large splotches of pale white.

CR 7

GRAVEDIGGER

XP 3,200

CE Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision, magical attunement (Void); Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +3

SR 15

OFFENSE

Speed 30 ft.

Melee claw +9 (2d4+3) or tail slap +9 (2d6+4), bite +4 (1d8+3 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks breath of the Void, gaze of the Void, pounce, rake (2 hind legs, 2d4+3)

STATISTICS

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

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Alertness, Magical Attunement (Void)

Skills Climb +9, Intimidate +7, Perception +10, Stealth +3

Languages Taan

SQ inedible to humanoids

ECOLOGY

Environment warm land **Organization** solitary or pair

Treasure standard

SPECIAL ABILITIES

Breath of the Void (Su) Three times a day, a gravedigger can belch forth a black cloud of impenetrable darkness filling an area roughly 30 feet in diameter. Creatures with low-light vision and darkvision cannot see

within this Void-oriented darkness. Normal light sources simply do not function within the cloud. It is also impossible to breathe within this thick cloud; treat this as drowning for living creatures holding their breath.

Gaze of the Void (Su) A gravedigger can channel the power of the Void through its gaze. Any target of 3 HD or less that meets the gravedigger's gaze must succeed on a Fort save (DC 15) or be instantly slain and become a zombie under the control of the gravedigger. A target with 4 HD or greater, or succeeds on the Fort save, suffers 3d6 points of damage. This ability only works on humanoids (such as humans, orks, dwarves, elves, pecwae, and taan).

Inedible to Humanoids (Su) Any humanoid that ingests the meat of a gravedigger is afflicted with a terrifying Void sickness that rapidly deteriorates an individual from within, leaving them little more than a pile of dust within days of consuming the flesh. This sickness affects only humanoids (such as humans, orks, elves, dwarves, pecwae, and taan). Other carnivores actually find the flesh of a gravedigger to be edible and quite tasty.

Gravediggers are terrifying and intelligent reptiles that apply their affinity with the Void to protect their hunting grounds. Highly intelligent, these creatures combine the hunting tactics of the great cats with the ability to reason. They are quite capable of creating traps, planning ambushes, and using whatever means necessary to protect themselves or to take down prey.

They resemble large and powerfully built felines, although they are really reptilian in nature. Three large talons extend from the powerful paws capable of rending flesh and shattering bones. Along the spine and across the shoulder blades are large bony spikes that offer the gravedigger protection against other predators attempting to seize it. The gravedigger has a long, sinuous tail that is nearly as long as the rest of its body, evidence of their reptilian heritage.

Gravediggers have the ability to channel the Void directly through their bodies. Their glare can slay lesser humanoids and transform them into zombies. Gravediggers unwanted visitors out of their territories.

Unknown in Loerem prior the shattering of the Portals, the gravediggers

are believed to be native to the land of the taan. Even though they are both creatures of the Void, the taan abhor gravediggers and the feeling is mutual.

Gravediggers speak Taan and are use their zombie slaves to keep out capable of speaking other languages (such as Elder Speak) as well.

GREEN GUARDIAN

This is just a small garden or potted plant. It has several broad leaves that are oblong and tapered, streaked with different shades of greens and whites. In the center is an orange flower as broad as an open hand.

GREEN GUARDIAN

XP 200

N Tiny plant

Init +2; Senses low-light vision; Perception +0 DEFENSE

CR 1/2

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

hp 2 (1/2d8)

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

Immune plant traits **SR** 10 (vs. plant-affecting spells only)

OFFENSE

Speed 0 ft.

Melee 2 vine slaps +0 (1d3-1) or grab

Space 2 ft.; Reach 5 ft.

Special Attacks relaxing aroma (2d4 rounds, DC 15)

STATISTICS

Str 8, Dex 14, Con 10, Int 4, Wis 4, Cha 15

Base Atk +0; **CMB** -3 (+1 grapple); **CMD** 9 (can't be tripped)

ECOLOGY

Environment temperate or tropical forest, marsh or plains

Organization solitary

Treasure none

SPECIAL ABILITIES

Relaxing Aroma (Ex) Once per day, the green guardian can release a powerful aroma, which fills a 20-foot-radius area centering on the plant. Every living creature must make a Will save (DC 15) per round it remains in the area. The first failed save causes the creature to yawn and unable to perform any other action. The second failed save causes the creature to stop, sit down and rest. The third failed save causes the creature to slump and fall asleep. The aroma lasts 2d4 rounds. A small plant, innocent in appearance, the green guardian is imbued with magical energy and given a semblance of sentience.

A green guardian is a tiny plant that grows well in a field or garden or in a pot. The petals are especially delicate. They curve back in the daylight, close up tightly in the evening and night. A green guardian has two six-foot-long vines wrapped around its base beneath a covering of the leaves, where they remain virtually unseen. The vines are prehensile but never extend unless the green guardian feels the need to make a physical attack. All in all, the green guardian is an innocuous looking plant. Placed in a garden or in a window among a bunch of other common flora, the green guardian may go completely unnoticed.

In fact, the green guardian differs from other plants in that it is conscious of its surroundings and everything that is going on around it. Imbued by magical energy and giving a semblance of sentience, the green guardian can see, hear, and smell as well as any watch dog. The plant never sleeps, providing its owner round the clock service. The plant recognizes creatures familiar to its home and only springs into action when it senses an unfamiliar or threatening presence. Green guardians operate independently and cannot coordinate attacks with other green guardians.

Green guardian plants are extremely valuable and highly prized, not only for their watch-dog qualities, but because they are especially hard to create. The magical spell used to create a green guardian is extremely rare, and it actually requires that the mage give the plant some of his own life energy, which is then transferred into the green guardian. It is possible to find an occasional green guardian for sale, but one can cost more than a well-trained war horse.

A green guardian can directly assault opponents with its two vines. It can also grab opponents with its vines, while releasing a special perfume that can calm intruders into submission.

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Grunt

Less than 2 feet tall, these are squat, ugly humanoids. Their skin is dark gray or tan, with matted, curly hair that covers most of their bodies.

CR 2

GRUNT

XP 600

LE Tiny fey (Void) Init +3; Senses low-light vision; Perception +8 DEFENSE AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size) hp 3 (1/2d6) **Fort** +0, **Ref** +5, **Will** +3 **SR** 15 **OFFENSE** Speed 20 ft. Melee bone dagger +5(1)**Ranged** bone dart +5 (2/day, 1d3 plus poison) Space 2 1/2 ft.; Reach 0 ft. Special Attacks swarm Spell-Like Abilities (CL 6th) 1/day—blight (DC 16), brittle (DC 13), feign death, pass as shadow STATISTICS

Str 6, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +0; CMB -4; CMD 9

Feats Weapon Finesse

Skills Acrobatics +7, Climb +11 (+13 in forests), Escape Artist +7, Perception +8, Sense Motive +6, Stealth +11 (+13 in forests) Racial Modifiers use Dex to modify Climb, +4 Climb (+6 in forests), +2 Perception, +2 Stealth in forests

Languages Sylvan

SQ Void subtype

ECOLOGY

Environment any cold or temperate forest, hill, or mountain

Organization gang (2-4), band (6-11), tribe (20-80), or village (100-200)

Treasure no coins, 50% goods, 50% items SPECIAL ABILITIES

Poison (Su) Bone Dart—injury; save Fort DC 13; frequency 1 round; effect paralysis for 1d6 rounds, *cure* 1 save. The grunt's bone darts are saturated with a poison naturally produced by the creature's body.

- Swarm (Ex) Grunts form swarms whenever possible against larger opponents. When swarming, the grunts pile on one another, standing on each other's backs and shoulders to bring their weapons to bear. Swarming enables twice as many grunts to attack from a single side, thus up to 16 grunts can attack a single Small or Medium-size creature, 20 grunts can attack a Large creature, 20 grunts can attack a Large creature, 24 can attack a Huge creature, 40 can attack a Gargantuan creature and 56 can attack a Colossal creature. It is this ability that makes them truly fearsome when they attack in great numbers.
- Void Subtype (Ex) Grunts are permanently tainted by Void, making them advantaged in Void magic and disadvantaged in all other magical elements. The only way they can heal damage is naturally or through Void magic.

Tiny, vicious brutes, grunts are fey creatures cursed by the Void. These bloodthirsty hunters hold a particular hatred for krikner and go out of their way to destroy any krikner they find.

Grunts never bathe and their hair is greasy and matted, their bodies covered with filth, giving off a distinct odor of putrid meat. Grunts wear simple clothing and even armor, fashioned from skins and leather. They dislike wearing shoes or any kind of covering over their heads. A grunt's face is surprisingly childlike, though one has only to look into the black eyes of a grunt to see the emptiness of the Void.

The back of each grunt's forearms bear a single, 2-inch-long bone-like dart that they can shoot up to 30 feet in range. These slender, needle-sharp bone darts are tipped with a paralyzing agent secreted within the grunt. These bone darts regenerate after a single day. Grunts can fire two bone darts (one from each arm) each day. They typically carry an extra dart that has down and slaying krikner and anything already been fired, wielding the expended dart as a dagger. A favorite tactic of the grunts against larger prey is to group together and launch a volley of bone darts. Once out of darts, the grunts attack en masse, attempting to overwhelm their prey by swarming over them.

In ancient days, a small tribe of krikner grew disgusted with the jolly, rollicking ways of their own kind. The leader of this offshoot approached a Void mage who had been the target of a merry band of krikner, and promised to get rid of the annoying pests if the Void mage would give them the ability to kill.

Using his magic, the Void mage cast a spell upon the krikner. In exchange for the sacrifice of their wings, the krickner were given weapons-natural bone darts. These Void-possessed krikner now had the ability to kill. They called themselves grunts (a term that has since come to be used for any menial fighter) and made quick work of the other krikner. Since that time, the grunt tribe has grown and spread across the continent, hunting

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else that they can find.

Grunts live in small tribes that roam the hills and forest of Loerem, constantly hunting for their enemies. Occasionally, a few grunt tribes band together and establish a village in an area where large numbers of krikner have been seen. Unfortunately, grunts not only hold a hatred for the krikner, but also despise all other races, so they often become a source of bedevilment for anyone unlucky enough to live near a grunt village.

A grunt village is led by a shaman grunt capable of learning to cast true Void magic. These shamans are typically

1st- through 4th-level Void mages, addition to their typical in abilities.

GURGLER

This is a giant, fiddler crab-like creature with an oversized claw.

GURGLER

CR 2

XP 600

N Large animal (aquatic)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 15 ft., swim 30 ft.

Melee claw +6 (2d4+4 plus grab), bite +0 (1d6+2), little claw +0 (1d3)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d4+4)

STATISTICS

Str 18, Dex 12, Con 16, Int 3, Wis 10, Cha 8

Base Atk +2; CMB +7 (+11 grapple); CMD 18 (30 vs. trip)

Skills Perception +4, Stealth +2 (+8 when underwater or underneath sand), swim +10; Racial Modifiers +2 Perception, +6 Stealth when underwater or underneath

sand

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary or clutch (2-8)

Treasure none

SPECIAL ABILITIES

Water Dependency (Ex) Gurglers can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a drusker runs the risk of suffocation, as if it were drowing.

Resembling enormous fiddler crabs, gurglers use the naturally occurring pattern that looks like a humanoid body on its shell to lure their victims to their doom.

A gurgler has one overly large pincer,

powerful enough to crush bone, while the other claw is much smaller for the creature's size and is used principally to aid in locomotion.

Gurglers can be spotted by its distinctive blue-tinged gray top that outlines what appears to be a humanoid with arms outspread. The rest of a gurgler's carapace is a tan-green, permitting it to blend in well in the murky waters along the coastline. Many unfortunates have been lured to their deaths, diving in the water to save what they believe is a drowning victim, only to find themselves in the claw of a gurlger.

Though their intelligence is not much higher than that of an ordinary crab, gurglers have learned to congregate near shiprwrecks, where they feed on bodies of drowning victims and on any other scavengers that come around.

The orks dislike gurglers. Ork shamans believe that the sight of gurgler shell is an omen of impending death. Since gurglers feed on the dead, orks do not eat their meat. The shells and pincers are not durable enough to be of any use.

Gurglers prefer to wait by the shore, submerged in murky water and half buried in the sand, until they hears nearby prey (in or out of the water) that they can catch by surprise. Once engaged, a gurgler grabs its opponent in its single claw, attempting to crush as well as to bite its opponent bite, often ignoring other opponents while it takes the opportunity to feed.

Gurglers are independent scavengers. They do not coordinate well while in groups. It is not uncommon for a gurgler to attack another gurgler in the heat of battle and try to eat it.





HAICUSIN

Combining aspects of bats and reptiles, this creature is a flying predator armed with a pincer on its tail.

HAICUSIN

XP 1,200

CE Medium magical beast

Init +1; Senses blindsense 60 ft., low-light vision; Perception +8

CR 4

DEFENSE

- AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
- **hp** 34 (4d10+12)

Fort +7, Ref +5, Will +1

OFFENSE

- Speed 15 ft., fly 40 ft. (poor)
- Melee pincer +7 (1d6+4), 2 wings +2 (1d4+2), bite +2 (1d8+2 plus 1d6 acid); or 2 claws +8(1d6+4 plus grab)
- **Ranged** acid spit +5 (2d6)
- Special Attacks acid spit, predatory strike, snatch

STATISTICS

Str 18, Dex 12, Con 16, Int 3, Wis 12, Cha 6 Base Atk +4; CMB +8; CMD 21 Feats Flyby Attack

Skills Fly +8, Perception +8

ECOLOGY

Environment temperate and warm forest, hill, and mountains

Organization solitary, pair, or swarm (3-12) **Treasure** standard

SPECIAL ABILITIES

- Acid Spit (Ex) A haicusin can spit acid as a normal ranged attack up to 30 feet away (with range increment of 10 feet), and all creatures within 5-foot radius of where it lands must make a Reflex save (DC 15) or take 1d4 damage (save for half). A haicusin can't use the ability again until 1d4 rounds later.
- both claw attacks and successfully grabbing pincer damage.

a creature of one or more sizes smaller automatically deals damage with both claws and a pincer attack each round. The haicusin can also drop a creature it has snatched as a free action or fling it aside as a standard action. A flung creature travels 10 feet and takes 1d6 points of damage. If a haicusin flings it while flying, the creature suffers falling damage as well.

About the size of a full grown human, a haicusin is a reptilian creature with a batlike head. Large ears give it incredibly sharp hearing, while its toothy maw is filled with sharp fangs dripping with acidic bile. Its powerful body is covered with a layer of small green and gold scales, paler toward the neck and stomach, darkening toward the legs and tail.

It has a pair of collapsible wings that not only grant the ability to fly, but can also be used to keep foes at a distant with powerful strikes. The wings are similar to those of a bat with thin membranes stretched between supports of cartilage. The flaps of skin are striped in brilliant colors, decorated with a small pattern of gold and yellow scales at the end of each support that resembles a sunflower.

The muscular tail protruding from a haicusin's haunches is as long as the rest of its body, covered in the same pattern of green and gold scales. At the end of the tail are three bone spikes that the creature can use as a pincer, much like that of a scorpion. The haicusin has powerful legs and feet that are armed with razor sharp talons. These enables the creature to immobilize its prey while it eats.

The acid secreted within a haicusin's body has a strong citric scent that permeates the haicusin's entire body. Those familiar with the scent can detect the smell a Predatory Strike (Ex) A haicusin hitting with haicusin swarm more than a mile away.

In most regions of Loerem, haicusin an opponent can automatically deal bite or are considered a menace, particularly to farmers, for the haicusin raid herds of Snatch (Ex) A haicusin successfully grappling sheep and goats, and even bring down

young calves. There are rumors of a band of unhorsed dwarves in the mountains near Saumel hunting haicusin nests and stealing the eggs, so they can raise the captives in much the same way the elves raise hunting falcons. Few credit this rumor, since none have witnessed such a thing, but there have been merchant caravans that have mysteriously disappeared, leaving behind only corroded skeletons and a faint citrus scent in the air.

Aggressive and cunning, haicusin use the tactics common to birds of prey: circling high overhead, shielding themselves within the blinding light of the sun, then swooping down to snatch their opponents within their claws, slashing with their tails. A haicusin can slash with its claws only when making a flyby attack. It cannot make bite, tail, or wing attacks when doing so.

HARDAK

These pug-muzzled critters are roughly the size of a large cat, with dark-colored leathery skin and thick claws on strong forelimbs.

CR 1

HARDAK

XP 400

N Tiny magical beast

Init +3; Senses darkvision 40 ft., low-light vision, tremorsense 20 ft.; Perception +4 DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 8 (1d10+3)

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

Defensive Abilities poisonous skin

OFFENSE

Speed 20 ft., burrow 15 ft.

Melee 2 claws +1 (1d3-1), bite +0 (2d4-1)

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

Special Attacks poison, rend armor

STATISTICS

Str 8, Dex 16, Con 17, Int 4, Wis 10, Cha 9 Base Atk +1; CMB -2; CMD 11 (15 vs. trip) Feats Weapon Finesse

ECOLOGY

Environment any underground

Organization solitary, pack (2-6), or swarm (4-24)

Treasure none

SPECIAL ABILITIES

- **Poison (Ex)** Poisonous skin—contact; *save* Fortitude DC 13, *frequency* immediate, *effect* 1d3 Con damage, *cure* 1 save.
- **Rend Armor (Ex)** The claws of the hardak are dense and powerful, capable of ripping through steel. On a critical hit (threat range 19-20), they have not only struck the opponent but inflicted the same damage to the armor.

Hardak, often called "diggers" by the farmers and miners who despise them, are small, vicious creatures that dwell deep beneath the earth.

Their leathery skin ranges in color from dark browns to paler gray and white, hanging in loose folds on their squat bodies. Beady black eyes set beneath an overhanging brow, while above the pug muzzles are a row of fangs. Thick claws, combined with strong forelimbs, enable hardaks to burrow through soil and rock easily. A hardak's back is covered with a hardened shell of interlocking plates. This shell is actually hardened resin formed from toxins secreted through the hardak's leathery skin. While it does provide a hardak with natural defense mechanisms, this toxin can be fatal to living creatures who attempt to attack the hardak.

While it digs through the earth, this toxin also acts to destroy plants that could impede the hardak's progress. Unfortunately, the passage of hardak through an area of soil leaves the ground infertile for many years afterwards, making hardak the bane of many farmers across Loerem.

Miners dislike hardaks, which present a deadly threat to anyone working below ground. Hardaks lie hidden in their tunnels, listening to the sounds of the miners approach, then burst out and swarm over their unsuspecting prey. At the first sign of a hardak tunnel, miners cease work and summon Earth mages to come deal with the creatures.

Hardak are pack creatures that work together to bring down larger prey.

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HULKRAIK

This creature resembles a shark, but has an extremely small head like that of a catfish. On either side of its torso is a spike-like pincer.

CR 5

HULKRAIK

XP 1,600

N Large animal (aquatic)

Init +1; Senses blindsense 30 ft., keen scent; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +6, **Will** +3

OFFENSE

- Speed 10 ft., swim 30 ft.
- **Melee** bite +7 (1d8+4) or 2 pincers +7 (2d4+4 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks claw rip, constrict (1d6+4) STATISTICS

- Str 18, Dex 13, Con 17, Int 3, Wis 12, Cha 10
- Base Atk +4; CMB +9 (+13 grapple); CMD 20 (can't be tripped)

Feats Great Fortitude

Skills Perception +7, Swim +10

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary, pair, or grouping (3-6) **Treasure** none

SPECIAL ABILITIES

- Claw Rip (Ex) A hulkraik grabbing a creature with both pincers can attempt to rip the creature apart. The creature must beat the hulkraik in an opposed Strength check or loses half its current total hit points immediately. A hulkraik cannot constrict and claw rip in the same round.
- Keen Scent (Ex) A hulkraik can notice creatures by scent in a 180-foot radius and can detect blood in the water at ranges of up to a mile.

Water Dependency (Ex) Hulkraiks can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hulkraik runs the risk of suffocation, as if it were drowning.

Terrors of shallow coastlines, the bane of riverboats and fishermen, hulkraik take the ferocity of sharks out of the water and onto land. Sometimes called the "claw sharks," hulkraik received their name from a popular ork's talke about a gigantic sea creature that used two massive pincers to crack the hull of a ship in order to shake out the tasty sailors within.

Hulkraiks are aquatic creatures. Their bodies are shaped much like sharks, streamlined and powerful, but their heads are extremely small, resembling the head of catfish, with large eyes and gill slits on the neck (just above the arms). On either side of the upper torso, hulkraik have powerful spike-like pincers they use to bear on their prey. The short arms attached to the pincers permit hulkraik to pull themselves out of the water, granting them a limited ability to hunt along beaches or aboard boats. Hulkraiks can live in either sea water or fresh water.

Hulkraiks are multicolored, ranging from pale blues and greens at their tails, to gold and crimson about the arms and head. They do not have teeth, but use their pincers to render their prey into smaller, digestible bits. A school of hulkraik feeding create a cloud of blood in the water, often mistaken for signs of sharks.

Hulkraiks avoid deep water, keeping close to the shore. They are capable of surviving in both salt- and freshwater environments. Orks consider the hulkraik distant kin, for the orks believe that they themselves were once creatures of the water that had the ability to live on land. Thus, orks have a live-and-let-live attitude about hulkraiks. So long as the hulkraik leaves the ork alone, the ork reciprocates the sentiment. If attacked, an ork tries not to kill a hulkraik but only stun or wound it, then return it to the water. Bargemen, river workers, merchants, and other humans and elves who make their living near the water dislike hulkraik, considering them a terror and offering large bounties for their destruction.

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Hulkraik hunt in a style very similar to that of sharks. In the water, they circle their prey before moving in for the kill. For land or boatbound prey, the hulkraik hide in the water before darting out to overwhelm the creature, trying to rend its flesh into small, digestible pieces.

HYDRA SNAKE

This is a large five-headed snake. Four of its heads resemble that of a rattlesnake. The fifth, central head shimmers with quicksilver scales.

CR 6

HYDRA SNAKE

XP 2,400

CE Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

- AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)
- **hp** 34 (4d10+12); fast healing 1-5

Fort +7, **Ref** +5, **Will** +4

- **Defensive Abilities** all-around vision **Immune** mind-affecting effects, paralysis, poison **OFFENSE**
- Speed 15 ft., climb 20 ft., swim 30 ft.
- Melee 5 bites +6 (1d8+5 plus poison and grab on 2 bites)
- Space 10 ft.; Reach 10 ft.
- Special Attacks constrict (1d8+4), poison, pounce
- **Spell-Like Abilities** (CL 8th)
 - pebble
 - 3/day—endure elements, gaze of the Void (DC 18), hypnotism (DC 13)

STATISTICS

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 18

(can't be tripped)

Feats Combat Reflexes, Improved Initiative

Skills Acrobatics +13, Climb +14, Perception +15, Stealth +4, Swim +12; Racial Modifiers +4 Acrobatics, +4 Climb, +4 Perception, +2 Swim

Languages Serpentine

ECOLOGY

Environment temperate and warm forest, aquatic, and underground

Organization solitary or nest (2-6)

Treasure double

SPECIAL ABILITIES

All-Around Vision (Ex) With all five heads and ten eyes of a hydra snake on constant alert, it cannot be flanked.

- Fast Healing (Ex) A hydra snake's fast healing ability is equal to its current number of heads (maximum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.
- Poison (Ex) Bite-injury; save Fort DC 15, frequency 1/round for 6 rounds, effect 1d6 Con damage and 1 Cha damage, cure 2 consecutive saves.

Hydra snakes are feared not only for their deadly, necrotic poisons, but also for their strange magic and the dreadful voice they use to hypnotize their enemies.

A hydra snake is a five-headed serpent that can grow to lengths of more than 50 feet long with a body that is five feet around. Four of the hydra snake's heads resemble the broad, arrowshaped head of a rattlesnake, with a dark gold mottled coloration that fades downward toward the tail. The fifth, central head shimmers with quicksilver scales and has eyes that blaze with an unnatural blue light. With two of the rattlesnake-like heads on either side, At will-charm person (DC 14), hail of the silver head is distinctive, especially for the intelligent, malevolent look in the eyes. The silver head holds the hydra snake's brain and is the only head that has the ability to speak.

The four rattlesnake heads intertwine constantly, occasionally hissing or spitting at each other, though they immediately fall silent if the silver head begins to speak. Coiled up, the hydra snake appears to be a knot of snakes before fully revealing itself to be a single entity.

Covetous of treasure, a hydra snake coils itself around chests and piles of gold where it can keep an eye on them. Being exceptionally patient, it moves treasure around, constantly rearranging it, moving five coins at a time, one held in each mouth. The lair of the hydra snake is piled high with coins, gemstones, and whatever treasure has captured its eyes. Hydra snakes detest sharp objects, however, and never keep

Str 15, Dex 12, Con 16, Int 15, Wis 17, Cha 15

swords or knives.

Glyblins revere the hydra snake, often congregating around a hydra snake and willingly accepts their gifts, demanding only a few living sacrifices every now and then. In return, the hydra snake leads the glyblins as a spiritual and military counsel, aiding them against their enemies.

magical creatures. Their hides fetch a high price, and the heads and poison glands opponent to receive multiple doses of are sought out by alchemists. Hydra snake poison in a single round—each affecting venoms are supposed to be extremely them separately. Typically, a hydra snake subtle, difficult to detect, and especially prefers to attack from a distance, using its deadly. Ground hydra snake fangs innate spell-like abilities and its power of are considered a potent aphrodisiac to hypnosis. Dunkargans and Karnuans. A single ounce

of the powder may garner more than 500 argents on the black market.

A hydra snake speaks the languages lavishing it with treasure. The hydra snake of all serpents, as well as knowing many other languages common in the region it has made its home.

Hydra snakes can attack with all five heads at no penalty, even if they move or charge during the round. Besides its Hydra snakes are prized as highly individual attacks, each head possesses a deadly poison, and it is possible for an



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IRONBLOOD TREE

This seems like a huge red maple tree, with sharp-edged leaves.

IRONBLOOD TREE

CR 7 XP 3,200 N Huge plant **Init** -1; **Senses** blindsight 60 ft.; Perception +0 DEFENSE AC 20, touch 7, flat-footed 20 (-1 Dex, +13 natural, -2 size) **hp** 76 (8d8+40) **Fort** +11, **Ref** +1, **Will** +2 Defensive Abilities half damage vs. piercing **Immune** plant traits Weaknesses vulnerability to axes, vulnerability to fire **OFFENSE** Speed 0 ft. Melee 2 roots +14 (1d6+9 plus grab), 2 slams +9(2d6+4)Space 15 ft.; Reach 15 ft. Special Attacks drowning STATISTICS Str 28, Dex 8, Con 20, Int 2, Wis 10, Cha 2 Base Atk +6; CMB +17 (+21 grapple); CMD 26 (can't be tripped) ECOLOGY Environment any forest and always next to river or stream **Organization** solitary Treasure none

SPECIAL ABILITIES

- Drowning (Ex) Once an ironblood tree grabs a creature with one of its roots, it dunks the prey underwater. The creature is considered drowning until it breaks the hold.
- Half Damage vs. Piercing (Ex) Piercing attacks deal only half damage to ironblood trees.
- Vulnerability to Axes (Ex) Ironblood trees are especially susceptible to attacks from axes. Anyone wielding an axe (or equivalent) against an ironblood automatically threatens a critical on a successful hit.

The ironblood tree is an unintelligent

predatory plant that lies in wait for victims in order to drown them in the nearby river and feast on their waterlogged corpses.

Ironblood trees are stout trees, strongly resembling red maples. They have straight trunks with smooth, dark gray bark. The branches emerge about eight feet above the ground. The leaves of the ironblood tree look very much like maple leaves, except that their edges are sharp enough to cut flesh.

Ironblood trees grow only near streams and rivers, most often near a shallow spot where animals and travelers come to drink or ford the waterway. The tree's root network is relatively shallow, except for one anchoring root that penetrates deep into the ground. Otherwise, an ironblood's roots tend to grow just beneath the surface of the soil. They like to send their roots down into the streambeds, hidden among the silt.

An astute observer can sense an almost imperceptible scent of blood near an ironblood tree. All those coming near an ironblood may attempt a Survival check (DC 20, creatures with Scent gain a +10 circumstance bonus) to catch and recognize the aroma. This may indicate the presence of an ironblood, but does not reveal its location.

Ironblood trees may be found along the banks of streams and rivers throughout Loerem. They prefer the northern latitudes, although there have been reports of similar species living in orken and Nimran lands. Ironwoods are more common in dense, arboreal regions, where they fare on local wildlife.

The elves believe that the bark of an ironwood has medicinal qualities. Ground and dissolved in wine, then drunk as a tonic, the ironwood strengthens the blood. Ironwood tonic is given to those who are anemic or have lost a quantity of blood in battle. Elven healers often risk their lives going on perilous quests to gather the bark

for use for their patients.

While ironblood trees are not very intelligent, they have a low cunning that makes them dangerous. A favorite tactic is to wait until an animal is drinking at the stream, then, while its prey is distracted, the tree strikes, attempting to surprise its victim. Should the ironblood's prey be on land near the tree itself, it attempts to grab the quarry with one of the two sets of mobile roots and hold it underwater. The tree inflicts damage (1d6+9) if the prey struggles.

Ironblood trees attempts to hide all evidence of a kill in the muck at the bottom of the nearby streams or rivers. The roots strip the flesh from bones and crush the bone into sand. They bury metal weapons and armor deep beneath the ground.

Ιριττ

This creature is best described as an aquatic spider, with a pale gray, blue and green chitincovered body, long legs and feelers, as well as a pair of claws.

IPITT

XP 600

N Medium vermin (aquatic)

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +2 (+6 underwater)

CR 2

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 10 ft., swim 40 ft.

Melee 2 claw stabs +3 (1d6+2), bite +1 (1d4+1 plus poison)

Special Attacks poison

STATISTICS

Str 14, Dex 19, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +4; CMD 18 (30 vs. trip)

Skills Climb +4, Perception +2 (+6 in water),

Stealth +6 (+10 in water); **Racial Modifiers**

+4 Perception in water, +4 Stealth in water

SQ water dependency ECOLOGY

Environment any aquatic **Organization** solitary or colony (2-6)

Treasure 1/10 coins, 50% goods, 50% items

SPECIAL ABILITIES

- **Poison (Ex)** Bite—injury; *save* Fort DC 12, *frequency* 1/round for 2 rounds, *effect* 1d6 Int, *cure* 1 save.
- Water Dependency (Ex) Ipitts can survive out of the water for 1 hour per point of Constitution. Beyond this limit, an ipitt runs the risks of suffocation, as if it were drowning.

Also known as sea spiders, ipitts hunt both under the water and along the shoreline, searching for suitable prey it can drag back to it lair to devour.

Ipitts are aquatic spiders, capable of scouring the ocean floor and the sandy beaches alike in order to find food. Their chitin-covered bodies are pale gray, blue and green, which easily enable them to hide beneath the water. Unlike spiders, Ipitts have a number of long, tentacle-like feelers in addition to their legs, and a pair of double spear-like claws.

Ipitt's tentacle-like feelers sprout from the joint in each claw, either side of the face, and the lower abdomen. When underwater, these lightweight feelers float on the top, sensing the slightest vibration in the surrounding water, alerting the ipitt to possible prey or danger. When on dry land, these feelers hang uselessly. The ipitt's multifaceted eyes take over the job of searching for prey.

Ipitts have a pair of arms in addition to their eight legs. Each arm ends in a pair of long, spear-like claws capable of capturing prey, catching them on the barbed length and drawing them toward the mandibles, where the ipitt can deliver its poisonous bite. The ipitt's poison affects the quarry's mind, causing vivid hallucinations.

Ipitts build small nests in shallow water, utilizing natural networks of caves and ditches where they can stash prey to be stored for a later time. At home on land or in the water, ipitts can scale sheer cliffs and swim through the ocean currents with equal ease.

Ork shamans often hunt ipitts in order to harvest their poison, believing that a potion made from ipitt venom enables them to see omens that would otherwise escape notice. The process of creating this potion is known only to a very few ork shamans, and is a guarded secret—the potion does seem to sharpen the inner eye without causing too much damage to the brain.

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threatening it as it leaves the space.

JUMU

This is a wiry six-foot-tall, one-eyed humanoid with lean, crooked goat-like legs.

JUMU

CR 1

XP 400 NG Medium humanoid (monstrous) Init +3; Senses darkvision 60 ft., low-light vision; Perception +5 DEFENSE AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 wooden shield) **hp** 4 (1d10-1) **Fort** -1, **Ref** +5, **Will** +3 **OFFENSE** Speed 30 ft. Melee byrglaif +1 (1d8) **Ranged** throwing blade +4 (1d4) Special Attacks leaping strike Spell-Like Abilities (CL 1st) 1/day—feather fall, find trap, longstrider STATISTICS Str 10, Dex 16, Con 9, Int 10, Wis 12, Cha 10 Base Atk +1; CMB +1; CMD 15 Feats Dodge, Mobility Skills Acrobatics +4 (+8 jumping), Craft (any one) +4 or Knowledge (any one) +1, Perception +5, Survival +7; Racial Modifiers +4 Acrobatics (jumping), +2 Survival

Languages Jumu, Tomagai

SQ elemental alignment

ECOLOGY

Environment any forest or mountain

Organization solitary, gang (2-4), band (6-11), or tribe (20-40)

Treasure standard

SPECIAL ABILITIES

Elemental Alignment (Ex) Jumu spellcasters are advantaged in Air magic and disadvantaged in Earth magic.

Leaping Strike (Ex) This ability functions like the Spring Attack feat, except the jumu must make a Acrobatics check to avoid attacks of opportunity from all creatures (DC = opponent's CMB), including the target,

A fierce and proud people, jumu are oneeyed humanoids whose digitigrade legs enable them to easily leap great distances.

A jumu stands about six feet tall, with a slender, wiry build. A single eye is set in the center of jumu's face, above a pug nose and a lipless mouth. Two bony horns grow from the jumu's temple, but they are too fragile to offer much in the way of weaponry. The jumu's head rests atop a long, slender neck which is surprisingly supple, enabling the jumu to turn its head in much the same way an owl does. Both male and female jumu tend to wear their hair long, often stiffened with limestone water, tied into elaborate designs and bedecked with trinkets such as beads, feathers, and gemstones.

The legs of a jumu are jointed like those of a goat, not only granting the jumu an incredible sense of balance, but also enabling the jumu to leap surprising distances without effort. Jumu often wear carved wooden blocks strapped to their feet to give them better traction on flat ground, particularly since their feet are better suited to the rocky terrain of their mountain homes.

Jumu claim a distant kinship with the elves, a kinship tracing back beyond even the records kept by the monks of the Order of the Keepers of Time. Jumu creation mythology tells that the jumu were the first children of the Mother and Father, but the elves, as the younger children, were favored. Since the Jumu were skilled mages—something the elves detested—the elves eventually convinced the Mother and Father to cast out the jumu.

To this day, the jumu hold the elves in contempt, for they believe the elves have forever caused the jumu to lose the gods' affections. The elves pity the jumu, though they do not believe they are related. Elves secretly guard jumu villages, never letting themselves be seen by the jumu, but exact retribution on those harming the jumu.

With their incredible jumping ability, jumu are masters of attacking in sporadic bursts. They leap forward, slash with their swords, then leap back out of harm's way, all while coordinating their attacks to keep their opponents off balance.

Jumu are extremely private, with a strict sense of honor and family. Since males outnumber the females, the women are held sacred, and are heavily guarded. The jumu are a matriarchal society, with lineage passed down through the mother.

The jumu are lead by the Three Mothers: the Mother of Battle, whose duty is to see to the protection of jumu lands; the Mother of Learning, who trains young mages in the arts of magic as well as to keep records and interpret laws; and the Mother of All, the spiritual and political leader of the jumu.

Slowly, the jumu are dying out. With their low birth

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rates, and their average life spans (a jumu

typically lives only as long as an average human), their numbers are inevitably decreasing. Soon, the jumu believe that there will

be none of their people left, but since they believe

there is no longer a place for them in the world, they face

this extinction with stoicism. Few jumu ever leave their valley, hidden somewhere in the mountains that

divide eastern a n d western Loerem.

KAER

This is a hairless humanoid with blotchy skin, misshapen, bloated features and large, unblinking eyes.

KAER

CR 2

XP 600

NE Medium fey

Init +2; Senses low-light vision; Perception +7 DEFENSE

- AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
- **hp** 13 (3d6+3)
- **Fort** +2, Ref +5, Will +4

OFFENSE

Speed 30 ft.

Melee Quarterstaff +1 (1d6) or slam +1 (1d3 plus grab)

Special Attacks fear gaze (DC 14)

STATISTICS

Str 11, Dex 14, Con 12, Int 15, Wis 12, Cha 16

Base Atk +1; CMB +1 (+5 Grappling); CMD 14

Feats Dodge, Silent Spell

Skills Heal +4, Intimidate +6, Knowledge (arcana) +5, Knowledge (nature) +8, Perception +7, Spellcraft +5, Stealth +8, Survival +4

ECOLOGY

Environment Tromek forests

Organization Solitary or pair

Treasure standard

SPECIAL ABILITIES

Fear Gaze (Su) A kaer can frighten a creature up to 30 feet away with its gaze for 1d4 rounds. Creatures succeeding on a Will save (DC 14) are immune to this ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based. Kaer are fey of the elven forests that use their strange powers to snatch young children away from their families.

Kaer are so rarely seen that many elves do not believe in their existence, considering them the stuff of bedtime stories and nursery rhymes. In truth, these stories and rhymes were written in ancient days to teach children to avoid the kaer. It is not known why the kaer steal away children, though the stories always suggest the kaer eat them. The Wyred have long speculated that the children are somehow transformed into kaer, since this breed of fey has no other way to reproduce. The appearance of enormous clusters of snails congregating in an area is said to either foretell their coming or indicate that a kaer has recently been in the area.

Kaer have misshapen, bloated features and large, unblinking eyes. Their skin is blotchy, ranging in from brown to grayish white. Lighter blotches of white and gray upon their arms and heads are said to be corrupt versions of elven family tattoos. Kaer clothing is a chaotic mishmash of hide, cloth, leather, and bone whose colors are jarring to the eye. They cover their clothing with strange, undecipherable symbols and patterns that apparently have meaning to them. Each Kaer possesses a staff crafted from wood, stone, horn, hide, or bone.

Kaer are incapable of communication with other humanoids and perhaps not even with each other. They are able to move in almost complete silence through any terrain. They are adept at hiding, able to fool even many trained, watchful eyes.



KAROTHAUR

This weasel-like creature has dark silvery fur, an elongated snout and a sleek, agile body.

KAROTHAUR

XP 400

CR 1

N Small magical beast (cold) **Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +5 DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 3 (1/2d10+1)

Fort +3, **Ref** +5, **Will** +1

Immune cold subtype

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 claw +2 (1d6-2), bite +0 (1d4-2 plus frost bite)

Space 3 ft.; Reach 5 ft.

Special Attacks frost bite

STATISTICS

Str 6, Dex 14, Con 12, Int 5, Wis 12, Cha 12 Base Atk +0; CMB -3; CMD 9 (13 vs. trip) Feats Multiattack, Run, Weapon Finesse

Skills Acrobatics +2 (+6 on ice or in snow), Perception +5, Stealth +6 (+8 on ice or in snow); Racial Modifiers +4 Acrobatics (on ice or in snow), +4 Stealth (on ice or in snow)

ECOLOGY

Environment cold plains

Organization solitary, pair, or flurry (3-12) **Treasure** none

SPECIAL ABILITIES

- **Frost Bite (Su)** The fangs of a karothaur are supernaturally cold. On a successful bite attack, a karothaur can infect a living creature with this chill. The opponent must succeed on a Fortitude save (DC 16) or suffer 2d4 points of nonlethal damage from the extreme cold. This nonlethal damage cannot be healed until the creature leaves the cold environment or through magical means. An affected creature is also fatigued until it recovers from the damage.
- Ice Runner (Ex) Karothaurs' specialized claws let them use the Run feat on ice.

Gliding swiftly across the ice on their specialized claws, karothaurs are small but fierce hunters of the arctic plains.

With a low center of gravity, karothaurs resemble weasels. Each of a karothaur's paws has a specialized claw that also acts as a skate, enabling them to dash quickly over ice and through snow drifts. Their fur is dark silver, striped with alternating pale and deep blue across their backs, and coated with naturally produced oil that protects against water and cold. With piercing blue eyes and rows of tiny, sharp teeth, karothaurs are skilled and deadly arctic hunters. Incredibly fast on the ice, they use their speed and agility to make sweeping attacks with their claws as they flash by. Their favorite tactic is to circle their opponents, then one by one dart in for the attack, giving their prey little opportunity to strike back.

Karothaurs are typically found traveling in packs, following the migratory movement of their favored prey—caribou, penguins, and reindeer. Working together, they are easily capable of bringing down large prey. The scraping of karothaur claws on the ice (sounding like fingernails on a chalk board) and their loud chittering warn of their coming to all those living in the snow-swept north.

Nimoreans and Trevenici value karothaur pelts and claws. The distinctive silver-blue karothaur pelts fetch a good price on the open market, while karothaur claws can be used to make spears, arrows and hunting knives that hold an edge as well as most metal weapons. Trevenici set snares for kaothaur, hiding the snares in snow drifts so that the karothaur blunder into them. A snared karothaur is a vicious opponent, however; one reason that the pelts are so very expensive.


KLAAKU BEAN

This seems like an ordinary plant wrapped in a tangled mass of vines that also bear bean pods.

KLAAKU BEAN

XP 400

N Medium plant

Init +0; Senses low-light vision; Perception

CR 1

+2

DEFENSE AC 15, touch 10, flat-footed 15 (+5 natural) hp 11 (2d8+2) Fort +4, Ref +0, Will -3

Fort +4, Kei +0, wiii -

Immune plant traits

OFFENSE

Speed 0 ft.

Special Attacks ravenous hunger

STATISTICS

Str 12, Dex 10, Con 12, Int 1, Wis 4, Cha 10 Base Atk +1; CMB +2; CMD 12 (can't be tripped)

Skills Perception +2

SQ magic beans

ECOLOGY

Environment any

Organization solitary or patch (2-8)

Treasure none

SPECIAL ABILITIES

- **Magic Beans (Ex)** A bean from the klaaku offers one of the eight following random effects.
- 1 Heal one point of damage
- 2 Gain one point of Strength for 2d8 hours
- 3 Gain one point of Dexterity for 1d4 hours
- 4 Gain one point of Constitution for 1d8 days
- 5 Gain one point of Intelligence for 2d6 hours
- 6 Gain one point of Wisdom for 2d4 hours
- 7 Lose 1d4 points from a random ability for 1d4 hours
- 8 Poison that causes immediate death unless succeeding on a Fort save (DC 18)

A character can benefit from only one bean per day, or the first one eaten should the character consume several at once, unless it is a poison bean, which always take effect.

Ravenous Hunger (Su) The klaaku bean plant can distinguish between those who would pick a few beans and those who would destroy the plant. For the latter, it projects an empathic message of hunger. Target creature must succeeds on a Will save (DC 18) or eat a whole pod of beans.

Although this plant looks innocuous, its beans are highly prized for their magical properties.

The klaaku bean is a Medium-size plant ordinary in appearance. A viney plant, it has small, heart-shaped leaves that twine around a supporting object, be it a rock or the trunk of a tree or another sturdy plant. The vines can reach eight feet in length, and there may be a dozen or so in any one klaaku bean plant. The vines tend to grow together to form one large, tangled mass.

In the spring the plant flowers about every two feet along each vine, bearing tiny white and yellow blossoms that attract bees. A month later a bean pod begins to grow from the flowers. Each full-size plant bears approximately 50 pods. The pod is first a green bud no bigger than the tip of a finger. In another month, the pod is fully developed. Inside each pod are half-dozen black beans, about the size of lima beans. All beans are identical in appearance, even though they are very different in content. Set among other plants, the klaaku bean plant is unremarkable and easily missed.

Klaaku beans are not valued as food, but for their magical properties. Each of the six beans found in every pod has a different magical property. Since the beans all look alike and grown in random order inside the pod, it is impossible to tell by sight the magical property of each bean. Some herbalists claim they can determine which is which by letting mice sniff them or seeing which bean floats in goat's blood, but such devices have never been proven to work. The only ways to separate out which bean is which is to sample the bean or employ divining magic

A klaaku bean plant cannot defend itself physically. It can, however, project an empathic effect that encourages feeders to gorge on a handful of beans.

LAVA LIZARD

This massive reptilian creature resembles an alligator, but with blazing hot red hide and radiant white eyes.

LAVA LIZARD

XP 3,200

N Large magical beast (Fire)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

CR 7

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 52 (8d10+8)

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

Immune fire

Weaknesses lava dependency, vulnerability to cold and Water magic

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft. (through magma and lava only)

Melee bite +10 (1d8+3 plus burn), tail slap +5 (2d6+2 plus burn)

Ranged lava spit +9 (60 ft., 2d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks burn (1d6, DC 16)

STATISTICS

Str 16, Dex 12, Con 13, Int 5, Wis 12, Cha 9

Base Atk +8; CMB +12; CMD 23 (27 vs. trip)

Skills Perception +8, Stealth +4 (+8 when submerged in lava); Racial Modifiers +4 Stealth when submerged in lava

SQ Fire subtype

ECOLOGY

Environment any land or underground

Organization solitary, clutch (2-5), or eruption (6-12)

Treasure none

SPECIAL ABILITIES

Lava Dependency (Ex) A lava lizard can spend 10 rounds outside flowing lava, after which it must succeed on a Fort save (DC 15) or is compelled to head for the nearest source immediately. If the lava lizard fails and cannot find a suitable environment, it suffers a -4 morale penalty on all attack rolls, saves, skill and ability checks. It must repeat the save attempt every 10 minutes it remains out of contact with lava.

Lava Spit (Ex) Lava lizards are able to regurgitate globs of lava at enemies up to 60 feet away, dealing 2d8+8 damage. Fire resistance is only half effective against this attack, as the globule consists of molten earth (halve all energy resistance to fire against a lava spit). The spit also does splash damage, as all creatures within a 10-foot radius must succeed on a Reflex save (DC 15) for half damage.

Fearsome predators, lava lizards are more akin to a destructive force of nature than to the reptiles they resemble.

A lava lizard is native to the fiery regions beneath the earth's crust. Completely at home in the searing heat of magma and lava, a lava lizard closely resembles an alligator, except that it has a glowing red hide and brilliant white eyes. Lava lizards grow to an average length of more than 15 feet, although there have been reports of lava lizards more than 50 feet long.

Lava lizards immerse themselves in lava or fire. When they emerge from the lava to hunt or find a mate, they do so in a fountain of lava, creating a small volcano. The lava lizard finds the air of the surface world intolerably cold. Due to this, they do not like to spend much in the open and tend to keep very close to their lava pits.

Lava lizard nests resemble volcanoes, particularly if several large lizards gather together. The construction of these nests can be extremely destructive, laying waste to the surrounding area for miles around.

Although most races consider the lava lizard a destructive predator, the dwarves actually accord the fiery lizards grudging respect. At one with fire, lava lizards are the living embodiment of the destructive aspect of that element. Dwarven Fire mages will pay considerable amounts for lava lizard fangs, which can be used as exceptional essences of quality for casting Fire spells. Dwarven warriors will trade many horses for a full hide of a lava lizard, for they believe that leather armor crafted from a lava lizard's hide can keep one warm, no matter how severe the cold.



LEAFWING

This bat-like creature has rough brown barklike skin and wings that resemble leaves.

LEAFWING

CR 1/2

XP 200

N Tiny animal

Init +4; Senses blindsight 120 ft.; Perception +4 (+8 in woodlands)

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1/2d10)

Fort +2, **Ref** +5, **Will** +0

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee 2 claws +1 (1d4-2), bite +0 (1d3-2)

Space 2 ft.; Reach 0 ft.

Special Attacks flyby pounce and rake

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 3, **Wis** 10, **Cha** 7 **Base Atk** +0; **CMB -**4; **CMD** 8

Feats Flyby Attack, Weapon Finesse

Skills Perception +4 (+8 in woodlands), Stealth +12 (+16 in woodlands); Racial Modifiers +4 Perception in woodlands, +4 Stealth in woodlands

SQ camouflage

ECOLOGY

Environment temperate or warm forest

Organization cluster (5-10) or swarm (10-30) **Treasure** none

SPECIAL ABILITIES

- **Camouflage (Ex)** Since a leafwing looks like a normal branch with leaves when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the creature.
- Flyby Pounce and Rake (Ex) A leafwing doing flyby attack on a creature in the first round of combat can make a full attack. If successful with all attacks, it can make two additional attacks with its hind legs (2 claws +4, 1d4-2).

Also known as "green bats," leafwings are

carnivorous mammals closely related to bats, but with a unique camouflage—skin that looks rough and brownish, like bark, and wings that resemble leaves.

About the size of a hawk, leafwings are nocturnal hunters of the forest. At first glance, it is easy to mistake a leafwing for a branch with leaves. With its elongated body, and skin that looks like rough bark, the leafwing hangs from branches, wrapping its wings around its body in order to camouflage itself from predators and prey alike.

The wings of a leafwing give the creature its name, for they truly resemble leaves. Connected to the leafwing's shoulder blades by a flexible cartilage, the wings are composed of segments of slender membranes stretched on a bone structure that mimics the veins of a leaf. These membranes can actually change hue, depending upon the season, allowing the leafwing to blend in with the surrounding foliage. Unlike a bat's arms, the arms of a leafwing are not a component of their wing structure, affording them a greater freedom of maneuverability with their sharp foreclaws and hindclaws.

In Nimra and Nimorea, leafwings have long been raised to act as protectors for the sacred gardens surrounding their temples. Elven nobles discovered that these beautiful, fierce creatures of the night make ideal guardians for their houses and families and the trade in leafwing chicks is brisk between Nimorea and Tromek. Even elves of the middle class may have several leafwing guardians hanging from trees near the house or shop.

Utilizing their aerial skills, leafwings dive down on their prey, slashing and tearing flesh as they fly by. Groups of leafwings concentrate on bringing down a single enemy before focusing on another, showing a remarkable understanding of pack tactics.



LIZARDHAWK

This avian creature has a huge wing span of about thirty feet. Its finely feathered body is thin and delicate, while the two legs are heavily muscled, ending in razorsharp claws.

LIZARDHAWK

XP 4,800

N Huge animal

Init +1; Senses darkvision 60 ft., low-light vision; Perception +14 (+18 in daylight) DEFENSE

CR 8

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

hp 85 (10d8+40)

Fort +11, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., fly 75 ft. (average)

Melee 2 claws +11 (2d4+5 plus grab), bite +6 (2d6+5)

Space 15 ft.; Reach 20 ft.

Special Attacks shriek

STATISTICS

Str 21, Dex 12, Con 18, Int 8, Wis 12, Cha 8

Base Atk +8; CMB +15 (+19 grapple); CMD 26

Skills Perception +14 (+18 in daylight), Stealth +6; Racial Modifiers +4 Perception in daylight

ECOLOGY

Environment any forest or mountain

Organization solitary or family (2-4)

Treasure standard

SPECIAL ABILITIES

Shriek (Ex) Before engaging in combat, a lizardhawk typically emits a loud, piercing shriek to disorient its prey. Any creature within 30 feet hearing the shriek must succeed on a Will save (DC 15) or be shaken for 1d6 rounds, or frightened if failing the save by 5 or more, and panicked if failing the save by 10 or more. This is a fear effect.

A fierce bird of prey, the lizardhawk can be trained by those with courage and patience.

The lizardhawk is a huge animal that swoops out of the sky to snatch up victims

from the ground. The lizardhawk has a wide, thirty-foot wingspan that casts a menacing shadow on the broken ground below. The hawk's almost paper-thin hide is stretched thin over the vestigial wings, dotted here with tan and brown feathers in no regular pattern. The head is long and narrow, with few feathers. Its beak is three feet long and filled with fine, shredding teeth.

The lizardhawk is mainly green and leathery where the flesh is exposed on its wings and head, tan and brown where feathers cover its body on torso and legs. The hawk's call is long and mournful. During mating season, the lizardhawks fly in large circles through the air, squawking to attract mates. Eggs are laid in bunches of one to three.

Lizardhawks build their nests high in large trees or atop rocky heights overlooking their hunting grounds. Anything moving in their territory is fair game. Swooping down on its strong wings, the lizardhawk can scoop up several creatures in a single stroke, carrying them back to the nest to be dismembered and eaten. Lizardhawk young prefer live meat, so their mothers rip apart their victims piece by piece over a long period of time. A lizard hawk can subsist on a single kill for several days.

Lizardhawks can be captured and trained. Expeditions into the rocky heights to retrieve young are fraught with peril. The mother lizardhawk is very protective of her young and attacks anyone coming near her nest.

Since eggs do not hatch in captivity, trainers must procure young hatchlings in the wild. Once secured, the young are fed and raised to obey the simple commands of their handlers. A lizardhawk can be trained to travel between two points, to attack an indicated target, or fly overhead to defend its handler. The cost of maintaining a lizardhawk is high. A lizardhawk eats twenty pounds of raw meat ever day. If the hawk is not fed, it abandons its master and goes off on its own in search of food.

Lizardhawks are highly prized by some of the more eccentric elven nobility, who keep hawk trainers among their retinue. A noble's wealth can be judged by the number of lizardhawks he can afford to keep. By law, only elven nobility may raise lizardhawks. If the elves find one of these birds in the possession of a commoner, the bird may well be confiscated. Nimorean kite makers are skilled in crafting lizardhawk kites. Some of these kites look so realistic when they are in the air that they have been known to make people run for cover.

MARROWTONGUE

This big, single-eyed humanoid harbors swarms of bugs and worms all over its filthy body. It has almost no shoulders, dragging its long arms on the ground.

MARROWTONGUE

XP 2,400

CE large humanoid (giant)

Init -1; Senses low-light vision; Perception +3 DEFENSE

CR 6

AC 18, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+5 plus disease)

Ranged tongue flick +7 (touch, 15 ft., 1d4 plus disease and grab)

Space 10 ft.; Reach 10 ft.

Special Attacks disease, drain marrow

Spell-Like Abilities (CL 5th)

3/day—pass as shadow

STATISTICS

- Str 16, Dex 8, Con 14, Int 6, Wis 8, Cha 8
- Base Atk +8; CMB +11 (+15 grappling); CMD 23

Feats Endurance, Power Attack

Skills Intimidate +2, Perception +3, Stealth +0; **Racial Modifiers** Perception +2

Languages Isgniev

SQ tainted by Void

ECOLOGY

Environment any land or underground

Organization solitary

Treasure half, no coins

SPECIAL ABILITIES

Disease (Ex) Brittlebone-injury, save Fort DC 15, onset 1 day, frequency 1 day, effect 1d3 Dex damage, cure magical healing. Because of the filth and vermin infesting its body, a marrowtongue acts as a carrier for a number of diseases. These diseases have combined to form a particularly virulent bugs and worms. disease unique to the marrowtongue-

victims bones to deteriorate, making them susceptible to fracturing).

- Drain Marrow (Ex) A successful ranged touch attackwithitstongueflickletsamarrowtongue start draining the target humanoid's bone marrow. The marrowtongue can attempt a grapple immediately, and if successful, its small tendrils work their way through the humanoid's body. For each round in the marrowtongue's grapple, the humanoid takes 1d4 damage and must succeed on a Fortitude save (DC 15) or lose 1 point of Constitution permanently. Anyone can also detach the tongue and tendrils from a victim with a successful Strength check (DC 18); this is why the marrowtongue prefers feeding off unconscious or nearly dead bodies.
- Tainted by Void (Su) Marrowtongues are considered tainted by Void.

A giant who survives by sucking the marrow out of bones, the marrowtongue is a feared predator created by the Void.

A marrowtongue stands around 12 feet tall, of slender build. Its body is covered with a thick mat of long, white, gray, and black hair that is always unkempt. The beast purposefully never cleans itself, apparently finding its own foul odor attractive. The marrowtongue's face is set deep, behind large cheek bones and brow ridge that are hidden under tufts of long hair. It has a single, large, glaring eye. Its mouth and lips are rounded, the teeth small and vestigial. The deadly tongue and its tendrils remain in the inner recesses of its mouth until needed.

A marrowtongue has almost no shoulders. Its long arms drag on the ground. It has wide hips and long, loping legs. Its hands and feet have only three digits. One on each hand acts as a passable thumb. The marrowtongue's body is alive with swarms of insects and crawling with

The marrowtongue survives by sucking brittlebone (so named because it causes the out the bone marrow of humanoid creatures.

tongue is tipped with a sharp protrusion beyond the most skilled. of cartilage to pierce flesh easily. Once muscle and bone in order to draw out the marrow that sustains the marrowtongue.

The marrowtongue is believed to be one of the few monsters spawned by the Void. Although Void sorcerers

The tongue is similar to that of a frog's, have tried to create their own versions, the designed to extend more than 10 feet. The magic that created this horrible beast is far

Marrowtongues can be found in embedded within a creature, the tongue all parts of Loerem, but are known to sends out small tendrils from within the particularly inhabit Dunkarga and Karnu. cartilage casing. The tendrils bore through Both governments pay high bounties to any person bringing in the severed

> tongue of one of these monsters.

MINOTAURUS

This is a large, powerfully built humanoid with an oversized bull's head and horns atop both temples. Fine brown fur covered its wellmuscled body.

MINOTAURUS

CR 10

XP 9,600

LE Large monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +13 DEFENSE AC 14, touch 9, flat-footed 14 (-1 size, +5

natural)

hp 45 (1d10+12)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

- **Melee** greataxe +10/+5 (3d6+7/x3), gore +5 (1d6+2)
- Space 10 ft.; Reach 10 ft.
- **Spell-Like Abilities** (CL 10th)
 - 2/day—darkness
 - 1/day—crushing despair (DC 13), repulsion (DC 15)

STATISTICS

Str 20, Dex 10, Con 15, Int 8, Wis 10, Cha 8

Base Atk +6; **CMB** +12 (+14 bull rush); **CMD** 22 (24 vs. bull rush)

- Feats Great Fortitude, Improved Bull Rush, Martial Weapon Proficiency (greataxe), Power Attack
- Skills Intimidate +8, Perception +13, Stealth +2, Survival +10

ECOLOGY

Environment temperate ruins or underground Organization solitary

Treasure standard

SPECIAL ABILITIES

Natural Cunning (Ex) Minotaurus possesses innate cunning and logical ability. This makes them immune to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Combining the raw power of a minotaur

with the essence of magic, the minotaur are abominations created through a twisted use of Void magic to transform a minotaur into a fearsome protector. Each minotaurus has a ring suspended from the nose, a symbol of its eternal servitude to the Void mage who created them. Dressed in either clothing or armor provided by its creator, each minotaurus is completely different from any other.

The spell used to create a minotaurus was thought to have long been forgotten, lost centuries before the fall of Old Vinnengael. Only recently, the Church in New Vinnengael has received alarming news that the spell has been discovered and that Void sorcerers are creating more of these creatures. Minotaurus are all created for the same purpose—to protect something or someone. This could be anything from a person to a temple to a book of spells to a valuable artifact.

The void mage draws from his own blood, painting intricate symbols on the minotaur's fur. When the spell is complete, the minotaur absorbs some of the magical essence of the Void mage, transforming him into a minotaurus. An iron ring must be pierced through the minotaurus' nose after it is transformed. This iron ring is a sign of the creature's servitude, and as long as it remains, the minotaurus is utterly loyal to the spellcaster. A second, smaller ring is worn by the spellcaster, which enables him to communicate with and control a minotaurus over any distance. If the spellcaster dies, a minotaurus will perform its last command, never moving from the spot. If any mage, either elemental or Void, finds the small ring, that mage may take over command of the minotaurus. The mage may give the minotaurus new orders, which it is bound to obey. A minotaurus will be freed of its orders if its nose ring is remove or destroyed. When that happens, the minotaurus will immediately turn upon the mage who bound it to begin with.



MONITOR

This creature has a body shape of an ape, with four powerful arms and two strong legs.

MONITOR

CR 8

XP 4,800

N Huge construct (Earth)

Init +1; Senses darkvision 60 ft.; Perception +0 DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size) hp 55 (10d10)

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

Immune construct traits, Earth magic

Weaknesses vulnerability to Air magic

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (2d8+7), 2 punches +10 (1d8+3); or halberd +8 (1d10+7), 2 longsword +8 (1d8+3)

Space 15 ft.; Reach 15 ft.

Spell-Like Abilities (CL 8th)

1/day—bull's strength, stone lance (DC10), stone rain (DC 10)

STATISTICS

Str 24, **Dex** 13, **Con** —, **Int** 5, **Wis** 11, **Cha** 3 **Base Atk** +10; **CMB** +19; **CMD** 30

Feats Multiattack, Multiweapon Fighting

SQ Earth subtype

ECOLOGY

Environment any land **Organization** solitary

Treasure none

SPECIAL ABILITIES

Earth Subtype (Ex) Monitors are immune to Earth magic, but vulnerable to Air magic.

Believed to have been created by the Ancients, monitors are powerful, multiarmed constructs that enjoy fighting treating combat as if it were a game.

A typical monitor is more than three times taller than an average human and three times as broad as an average ork. With a body shape similar to that of an ape, a monitor has strong legs, a barrel-like torso, and long, powerful arms that nearly drag the ground. The monitor has an extra pair of smaller arms and is equally adept at using both sets, favoring its upper arms for tasks requiring raw force, and the lower arms for those demanding manual dexterity. The monitor has no neck. The head is located on the upper chest and is protected by the shoulder blades. This limits the monitor's peripheral vision.

Monitors are constructs. Despite their appearance as living creatures, they are actually formed of solid stone covered by flesh. The monitor's outward appearance varies from one monitor to the next. Their flesh may be covered with fur, scales or feathers, if that is what their creators fancied, often corresponding to the rest of the features. (A monitor with a horse's head has fur, whereas a monitor with a rooster's head has feathers.) Only the monitor's head and hands are bare, revealing the stone beneath. Their stone bodies move in a manner similar to that of living creatures.

Each monitor has its own unique head that may be that of a childlike cherub or a snarling wolf. Monitors are usually clad in clothing that seems to have been rich and ornate, possibly ceremonial. Most of such clothing has long since disintegrated, but the odd remnants are always of fine fabric. Many may be adorned with gold or silver jewelry. Monitors almost always carry a long, heavy halberd and a gleaming longsword.

Monitors have a love of combat and will immediately challenge any armed opponent of any race to battle. The one exception to this is the pecwae. No matter how enraged, a monitor will not harm a pecwae and will protect one who appears to be in danger.

Enterprising spellcasters stumbling across a monitor in a forgotten catacomb or in Ancient ruins may try to cast a spell to control the monitor. If he is successful, the monitor reacts to orders with brisk efficiency, obeying all commands except those that might bring harm to a pecwae, enterprising mages might be to which monitor simply refuses to obey, no matter what consequences await.

The number of monitors has decreased over the years and some think they have finally been wiped out. It has been more than a hundred years since the last reported argent in components, including 10,000 sighting.

Monitors fight like gladiators. They are flashy and showy, given to complicated maneuvers that look good, but do little damage. Monitors seek to prolong the fight able to cast Earth magic. Completing the for as long as possible, roaring challenges, taunts and insults. Monitors have no concept of honor among combatants and do not hesitate to fight dirty.

able, after much diligent searching, to find old manuscripts that provide enough description for them to attempt to create a monitor.

The monitor would cost about 75,000 argent for the body, which also requires 2 successful DC 18 Craft (sculpting and leatherworking) checks.

The creator must be 15th level and ritual drains 1,500 XP from the creator and requires these following spells: bull's strength, mage armor, stone lance, stone rain, stone shape, and stoneskin.

Constructing Monitor

The art of constructing a monitor has passed away with the Ancients. However,



MUGWUMP

This lonesome humanoid is about 12 feet tall, in fine brown feathers and has a head that is very avian in appearance.

CR 5

MUGWUMP

XP 1,600

N Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +6 DEFENSE

- AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)
- **hp** 26 (4d10+4)
- **Fort** +2, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee 2 claw +5 (1d6+2), 2 kicks +3 (1d8+2), 2 bone needles +3 (1d4+2),

Space 10 ft.; Reach 10 ft.

STATISTICS

- Str 15, Dex 12, Con 13, Int 14, Wis 15, Cha 10
- Base Atk +4; CMB +7 (+9 trip); CMD 18 (20 vs. trip)
- Feats Combat Expertise, Improved Trip, Multiattack
- Skills Bluff +4, Intimidate +9, Perception +6, Stealth +2, Survival +6; Racial Modifier +2 Intimidate

SQ comprehend languages

ECOLOGY

Environment any remote non-aquatic

Organization solitary or pair (1 adult plus 1 child, extremely rare)

Treasure standard

SPECIAL ABILITIES

Comprehend Languages (Su) A mugwump uncannily understands any language spoken to them (though it rarely, if ever, speaks).

A solitary creature, the mugwump wants only to be left alone.

The mugwump is a humanoid creature standing more than 12 feet tall, covered in fine brown and yellow feathers. Its head is very bird-like, with black eyes and a sharp, downward-pointed beak. The mugwump has no wings or capacity for flight. Its broad shoulders sprout two bony arms with highly specialized hand—the middle of the five fingers is a three-foot-long blade of bone, while the other four fingers sprout six-inch bone needles. The mugwump's legs are thin and almost arachnid-like in appearance, with thick black hairs and sharp spines for raking. Its toes are razor sharp talons the size of shortswords, and twice as sharp.

Left to themselves, mugwumps sit in secluded areas, gazing out over the countryside. They despise companionship of any kind and will not hesitate to attack those disturbing their peace. Mugwumps are found only in remote places: within deep forests, high atop mountains, in the middle of deserts. Their desire for privacy keeps them away from civilization, both their own and that of humans and other intelligent races.

Mugwumps come together only to mate. Several times in their lives, mugwumps succumb to a primal urge to meet others of their kind to breed. They return to their isolation as quickly as possible. Mugwump mothers drive the young out of the nest as soon as they can eat on their own. The young are equally driven to leave home. If mugwumps have a language, they never use it. They do appear to understand what is being said to them in various languages, although they never feel compelled to respond.

Dwarves revere the mugwump for its seemingly wise and contemplative nature. Dwarves believe that if a mugwump would ever speak, it would impart the wisdom of the ages, granting the fortunate dwarf the ability to obtain his heart's desire. Dwarves will go out of their way to meet with a mugwump and attempt to draw the creature into speaking with them. This has led more than one dwarf to disaster, but

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the dwarves are persistent and never stop trying.

Mugwumps attack with their natural swordlike claws and feet, using them to slash their victims' flesh. Mugwumps do not like to kill, but try first to drive enemies away without harming them.

NETMASTER

This odd creature has a bat-like head, no visible limb other than a tail, and butterfly wings that flutter in sparkles as it flies.

NETMASTER

XP 1,600

CE Large aberration

Init +1; Senses darkvision 60 ft.; Perception +7 DEFENSE

CR 5

AC 17, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +6 natural, -1 size)

hp 40 (4d8+12)

Fort +4, **Ref** +2, **Will** +4

DR 5/-

OFFENSE

Speed fly 30 ft. (good)

Melee bite +6(2d6+3) or wing +6(0 plus snare) Space 10 ft.; Reach 10 ft.

Special Attacks snare

Spell-Like Abilities (CL 6th)

At will— *cause fear* (vs. snared creatures only, DC 11), *dissipate life* (vs. snared creatures only, DC 12), *shadow walk*

STATISTICS

Str 17, Dex 12, Con 16, Int 5, Wis 10, Cha 7

Base Atk +3; CMB +7; CMD 18 (can't be tripped)

Feats Dodge

Skills Perception +7, Stealth +6 (+12 in shadow); Racial Modifiers +2 Stealth (+8 in shadow)

ECOLOGY

Environment any land or underground **Organization** solitary or flight (2-12) **Treasure** none SPECIAL ABILITIES

Snare (Ex) Once per round as a full-action touch attack, the netmaster may attempt to ensnare a single opponent of Medium-size or smaller within one of its sticky wings. If the netmaster hits, the target is entangled. To escape, the creature must make a successful Escape Artist skill check (DC 20), or break free with a successful Strength check (DC 25), or deal 10 hit points to the webbed

wing (this does not damage the netmaster, however, whose body repairs the damaged wings with new filaments).

The netmaster snares victims in its sticky wings, then drains them of blood and devours them.

The netmaster is a strange creature that seems to have been torn from the mind of a madman. Possessing the head of a bat, it has small, sharp fangs and leering red eyes. The netmaster's body is vaguely serpentine-for the creature possesses no visible limbs except for its trailing tail. Growing from the creature's side is a pair of butterfly wings that seem to have been woven from spider webs. When in flight, flutter slowly as it flies, apparently just a part of the creature's anatomy, although the wings are not needed for flight. They do, however, unfurl when the netmaster attacks, enabling it to trap the prey within the sticky strands. The adhesive wings smell sweet, like honey with a tinge of sage. When the netmaster is excited, it clicks its teeth together, filling the air with a disconcerting chattering sound like the raking of fingernails over glass.

The netmaster bites the snared victim, opening bleeding wounds, then sucking out the blood. Netmasters retain their prey for days, keeping them trapped in their wings until the victim is completely devoured.

A netmaster's attack is cautious and deliberate. They hover over potential victims, waiting for the opportune time to strike. The netmaster appears to enjoy a victim's terror and will not kill immediately, but drain the blood to weaken the victim, then kill it slowly, over time. Netmasters like small prey and are especially fond of children or small adults.

Netmaster wings ooze a sticky compound prized by alchemists and engineers, while their horns are reputed to be useful in creating magical artifacts

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OOZE, MAGGOT

This is a mass of writing maggots and grubs that slithers across ground in disturbingly audible and squishing noises.

MAGGOT OOZE

XP 800

N Medium ooze

Init +0; Senses blindsight 60 ft.; Perception -4 DEFENSE

CR 3

AC 10, touch 10, flat-footed 10

hp 9 (2d8)

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

Immune acid, ooze traits

Weaknesses vulnerability to Water magic

OFFENSE

Speed 20 ft.

Melee slam +2 (1d4+1 plus acid and disease and grab)

Special Attacks acid, constrict (1d6+1),

disease

STATISTICS

Str 12, Dex 11, Con 11, Int —, Wis 3, Cha 2

Base Atk +1; CMB +2 (+6 grapple); CMD 12 (can't be tripped)

ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

- Acid (Ex) A maggot ooze secretes a digestive acid that quickly dissolves organic material, but does not affect stone or metal. Each time a creature suffers damage from a maggot ooze's acid, its clothing and armor take the same damage from the acid. A DC 17 Reflex save prevents damage to clothing and armor. A wooden weapon striking a maggot ooze takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a maggot ooze remains in contact with a wooden object for 1 full round, it inflicts 20 points of acid damage (no save) to the object.
- **Disease (Su)** Grubrot—acid damage, *save* Fort DC 12, *onset* 1d3 days, *frequency* 1/ day, *effect* 1d3 Str damage and 1d3 Con

damage, *cure* 2 consecutive saves. The acid of a maggot ooze contains a highly virulent disease. When it is introduced into the bloodstream, a creature is infected by grubrot.

Maggot oozes are an amorphous collection of maggots and grubs, summoned through the use of Void magic.

Maggot oozes appear to be a mass of writhing, living maggots and grubs, their small bodies held together by magic to create a single mass. Thousands of white grub and maggots compose the 'body' of a maggot ooze.

A maggot ooze smells of rot and decay, as it exists solely to devour and digest organic matter, its acid eating through flesh and wood with equal ease.

A maggot ooze slithers across ground in much the same way as a snake, the bodies of the maggots and grubs undulating sinuously to give the creature locomotion. When a maggot ooze moves, the whispery sound of its movement and the squishing noise of the writhing maggots and grubs is disturbingly audible.

Maggot oozes are unnatural creatures created through Void magic. However, they also seem able to spawn into being spontaneously, usually in places heavily tainted by the Void. These maggot oozes can grow to incredible size and live for long periods of time.

Maggot oozes are particularly susceptible to water and Water magic. Maggot oozes will not cross any body of water, even a puddle, but instead try to find a way around it.

Maggot oozes attack any living creature they encounter, lashing out with pseudopods to drag prey close and engulf it within their bodies. Maggot oozes secrete acids that help them to digest prey. The Void magic that creates a maggot ooze infuses its acid with a supernatural disease that can be fatal.



PELOPOS

This is a small two-headed bird with colorful plumage.

PELOPOS CR 2 (male) or 3 (female)

XP 600 (male) or 800 (female)

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

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

hp 5 (1d10)

Fort +2, **Ref** +5, **Will** +1

SR 10

OFFENSE

Speed 10 ft., 60 ft. (average)

Melee 2 claws +3 (1d3-1), 2 bites +3 (1d6-1)

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

Special Attacks superior multiattack

- **Spell-Like Abilities** (CL 3rd)
 - 2/day (1/head, all genders)—*feather fall, sound burst* (DC 12)
 - 2/day (1/head, female)—obscuring mist, ray of frost

2/day (1/head, male)—gust of wind (DC 12) STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10 **Base Atk** +1; **CMB -**1; **CMD** 12

Feats Multiattack, Weapon Finesse

Skills Knowledge (nature) +2, Perception +8, Stealth +11; Racial Modifiers +4 Perception

Languages Avian, Tomagai

ECOLOGY

Environment any forest, hill, mountains, and plains

Organization solitary, pair, or wing (3-6)

Treasure standard

SPECIAL ABILITIES

Superior Multiattack (Ex) Because of its two heads, a pelopos does not suffer an attack or damage penalty for its multiple natural attacks.

Pelopos are two-headed intelligent avians serving the elven Wyred as messengers,

friends, and familiars. These creatures have two vulture-like heads. Each head has its own neck, sharing the same body. Their heads are bald, except for a crest of feather-shaped cartilage flaring downward from the middle of both heads. Their eyes are black and intelligent, set into ridges just above their strong beaks. On the bottom of their beaks, pelopos have a bony combspike that can be used for self-defense when the creature is pressed.

The body of a pelopos is covered with brilliant plumage, with males tending toward bright greens and blues, and females scarlet and orange. The long pinions of their wings and their tail feathers are metallic-hued, silvery for males and gold in the females. It is this coloration that has sometimes lends the moniker of seacrests to male pelopos, and firebrands to females.

Pelopos are intelligent creatures, capable of learning and speaking languages to which they are exposed. Most pelopos can speak avian (the language of birds), and fluent Tomagai as well. The two heads often seem to share characteristics akin to one another, much as those displayed by identical twins. It is not uncommon to find the two heads arguing with each other, but both will break off to respond to verbal commands or questions.

Though pelopos enjoy associating with humanoids (particularly with the elves), they tend to be solitary creatures, even avoiding their own kind unless it is mating season. A male and female pelopos only come together long enough to mate. The female then finds some place secretive to lay the eggs, as well as guarding them until they hatch. Once the young pelopos are capable of flight, she leaves them to fend for themselves and returns to her own nest.

Full-grown pelopos are only about two feet long, from beak to talons. Their tail feathers are as long as their body, while their wingspan is more than three times their height, Females tend to be slightly larger than the males.

Most elves consider pelopos to be a contradiction. They are to be held in respect for their affinity with the Air, but the magical qualities of the pelopos and their association with the Wyred halt most elves from speaking about them, or to refer to the pelopos as 'mythical' creatures. Only the elven Wyred have developed a close relationship with these mystical birds. The fortress of the Wyred, Ergil Amdissyn (Floating Castle), is said to have many small niches that hold pelopos nests.

PROW GOLEM

This is an animated prow capable of striking another ship.

PROW GOLEM

CR 5

XP 1,600 N Huge construct Init -1; Senses darkvision 60 ft., lowlight vision; Perception +0 DEFENSE AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size) **hp** 55 (10d10) Fort —, Ref +2, Will -2 **Immune** construct traits Weaknesses vulnerability to fire **OFFENSE** Speed 0 ft. **Melee** slam +16 (2d6+6) Space 20 ft.; Reach 30 ft. Special Attacks bash object STATISTICS Str 22, Dex 8, Con —, Int 4, Wis 1, Cha₁ Base Atk +10; CMB +18; CMD 27 (can't be bull rushed, overran, or tripped) ECOLOGY **Environment** Gargantuan or larger ships **Organization** solitary **Treasure** none SPECIAL ABILITIES **Bash Object (Ex)** A prow golem

hitting an inanimate object or structure deals double damage.

Prow golems were created by a group of orken shamans. This "decorative art" has often surprised enemies orks encounter on the high seas.

Prow golems take many forms: bestial heads and demonic visages, the busts of orken females. When a prow golem is enchanted, it becomes animated so it can help repel borders. Whatever the original decoration, the prow golem takes on a

fearsome demeanor, snarling with rage and bristling with what appears to be lethal wooden splinters.

The prow golem cannot leave its place on the prow of the ship, although it can twist around to attack boarders. If ships are in close proximity, the prow golem attempts to batter through the hull of the attacking ship, snatch sailors from the deck or try to tear down rigging. Orks rarely fight each other, but in the rare event that this occurs, prow golems do attack other prow golems. This is discouraged, if possible, for such battles have often brought disaster on both ships.

Aprow golem's slam attack takes various forms, depending on its construction. The creature obeys its creator and one other usually the captain of the vessel. Its attacks are often directed against the rigging and crew of an enemy vessel. If it is killed, the golem returns to its original form, retaining all its wounds, a snarl of defiance on its face. Dead golems are replaced at the first opportunity in port.

The golem can turn to face its ship's deck to attack crewmen. Although the golem can reposition itself, it is locked in place at the front of the ship. A prow golem cannot use its attack against any target greater than 30 feet from the prow. On a critical hit against a prow golem, apply the damage inflicted to the ship's prow as well.



QABALTA

This creature appears as a skeletal undead in a regal robe, with a greatsword in hand.

QABALTA

CR 10

XP 9,600

- LE Medium undead
- Init +2; Senses darkvision 90 ft.; Perception +16
- Aura fear (30-ft. radius, DC 15), Void taint (30ft. radius, DC 15)
- DEFENSE
- AC 22, touch 14, flat-footed 20 (+2 deflection, +2 Dex, +5 natural, +3 robe armor)
- hp 60 (8d12+8)
- **Fort** +2, **Ref** +4, **Will** +8
- Defensive Abilities rejuvenation; DR 10/ magic; Immune undead traits; SR 15
- **OFFENSE**

Speed 30 ft.

- Melee touch (2d6 drain life, DC 15) or +1 greatsword +7/+2 (2d6+1)
- Spells Prepared (CL 8th)
 - conjuration (2) (DC 18)
 - (DC 17) (3)
 - 2nd—brittle (DC 16), darkness, see *invisibility, touch of idiocy* (2)
 - 1st-ray of enfeeblement (2), shield (2), *Void magic missile* (2)
 - 0—bleed (DC 14), detect magic, pierce rapidly. soul, shadow'd visage

STATISTICS

Str 10, Dex 15, Con -, Int 19, Wis 15, Cha 12 Base Atk +6; CMB +6; CMD 18

- Feats Combat Casting, Empower Spell, Magical Attunement (Void), Martial Weapon Proficiency (sword), Quicken Spell, Scribe Scroll
- Skills Bluff+5, Craft (alchemy)+14, Intimidate +10, Knowledge (arcana) +15, Linguistics +12, Perception +16, Sense Motive +16, Spellcraft +15, Stealth +16; Racial Modifiers +4 Perception, +4 Sense Motive, +4 Stealth
- Languages Elder Speak, Tomagai

SQ shadowmask, tainted by Void, voice of the Void

ECOLOGY

Environment any land and underground **Organization** solitary Treasure double **SPECIAL ABILITIES**

Joint Spellcasting (Su): When casting a Void spell, a Qabalta can draw upon the energies of other Qabalta who are within a 1 mile per HD radius of the caster. These other Qabalta cannot perform any other action in a joint spellcasting. All aiding Qabalta can contribute their life essence to the Qabalta's spellcasting, with each participating Qabalta deciding how many hit points it's willing to spend per spell, and the casting Qabalta footing the remainder (if any).

Qabalta are Void mages who have sacrificed their lives to the Void, becoming undead spellcasters whose mastery of Void magic is nearly unparalleled—even by the Vrykyl.

The Qabalta were once a cult of human 4th-black tentacles, enervation, shadow Void worshippers working in secret to forge a bond with the "forbidden element." 3rd-dispel magic (2), mouth of the Void Calling themselves the "Qabalta" (an ancient Vinnengaelean word meaning 'one who rejects the path'), they were the bane of the Vinnengaelean Church. Some say the Inquisitors were first formed to hunt down this cult—which they did decimate quite

> desperation, In the Inner Circle (comprised of the nine most powerful Void mages of the cult) performed a ritual that would strengthen their tie to the Void and enable them to cast their spells cooperatively over vast distances. The resulting release of Void magic killed most of the Inner Circle and left the rest of the cult members without guidance. The Inquisitors made quick work of the surviving cult members, who were captured, tried, and convicted. The Inquisitors believed they were triumphant in stamping out the cult. They were wrong.

The magic of the ritual transformed the Inner Circle into undead abominationspowerful Void magic. Encouraging the Dark and Death-all titles adopted by belief that they had been destroyed, the known Qabalta. Once indoctrinated, each Inner Circle moved underground. In Qabalta goes his or her separate way. Most secret, they spread across Loerem, slowly prefer to reside in large cities, where they rebuilding their cults. The fall of Old can hide among the populace, or in ancient Vinnengael and the resulting collapse of ruins. Though each establishes his own cult, the Church's power structure allowed the the Qabalta know that there is strength in Qabalta to once more flourish, though they numbers, so most stay close enough to one are extremely careful to keep themselves another for mutual aid. Thus although one cloaked in secrecy, hidden behind their might encounter a Qabalta alone, others of mortal followers.

The process of becoming a Qabalta is unspeakably evil and can be undertaken in life. They pick up many new languages-Qabalta are carefully chosen from the cults. most dedicated Void mages. The Qabalta observes these prospects for years and when a prospective member is close to the point of death, the Qabalta appear, offering "immortality" and power, so long as the process of inscribing the Void-Eye, which mage agree to bind himself to a coven of serves as the conduit between the Qabalta Qabalta. If the mage agrees, he is taken to a location attuned to the Void, where he that enables a Qabalta to communicate and undergoes the Rite of Sacrifice and Rebirth. If the mage refuses the offer, he is killed.

After transformation into a Qabalta, a mage loses all former vestiges of life. call for aid from other nearby Qabalta. Qabalta are nothing more than skeletons, though instead of empty eye sockets, they have gray orbs that seem to absorb and devour the light. Qabalta often dress as they did in life, though many prefer heavy, ornate robes that enable them to appear and other possessions of the Qabalta do not last very long, destroyed by the Void taint that imbues a Qabalta's very existence. Most Qabalta are of human stock, though Eye, though effects empowered by magic, there have been rumors of orks, dwarves, and even elves that have become members of this unholy, undead cult.

The new Qabalta discards his name, his face, his family, his home. Many take Creating A Qabalta on entirely new names, usually grandiose-

"living" skeletons capable of performing of Decay, Heart of Shadows, Mistress of his kind may be near at hand.

Qabalta speak the languages they knew only by a character's own free will. New the better to control the members of their

The Qabalta's Third Eye

An integral part of becoming a Qabalta is the and the Void. It is this magical "third eye" connect with its brethren. If the Void-Eye is harmed by an attack, the Qabalta loses his ability to jointly cast spells or to mentally Additionally, a Qabalta brought to 0 or lower hit points regenerates completely within 2d6 days, so long as the Void-Eye is not damaged. If the Void-Eye is damaged, the Qabalta loses this power.

On any confirm critical hit, there is a more "lifelike." Unfortunately, clothing 50% chance that the Void-Eye has been damaged, effectively weakening the Qabalta's powers. Raw elemental attacks (such as from magic) do not harm the Voidbut not magical themselves (such as the magic weapon spell) may have a chance of damaging the Void-Eye.

"Qabalta" is an acquired template that sounding sobriquets meant to fear the hearts can be added to any humanoid creature of their followers: Judge of Doom. Bringer (referred to hereafter as the "character") provided that he or she is capable of joining in on the Rite of Sacrifice and Rebirth; that is, able to cast Void magic and possessing the Magical Attunement (Void) feat. The character's type changes to "undead." A Qabalta retains all the character's statistics and special abilities except as noted here.

CR: Same as the character +2.

Alignment: Any evil.

Type: The character's type changes to undead. Do not recalculate BAB, saves, or skill ranks. The Qabalta retains all nonmagic-related class features it had in life.

Senses: A Qabalta gains darkvision 90 ft.

Armor Class: The Qabalta has a +5 natural armor or the character's natural armor bonus, whichever is better.

Hit Dice: Increase all of the character's Hit Dice to d12s. As undead, Qabalta use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Abilities:

Defensive Oabalta gains DR 10/magic, SR equal to 10 + 1/2Qabalta's HD Cha modifier, and immunity to cold and electricity (in addition to those granted by traits). undead The Qabalta gains also the following

defensive ability.

Rejuvenation (Su): When a Qabalta is destroyed but its Void Eye remains undamaged, it immediately begins to restore the undead spellcaster's body. This process takes 2d6 days—if the body is destroyed before that time passes, the Void Eye merely starts the process anew. After this time passes, the Qabalta wakens fully healed (albeit without any gear it left behind on its old body).

Speed: Same as the character.

Melee Attack: A Qabalta has a touch attack that it can use once per round as a natural weapon. A Qabalta fighting without weapons uses its natural weapon (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the character has any). A Qabalta armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A Qabalta's touch attack uses

negative energy to drain 2d6 hit points from living creatures, though a target may attempt a Fortitude save at DC 10 + 1/2 Quabalta's HD + Qabalta's Cha modifier to halve the damage. The drained hit points are transferred to the Qabalta to heal an equal amount of damage, though the

Qabalta cannot heal itself beyond i t s

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original hit points.

Special Attacks: A Qabalta retains all the character's special attacks and also gains those described below. Save DCs are equal to 10 + 1/2 Qabalta's HD + Qabalta's Cha modifier, unless otherwise noted.

Fear Aura (Su): A Qabalta not using its shadowmask ability or has the effect compromised is a terrifying sight. Creatures of less than 5 HD in a 30-foot radius that look at an "unmasked" Qabalta must succeed on a Will save or be shaken for a number of rounds equal to the same Qabalta's Hit Dice. A creature that successfully saves cannot be affected again by the same Qabalta's aura for 24 hours. This is a mind-affecting fear effect.

Void Taint Aura (Su): Qabalta are sheathed in an aura of decay and corruption. Inanimate objects within a 30-foot radius of the Qabalta take 1d4 damage per day. Creatures of less than 5 HD within the same 30-foot area must succeed on a Fortitude save each round or take 1d6 nonlethal damage.

Spells: Qabalta are advantaged in Void magic and retains all its Void spellcasting abilities but loses those for all other magic elements. A Qabalta must sacrifice its life essence as normal when casting Void spells. In addition, it loses the ability to use all non-Void elemental magic and elemental spell-like abilities. Spell-like abilities without elemental designations, such as those of druids and rangers, are retained, as are those of evil alignment (such as *inflict wounds*).

Abilities: Int +2, Wis +2, Cha +2. Being undead, a Qabalta has no Constitution score.

Skills: Qabalta have a +4 racial bonus on Perception, Sense Motive, and Stealth checks. A Qabalta always treats Bluff, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the character. **Special Qualities:** A Qabalta retains all the character's special qualities and gains those described below.

Shadowmask (Su): At will, Qabalta are able to cloak their features with a dim, shadowy mask of humanity. This adds a +15 circumstance bonus to Disguise checks when attempting to blend in with humanoid creatures, though it does nothing to disguise the Void taint that imbues their bodies. Direct exposure to sunlight and magical light sources (such as continual light) dispels the shadowmask, which is why many Qabalta stay cloaked in heavy, concealing robes even when not using this ability. Dominion Lords can automatically sense the presence of a Qabalta, though the Dominion Lord may not be able to pinpoint the exact location.

Tainted by Void (*Su*): A Qabalta is permanently tainted by Void. The only way for it to heal damage is through the use of Void magic and their drain life touch.

Voice of the Void (Su): At will, a Qabalta may mentally speak with any other Qabalta within a radius of 1 mile per HD. This communication is two-way but not intrusive. It does not permit the Qabalta to read thoughts or exert mental domination over another. It is enough, however, to provide a focus for the Joint Spellcasting ability.

Special Abilities: A Qabalta retains all the character's special abilities and gains the special ability described below.

Joint Spellcasting (Su): When casting a Void spell, a Qabalta can draw upon the energies of other Qabalta who are within a 1 mile per HD radius of the caster. These other Qabalta cannot perform any other action in a joint spellcasting. All aiding Qabalta can contribute their life essence to the Qabalta's spellcasting, with each participating Qabalta deciding how many hit points it's willing to spend per spell, and the casting Qabalta footing the remainder (if any).

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QUILLION

This is a small creature appearing as a cross of a badger and an anteater, with quills of various lengths all over its body.

QUILLION

XP 200

N Tiny animal

Init +2; Senses low-light vision, scent; Perception +4

CR 1/2

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 2 (1/2d8)

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

Defensive Abilities spiked quills

OFFENSE

Speed 30 ft., burrow 5 ft.

Melee bite +0 (1d4-2)

Ranged quill +2 (10 ft., 1d3-1 plus numbness)

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

Special Attacks numbress

STATISTICS

Str 2, Dex 14, Con 10, Int 3, Wis 6, Cha 4

Base Atk +0; **CMB** -6; **CMD** 6 (10 vs. trip)

Skills Climb +6, Perception +4, Stealth +10; Racial Modifiers uses Dex to modify Climb, +2 Perception

ECOLOGY

Environment any forest

Organization pluck (2-8)

Treasure none

SPECIAL ABILITIES

- Numbness (Ex) Quill—injury, save Fort DC 12, frequency 1/round for 6 rounds, primary effect 1d4 Dex damage, secondary effect paralysis for 1d4 minutes. Quillion quills have a numbing toxin on their tips. It does not, however, affect creatures of Huge size or larger.
- Spiked Quills (Ex) A living creature grappling or hitting a quillion with any natural weapon must succeed on a DC 15 Reflex save to avoid being struck by 1d4 quills.

The quill-flinging quillion brings down its prey with its poison-tipped projectiles.

A quillion is no larger than a badger or small fox, resembling a spiny cross between a badger and an anteater. Its "quills" are actually a number of bony spikes sprouting from its body at virtually every angle that would not interfere with movement. It possesses tusks for biting, and small spines on the end of its long nose. The creature's thick, bushy tail ends in dozens of spiny quills that can be fired by the quillion at will. Quillions have dark coloration, which in combination with their small size helps them hide in their forest homeland. They nest deep in the underbrush, digging small holes and covering them with twigs and leaves.

Quillions are predators, firing their quills at other forest creatures. The quills contain a numbing toxin that does not kill, but will slow down the victim so that the stubby-legged quillion can catch it. Thus the quillion is capable of killing and devouring creatures much larger than itself.

Quillions prefer to hunt in packs. They are experts at coordinated assaults, either with others of their kind or other predators in the forest. In the former, as many as eight quillions position themselves to fire quills from several directions, confusing enemies and overwhelming them with the barrage. In the latter case, quillions join a conflict uninvited, hoping to bring down a victim in the confusion. Adventurers beset by enemies in the woods may find themselves pelted with the creatures' quills, an annoyance that might sway the course of battle. Quillions fire at anyone engaged in battle and never play favorites.

Quillion quills are often crafted into pen tips. Quillion quills are highly prized by Trevenici, who fashion them into jewelry or use them as needles. Quillions attack with their quills first, then bite only to finish off their prey. The quillion's toxin is valued by alchemists and healers.

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RANEAD

This creature looks like an ordinary silver fox, though its silver-blue eyes sparkle with signs of intelligence.

CR 4

RANEAD

XP 1,200

CG Tiny magical beast (Air, incorporeal)

Init +4; Senses darkvision 60 ft., low-light vision, scent, spiritsight; Perception +5 DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 16 (3d10)

Fort +3, **Ref** +7, **Will** +2

Defensive Abilities incorporeal in moonlight; **Immune** Air magic; **SR** 15

Weaknesses vulnerability to Earth magic

OFFENSE

Speed 30 ft.

Melee bite +9 (1d6-2) (1d6-2)

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

Spells Known (CL 3rd)

- 1st (7/day)—*Air magic missile, command, feather fall, longstrider*
- 0 (at will)—detect magic, mage hand, message, ray of frost, read magic

<u>STATISTICS</u>

Str 6, **Dex** 18, **Con** 10, **Int** 12, **Wis** 12, **Cha** 16 **Base Atk** +3; **CMB** -1; **CMD** 13 (17 vs. trip)

Feats Silent Spell, Weapon Finesse

Skills Acrobatics +8, Diplomacy +7, Escape Artist +6, Perception +5, Sense Motive +5, Stealth +12; Racial Modifiers +2 Diplomacy, +2 Sense Motive

Languages Tomagai

SQ Air subtype, spirit endurance

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Air Magic Affinity (Sp) All ranead possess an innate affinity for Air magic and able to cast Air spells as at least a 3rd-level Air sorcerer. A rare few ranead are higher level casters, and these tend to serve the Ancestors of the more higher ranked Families. The ranead who serve the Ancestors of the Shield and the Sword are the most powerful of the raneads, known as holy raneads, the oldest and wisest of their kind. Holy raneads have often expanded their mastery of magic into other elements. Like elves, ranead are advantaged in Air magic and disadvantaged in Earth magic.

- Air Subtype (Ex) Immune to Air magic, vulnerability to Earth magic.
- **Incorporeal in Moonlight (Su)** Under moonlight a ranead can become incorporeal, passing from the physical world into the realm of spirits.
- **Spirit Endurance (Ex)** While in spirit form (i.e., in moonlight), they are tireless—able to run twelve hours without need for rest or sustenance.
- **Spiritsight (Su)** The eyes of a ranead can see perfectly even in supernatural darkness, and they can also see incorporeal and invisible creatures.

Spiritual messengers from the elven ancestors, the raneads bring messages from beyond the grave to those elves without access to their family shrine.

To the untrained eye, raneads resemble ordinary silver foxes, no larger than the size of a small house cat. Their eyes are milky silver-blue orbs that shine with intelligence and wisdom. A ranead's eyes glow even in absolute darkness, piercing the shadowy wall of life and death.

Part-spirit, part-flesh and blood, raneads are able to physically transport themselves into the spirit world, becoming incorporeal, whenever they are struck by moonlight. When they shift, their fur changes colors, rippling with a bluish aura that is visible to the naked eye.

Elves know these creatures and wish them god-speed. Uniformed humans seeing the raneads, however, spread tales of elves summoning ghosts and demons, further widening the gulf between elf and human.

The ranead act as messengers for those elven ancestors choosing to remain in the mortal world and advise their descendants. A ranead typically brings urgent news to an elf who has traveled far from his family's shrine. For many years, since the fall of Old Vinnengael, the number of raneads appeared to be dwindling; with sightings so few that many younger elves consider the raneads little more than a bedtime story. Recently, however, when the Tromek Portal fell to the taan forces of Dagnarus, some of these young elves who once scoffed at the idea of the ranead have found themselves blessed by a sudden, unexpected meeting bearing important news. When pressed into combat, raneads can be fierce opponents, relying upon their magic or their ability to go incorporeal to take on their foes. Able to cast their spells while incorporeal, and mastering the ability to cast spells without speaking, raneads use their spells to distract and disable enemies, then escape in the confusion.

RAZORTHORN

This is a huge network of thorn-studded vines, draped across low-hanging tree bough.

RAZORTHORN

CR 7

XP 3,200 N Huge plant

Init +; Senses blindsight 30 ft., low-light vision; Perception +0

DEFENSE

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

hp 76 (8d8+40)

Fort +11, **Ref** +2, **Will** +3

Immune bludgeoning, plant traits

OFFENSE

Speed 0 ft.

Melee slam +10 (2d4+4 plus grab and poison) **Space** 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6 plus poison), thorn burst

STATISTICS

- Str 19, Dex 10, Con 20, Int -, Wis 13, Cha 9
- Base Atk +6; CMB +12 (+16 grapple); CMD 22 (can't be tripped)

SQ camouflage

ECOLOGY

Environment temperate and warm forest

Organization solitary or patch (2-4)

Treasure none

SPECIAL ABILITIES

- **Camouflage (Ex)** Since a razorthorn looks like a normal plant when at rest, it takes a successful Perception check (DC 20) to notice it before it attacks. Those with Survival or Knowledge (natural) can use those skills instead of Perception to notice the plant.
- **Poison (Ex)** Thorns—injury, *save* Fort DC 15, *frequency* 1/round for 2 rounds, *effect* 1d3 Con damage, *cure* 1 save.
- **Thorn Burst (Ex)** Once every three rounds as a full-action, a razorthorn can release a spray of its poison-tipped needles in a burst centering on itself, dealing 2d6 damage to all living creatures inside a 15-foot radius (DC 15 Reflex save to avoid). Creatures

taking damage from the thorn are also subject to its poison.

Despite its innocuous appearance, razorthorns are carnivorous plants that fertilize themselves with the decaying corpses of their prey.

A mature razorthorn plant resembles a network of thorn-studded vines, usually draped across low-hanging tree boughs. This appearance is deceptive, however, for the razorthorn is a single plant, stretching its body out over a wide area to give it a better hunting ground. At either end of the plant is a crimson blossom, about the size of an ork's fist. These blossoms act solely as the plant's digestive tracts, letting it feed from the fallen bodies of its prey.

Razorthorn plants had no ability to distinguish creatures and attacks anything that brushes up against the plant, be it a rabbit or a giant. It kills by poison thorns or squeezing the life out of its prey.

Razorthorn vines and blossoms can be used for a wide variety of purposes. A razorthorn blossom is considered a fine essences of quality for plant-related spells, as well as a primary component in numerous medicinal teas and poultices. The Nimrans make a heady wine, known as Heart's Blossom, from the petals of the razorthorn. Heart's Blossom is extremely potent, and bottles of the vintage can sell for more than 100 orgents.

Razorthorn poison does not work long after the death of the primary plant. The thorns lose their potency less than five minutes after being separated from the vine, and alchemists have had little luck in recreating it.



REED STALKER

At first glance, it appears to be no more than a patch of reeds. A closer look reveals them to be growths on the back of a turtle-like creature but without the outer shell.

REED STALKER

XP 400

N Medium magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

CR 1

DEFENSE

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

hp 15 (2d10+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft.

Melee bite +5 (1d6+3 plus grab)

Space 5 ft.; Reach 10 ft.

Special Attacks drowning

STATISTICS

Str 16, Dex 12, Con 15, Int 2, Wis 12, Cha 2

- Base Atk +2; CMB +5 (+9 grapple); CMD 16 (20 vs. trip)
- **Skills** Perception +5, Stealth +5 (+9 when submerged); **Racial Modifiers** +4 Stealth when submerged

ECOLOGY

Environment warm marsh and aquatic

Organization solitary, cluster (2-5), or colony (6-12)

Treasure standard

SPECIAL ABILITIES

Drowning (Ex) A reed stalker grabbing a creature with its mouth will hold it underwater and attempt to drown it.

Lurking just below the murky surface of ponds and lakes, reed stalkers are slow but powerful hunters who use their weight advantage to pin their prey.

A reed stalker lumbers along the edge of swamps and marshes. Resembling an enormous turtle, it lacks the turtle's thick outer shell. An air breather, the reed stalker cannot float or swim, and must rely on

a series of ten-foot-long reedlike shafts that rise from its back for breathing while submerged. Since these breathing tubes resemble actual reeds, they help disguise the reed stalker's location.

A reed stalker's head is oval shaped with a large, tooth-filled mouth and stubby nose. The eyes are extremely large and pale, with black irises large enough to take in the dim light of the marshy water. A reed stalker's natural coloration is a motley of greens and browns, allowing it to blend in with its murky surroundings. The reed stalker's short legs end in wide feet to secure footing and stability in the murky bottom of stagnant water.

A reed stalker is a predator in the swamp land. Since most animals native to the swamp learn to avoid them, the stalker turns to those creatures unfamiliar with the dark ways of the swamp, attacking creatures who come close to the edges of the swamps such as deer and humanoids. A stalker's hunting tactics are simple - lie in wait, then pounce quickly. The stalker drags its victims underwater, pinning them with its enormous weight until they drown. A reed stalker's hide is tough and water repellent. A whole hide can demand a high price in city markets, particularly to ork merchants, who find it useful in making water-repellent, extremely durable, leather armor. Nimran pearl divers use the reeds from the back of the stalker as breathing tubes.

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RIBSNAPPER

This creature appears to be an ogre, but with much shorter legs and much longer arms. It also has two spiral horns on its head.

CR 4

RIBSNAPPER

XP 1,200

CE Large aberration

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

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 30 (4d8+12)

Fort +4, **Ref** +2, **Will** +4

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (2d6+4 plus wounding)

Space 10 ft.; Reach 10 ft.

Special Attacks wounding

STATISTICS

Str 19, Dex 12, Con 16, Int 7, Wis 10, Cha 8 Base Atk +3; CMB +8; CMD 19 Feats Power Attack

Skills Climb +9, Perception +5

ECOLOGY

Environment temperate and warm hill, mountain, and underground **Organization** solitary or gang (2-5)

Treasure standard

SPECIAL ABILITIES

Wounding (Ex) A ribsnapper's attack leaves a gaping wound. Any creature damaged by the ribsnapper's claw bleeds for 1 additional point per round thereafter until healed (DC 18 Heal check or healing magic). The bleeding effect stacks with multiple wounds.

Ribsnappers are ogres that have devolved into cannibalism—feeding on the still beating hearts of their enemies.

At first glance, ribsnappers appear to be ogres, yet there are a few marked differences between them. Though both average about ten feet in height and weigh more than 600 pounds, the ribsnapper's legs are much shorter and their arms are much longer than an ogre's. The powerful,

long arms of the ribsnapper have enormous three-fingered hands, each finger tipped by spike-like claws. These hands are jointed in a way that they can be compressed to form a wedge used to stab and then rip open a creature's chest cavity, permitting the ribsnapper to pull out the creature's heart (to be devoured).

The blubbery flesh of a ribsnapper is mostly hidden beneath a thick, dirty pelt of brownish hair. What flesh that can be seen beneath the mangy pelt is a pulsating reddish-pink in color, heavily crossed by dark blue veins. Two horns spiral out from the ribsnapper's head, another marked difference between it and its ogre cousins.

Ribsnappers are considered an abomination not only by all civilized races (dwarves, elves, humans, and orks), but also by ogres and giants. Ogres have even been known to ally with humans and others to hunt down and slay ribsnappers.

Dunkargans hold annual hunts for ribsnappers, banding together to search out and slay them. It is said that during the Dunkargan civil war, warring armies would cease fighting each other and join together to clear out bands of ribsnappers. Every nation in Loerem offers bounties on these creatures.



SANDSHOCKER

This creature reminds one of a giant centipede, with a long, serpentine tongue that flicks constantly.

CR 5

SANDSHOCKER

XP 1,600

N Large magical beast

Init +1; Senses tremorsense 60 ft.; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 25 (3d10+9)

Fort +6, **Ref** +4, **Will** +2

Defensive Abilities magnetize **DR** 5/magic; **Immune** electricity

Weaknesses metal weapon attraction

OFFENSE

Speed 40 ft., burrow 10 ft.

- Melee 2 pincers +7 (1d6+5 plus grab), bite +2 (1d4+2 plus 2d4 electricity)
- **Ranged** jolting tongue +4 (touch, 20 ft., 0 plus 2d6 electricity)
- Space 10 ft.; Reach 10 ft.

Special Attacks constrict (pincer, 1d6+5), jolt STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 5, **Wis** 12, **Cha** 10 **Base Atk** +3; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Power Attack

Skills Perception +5

ECOLOGY

Environment any warm desert or plains

Organization solitary or cluster (2-5)

Treasure none

SPECIAL ABILITIES

- Jolting Tongue (Ex) By forgoing its pincer and bite attacks, the sandshocker can make a tongue lash. This is a ranged touch attack up to 20 feet away. A creature struck by the tongue must succeed on a Fortitude save (DC 16) or take 2d6 electricity damage.
- Magnetize (Ex) The carapace of a sandshocker is heavily saturated with magnetic alloy. Any metal object or weapon striking the sandshocker immediately becomes stuck on the carapace, requiring the wielder to succeed on a combat maneuver check as a standard action to pry it free. Any metal

objects attached to the sandshocker for more than 2 consecutive rounds requires a Fort save (DC 16) or are ruined from the magnetic exposure.

Metal Weapon Attraction (Ex) Unfortunately, the sandshocker's magnetic carapace also makes the creature easier to hit with metal weapons (at least on the first strike of an attack), granting them a +4 circumstance bonus to attack rolls against the sandshocker.

Terrors of the desert, the giant, centipedelike sandshockers are aggressive and brutal predators that have developed a taste for flesh.

A sandshocker resembles a giant centipede with a long segmented body supported on hundreds of small tentaclelike legs. The sandshocker's head is protected by a bony plate stretching up over its forehead, giving it a 'crowned' appearance. Its eyes are large, black, and disturbingly humanlike, set in a bestial face. The mouth is circular with small, sharp teeth that enable the sandshocker to tear flesh or crush rock.

A long tongue, constantly flicking out snakelike to taste the air, protrudes from the creature's mouth. The mouth is protected by two bony plates, one on either side, that also act to protect the sandshocker's claws, which are set just underneath the sandshocker's chin. Bony plates continue down a sandshocker's back, their stark white color bright against the sandshocker's sparkling gray-gold skin. Dark blue spots arranged in irregular patterns line the sandshocker's back from the top of its head to the tip of its tail.

A sandshocker's body is a natural electrical conduit, constantly generating a magnetic field. This attracts metallic objects that bind with the creature's skin as it burrows through the soft earth. Keen-nosed individuals can often detect a sandshocker from a tell-tale scent of burnt ozone that permeates the air in a 100-foot radius around the sandshocker (even when it is underground). At night, it is possible to see tiny arcs of electrical current coursing along the entire length of the sandshocker's body.

After a sandshocker is killed, the

creature's magnetic properties dissipate as the entire outer layer of the sandshocker's skin flakes away. The bony plates, laced with veins of iron, are extremely durable. As resilient as metal, the plates possess the lightness of bone (treat equipment made from the bony plates as being equal with metal weapons but at one-half weight) and are highly valued as armor.

Sandshockers hide beneath the desert sand, waiting to detect movement above

before rising from the sand to attack. Just prior to attacking, sandshockers give off a smell of ozone that can serve as a warning to most creatures (automatically detectable to creatures with the scent ability).

Sandshockers attempt to use their tongues to shock their prey into submission before devouring them. The mouths of the sandshocker are too small to devour large pieces of meat.

SCORPION CACTUS

This is a small cactus plant with a "tail" resembling that of a scorpion.

SCORPION CACTUS

XP 400

N Small plant

Init +1; Senses low-light vision, sense distress (1 mile); Perception +0 DEFENSE

CR 1

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size) hp 4 (1d8)

np 4 (100)

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

Immune plant traits

OFFENSE

Speed 1 ft.

Melee tail sting +0 (1d4 plus grab and poison) **Space** 3 ft.; **Reach** 5 ft.

Special Attacks drain fluids, poison

STATISTICS

Str 10, Dex 12, Con 10, Int 2, Wis 6, Cha 8 Base Atk +0; CMB -1 (+3 grapple); CMD 10 (can't be tripped)

ECOLOGY

Environment any desert

Organization solitary, plague (2-12)

Treasure none

SPECIAL ABILITIES

- **Drain Fluids (Ex)** A scorpion cactus can drain fluids from a creature grappled with its tail, dealing 1 Str, Dex, and Con damage each round. Typically, scorpion cactus prefer to drain unconscious, dying, or otherwise helpless creatures.
- **Poison (Ex)** Tail Sting—injury, *save* Fort DC 12, *frequency* 1/round for 6 rounds, *effect* 1d4 Str damage, *cure* 2 consecutive saves. The scorpion cactus' poison saps the Strength of an affected creature.
- Sense Distress (Su) A scorpion cactus is able to sense the emotional distress of a creature brought on by pain or injury within a 1-mile radius.

Using its stinger tail to drain its victims of fluid, scorpion cactus is the scourge of the

desert. It is a small plant that feeds upon the fluids of the dead and dying on the open desert. The main part of the plant is the watermelon-sized reservoir that grows on the surface. Slender roots descend from this yellow and orange, spine-covered globe, acting like hands to dig into the sand to collect fluids and acting like legs to move the plant slowly across the dunes. The plant has a four-foot-tall spiny branch armed with a sharp, pointed stinger that is remarkably similar in shape and function to a scorpion's tail. The stinger tail extends from the back of the reservoir and curves up and over the top of the plant.

The scorpion cactus' needles are clustered in sixes: one three-inch-long needle set in the center of five one-inch needles. There are 50 to 60 such needle clusters on the reservoir and tail. Although it can move, the scorpion cactus prefers to sit quite still, waiting to sense the next victim, its stinger tail swaying gently in the hot winds. Like most plants, the scorpion cactus senses water and seeks it out. Whether the victim is dead or alive, the cactus inserts its stinger to draw out precious fluids. Since every scorpion cactus within a mile of a dying creature receives the signal, many may slowly encroach on the unfortunate victim and join forces to relieve it of moisture.

Desert dwellers hate the scorpion cactus and destroy them when they find them. The cactus are prolific, however, and hard to kill. A cactus must be burned and its ashes scattered to destroy it. If even a small part remains alive, it sends down roots and grows into a mature plant. If a cactus dies naturally, another grows from the rotting remains.

A scorpion cactus' stinger is a sign of virility amongst the Karnuans, and wearing one on a necklace draws the eye of young women.

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SEA DRAKE

This is a long, sinuous creature with a head like that of a moray eel, and sleek, serpentine body.

SEA DRAKE

XP 4,800

N Huge animal (aquatic)

Init +4; Senses blindsense 60 ft., keen scent, low-light vision; Perception +10

CR 8

DEFENSE

AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, -2 size)

hp 66 (12d8+12)

Fort +9, **Ref** +12, **Will** +5

- OFFENSE
- Speed swim 45 ft.

Melee bite +14 (2d8+7 plus poison) or tail slap +14 (1d4+7 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (tail, 1d4+7), poison STATISTICS

Str 24, Dex 18, Con 13, Int 2, Wis 12, Cha 2

Base Atk +9; CMB +18 (+22 grapple); CMD 32 (can't be tripped)

Feats Power Attack

Skills Perception +10, Swim +16

ECOLOGY

Environment any aquatic

Organization solitary or clutch (3-6)

Treasure none

SPECIAL ABILITIES

- Keen Scent (Ex) A sea drake can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.
- **Poison (Ex):** Bite—injury, *save* Fort 16, *frequency* 1/round for 6 rounds, *effect* 1d4 Con damage, *cure* 2 consecutive saves.

Fierce predators of the ocean depths, sea drakes are eel-like creatures that prey on large marine life.

A sea drake's beady, golden eyes, set just above its snout, are protected by a film coating that filters out bright lights. Its jaw is lined with rows of small, sharp teeth. The

body is covered with fine scales that range in hue from a dark emerald at its neck to a soft, muted pale green at the tip of the tail. Darker stripes of blue run along the back, as well as the wing-like fins located just below the creature's neck. Spines, also dark blue in coloration, decorate the upper portion of the sea drake's neck, head, and the leaf-shaped tip of the sea drake's tail.

With its sinuous body, a sea drake can wrap itself around its prey and crush it in powerful coils. Though the sea drake's body looks thin and fragile, it possesses an incredible strength, capable of immobilizing almost any creature it can wrap itself around.

Sea drakes are one of the few aquatic predators even sharks tend to avoid. Orks are ambivalent towards sea drakes, and sighting one can be considered either a good or bad omen, depending upon what the sea drake is doing when it is spotted. Some orks believe that wearing a belt or baldric made from sea drake hide offers protection against sharks, since sharks can smell a sea drake a great distance away.

Sea drakes first seek to immobilize their prey by crushing victims in their powerful coils and weakening them with their poisonous bite. Only when their victims no longer struggle do sea drakes seek to devour their prey.



SEAWRAITH

This humanoid creature appears to be a waterlogged corpse with a bloated body, swollen eyes and tongue.

CR 1

SEAWRAITH

XP 400

CE Medium undead (aquatic)

Init +1; Senses darkvision 60 ft.; Perception +1 DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +1, **Will** +4

Immune undead traits

Weaknesses water dependency, whale charm aversion

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +3 (1d6+2), 2 claws +1 (1d3+1)

Special Attacks seawraith's kiss

STATISTICS

Str 14, Dex 12, Con —, Int 4, Wis 12, Cha 14 Base Atk +1; CMB +3; CMD 14

Feats Multiattack

Skills Stealth +5, Swim +6

ECOLOGY

Environment any aquatic

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

Treasure none

SPECIAL ABILITIES

- Seawraith's Kiss (Su) A seawraith that successfully grapples and pins an opponent locks it in a kiss and blows seawater into the humanoid's lungs. The humanoid must make a Constitution check each round in the seawraith's embrace to avoid drowning. The seawraith offers those failing the check a chance to "live forever" by giving their souls to the Void. Those who consent to the proposition die, their bodies taken over by the Void and become seawraiths themselves.
- Water Dependency (Ex) A seawraith cannot remain out of water for more than 30 minutes, after which they begin drying up and turning to powdery dust.

Whale Charm Aversion (Ex) A creature wearing a charm made in the image of a whale that is specifically crafted to protect against seawraith repels it automatically.

Seawraiths are animated, waterlogged corpses that prey upon shipwrecked sailors and pearl divers.

Seawraiths are drowning victims who choose at their dying moment to give themselves to the Void for what they believe is eternal life. They find out too late that they have been tricked by other seawraiths into becoming undead zombies. The primary goal of a seawraith is to lure others into sharing its terrible fate.

The seawraith resembles a corpse that has been in the water for weeks. Its body is bloated, its flesh loose and hanging off its bones, its eyes and tongue swollen grotesquely. It wears the clothes it wore when it was drowned, though these disintegrate over time. The seawraith is no longer recognizable as the person it once was, for it has lost all distinguishing features.

Seawraiths often follow seagoing vessels in order to lure more souls to the Void. When a ship flounders and the sailors are cast into the sea, a seawraith visits each one as he is drowning, offering the Void as an alternative to a painful end. Orks do all that is possible to save someone from drowning, but, if they fail, they refuse to recover the body for fear it has changed into a seawraith. If orken sailors spot a seawrath lurking about their ship, they ring bells, blow horns of conch shells, shout and holler and beat on drums, for they believe that seawraiths—because they are used to living in the eternal quiet of the ocean cannot stand loud noise. Dolphins are said to drive away seawraiths, as do whales.

Nimran and orken sailors often wear whale charms in the belief that these will protect their souls from a seawraith. The charms are made in the image of a whale and can be made of metal—often silver or gold—or carved of gemstone, generally turquoise or aquamarine.

The seawraiths' chief motivation in following a ship is to try to scuttle and sink it with all hands on board. Failing this, they try to cause sailors to fall overboard, or even board a ship in the dead of night and "kiss" victims. Seawraiths cannot live long out of the ocean waters. If they are away from the sea for over half-an-hour, they dry up, their bodies turning to a white, substance that chalk-like is harmless and is soon blown

away by the wind.

Seawraiths do not mind boarding ships, for they know they can always dive back into the water. Seawraiths very rarely venture onto land and, when they do, try to stay within sight of the ocean.

Clumsy as water-logged zombies, seawraiths have no combat skills. Their goal is lure others to Void to share their fate and they do this with a "kiss of death." The seawraith may opt to embrace a living opponent instead of making a normal attack. Wearing a whale charm, however, the thwarts a

seawraith's effort and compels it to withdraw.

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SHARGOYLE

This is a four-limbed creature with broad wings and a very gargoyle-like appearance.

SHARGOYLE

XP 800

N Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision; Perception +6 DEFENSE

CR 3

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +3

Defensive Abilities camouflage

OFFENSE

Speed 30 ft., fly 45 ft. (average)

Melee 2 claws +6 (2d4+4 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks fling, pounce, rake (2 claws, +6, 1d4+2)

STATISTICS

Str 18, Dex 12, Con 15, Int 8, Wis 15, Cha 4 Base Atk +4; CMB +9 (+13 grapple); CMD 20 Feats Flyby Attack Skills Fly +6, Perception +6, Stealth +1 Languages shargoyle

SQ camouflage

ECOLOGY

Environment any mountain

Organization solitary

Treasure standard

SPECIAL ABILITIES

- **Camouflage (Ex)** Since a shargoyle looks like a normal stone gargoyle statue when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use the skill instead of Perception to notice the creature.
- Fling (Ex) A shargoyle can fling a creature grappled with its claw up to 40 feet away for 4d6 damage.

Aerial predators, shargoyles are often confused for living gargoyles, though their crystalline eyes and apparent lack of a head lend instant recognition to experienced adventurers.

A shargoyle has broad wings, four limbs, and is vaguely humanoid in appearance. Its face and sensory apparatus are in reality part of its chest, which remains covered by the wings when the creature is not in flight. This gives the shargoyle the appearance of being 'headless.' The wings can unfurl enough to let the shargoyle see and sense its surroundings. Its eyes are a cluster of crystalline orbs tucked beneath a leathery fold that also serves as mouth.

Toothless, the shargoyle must shred its prey thoroughly before swallowing. The four limbs are identical, each jointed twice with a two-clawed talon on the end. The joints are extremely flexible, permitting a near-360-degree rotation at the shoulder and elbow. A shargoyle's wings are broad and thick, usually a mottled gray in color, with darker black streaks forming vein-like patterns that resemble stone. Whenever the shagoyle perches or sits, it takes on the appearance of a stone gargoyle.

A shargoyle is highly territorial, driving off other predatory flyers. It warns rivals away with a loud shriek. As it flies, it watches for the movements of small animals. The shargoyle dives from the air to snatch its prey, then carries it back to the rocky heights to be shredded and consumed. Larger enemies are torn apart where they fall. Shargoyles sometimes leave the carcass of a kill on the ground to lure scavengers that it can attack later.

The shargoyle is more intelligent than most avian predators. They mate for life. Both parents supervise the hatching and nurturing of their young. Shargoyles can be tamed and serve as scouts or defenders, so long as they are not forcibly removed from their territory. Shargoyles held in captivity in unfamiliar surroundings quickly sicken and die.

Shargoyles are attracted to shiny objects and collect them in the nests and crags.

Parties of adventurers carrying swords and/or jewels draw them like magnets. The elves are known to have befriended multiple wings of shargoyles, using them to protect their eastern mountains from marauding dwarves. Shargoyles rarely attack elves.

Shargoyles have a crude form of communication - a combination of squawks and grunts that can easily be imitated by those who have spent some time studying them. Pecwae are able to communicate with shargoyle without any difficulty.

SHROOMER

This creature, with its oblong and gray body, can easily be mistaken for a large mound of dirt or a small hill.

SHROOMER

XP 3,200

N Large animal

Init +0; **Senses** tremorsense 60 ft.; Perception +7

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 68 (8d8+32)

Fort +9, **Ref** +5, **Will** +2

Immune natural poisons and toxins

OFFENSE

Speed 15 ft.

Melee bite +8 (2d6+4), 2 slams +3 (1d6+2)

Space 10 ft.; Reach 5 ft.

Special Attacks spore cloud

STATISTICS

Str 19, Dex 10, Con 18, Int 2, Wis 10, Cha 8

Base Atk +6; CMB +11; CMD 21 (can't be tripped)

Skills Perception +7, Stealth +3

ECOLOGY

Environment any marsh

Organization solitary or patch (2-6)

Treasure none

SPECIAL ABILITIES

Spore Cloud (Ex) Toxic Spores—inhale, save Fort DC 18, frequency 1/minute for 2 minutes, effect 2d4 Con damage, cure 1 save. The growth of mushrooms along the shroomer's back provides it with an innate protection against most living creatures. If this patch of mushrooms is disturbed, such as from an attack or the shroomer itself scraping the surface with its arms (a standard action), a burst of toxic spores bursts from the mushrooms to fill a 15-foot radius (centered on itself).

Resembling terrain more than a living creature, a shroomer can be dangerous to those who do not watch where they are walking.

CR 7

A shroomer has an oblong, fleshy body that is low to the ground. Seen up close, its flesh appears gray and rubbery, similar to that of a slug. From a distance, it is often mistaken for a mound of dirt or a small hill.

The underside of a shroomer is covered by hundreds of small legs that provide limited mobility. These legs surround a wide, toothless maw and a ropelike tongue on the creature's underside. The shroomer has no visible eyes or ears, instead possessing a series of small sensory organs clustered around the outside edge of its body for it to sense approaching creatures. On either side of its body, the shroomer has two finlike arms that it uses to gather the mushrooms growing on its backs.

Shroomers live near bogs, where they keep themselves damp and covered with dirt. By plunging through streams or murky ponds, they accumulate deposits of silt and decaying plants on their backs, while providing the mushrooms with a place to grow. Secreting a fertilizing chemical through their skin and providing sufficient heat from their bodies and plenty of moisture, shroomers are living mushroom farms. The shroomer lives off its crop of mushrooms. It feeds by sweeping an enormous arm over its back, harvesting the growing mushrooms, then swiping the arm along its tongue, licking it clean. Then the process begins anew.

Shroomers are rare enough that few believe any exist at all. They are most famous from a children's rhyme dating back to the time of Old Vinnengael, "Emil and the Shroomer." It tells of a simple farm boy who runs away from his village during a glyblin attack. Falling down a ditch, he is accidentally swallowed by a shroomer, only to find a magical ring in its innards. The boy speaks to the shroomer from inside its stomach, convincing the intelligent beast to burp him back up, and the two go on to root out the glyblin horde threatening his village. Of course, in reality no creature is likely to survive being swallowed by a shroomer. It is not intelligent enough to communicate, and there's little likelihood that it has a valuable magical item inside. Still, from the rhyme alone, many shroomers have been destroyed and gutted by greedy treasure hunters. Shroomers are also hunted by alchemists and assassins, who know that the bounty of poisonous mushrooms on a shroomer's back can be used to create a number of concoctions that can be either medicinal or poisonous.

Shroomers are passive creatures, ignoring anything that is not a mushroom. Still, if attacked, they can buffet with their arms and use their mouths and tongues to protect themselves. The mushrooms growing on their back also provide the creature with another defense against predators—a toxic cloud of spores.

SKINDELVER

This is a bloated, finger-sized worm with a fanged maw.

SKINDELVER

CR 1

XP 400

LE Diminutive aberration (Void)

Init +5; Senses blindsight 20 ft.; Perception +4 DEFENSE

AC 19, touch 19, flat-footed 14 (+5 Dex, +4 size)

hp 1 (1/8d8)

Fort +6, **Ref** +5, **Will** +2

Immune sight-based abilities

OFFENSE

- Speed 5 ft., climb 5 ft.
- **Melee** bite +5 (1 plus fleshmeld)
- Space 1 ft.; Reach 0 ft.

Special Attacks fleshmeld, taint

STATISTICS

- Str 1, Dex 20, Con 10, Int 1, Wis 10, Cha 3
- Base Atk +0; CMB -9; CMD 6 (can't be tripped)

Feats Weapon Finesse

Skills Perception +4, Stealth +21; Racial **Modifiers** +4 Perception

SQ tainted by the Void

ECOLOGY

Environment any land or underground

Organization solitary or nest (2-20)

Treasure none

SPECIAL ABILITIES

- Fleshmeld (Su) On a successful bite attack, a skindelver can attempt to meld into the creature's body. The opponent must succeed on a Fortitude save (DC 10) to resist. If its way inside. Otherwise, the skindelver penetrates the flesh, dealing no further ability.
- Immunity to Sight-Based Abilities (Ex) Skindelvers are blind and thus immune to sight-based abilities and attacks such as gaze, hypnotism, and illusions.

tainting the host with Void. For as long as the skindelver remains inside, the host is considered tainted by the Void. The taint goes away only after the skindelver is purged from the body, such as an invasive procedure (DC 25 Heal check, plus 2d6 damage to the host regardless of outcome) or a combination of *heal*, protection from evil and remove disease spells (all within 1 minute of each other). For each day of infection the host must make a Fort save (DC 10) or takes 1d4 Con damage as the Void devours the body.

Tainted by the Void (Su) Skindelvers are permanently tainted by Void.

Skindelvers are tiny wormlike creatures capable of burrowing into a living creature and exuding the Void to consume the host from within.

About six inches in length, the skindelver has skin with the shade of pale white, rotting flesh. The skindelver's segmented body is covered with a sticky, moist mucus to let it easily scale almost any surface. This also permits the skindelver to hang from the underside of branches, from rocky overhangs and other surfaces while they wait for their prey.

Through magical means, skindelvers are able to burrow into the flesh of living creatures. Once they bite a creature, their bodies seemingly melt away, though in fact they have delved inside the creature. The skindelver then slowly eats away at the host, secreting a Void taint that seeps through the host's bloodstream, infecting successful, the skindelver fails to wriggle every part of the body. Only through dangerous procedures or extensive magic is it possible to prevent the Void taint from damage but is able to use its taint creature eventually overwhelming the creature, at which point it crumbles to dust for a nest of new skindelvers to emerge.

Skindelvers are creatures of the Void that have existed as far back as memory allows or history records. Thankfully, Taint Creature (Su) A skindelver that they are rare. Most humanoid cultures fleshmelded with a creature can begin do whatever it takes to destroy a nest, if



SKULLBEAR

This is a very deformed brown bear with a head that has deteriorated down to a mere skull.

SKULLBEAR

SKULLDEAK CK S
XP 1,600
CN Large animal
Init +; Senses low-light vision, scent;
Perception +5
DEFENSE
AC 14, touch 10, flat-footed 13 (+1 Dex, +4
natural, -1 size)
hp 30 (4d8+12)
Fort +7, Ref +5, Will +0
Defensive Abilities half damage vs. fire;
Immune cold, disease, poison
OFFENSE
Speed 40 ft.
Melee 2 claws +7 (1d6+5 plus grab), bite +2
(1d6+5)
Space 10 ft.; Reach 5 ft.
Special Attacks dry roar
STATISTICS
Str 20, Dex 13, Con 17, Int 2, Wis 8, Cha 4
Base Atk +3; CMB +9 (+13 grapple); CMD
20 (24 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +5, Survival +4, Swim +13;
Racial Modifiers +4 swim
SQ skullbear disease
ECOLOGY
Environment any hills or mountains
Organization cluster (3-12)
Treasure none
SPECIAL ABILITIES

Dry Roar (Ex) Once every four rounds, a skullbear can emit a terrible cry through its flesh-torn throat that instills fear in opponents. All creatures of Large or smaller size within 30 feet must succeed on a Will save (DC 12) or become shaken for the encounter's duration, or frightened if affected a second time and panicked if affected a third time.

Skullbear Disease (Ex) The skullbear's

disease is easily transmitted to other bears and entire populations may become afflicted with skull sickness. For two weeks after the transformation, a skullbear is at full strength, in pain and furious; the condition seems to also grant the creature immunity to cold, other diseases and all poisons, as well as extra resistance against heat and fire. After two weeks, the skullbear must succeed on a Fortitude save (DC 18) every day or take 1d4 permanent Con damage. There is no known cure, mundane or magical, for this malady. Skull Sickness-bite, save Fort DC 18, onset 1d2 days, frequency 1/day, effect death, transformation to skullbear if survived, cure none.

Skullbears were once ordinary bears, but a terrible malady has ravaged them for the remainder of their short lives.

A skullbear is a brown bear that has been grossly deformed by a terrible disease. The sickness kills most bears it infects, but some survive to become fearsome skullbears. The disease's most apparent ramification is the huge increase in the beast's bone structure, which expands well beyond the ability of its flesh and fur to cover it. Knees and elbows protrude through scabbed, bloody flesh, ribs break through taut fur, and claws extend well past the flesh on its paws. Most striking is the enormous skull that is virtually devoid of fur and flesh. Its teeth grow enormously long and sharp, the flesh of its gums having receded well back into its mouth. To those unfamiliar with this terrible affliction, a skullbear appears to be an undead creature, but it is very much alive. The eyes mirror the horrible and debilitating pain the animal continually endure.

The disease leaves the skullbear unable to sustain its own life for very long. Left alone, a skullbear in the last stages of the disease dies in a matter of a few weeks. In the throes of the disease, the skullbear is driven mad with pain. Seeming to blame others for its affliction, the skullbear is driven to seek out and attack other living creatures.

Elven guardians of forest preserves, human wardens and gamekeepers keep a sharp lookout for infected bears. If they see or hear of one, they immediately hunt it down and attempt to kill it in order to prevent the disease from spreading to other bears in the vicinity. Even the elves, who revere life and are loath to kill any animal, will not hesitate to destroy a skullbear.

A skullbear is a fearsome opponent. If an entire bear population comes down with the disease, the afflicted animals can devastate entire villages or towns.

SKUNK, RED-STRIPE

This is a larger version of the ordinary skunk, with a distinctive red stripe, instead of white, running down its back.

CR 1

RED-STRIPE SKUNK

N Tiny animal

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

Perception +0

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee 2 claws +1 (1d3-2), bite +0 (1d4-2)

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

Special Attacks poison spray

STATISTICS

Str 6, Dex 15, Con 12, Int 2, Wis 10, Cha 6 Base Atk +0; CMB -4; CMD 8 Feats Weapon Finesse

Skills Climb +3, Escape Artist +5

ECOLOGY

Environment any cold or temperate forest, hill, and plains

Organization solitary or skulk (2-6)

Treasure none

SPECIAL ABILITIES

Poison Spray (Ex) Once every 5 minute, a red-stripe skunk can emit an extremely offensive smelling, poisonous spray. The spray covers a cone 20 feet long and 10 feet wide, dealing 2d8 acid damage to all creatures (Reflex DC 12 save for half), plus: Poison Spray-contact, save Fort DC 12, onset 1 minute, frequency 1/minute for 1 minute, effect 1 Str damage, cure 1 save. Regardless of the saving throw's outcome, creatures are coated with a powerful stench that permeates their skin, hair, clothing, and all possessions on their persons. Until removed with strong alcohol or through magical means, the stench lasts for 1d6 days and incurs a -8 penalty to

all Charisma checks and a -12 penalty to Stealth checks.

The red-stripe skunk is far more vicious and deadly—than its foul-smelling kin.

In remote areas of the wilderness lives a breed of skunk marked with a distinctive stripe of reddish fur instead of the white on its back. These red-striped skunks are cousins of normal skunks, though the two are only as closely related as a horse and a pony. The more aggressive redstripe skunks are not just larger and more powerfully built, but they also possess strong forelimbs armed with long claws for them to burrow through the ground.

The most drastic difference between the red-stripe skunk and the normal variety, however, is their defense mechanism—the dreaded spray. A normal skunk's spray is a relatively minor annoyance, strong smelling and possibly blinding. A red-stripe skunk's spray is both acidic and toxic, burning its way through cloth, scale, fur and skin to seep into the blood stream and weaken the victim. Most woodland creatures have learned to give the red-stripe a wide berth.

The red-stripe skunk's poison is a particularly potent mixture that is used to make other poisons, medicines, and potions. Alchemists offer a bounty on dead red-stripe skunks, doubling the price if their poison sacks have not been used up (that is, the creature was slain without spraying). Frontier farmers hire adventurers to hunt down and slay red-stripes when they encroach on the fringes of civilization. Red-stripe pelts are valuable in the fur trade, and the Trevenici find red-stripe skunk meat to be quite a delicacy.

Buyersbeware, however. Unscrupulous tradesmen have been known to change the appearance of a run-of-the-mill skunk to a red-strip with a bit of paint or dye. The reverse process is more difficult, but an innocuous-looking white stripe painted over the red can be used as a most deadly

ploy.

A red-stripe skunk usually attacks with its sharp claws and teeth, which it does against many smaller predators. It saves its deadly poison spray for larger foes that it could not hope to fight off with its bite alone. Forest animals recognize the deadly red stripe and back away before encounter begins.

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SLOUGH

This appears to be a vaguely humanoid creature with dark skin and dark blue veins running through it. It could be easily mistaken for a discarded leather cloak.

CR 3

SLOUGH

XP 800

CE Medium aberration Init +6; Senses blindsight 60 ft.; Perception +7 DEFENSE AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) **hp** 11 (3d8+3) Fort +2, Ref +3, Will +4 Defensive Abilities shadowcloak; SR 10 Weaknesses sunlight sensitivity **OFFENSE** Speed 10 ft. **Melee** 2 slams +5 (1d4+4) Space 5 ft.; Reach 5 ft. Special Attacks dissipate life, engulf STATISTICS Str 18, Dex 15, Con 12, Int 14, Wis 12, Cha 12 Base Atk +2; CMB +6; CMD 18 Feats Improved Initiative Skills Acrobatics +8, Climb +10, Intimidate +7, Perception +7, Stealth +8, Swim +10 SQ possess corpse **ECOLOGY** Environment any land, aquatic, or underground **Organization** solitary or mob (3-6) **Treasure** standard

SPECIAL ABILITIES

- **Dissipate Life (Su)** Every round a slough can drained a creature it has engulfed for 2d6 damage (Fort DC 16 save for half).
- **Engulf (Ex)** As a standard action, a slough can attempt to wrap a Medium-size or smaller creature in its body. This is a grapple attack that does not provoke attack of opportunity. All attacks striking the slough split their damage: half to the slough and half to the engulfed creature.

Possess Corpse (Su) A slough can animate the

corpse of any creature it kills and inhabit it as a new body. Treat the new body as an animated zombie, with the slough retaining all its abilities except for dissipate life and engulf. A slough can possess a corpse for 1 day per hit point the zombie body has. Every day the corpse loses 1 hit point permanently, as it becomes utterly twisted and desiccated by the Void magic animating it. When the body crumbles to dust (either from damage or from loss of hit points to the Void), the slough peels off and goes hunting for another.

- Shadowcloak (Ex) In dim lighting or darker condition, a slough can cloak itself in swaths of Void magic to become completely invisible (even to low-light vision and darkvision). While using shadowcloak a slough can move and perform non-offensive actions, but its effect ends as soon as the slough attacks.
- Sunlight Sensitivity (Ex) Sloughs suffer a -2 penalty to attack rolls and ability and skill checks in bright sunlight or similar light sources.

Sloughs use their cloak-like bodies to drain the life from living creatures, and then possess the corpses for movement.

The slough has black skin, with dark blue veins running along its surface. The underside of the monster is covered with a fine layer of tiny claws that enable the creature to move about at a slow crawl. While resting, or lying in wait, these creatures are nearly impossible to distinguish from common black leather cloaks.

Because they have no limbs of their own, sloughs search out living prey, drain them of life essence, and use the zombified hosts to move about. Unfortunately, a body rapidly deteriorates and becomes useless to the slough, and thus forcing the monster to seek replacement.

When possessing a corpse, a slough drapes itself over the body like cloaks, hanging freely from the shoulders. It is

capable of performing actions concurrently with the animated body. Sloughs do not possess eyes. Their bodies are sensitive to sunlight and other powerful light sources (such as a glowstone). They are not harmed by the light, but do exhibit discomfort when within a brightly lit area. Although sloughs are clearly intelligent, communication them slough has proven to be impossible. Even when they are animating a body, they cannot compel it to speak as they lack the ability to force air into the body's lungs, thus unable to manipulate the body to vocalize words or sounds. Due to their relatively recent appearance in Loerem, sages attribute

their presence to the fractured Portals. Some have gone so far as to claim slough originate from some underground region, citing the creature's lack of eyes and their dislike for sunlight as evidence.

Sloughs usually lie quietly in wait b e f o r e lashing out to quickly

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the prey. If a slough only a single creature, i m m e d i a t e l y attempts to engulf the opponent and claim the body as its own.

SMOKE FIEND

Solidified from thick, dark smoke of campfire is this horned humanoid.

SMOKE FIEND

CR 3

XP 800

N Large aberration (Fire)

Init +1; Senses darkvision 120 ft.; Perception +0 DEFENSE AC 14, touch 10, flat-footed 13 (+1 Dex, +4

natural, -1 size)

hp 30 (4d8+12)

Fort +4, **Ref** +2, **Will** +1

DR 5/magic; Immune disease, fire, poison

Weaknesses fire dependency, vulnerability to cold and Water magic

OFFENSE

Speed fly 30 ft. (good)

Melee fist +5 (1d4+2)

Space 10 ft.; Reach 10 ft.

Special Attacks choke

STATISTICS

Str 14, Dex 12, Con 16, Int 5, Wis 5, Cha 10 Base Atk +3; CMB +6; CMD 17 (can't be

tripped)

Skills Stealth +1

SQ Fire subtype

ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

- **Choke (Ex)** Once per round a smoke fiend can extend itself around the mouth and nose of any opponent within reach, cutting off its air and polluting its lungs with foul, magical smoke. The creature must succeed on a Fort save (DC 12) or is stunned for 1 round, which also enables the smoke fiend to maintain the choke (treat as suffocation).
- **Fire Dependency (Ex)** A smoke fiend cannot move more than 100 feet from the fire that spawned it.

Fire Subtype (Ex) A smoke fiend is immune to fire but is vulnerable to cold and Water magic. A smoke fiend is the guardian spirit of a tree, driven to attack those who would dare to burn its wood.

No one knows how the smoke fiend originally came into being, or how or why one chooses a particular tree in which to reside, although some trees are favored over the others—particularly those in ancient forests, ruined temples and dungeons. The smoke fiend has no power to stop anyone from chopping down a tree, but it can exact revenge by attacking those who use the log for warmth. A careful observer might be able to watch its formation (DC 15 Perception check), for it appears that the fire is generating a uniquely black column of smoke that does not drift away with the wind. The smell around the fire becomes quite acrid. The fiend is incorporeal until fully formed (a process taking 2d4 rounds). Once formed, the smoke fiend adapts a vague humanoid shape with a head and arms. It is thick enough to be totally opaque.

Whenever adventurers build a campfire, they run the risk of summoning a smoke fiend. The source of the wood for the fire is very important. Timbers cut from a fresh forest are generally safe. Wood taken from a sacred forest, or found in the ruins of a temple or in a dungeon could possible house the essence of a smoke fiend. Only one smoke fiend will emerge from a fire.

Water—the colder the better—can be used against a smoke fiend. Blessed or magical weapons may or may not have an effect, depending on the history of the wood from which the fiend rises. Those who do not know where the wood they are burning came from should be prepared for all eventualities.

The smoke fiend attacks those seated around the campfire, relying on surprise for its initial success. It remains in or very near the fire, daring opponents to brave the flames as well as its own wrath. It attacks with smoky fists that are thick and heavy as iron hammers.



SMUDGE

This appears to be no more than a tiny smear or dirt on the scroll.

SMUDGE

CR 2

XP 600 N Fine ooze Init +4; Senses blindsight 60 ft.; Perception -4 DEFENSE AC 22, touch 22, flat-footed 18 (+4 Dex, +8 size) **hp** 1 (1/8d8) **Fort** +0, **Ref** +4, **Will** -4 **Immune** ooze traits OFFENSE Speed 5 ft. Space 1/2 ft.; Reach 0 ft. **Special Attacks** madness STATISTICS Str 2, Dex 19, Con 10, Int —, Wis 2, Cha 5 Base Atk +0; CMB -12; CMD 2 (can't be tripped) ECOLOGY Environment spell scrolls and magical writings **Organization** solitary **Treasure** none SPECIAL ABILITIES

Madness (Sp) Once a smudge is on an intelligent creature's skin, it sends its random magical energies into the creature's mind. For every 8 hours of contact with smudge, the creature must succeed on a Will save (DC 15) or take 1d4 Wisdom damage. If undiscovered, the creature goes insane and eventually falls into a deep coma. Once the creature is dead, the smudge tries to return to its scroll.

The smudge is a tiny magical creature attracting to and feeding off the residual magic of spell scrolls. It defends itself against those who would take its scroll by driving the perpetrators insane.

According to records in the Temple of the Magi, the smudge was created by a wizard of long ago, who used them to protect his

precious scrolls. When first developed, smudges were relatively harmless, causing only an itchy rash to scroll-stealers. Smudge became quite popular among his fellow wizards and he started to breed them for sale. Unfortunately, he couldn't stop what he started. The population of smudge continued to grow until they eventually escaped the control of their handlers. As they proliferated, they grew more dangerous. Now they are considered magical parasites, detested by wizards throughout Lorerem.

A smudge looks like a blotch of ink on an old document or scroll. Anyone reading a scroll is not likely to notice the smudge unless he is looking for it. The reading mage sees nothing out of the ordinary, just a smudge of ink or dirt on the scroll. If he reads the scroll again, he may notice that the smudge is gone, leaving a clean spot on the page. The smudge probably goes unnoticed as it crawls up the reader's skin, up his hands and arms, disappearing beneath sleeves and clothes (DC 18 Perception check to spot). Smudges like to nestle beneath hair, on the lower back, the back of the legs, anywhere where they aren't likely to be noticed.

The smudge uses the magical energies of the scroll it consumes as a weapon. This energy manifests itself first as a skin irritation. If left untreated, the magical energies of the smudge can drive the person mad. As a victim goes mad, the smudge hides somewhere on the host's body.



SNAKE, CROWN COBRA

This small serpentine creature seems as if it were wearing a crown of vibrant gemstones, between a bright, vibrant coat of scales.

CR 1

CROWN COBRA SNAKE

XP 400

N Tiny animal

Init +4; **Senses** scent; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 4 (1d8)

Fort +0, **Ref** +6, **Will** +1

OFFENSE

- Speed 15 ft., climb 15 ft., swim 15 ft.
- **Melee** bite +4 (1d4-1 plus poison)
- **Ranged** spit +4 (30 ft., 0 plus poison)

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

STATISTICS

- Str 8, Dex 19, Con 10, Int 3, Wis 12, Cha 2
- Base Atk +0; CMB -3; CMD 11 (can't be tripped)

Feats Weapon Finesse

Skills Acrobatics +11, Climb +10, Intimidate +5, Perception +10, Stealth +10; Racial Modifiers uses Dex to modify Climb, +8 Acrobatics, +4 Perception, +4 Stealth

ECOLOGY

Environment temperate or warm land, aquatic, and underground

Organization solitary or clutch (2-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Crown Cobra Venom—injury or contact, *save* Fort DC 13, *frequency* 1/round for 2 rounds, *effect* 1d4 Dex damage, *cure* 2 consecutive saves.

As beautiful as it is deadly, the crown cobra's gemlike scales are so highly prized that fortune-hunters will risk its venom.

Crown cobras are found most often in the desert sands of Karnu. At first glance, they resemble small cobras, usually ranging no more than a foot in length, with obsidian eyes and a flared hood. However, unlike most cobras (or snakes in general), the crown cobra's coloration does not blend into its surroundings. Instead, the crown cobra has a bright, vibrant coat of scales. The male king cobra's scales are a brilliant array of vivid orange, yellow, red and gold, alternating with deep black stripes, while those of females are slightly more subdued blue, green and silver.

What truly makes the crown cobra striking are the rows of 'gemstones' that begin at the tip of the crown cobra's hood and run down the snake's back to gradually thin out at the tip of the tail. These gemstones are a natural secretion of the crown cobra. which acts to protect the snake from other predators. When this secretion hardens, it resembles uncut diamond that refract the crown cobra's natural coloration, making it appear as if the snake's scales were truly made of amber, rubies, emeralds, sapphires or diamonds. In the bright desert sun, the crown cobra's scales reflect flashes of light that can be seen for miles around-this is the reason crown cobras are nocturnal hunters.

Rarely, a crown cobra grows to lengths of more than twelve feet. These older snakes seem to possess an unnatural cunning and work in tandem with one another to protect their nests from other predators, including so-called 'treasurehunters.' Like other cobras, a crown cobra relies on its venomous bite to kill prey and defend itself, but it has also developed the ability to spit its poison with remarkable accuracy, bringing down birds and other distant prey.

Crown Cobra "Gems" and Hides

The "gems" of a crown cobra are not truly gemstones, though they can be passed off as such by the unscrupulous. Even without such deceptions though, the "gems" of a crown cobra are quite valuable to the right people.

Alchemists can melt down the

gemstones into a gel, which can be added to poisons or antidotes to make them far more potent (either increasing the DC by +3, or granting a +3 circumstance bonus to Heal checks when dealing with poisons).

The "gemstones" can be used to create an extremely powerful aphrodisiac (identical to a potion of love, for all intents and purposes). These gemstones can also be used as fine essences of quality when using spells that target snakes, serpents, and reptiles of any and all sorts.

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An intact crown cobra hide, complete with the "gems", can fetch more than 500 argents on the black market of Karnua. The Trevenici place great value upon an intact hide, crafting belts, scabbards, and other decorative pieces from it. They also consider it a mark of honor to possess an item made from crown cobra hide.

Speedster

This is a 10-foot-tall, lanky humanoid with over-long legs and arms.

SPEEDSTER

CR 2

XP 600 CN Large humanoid (giant) **Init** +0; **Senses** low-light vision; Perception +2 DEFENSE AC 15, touch 9, flat-footed 15 (+6 natural, -1 size) **hp** 19 (3d8+6) **Fort** +4, **Ref** +1, **Will** +0 **OFFENSE** Speed 45 ft. Melee javelin +7 (1d6+5)**Ranged** javelin +2 (1d6+5) Space 10 ft.; Reach 10 ft. **STATISTICS** Str 20, Dex 10, Con 14, Int 8, Wis 8, Cha 10 Base Atk +2; CMB +8; CMD 18 Feats Endurance, Run Skills Acrobatics +3, Perform +5, Perception +2; Racial Modifiers +2 Acrobatics, +2 Perception, +4 Perform Languages Isgniev ECOLOGY **Environment** any plains **Organization** solitary or party (2-8) **Treasure** standard

A love for running and a love of singing are two characteristics of the odd-looking speedster.

A speedster is a large giant, lanky and tall. A full grown speedster stands 10 feet tall, more than half of that leg. Their skin is dark gray and hairless. Their muscles are easily discerned beneath taught skin. Speedsters have four-fingered hands and four-toed feet. On the foot, the 'big' toe grows especially large, almost a foot by itself. A running speedster employs that toe for locomotion. Hanging down beside its powerful legs, the speedster's arms are relatively thin and weak, though quite long. Their faces have a low brow ridge, small forehead, and a wide, powerful jaw filled with yellow teeth and pink gums.

Speedsters wear a variety of brightly colored robes and shawls specially designed to flutter behind them when they run. Ornamentation is common: jewelry, piercings, anklets and bracelets of all kind, some of precious metals and stones, woven grasses and bark. In battle, speedsters carry slender javelins with sharp iron tips. The javelins are decorated with feathers, each representing a different kill from their coming-of-age rites, and colored stripes that represent kills of outsider humanoids.

Speedsters tend to travel in small familial packs across the wide plains of Loerem as nomads. Clan dwarves and speedsters have learned to leave each other alone, going out of way to avoid the other. Speedsters crave the superior metal weapons made by the unhorsed dwarves and sometimes travel to one of the unhorsed cities to acquire them. A speedster eagerly trades either jewelry or cloth for as many metal javelins as it can carry.

Speedster music is especially fascinating to outsiders. They create wondrous vocal harmonies with body slaps and whistles. The haunting melodies last for hours, accompanied sometimes by simple stringed instruments, bells, or chimes. The best speedster singers are afforded special places in society, gaining the favor of their tribal leaders and often marrying into royal families. All speedster families hope for their young to become excellent singers to eventually increase the family fortune. Singing and speaking voices are valued as the most attractive asset by the species.

Speedsters do not sing if outsiders are present, leading some to believe that their song has something to do with their religious worship. Outsiders who wish to hear the beautiful tune must sneak up on the songsters and remain hidden. The speedster immediately ceases singing if

it spots an outsider and may even grow angry enough at the spy to attack. A speedster always has one javelin at hand. If they are expecting trouble, they carry up to a half dozen on their back in a special strap.

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STREET, STREET

SQUALCH MELON

This appears to be a pumpkin the size of a small house.

SQUALCH MELON

CR 14

XP 38,400 N Huge plant Init -1; Senses blindsight 30 ft.; Perception -1 DEFENSE AC 10, touch 7, flat-footed 10 (-1 Dex, +3natural, -2 size) hp 168 (12d8+60) **Fort** +13, **Ref** +3, **Will** +3 Defensive Abilities spore cloud; Immune plant traits **OFFENSE** Speed 0 ft. Melee 5 tendrils +15 (2d6+9 plus grab) Space 15 ft.; Reach 15 ft. Special Attacks acidic core, entrap STATISTICS Str 28, Dex 8, Con 20, Int 1, Wis 8, Cha 10 Base Atk +9; CMB +20 (+24 grapple); CMD 29 (can't be tripped) **ECOLOGY Environment** warm forest **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

- Acidic Core (Ex) A creature entrapped by a squalch melon inside its acidic core takes 2d6 acid damage every round. The acid affects flesh only.
- Entrap (Ex) A squalch melon grabbing a creature with its tendril can drag it into its acidic core. The inner core is extremely sticky, and squalch melon's CMD is increased by +1 every round beyond the first for escape purpose, as the acid and lack of breathable air take their toll on the grappled creature.
- Spore Cloud (Ex) White Rot—contact within 10 feet, save Fort DC 18, onset 1d3 days, frequency 1/day, initial effect 1d3+1 Con damage, secondary effect 1 permanent Con damage, save 2 consecutive saves. Any time

that the squelch melon's skin is ruptured from a touch or attack, it dissolves rapidly into a toxic burst of spores, affecting all living creatures within 10 feet. The debilitating disease, known as white rot, slowly eats away at an individual's lungs and causes the person to cough up strange frothy bile.

A predatory fungi, the squalch melon sends out tendrils to capture its prey.

A squalch melon resembles a housesized pumpkin, but is in reality an enormous fungus. Most of the large, central core is hidden behind the half-dozen gigantic leaves surrounding it. A single stalk, as thick as an ogre's waist, grows from the ground, from which both the core and leaves of the squalch melon grow. Each leaf is a hand's breadth thick, as wide as a large tent. The leaves are curled and crinkled, dark and light green in color, striped with white and light yellow. The core is bone white with just a hint of green and brown, especially on the very top and against the ground where it rests. The whole plant can reach more than twenty feet high.

The core is lined with bulges about the size of an ork's fist. These bulges are slightly discolored, somewhat darker and grayer than the core's flesh. These nodules are the squalch melon's primary means of defense, acting as both sensory organs and a means of attack. When a living creature approaches within 10 feet of the core, a handful of these nodules release tendrils that lash out to pull the creature toward the melon where they can be devoured.

The outer skin of the core is deceptively thin, giving way at the slightest touch. When the outer skin ruptures, it releases a cloud of toxic spores. The fleshy inner core's sticky pulp burns away living flesh.

The squalch melon can often be found sprouting in the middle of a pumpkin or squash or melon patch, much to the ire of the farmer, who must deal with the vicious predator before he can harvest his crop.



Squelleroo

An odd combination of a rabbit, a kangaroo, and a lizard, this little creature has a noticeably large, muscular tail.

CR 1

SQUELLEROO

XP 400

N Small animal

Init +3; Senses darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 2 (1/2d8)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee 2 claws +2 (1d4-2 plus poison), bite +0 (1d6-2); or tail sweep +1 (2d6+4 plus trip)

Special Attacks pack mind, poison, tail sweep STATISTICS

Str 7, Dex 17, Con 10, Int 3, Wis 12, Cha 8 Base Atk +0; CMB -2 (+0 trip); CMD 11 Feats Weapon Finesse Skills Acrobatics +7

ECOLOGY

Environment warm desert or plains

Organization solitary, band (2-12), or pack (13-25)

Treasure none

SPECIAL ABILITIES

Pack Mind (Ex) Squelleroos are formidable opponents because of their ability to function as a single collective. Every squelleroo after the first attacking a same creature receives a +1 circumstance bonus to attack rolls and damage. This bonus is cumulative, so the third squelleroo striking the same opponent gains a +2 bonus to attack and damage, the fourth gains +3, and so on.

Poison (Ex) Claw—injury, *save* Fort DC 11, *frequency* 1/round for 6 rounds, *initial effect* 1 Con damage, *secondary effect* unconsciousness for 1 hour, *cure* 2 consecutive saves. Squelleroos are immune to this poison. **Tail Sweep (Ex)** The squelleroo can perform a tail sweep as a full-round action.

Small, quick little beasts, squelleroos are venomous reptilians that hunt in packs, earning them the distinction, 'tiny wolves of the plains.'

A squelleroo is an odd creature, possessing the characteristics of a rabbit, a kangaroo, and a lizard, all rolled into one. Its most distinguishing characteristic is the large, muscular tail, which plays an important role in powering its movement. The squelleroo uses its legs to hop while the tail beats the ground in between hops to gain greater speed. A resting squelleroo uses the heavy tail as a seat, and the creature can dart from that position instantly to full speed.

A squelleroo's long arms are generally used for balance while hopping. The slender talons that tip each appendage can deliver poison to small prey. The squelleroo's lizardlike head is smooth and almost perfect. The long mouth is filled with row upon row of tiny teeth. The squelleroo's body is covered in a fine tan or brown fur, except on the whiteskinned arms and face.

The sound of a fast-moving squelleroo is unmistakable. The feet hit the ground with a thud, while the tail slapping the earth has a much deeper reverberation and occurs on the 'off-beat.' An entire swarm of squelleroo on the move sounds like a thunderstorm in the distance. Dwarves rejoice at the roar of such a stampede, for they consider squelleroo meat a delicacy.

Squelleroo are omnivores, dining on leaves and grasses or capturing smaller animals. They deliver a mild poison to stun and slow their victims, preferring to knock their prey unconscious before feeding.

Squelleroo avoid combat with opponents of Medium size or larger, fighting in selfdefense only if they cannot flee. In a band or pack, they fight together as a single entity, overwhelming their opponents quickly and awaiting their venom to incapacitate the prey so they can feast.

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SURF TANGLER

This appears to be a man-o-war with a shell. The long tentacles reach up to 10 feet, and are barbed.

CR 2

SURF TANGLER

XP 600

N Small animal (aquatic)

Init +3; Senses blindsight 30 ft.; Perception +6 DEFENSE

- AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
- **hp** 13 (2d8+4)
- **Fort** +5, **Ref** +6, **Will** +1

OFFENSE

Speed 5 ft., swim 20 ft. (jet 80 ft.)

Melee 8 tentacle rakes +0 (1d3+1 plus grab and paralysis)

Space 5 ft.; Reach 10 ft.

Special Attacks constrict (1d3+1), paralysis (1d4 rounds, DC 13)

STATISTICS

Str 12, Dex 16, Con 14, Int 3, Wis 12, Cha 2

Base Atk +1; CMB +1 (+5 grapple); CMD 14 (can't be tripped)

Skills Perception +6

SQ jet

ECOLOGY

Environment warm aquatic

Organization solitary or cluster (2-8)

Treasure standard

SPECIAL ABILITIES

- Jet (Ex) As a double move action, surf tangler can jet backward at a speed of 80 ft.
- **Paralysis (Ex)** Those hit by a surf tangler's tentacle must succeed on a Fortitude save (DC 13) or be paralyzed for 1d4 rounds.

Small, aquatic creatures, surf tanglers lurk beneath the waves and along the shoreline, waiting for prey to blunder into their tentacles.

A surf tangler is related to the man-owar, but it conceals itself within a glistening shell it secretes from its central body. The central body is smooth and translucent, while the hard, outer shell is opalescent

ivory that glistens in the refracted sunlight from the surface. A sheath of tentacles stretches from the central core, emerging from an opening within the shell and stretching more than 10 feet in length. The tentacles are a darker shade of grayish green, lined with razor sharp barbs that pierce flesh and scale alike. The barbs are coated with a toxin that paralyzes the surf tangler's prey.

Found commonly along the shoreline of the Sea of Ayrkis (southwest Nimra and western Ork Territories), surf tanglers are hunted by pearl divers and fishermen. Tanglers are not valued as food, but Nimrans use their shells to make exquisite musical instruments, as well as beautiful jewelry.

Due to the peril involved in fetching the shell, the prices are always extremely high. King Tamaros was said to have a crown made of the shell given to him as a wedding gift by the Nimran Queen. Due to the delicacy of the carving and the value of the shell, the crown's worth was allegedly incalculable. Many have searched for the crown, but it is presumed to have been lost in the destruction of Old Vinnengael.

Surf tanglers are lazy hunters, hiding their bodies beneath the sand, leaving their tentacles to sway like seaweed in the waves. Once any creature larger than Diminutive wanders into the mass of tentacles, the tangler strikes to paralyze it and then draws it toward the shell for feeding.

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SWAMP DEVIL

This big creature is reminiscent of a massive alligator in appearance, but has eight limbs in all, and a mottled green-and-brown hide.

CR 5

SWAMP DEVIL

XP 1,600

CE Large magical beast (aquatic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 28 (3d10+12)

Fort +7, **Ref** +4, **Will** +2

Weaknesses fear of fire

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +9 (1d8+6 plus grab), 4 claws +4 (1d6+3 plus grab); or tail slap +9 (2d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks crooning

Spell-Like Abilities (CL 6th)

At will—spitball

1/day—*amplify voice*, *entangle* (DC 11) STATISTICS

- Str 22, Dex 13, Con 18, Int 5, Wis 12, Cha 10
- **Base Atk** +3; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Skills Perception +5, Stealth +2 (+10 in marsh); Racial Modifier +8 Stealth in marsh

Languages

SQ amphibious, crooning

ECOLOGY

Environment warm marsh

Organization solitary, pair, or clutch (3-12) **Treasure** standard

SPECIAL ABILITIES

Crooning (Su) The swamp devil can croon as a full-round action. The effects of this ability are identical to the enthrall spell, but affecting all intelligent creatures (Int 3 or greater) within 120 feet of the swamp devil, with a save DC 13, and lasting until the swamp devil has stopped singing or the creature has reached the swamp devil's location. Affected creatures become insatiably curious about the singing, stopping what they are doing to reach the source, fighting against any attempt to stop them.

Fear of Fire (Ex) Swamp devils are terrified of fire. If a swamp devil receives any damage from fire, it must make a Will save (DC 10 + 1/5 fire damage dealt) or be panicked.

Horrifying creatures of the swamps and hideously twisted by magic, swamp devils take out their hatred of other living creatures by serenading them to their doom.

A swamp devil has the head, trunk and tail of an alligator, with a thickly scaled, powerful body and a long mouth filled with fangs. Its eyes are large and black, protected by a bony protrusion. The tail is not as thick as an alligator's, but it is just as long and powerful. The swamp devil's hide is a mottled green and brown, enabling better camouflage in the murky swamp waters of its natural environment, while its underside is patterned in shades of pale greens and blues.

Swamp devils differ from alligators in that they have eight huge, muscular limbs, each jointed at the shoulder, elbow and wrist. Each limb has a three-fingered hand with thick yellow claws, and though they do not have opposable thumbs, the hands are capable of picking up and manipulating objects.

Not just a deadly predator, a swamp devil has the mystical ability to lure its prey with wondrous songs, charming creatures into blindly searching out the source of the melody. In addition, the swamp devil has the ability to order plants to wrap about those it wants to capture. Swamp devils usually attacks only those venturing into their lair. However, if food is scarce, a pack of swamp devils may wander out to surrounding villages to lure victims.

Orks consider swamp devils an extremely bad omen, particularly if they hear one crooning nearby. In that case, orks immediately raise their own voices in a booming song. This can be any tune but must be sung off-key, for the orks believerightly or wrongly—that swamp devils are quite musical and will flee if the music is not to their liking. The intentionally awful performance must be at the top of the lungs, accompanied by the banging of pots or beating drums or whatever makeshift instruments handy. Nimrans take a more direct approach. They regularly form hunting parties armed with torches and Fire magic to clear out swamp devil clutches discovered near their villages. Typically, swamp devils subsist on herd creatures, such as livestock or swampdwelling deer, but they also have a taste for humanoids.

TAAN TIGER

This tiger-like creature is notable for its translucent fangs that resemble glittering crystals.

TAAN TIGER

XP 6,400

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

CR 9

Aura anti-Void aura (10-ft. radius)

DEFENSE

- AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)
- **hp** 85 (9d10+36); fast healing 3

Fort +10, **Ref** +9, **Will** +5

SR 18 (vs. Void magic only)

OFFENSE

- Speed 40 ft.
- **Melee** 2 claws +16 (2d4+7 plus grab), bite +11 (2d6+3 plus grab)
- Space 10 ft.; Reach 5 ft.
- Special Attacks great roar, pounce, rake (2 claws, +16, 2d4+7)
- **STATISTICS**
- Str 24, Dex 16, Con 18, Int 5, Wis 14, Cha 8
- Base Atk +9; CMB +17; CMD 30 (34 vs. trip)
- **Feats** Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth)
- Skills Acrobatics +11, Climb +12, Perception +10, Stealth +15 (19 in tall grass), Swim +12; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

SQ Void resistance ECOLOGY

Environment any forest, hill, mountains, and plains

Organization solitary, pride (2-6), or war party (7-18)

Treasure none

SPECIAL ABILITIES

Anti-Void Aura (Su) Taan tigers have an aura that hinders Void magic. Within a 10-foot radius of taan tiger, the casting time for Void spells is doubled and duration halved, while Void magical items (including the taan's enchanted stones) have a 50% chance of not functioning. Make the malfunction check only once per encounter for each item.

- Great Roar (Ex) Once an hour, a taan tiger can emit a frighteningly loud and forceful roar. Treat this ability as a 30-foot-cone breath weapon, dealing 2d6 sonic damage (Reflex DC 18 save for half). In addition, all creatures become shaken for 1 round for each point of damage suffered; this is considered mind-affecting fear effect.
- **Void Resistance (Ex)** Taan tigers possess an innate spell resistance to Void magic equal to twice their total HD.

Originating from the same continent as the taan, this fierce beast is a predator even the taan respect.. A taan tiger—as it has come to be known for its predilection for hunting taan—resembles a normal tiger, but of a slightly larger size. A young adult averages about twelve feet in length, not including its tail, and stands about five feet at the shoulder. With its powerful build, the body of a taan tiger combines sleek feline grace with a hunter's strong musculature. Their paws are the size of shields, with black claws longer (and sharper) than short swords.

They typically possess the same coloration as a normal tiger, rich orange and white with black stripes, but there have been sightings of taan tigers with a paler coloration—gray and white with dark blue stripes. Unlike normal tigers, the fangs of a taan tiger are translucent, resembling glittering crystals.

In the taan homeland, the taan tiger is considered one of the 'strongest foods.' Taan tigers are respected for not only their strength and predatory natures, but also because they possess a natural resistance to Void magic that extends about them like a second skin. Taan within this aura find that even their embedded stones do not work, and taan shamans discover their magic fails them more often than not. This has made the taan and the taan tigers natural enemies, with both hunting each other whenever they cross paths.

A warrior who can slay a taan tiger and feast upon the creature's heart is believed to inherit the taan tiger's fierceness in battle. All warriors who have killed a taan tiger wear a cloak made from the tiger's hide, as well as having the tiger's fangs permanently embedded by a shaman in place of the taan's own canines, even though the taan tiger's natural resistance taan's abhorrence for water, taan tigers protects these fangs from taking Void magic enchantments.

tigers have begun appearing in Loerem, although their numbers are so small that

their presence remains unnoticeable. Even the taan are unaware their mortal enemies have crossed over to the new land. Sightings of the taan tigers have been isolated incidents, occurring most frequently in the Trevenici Lands. Most people believe that the Trevenici are making them up in order to scare people away from their territory.

With an instinctive knowledge of the haunt riverbeds and the coast of lakes, hoping to catch an unwary taan and drag With the splintering of the Portals, taan them into the water where they can use the taan's fear of water against them.



TANGLE-O-VINES

Appearing to be nothing more than a weed patch, the tangle-o-vine is in reality a distant cousin of the octopus.

TANGLE-O-VINES

XP 600

N Large animal (aquatic)

Init +1; Senses blindsight 30 ft.; Perception +2 DEFENSE

CR 2

- AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)
- **hp** 15 (2d8+6)
- **Fort** +6, **Ref** +1, **Will** +0

OFFENSE

- Speed 15 ft., climb 10 ft., swim 30 ft.
- **Melee** 4 tentacle slams +3 (1d4+3 plus grab plus shocking touch)
- Space 10 ft.; Reach 10 ft.
- **Special Attacks** constrict (tentacle, 1d4+3 plus shocking touch), shocking touch

STATISTICS

- Str 17, Dex 12, Con 16, Int 4, Wis 6, Cha 9
- Base Atk +1; CMB +5 (+9 grapple); CMD 16 (can't be tripped)
- Skills Perception +2, Stealth +1

SQ amphibious, camouflage

ECOLOGY

Environment temperate marsh

Organization solitary or family (2-6)

Treasure none

SPECIAL ABILITIES

- **Camouflage (Ex)** Since a tangle-o-vines looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the tangleo-vines.
- Shocking Touch (Ex) The pads of a tangleo-vine's tentacles are capable of dealing 1d6 nonlethal electricity damage to any creature they struck.

The tangle-o-vines is related to octopi, but it lives on dry land, traveling slowly over the ground or climbing up sheer surfaces. A number of vine-like tentacles emerge from the central body, with each tentacle possessing broad, flat pads that resemble veined leaves.

Like their distant cousins, tangle-ovines have the ability to change their coloration, disguising themselves as nothing more sinister than a patch of vegetation. Extremely cunning, they have discovered most creatures will bumble into them without thinking. Tangle-o-vines live underneath bridges, among the shallows of rivers and ponds, or climb into the low hanging branches of high trees.

The Nimrans and Nimoreans wage constant war against these creatures, teaching their children never to cross a bridge or go swimming in a pond without first searching for the tell-tale "leaves" of this lethal creature. If a tangle-ovine is sighted or suspected, a person can sometimes trick it into revealing itself by tossing a large rock into its midst. The creature will instinctively grab the rock, only figuring out later that it is not edible.

Tangle-o-vines typically lie in wait for their prey to come within striking range of their tentacles before attacking. They seek to immobilize their prey so they can dine in leisure.



TEARN

This is a gigantic bird of prey more than twenty feet long from beak to tail, with a wing span more than twice that. It has a long, curved beak that is pale gold in color, and luminescent blue eyes on a feathered face. The feathers covering the body are a dark, silvery gray that sparkles in the light.

CR 13

TEARN

XP 25,600

N Gargantuan magical beast (Air)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 19, touch 7, flat-footed 18 (+1 Dex, +12 natural, -4 size)

hp 126 (12d10+60)

Fort +13, **Ref** +9, **Will** +8

- **Defensive Abilities** shield of winds (+4 deflection to AC when flying); **Immune** Air magic, projectile weapons (when flying)
- Weaknesses vulnerability to Earth magic OFFENSE

Speed 20 ft., fly 80 ft. (average)

- Melee 2 talons +19 (2d4+10 plus grab), 2 wings +14 (1d6+5), bite +14 (2d6+5)
- Space 20 ft.; Reach 15 ft.

Special Attacks windstorm

STATISTICS

- Str 30, Dex 12, Con 20, Int 14, Wis 16, Cha 12
- Base Atk +12; CMB +26 (+30 grapple, +28 sunder); CMD 37

Feats Flyby Attack, Improved Initiative, Improved Sunder, Power Attack

Skills Fly +8, Intimidate +10, Knowledge (nature) +8, Perception +17, Sense Motive +10, Survival +10

Languages Avian, Tomagai, and Twithil SO Air subtype

ECOLOGY

Environment any hill or mountain **Organization** solitary or flight (2-6) **Treasure** double SPECIAL ABILITIES Air Subtype (Ex) A tearn is immune to Air magic but vulnerable to Earth magic.

- Shield of Winds (Ex) A flying tearn gains a +4 deflection bonus to AC and is immune to projectile attacks similar to the *wind wall* spell.
- Windstorm (Ex) As a full-round action, the tearn can flap its wings and create a powerful, destructive windstorm. This ability has a 30-foot radius centering on the tearn, and is treated as a *whirlwind* spell at DC 18. The windstorm lasts until one round after the tearn ceases to flap its wings.

Tearns are massive birds that build their nests on the highest, most inaccessible mountain peaks they can find. These creatures are also revered by the elves for their wisdom and for their mastery of the winds.

When a tearn takes flight, the sheer power of its wings stirs the surrounding air, enveloping it in gusting wind. When pressed, tearns can beat their wings with such force that triggers powerful whirlwinds capable of upending men, beast, or stone.

Tearn build their nests far from the reach of most humanoids. Even the elves have difficulty finding a tearn's mountain home, which is just as the tearn prefer it. Though the tearn occasionally allies themselves with the elves against a serious threat, they prefer to keep themselves far from the affairs of "lesser" beings. The dragons sometimes try to claim territory in which tearns make their homes. The bahk are fascinated by tearn feathers because of the magic that infuses them.

A single pinion from a living tearn acts as a holy essence of quality when casting Air magic. Pecwae prefer to include tearn feathers when crafting their friendship tokens. The elves hold the tearns sacred. The penalty for killing a tearn in elven lands is death.



THICKETEER

The trunk of this plant branches out into six wide, flat leaves that lay flat against the ground. A single stalk, rising five feet from the trunk, contains a thick brown tuft of seeds at the very top.

CR 3

THICKETEER

XP 800

N Large plant

Init +0; Senses blindsight 60 ft.; Perception +0 DEFENSE AC 13, touch 9, flat-footed 13 (+4 natural, -1 size) hp 26 (4d8+8) Fort +6, Ref +1, Will +1 Immune plant traits OFFENSE Speed 0 ft. Ranged 4 light strike +3 (1d6 fire)

Space 10 ft.; Reach 0 ft.

Special Attacks light strike

Spell-Like Abilities (CL 5th)

At will (requires sunlight)—*flare* (DC 10), *warning singe*

STATISTICS

Str 10, Dex 10, Con 14, Int 1, Wis 6, Cha 8 Base Atk +3; CMB +4; CMD 14 (can't be tripped)

ECOLOGY

Environment temperate forest or plains **Organization** solitary or patch (2-3) **Treasure** half

SPECIAL ABILITIES

Light Strike (Ex) A thicketeer's primary attack is its ability to focus intense light upon approaching victims. These beams have a range of 60 feet, and the thicketeer can direct each projection at a different target. Combined, they can scorch a target enough to kill it or bring it to the ground where thicketeer's roots can engulf it. When the leaf flips to its deadly reflective side, the leaf itself does not change shape. This ability requires direct exposure to sunlight to function. A thicketeer is a large, carnivorous plant that the grounds small flying creatures. The plant emerges from the earth with a stubby trunk as thick as a man's leg. These leaves blow away in the autumn to propagate the species. Normally, the thicketeer's leaves are bright green like most other plants. The undersides of the leaves are coated with a bright silver. The leaves can flip in an instant to form an enormous mirror that can focus and redirect light as a weapon.

The thicketeer's roots are extremely fine and sprout out to seek felled victims on the ground. Anyone coming upon a thicketeer will see its vicinity littered with bones or corpses cocooned in a layer of fine roots. The thicketeer does not appear especially deadly or even unusual until it flips its leaves and attacks creatures with searing light beams. The thicketeer attacks any creature reachable with its roots, which extend about thirty feet from the plant's core.

Once the prey is on the ground, the roots reach up, wrap around the prey, and drain it of life. This process takes about an hour. A thicketeer requires several kills in a week's times to survive. Fewer than that and the thicketeer goes dormant. After a month without a kill, it dies of starvation.

A thicketeer requires direct sunlight to initiate its beam attack. Thus, thicketeers tend to grow in clearings where there are at least a half-day of obstructed sunlight. Any covering, including magical darkness, that obscures light sources upon the plant renders it harmless. However, any creature falling asleep near a thicketeer may be in danger from the roots that will start to grow up around the slumbering victim. Those who fail to waken during the attack may never waken.

Thicketeers have been domesticated. A mass of thicketeers surrounding a tower, for instance, make a formidable deterrent. A complete seed pod fetches 100 argents.



THUNDER MAKER

This is a towering giant humanoid with oversized arms and a hideous appearance plagued by boils and warts.

THUNDER MAKER

XP 9,600

CE Huge humanoid (giant, Earth)

Init -1; Senses darkvision 60 ft.; Perception +3 DEFENSE

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

hp 152 (16d8+80)

Fort +15, **Ref** +4, **Will** +3

Defensive Abilities rock catching; **Immune** Earth magic

Weaknesses vulnerability to Air magic

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d6+9)

Ranged rock +12/+7/+2 (1d8+13)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 10th)

2/day—cure moderate wounds, magic stone, soften earth and stone 1/day—earthquake

STATISTICS

Str 29, Dex 8, Con 20, Int 6, Wis 6, Cha 4 Base Atk +12; CMB +23; CMD 32

Feats Endurance, Intimidating Prowess, Power Attack

Skills Climb +17, Intimidate +14, Perception +3

Languages Elder Speak

SQ Earth subtype

ECOLOGY

Environment any mountain

Organization solitary or group (4-16)

Treasure standard

SPECIAL ABILITIES

Earth Subtype (Ex) A thunder maker is immune to Earth magic but vulnerable to Air magic.

A fearsome looking creature, the thunder maker can crush boulders with a single

blow of its mighty fist.

CR 10

A thunder maker is a huge giant with deep green skin covered in boils and warts. Its face is like a hideous mask, with the features strangely exaggerated: the long, hooking nose; the crooked and broken yellow teeth; the wide, catlike eyes; the skin deeply rutted and scarred.

The behemoth stands close to 20 feet tall, but its stooped shoulders make it appear shorter. The thunder maker's arms are heavily muscled and appear oversized in proportion to the rest of the body. Its fists are as large as its head.

Thunder makers wear no clothing. Tufts of hair stand out on their bodies here and there, sticking out from warts or scabby wounds. Thunder makers never forget a wrong done to them, passing on their woes from generation to generation. Since a member of every race on Loerem has at one time crossed paths with one of them, thunder makers hate every race with the passion of a long-standing blood feud. Before any battle, the thunder maker will rattle off his vengeance with the enemy. "You an elf? My grandfather Uldar's best friend's brother Nodon knew a fellow named Tolog killed by elves. I'm bound to kill you!"

They do read and write, though not well, and manage to communicate in Elder Speak and occasionally other languages. They live in caves or huts spread over a large territory, since they do not like each other much. They tend to fight singly, for they usually have quarrels even with others of their own kind. They never ally with any other creature or humanoid simply because they usually have a gripe against them.

Thunder makers particularly dislike elves and the feeling is mutual. If an elf is in the party, the thunder maker will single out the elf. Several thunder makers may attack a party, but they do not do it in concert and may even fall to quarreling among themselves over their prey.

Thunder makers pound the ground

with their heavy fists before going into battle in attempt to scare off opponents. They covet gold and jewelry, hoarding it in bags and trunks they hide away in holes near their lairs. They love their treasure so much that they kiss and lick it all the time, fondling and drooling on it almost every day. Thus finding a thunder maker's treasure is a mixed blessing.

TUSKED TOAD

This is a giant toad with tusks protruding out of both sides of its mouth.

TUSKED TOAD

CR 3

XP 800

N Large animal (aquatic)

Init +1; Senses low-light vision; Perception +2 DEFENSE

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft., swim 20 ft.

- Melee 2 claws +4 (1d6+3 plus grab), bite +0 (1d4+1 plus grab); or gore +5 (1d8+3 plus trip)
- Space 10 ft.; Reach 5 ft.
- **Special Attacks** pounce, rake (2 claws +5, 1d6+3)

STATISTICS

- Str 17, Dex 12, Con 14, Int 3, Wis 14, Cha 6
- Base Atk +2; CMB +6 (+10 grapple); CMD 17 (21 vs. trip)
- Skills Acrobatics +5 (+9 jumping), Perception +2, Stealth +5, Swim +10; Racial

Modifiers +4 Acrobatics (+8 jumping), +4 Stealth

SQ amphibious, camouflage

ECOLOGY

Environment temperate or warm land and aquatic

Organization solitary, pair, or swarm (5-10) **Treasure** none

SPECIAL ABILITIES

Camouflage (Ex) Since a tusked toad looks like a large bush when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the tusked toad.

With their retractable tusks and hides covered in a natural growth that resembles

foliage, tusked toads are brutal swamp predators preying on any living creature smaller than themselves.

A tusked toad is an amphibious creature that resembles an oversized toad. More than eight feet tall at the shoulder and about twelve feet in length, tusked toads take their name from the bone tusks that grow on either side of their fanged mouths. The tusked toad can retract these tusks into "sheaths," enabling the toad to tear into fallen prey with their sharp fangs. Unlike other frogs and toads, a tusked toad does not have a lashing tongue to snare prey, instead relying upon their tusks to subdue preys.

Tusked toads constantly shed their outer layer of skin. It flecks away in sheets, giving the beast a "bushy" appearance. With their natural mottled green and brown coloration, this layer of loose skin essentially acts as a camouflage, something the tusked toads take advantage of. A tusked toad often sits perfectly still for hours, waiting for unwary creatures to approach. While it is motionless, the tusked toad is often mistaken for a large bush. The tusked toad gives off peaty scent (from rolling in mud and water to ease the itching of their skin). Nimran youths play 'touch toad', returning with a swatch of tusked toad skin as proof of their daring. This is a dangerous game and unlucky kids can end up dead or scarred by the creature's tusks. Young orks have also taken to this "game," though they attempt to return with one or both tusks that they will wear around their necks, claiming the tusks impart the toad's ferocity.

Tusked toads either seek to crush prey with their bulk as they slash with their clawed feet, or adopt the tactics of a boar goring their prey and fling it to the ground.



VALLIGATOR

This appears to be a common alligator, but its tail is studded with long bone spikes.

VALLIGATOR

XP 1,600

N Large animal (aquatic)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d8+30)

Fort +10, **Ref** +6, **Will** +3

OFFENSE

S	need	20	ft	swim	30	ft ·	sprin	t
D	pecu	20	п.,	5 W IIII	50	п.,	spini	ι

Melee bite +10 (2d6+6/19-20 plus grab), tail slap +5 (2d8+9 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks death roll (2d6+6 plus trip) STATISTICS

Str 22, Dex 12, Con 20, Int 6, Wis 12, Cha 4

Base Atk +4; CMB +11 (+15 grapple); CMD 22 (26 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Skill Focus (Perception, Stealth)

Skills Perception +10, Stealth +6 (+14 in water); Racial Modifiers +8 Stealth in water

SQ amphibious

ECOLOGY

Environment warm marsh and aquatic

Organization solitary, pack (2-5), colony (6-11)

Treasure standard

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a valligator can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The valligator inflicts its bite damage and knocks the creature prone, if successful, the valligator maintains its grapple.

Sprint (Ex) Once per minute a valligator may sprint, increasing its land speed to 40 feet

for 1 round.

CR 5

A step up the evolutionary ladder from the more common alligator, valligators are aggressive and skilled hunters that hunt in packs.

A valligator is stronger and more intelligent than its distant cousin, the common alligator. At first glance, the differences between the two are not readily apparent—both have the same basic body shape with long jaws, rows of jagged teeth, four short limbs, a thick hide that allows them to blend in with their environment, and a powerful tail. On closer inspection, however, one can see the valligator's tail is studded with several long, sharp bonespikes to make it a dangerous weapon.

Valligators live in small packs, each led by the most powerful male. Their warrens are caves they have dug out in the swampy recesses around fresh water streams and rivers. Valligators range up and down river banks hunting, working together to bring down prey and dragging it back down to their underwater warrens to be tenderized. Valligators devour flesh and bone alike, breaking the body into small edible chunks for ease in chewing.

Valligators prey on any creature smaller than they are, including most humanoids. They drag a humanoid to their warrens and use their dexterous claws to strip any nonedible parts (such as armor, belts, weapons, and boots) from the body. Smart enough to realize that metal objects reflect light, valligators bury the 'remains' of their prey in the silt covering the riverbed.

Valligators usually leave creatures larger than themselves alone, unless the valligators feel that their warrens, where the young are kept, are threatened, at which point they bellow for the entire pack to gather and attack. Unwary predators in the swamp have discovered attacking a single warren that has nursing mothers is akin to starting a war, with all valligators in the immediate area immediately converging to aid the distressed. Orks find the valligators to be praiseworthy hunters, affectionately referring to them as 'land-sharks.' Some orks have even made pets of the valligators, and there is said to be an ork shaman with a huge valligator familiar, who travels everywhere with her, serving as both her mount and bodyguard.

Intelligent and cunning, valligators employ many different tactics when hunting, from lurking just beneath the surface of a river, eyes and nostrils above the surf, waiting for prey to approach, to actively surrounding their prey, using quick, abrupt strikes to slowly weaken them before overwhelming them completely. One tactic that valligators have perfected is battle formation. When they surround a foe, those upfront attack with their bite, while those the next rank back strike with their tails.

VOID SERPENT

An enormous white snake shrouded in impenetrable darkness.

VOID SERPENT

CR 11

XP 12,800

LE Gargantuan undead

Init -2; **Senses** blindsight 120 ft.; Perception +9

Aura darkness (60 ft.)

DEFENSE

AC 12, touch 4, flat-footed 12 (-2 Dex, +8 natural, -4 size) hp 104 (16d8+32)

Fort +4, Ref +2, Will +7

DR 10/magic; Immune undead traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +23 (2d8+11 plus poison)

Space 20 ft.; Reach 10 ft.

Special Attacks poison

STATISTICS

Str 32, Dex 7, Con —, Int 2, Wis 7, Cha 15 Base Atk +12; CMB +27; CMD 35 (can't be

tripped)

Feats Improved Bull Rush, Power Attack **Skills** Perception +9, Swim +19

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

- **Darkness Aura (Su)** A Void serpent exudes a perpetual darkness field around itself, extending out to 60 feet. This effect ends when the Void serpent is destroyed.
- **Poison (Ex)** Bite—injury; *save* Fort DC 18, *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage, *cure* 2 consecutive saves or after the Void serpent is slain. This poison rots the flesh. A creature that dies from this rots completely away in 1 round.

A Void serpent is an enormous undead snake that used a flesh-rotting poison to destroy its victims.

When seen, a Void serpent appears to

be an enormous white snake, ranging in length from 80 to 100 feet. The snake has no eves and does not seem to need them as it slithers about in its own darkness field. The snake has two deadly fangs and a forked tongue that is constantly seeking out prey. Because it is a creature of the Void, the serpent disintegrates after death, leaving behind nothing but ash. Legends have come out of the dark jungles of Nimra which claim that the skin of a Void serpent possesses great powers and that the fangs may be milked to obtain a deadly poison. Certain shady traders may try to sell "Void serpent skin" or "Void serpent milk". These invariably end up being the skin or venom of an ordinary snake.

Void serpents are often created to serve as guardians for some location or treasure. They are created by a ritual and will always obey its last given order.



WATCHER

This creature is best described as a sentient miniature sun with a humanoid face.

WATCHER

CR 3

XP 800 CG Small aberration (Air, Fire) Init +3; Senses darkvision 60 ft., low-light vision; Perception +8 Aura illumination (30-ft. radius) DEFENSE AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) hp 9 (2d8) **Fort** +0, **Ref** +3, **Will** +6 Immune Air magic, Fire magic; SR 15 Weaknesses sunlight dependency, vulnerability to Earth and Water magic **OFFENSE Speed** fly 30 ft. (perfect) Melee bite +4 (1d6-2 plus burn) Space 5 ft.; Reach 5 ft. Special Attacks burn (1d6, DC 14), dazzling aura Spell-Like Abilities (CL 6th) At will—message 3/day—charm person (DC 13), detect thoughts (DC 14), invisibility, levitate 1/day—magic mouth, scorching ray, sound burst (DC 14) STATISTICS Str 6, Dex 16, Con 10, Int 15, Wis 16, Cha 12 Base Atk +1; CMB -2; CMD 11 (can't be tripped) Feats Hover, Weapon Finesse Skills Acrobatics +8, Fly +8, Intimidate +6, Perception +8, Sense Motive +5, Stealth +11, Survival +7 Languages Elder Speak, Sylvan, Tomagai SQ Air subtype, dazzling aura, Fire subtype ECOLOGY Environment any land **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Air Subtype (Ex) A watcher is immune to Air

magic but vulnerable to Earth magic. **Dazzling Aura (Su)** A conscious watcher is enveloped in a constant glow. As a free action it can flare up, dealing 2d6 nonlethal electricity damage to all creatures in a 5-foot radius every round (no save). In addition, the dancing motes have a hypnotic effect on creatures within 30 feet of the watcher. Treat this as a *hypnotic pattern* spell (DC 14 Will save).

Fire Subtype (Ex) A watcher is immune to Fire magic but vulnerable to Water magic.

Illumination (Ex) A watcher's flickering aura of brilliant light provides illumination in a 30-foot radius, though the watcher can dim the glow if it desires.

Sunlight Dependency (Ex) Watchers have no need for sustenance. They require only sunlight to survive. As long as they can bask in the sun for at least eight hours every seven days, they can go for a week without rest. A watcher going longer than a week without sunlight begins to fade, losing a point of Constitution each day it misses its sunbath. At 0 Con, the creature disappears forever. It can regain lost Constitution only by sunbathing, regaining 1 point for each hour in direct sunlight or every 2 hours in indirect sunlight.

Watchers are magical creatures with mysterious origins. They roam the wilds of Tromek, serving as agents and spies for the Wyred.

A creature of Air and Fire elemental magic, a watcher has a gray, spherical body that is usually no more than a foot and a half in diameter. The watcher has a humanoid face with eyes, nose and a mouth. The face can convey a broad range of emotions. The eyes of a watcher are usually a pale blue and bright with intelligence. The watcher has no visible ears, but it does possess an uncanny sense of hearing. The mouth is capable of speaking. Since it has no arms or legs, the watcher flies, hovers, and levitates.

Although the Wyred can control watchers with their magic, they did not

create the creatures. The exact nature of lost children being guided back home by similar to constructs and elementals, yet Void. they have a sentience and personality not commonly found in those creatures.

when the first elves walked the land. might require. Some elves believe that the Although watchers are almost always watchers are agents of the Mother and seen in the company of Wyred, they are Father, who give capable of acting on their own initiative (or temporary through the commands of the Father and the elves fight Mother). Stories are

often told of

watcher is a matter of debate amongst the watchers or of watchers that come to the Wyred. Watchers exhibit characteristics aid of those attacked by creatures of the

Watchers have no history and they do not know their origins. They simply appear, Watchers are theorized to be around ready to perform any task the Wyred the Watchers bodies to help their enemies.



WEAVER RAT

This creature resembles a weasel in light gray fur, but nests within a network of strands not unlike cobweb.

WEAVER RAT

CR 1/2

XP 200 N Tiny animal Init +2; Senses low-light vision, scent; Perception +4 DEFENSE AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) **hp** 5 (1d8+1) Fort +3, Ref +4, Will +1 **Immune** poison OFFENSE Speed 30 ft., climb 20 ft. **Melee** bite +0 (1 plus poison) Special Attacks poison, web (+2 ranged, DC 10, 4 hp) STATISTICS Str 6, Dex 15, Con 12, Int 3, Wis 12, Cha 8 Base Atk +0; CMB -4; CMD 8 (12 vs. trip) Feats Skill Focus (Perception) Skills Climb +10, Escape Artist +8, Perception +4, Stealth +15; Racial Modifiers uses Dex to modify Climb **ECOLOGY**

Environment any forest, hills, mountains and underground

Organization solitary, family (2-12), or colony (16-32)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 11, frequency immediate, effect 1d3 Con damage, cure 1 save.

Weaver rats are rodents capable of spinning webs like spiders. Lurking in the silken strands, they wait for their prey.

A weaver rat has a long, slender body. Two small, black eyes gaze from above an elongated muzzle. Its jaws are filled with very small, very sharp teeth. The weaver rat is covered with a light gray fur, which enables it to better blend in with many

environments. To an inexperienced eye, a weaver rat easily passes for an ordinary weasel or ferret.

Weaver rats differ from those creatures in their ability to spit special mucus, used in much the same way as spiders when making webs. With it, weaver rats create elaborate web-traps, which they use as a means of capturing their prey. The unaffected weaver rats scurry about their webs, lying in wait for prey or repairing damage done by prey that has escaped.

Pecwae have a liking for weaver rats, and often enjoy talking to the industrious creatures. It is not uncommon to find a pecwae with a weaver rat companion perched on his shoulder as they wander a forest, looking for herbs (and tasty morsels for the rat).

Combining the tactics of a weasel with that of a spider, weaver rats use their webs to create elaborate traps ranging from trip wires to nets hidden by a layer of leaves. Typically, weaver rats confine themselves to creatures of Small size or smaller prey, but if a large intruder stumbles into their webs, they will not hesitate to defend their homes.



WHALE, DEEPSINGER

This great creature possesses many physical similarities to a whale, though upon closer inspection, it has no blowholes, but an orifice on top and bottom, respectively. It also does not appear to have eyes.

DEEPSINGER WHALE

XP 38,400

- NG Gargantuan magical beast
- Init +5; Senses blindsight 240 ft. (*silence* negates); Perception +20

DEFENSE

- AC 22, touch 7, flat-footed 21 (+1 Dex, +15 natural, -4 size)
- hp 200 (16d10+112)
- Fort +17, Ref +11, Will +11
- **DR** 10/magic; **SR** 15 (vs. Air and Water magic only)

OFFENSE

- Speed swim 40 ft.
- **Melee** bite +24 (4d6+12 plus grab), tail slap +19 (2d8+6)

Space 20 ft.; Reach 10 ft.

Special Attacks breath weapons (above water: 60-ft. cone, 10d6 acid damage, Reflex DC 18 for half, 1/hour; underwater: 60-ft. cone, 12d6 sonic damage, Reflex DC 20 for half, 1/hour), swallow whole (4d6 acid damage, AC 17, 20 hp), tidal song

Spell-Like Abilities (CL 10th)

At will—water breathing 3/day—detect thoughts (DC 12), hills of

water 1/day—blaststream (DC 13), summon

monster II

STATISTICS

- Str 34, Dex 12, Con 24, Int 15, Wis 18, Cha 10
- Base Atk +12; CMB +28 (+32 grapple); CMD 39 (can't be tripped)

Feats Endurance, Improved Bull Rush, Improved Initiative, Iron Will, Magical Attunement (Water), Power Attack

Skills Knowledge (geography) +15, Perception +20, Survival +20, Swim +28 SQ internal shelter

ECOLOGY

CR 14

Environment any aquatic

Organization solitary, family (2-5) or choir (6-11)

Treasure standard

SPECIAL ABILITIES

- Internal Shelter (Ex) The top orifice of a deepsinger opens directly into its lungs, and when closed, creates an airtight environment in which the deepsinger can safely carry up to 10 Medium-sized creatures without endangering its own breathing capacity. Creatures held inside the deepsinger's upper cavity are not only provided with breathable air (a byproduct of the deepsinger's own anatomy), but the whale's internal organs are also bioluminescent, filling the upper cavity with a soft blue-green radiance.
- Tidal Song (Ex) While submerged, the deepsinger can emit a powerful melody that vibrates through the surrounding water, stirring the currents into a riptide that creates a treacherous whirlpool that also protects the deepsinger. This ability affects a 200-foot radius with the deepsinger safe in the center. All Huge or smaller creatures caught within must succeed on a DC 25 Swim check or become swallowed by the whirlpool and takes 1d6 damage plus drowning. They must make the Swim check every round until they escape the area. While in the whirlpool, ranged attacks are impossible (save for specialized siege weapons, which suffer a -8 penalty to attack rolls), as are verbal communications and any other sound; visibility is also reduced by half. Deepsingers can maintain a tidal song for 1 minute per HD, and use this ability once every four hours.

As beautiful and enigmatic as their songs, deepsinger whales are a welcome sight for orks who are lost at sea.

The deepsinger whale is a massive, magical sea-dwelling creature, usually

averaging about 50 feet from snout to tail. They have been known to reach lengths of more than 150 feet, weighing many tons. Despite their great bulk, the deepsinger moves through the water with speed and grace.

At first glance, a deepsinger resembles a longer, blue slender more whale, but there are a few distinct differences. Instead of a blowhole, deepsingers have two mouth-like orifices. The top orifice, in addition to functioning as a breathing apparatus, can also serves as a safe shelter for the creature's smaller allies. The other orifice opens a lower cavity that is deepsinger's stomach digestive tract, which are and separate from the cavity.

Another major ordinary between deepsinger the organs sensory obsidian eyes on snout. These are They provide with the ability both in and out organs are also deepsinger's the deepsinger's Т h of deepsingers towards run and grays dusky greens, darker along the top and sides, fading paler hues deepsinger's

into

that the own voice.

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0 the on underside.

deepsingers are more colorful than females, with bright streaks along their dorsal side, ranging from brilliant yellows to vibrant reds.

Male

Deepsingers can speak with dolphins t h e and fish, and they understand many a n d humanoid languages (primarily Pharn'lan), distinct though they cannot communicate with nonupper aquatic races without magical assistance.

Deepsinger whales are beloved by difference sailors, both orken and human, for they whales and have been known to save sailors from is two large drowning, scooping them up and keeping resemble them in their air-filled cavities until they the deepsinger's reach land or another ship. The sight of a not eyes, however. deepsinger is an especially good omen to deepsinger the orks. Orks will not kill a deepsinger to detect vibrations under any circumstances and will not of the water. These hesitate to come to a deepsinger's defense. the source of the The song of a deepsinger can move the singing, amplifying roughest ork to tears. Nimrans also honor the deepsinger and start every voyage by coloration tossing gifts of fish into the water in hopes tends to that the deepsingers will accompany them blues, at least part of the way.

WHALE, ORKHATER

This is a big bluish-gray whale with a strong, powerful jaw.

CR 9

ORKHATER WHALE

XP 6,400

N Huge animal (aquatic)

Init +1; Senses low-light vision; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 17 (+1 Dex, +9 natural, -2 size) hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

DR 10/piercing

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d6+10 plus grab); or ram +15 (2d6+10), tail slap +10 (1d8+5)

Space 15 ft.; Reach 10 ft.

Special Attacks improved ram, swallow whole (3d6 acid damage plus 2d6+5 crushing damage, AC 14, hp 9, DR 10 vs. bludgeoning only), water spout

STATISTICS

Str 30, **Dex** 13, **Con** 20, **Int** 5, **Wis** 12, **Cha** 6 **Base Atk** +7; **CMB** +19 (+23 grapple); **CMD**

30 (can't be tripped)

Feats Power Attack

Skills Perception +10

ECOLOGY

Environment any aquatic

Organization solitary or pod (6-11)

Treasure none

SPECIAL ABILITIES

- **Improved Ram (Ex)** An orkhater spending three consecutive rounds on movement before ramming an object or creature deals triple damage.
- Water Spout (Ex) Once every 10 minutes, as a full-round action, an orkhater can project a powerful blast of water in a line 50 feet long, 5 feet wide, dealing 8d6 damage (DC 15 Reflex save negates) and knocking any struck creature back 2d10 feet.

Orkhaters are powerful ancient enemies of the ork whales that combine the worst aspects of a killer whale and a great white shark, with a bloodthirsty taste for orks.

Orkhater whales are usually at least 25 feet long, and there are recordings of orkhaters more than three times that size. The orkhater whale has a distended underside that bears a resemblance to the keel of a ship, providing the creature with incredible mobility beneath and atop the waves. The bloated belly is a greenish white, while the dorsal side is bluish-gray, similar in coloration to dolphins. The orkhater's head is similar to that of a shark, with a longer nose and wide predatory jaws. The orkhater's teeth are sharp at the front of its mouth, broad and flat at the back, so it can crush objects quite easily.

Though an orkhater typically preys upon slow-moving schools of deepwater fish and plankton, it has a particular hunger for young orka whales and the flesh of orks. Pods of orkhaters have been known to prowl orken sealanes, attempting to capsize ships and feast on sailors. Consequently, orks hold an intense grudge toward these creatures and go out of their way to hunt down entire pods.

Orks consider orkhaters bad omens and will discontinue any enterprise when an orkhater is sighted until it is killed. However, the sharp front teeth of an orkhater are believed to bring good luck to those who wear them. Orks often craft them into necklaces. A female ork often presents such a gift to her mate on their joining day. The gift takes on special significance if the female has herself killed the orkhater.

Intelligent creatures, orkhaters make sure they have the numbers advantage before attacking. Against underwater opponents, they use their speed to catch and attempt to swallow them whole. The orkhaters often attack a ship in a small group, attempting to capsize it so they can pick off its crew and passengers in the water.



WHIPSTAG

This is a massive, majestic deer unique for not just its rack of sharp horns, but twin whip-like tentacles sprouting from the shoulders.

CR 3

WHIPSTAG

XP 800

N Large animal

Init +1; Senses low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +7, Ref +5, Will +2

OFFENSE

Speed 40 ft.

Melee horn +6 (1d8+4), 2 tentacle whips +1(1d4+2 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks incite stampede, poison

STATISTICS

Str 18, Dex 13, Con 16, Int 2, Wis 12, Cha 10 Base Atk +3; CMB +8; CMD 19 (23 vs. trip) Feats Power Attack

Skills Perception +5, Stealth +1 (+9 in heavy undergrowth); **Modifiers** Racial +4Perception, +8 Stealth in heavy undergrowth ECOLOGY

Environment temperate forest or plains

Organization solitary or herd (1-3 whipstags plus 6-30 deer or elk)

Treasure none

SPECIAL ABILITIES

- Incite Stampede (Ex) Using its tentacle whips, a whipstag can incite a herd of deer or elk to begin stampeding. These creatures are considered to be making a trample attack (2d6+4, DC 16) while remaining adjacent to each other. While stampeding, they can trample foes of their size or smaller, and the trample's save DC increases by +2.
- Poison (Ex) Tentacle Whips—injury; save Fort DC 13, frequency 1, primary effect 1 hit point damage, secondary effect paralysis for 1d6 rounds, cure 1 save. When used against non-herd animals, a whipstag's tentacle delivers a harmful chemical instead.

Known as the 'Deer Chieftains,' whipstags are massive bucks with biological whiplike tentacles on their shoulders that enable them to protect their herds.

A whipstag stands six feet at the shoulder, with powerful, thick musculature along its chest and flanks. With its enormous blade-sharp horns, a whipstag is easily the most dominant male of any herd. The most unusual characteristic of a whipstag, however, is the pair of long, sinewy whips that extend from either shoulderblade. Even more so than its horns, these whips are a whipstag's primary means of maintaining dominance within a herd, as well as the means to protect the herd from predators. A herd led by a whipstag is less easily intimidated, and will work with the whipstag to drive off intruders and protect their young.

The dwarves have a profound respect for whipstags. A young dwarf's rite of passage sometimes includes a hunt for a whipstag. Dwarves value highly any weapon made from whipstag horns, as well as bullwhips made from a whipstag's tentacles. Dwarves consider whipstags their property and are very protective of the creatures, taking only a precious few every year. Although a dwarf may kill a whipstag—with proper ceremony—no outsider is permitted to do so. Dwarves become infuriated upon spotting poachers of whipstags.

Whipstags mate as do ordinary stags, with one in ten of their offspring being born a whipstag. Unfortunately, the birthing of a whipstag is physically traumatic for a doe, and the mother rarely lives to nurse the whipstag to adulthood. Other nursing does will take over the duties of raising a whipstag, for they understand its value to the herd.

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APPENDIX 1: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

- Aberration: brain, clawspider, grabber, netmaster, ribsnapper, skindelver, slough, smoke fiend, watcher
- (Air): elemental leech, ranead, tearn, watcher
 Animal: armidron, bladeface, blood asp, crimson scourge (bloodlasher), crown cobra snake, desertstalker, equus, fluff monkey, gurgler, hardak, hulkraik, leafwing, lizardhawk, orkhater whale quillion, red-stripe skunk, reed stalker, sea drake, shargoyle, shroomer, skullbear, squelleroo, surf tangler, tangle-o-vines, tusked toad, valligator, weaver rat, whipstag
- (Aquatic): coralshell, crimson scourge (bloodlasher), drusker, gurgler, hulkraik, ipitt, orkhater whale, reed stalker, sea drake, seawraith, surf tangler, swamp devil, tangle-o-vines, tusked toad, valligator

Construct: flesh terror, monitor, prow golem **(Cold):** karothaur

(Earth): clodder, elemental leech, monitor Fey: boulder mites, deceiver, grunt, kaer (Fey): chamber oak

(Fire): elemental leech, lava lizard, smoke fiend, watcher

(Giant): dogman, exterion (bone ogre), marrowtongue, speedster, thunder maker

(Goblinoid): bone gatherer

Humanoid: bone gatherer, dogman, exterion (bone ogre), marrowtongue, speedster, thunder maker

(Incorporeal): elemental leech, ranead

Magical Beast: bushlurker, coralshell, decadmeon, deepsinger whale, gravedigger, haicusin, hydra snake, karothaur, lava lizard, pelopos, ranead, sandshocker, swamp devil, taan tiger, tearn

Monstrous Humanoid: animan, bagskin, drusker, jumu, minotaurus, mugwump Ooze: cavecrawler, maggot ooze, smudge Plant: bone moss, chamber oak, clodder, curl fungus, green guardian, ironblood tree, klaaku bean, scorpion cactus, squalch melon, thicketeer(Plant): bushlurker, grath, razorthorn

Template: bone gatherer, chamber oak, crypt guardian, Qabalta

Undead: crypt guardian, ghoul lord, Qabalta, seawraith, Void serpent

Vermin: elemental leech, ipitt

(Void): grunt, skindelver

(Water): elemental leech

APPENDIX 2: MONSTERS BY CR

The following section lists all monsters included in this book, alphabetically by CR. In the case of templates, like crypt guardian and Qabalta, only the sample creatures presented with full stat block are included.

CR 1/4

curl fungus

CR 1/3

bone gatherer

CR 1/2

animan, bagskin, boulder mites, coralshell, green guardian, leafwing, quillion, weaver rat

CR 1

crown cobra snake, crypt guardian cat, desertstalker, dogman, elemental leech, grath (sproutling), hardak, jumu, karothaur, klaaku bean, red-stripe skunk, reed stalker, scorpion cactus, seawraith, skindelver, squelleroo

CR 2

blood asp, bushlurker, decadmeon, grabber, grath (core), grunt, gurgler, ipitt, kaer, pelopos (male), smudge, speedster, surf tangler, tangleo-vines

CR 3

drusker, equus, maggot ooze, pelopos (female), shargoyle, slough, smoke fiend, thicketeer, tusked toad, watcher, whipstag

CR 4

bladeface, clodder, exterion (bone ogre), ghoul lord, haicusin, ranead, ribsnapper

CR 5

brain, chamber oak (sapling), deceiver, hulkraik, mugwump, netmaster, prow golem, sandshocker, skullbear, swamp devil, valligator

CR 6

clawspider, fluff monkey, hydra snake, marrowtongue

CR 7

cavecrawler, gravedigger, ironblood tree, lava lizard, razorthorn, shroomer

CR 8

lizardhawk, monitor, sea drake

CR 9

armidron, chamber oak (lightwood), crimson scourge (bloodlasher), flesh terror, orkhater whale, taan tiger

CR 10

bone moss, minotaurus, Qabalta, thunder maker

CR 11

Void serpent

CR 13

chamber oak (mature), tearn

CR 14

deepsinger whale, squalch melon

CR 17

chamber oak (darkwood)

CR 21

chamber oak (ancient)

APPENDIX 3: MONSTERS BY TERRAIN & RACIAL REFERENCE

The following lists group all of the monsters in this book into their respective terrains, as well as by racial references (human, elf, dwarf, ork, and pecwae), so the GM can select appropriate creatures for realm- and culture-specific adventures.

ANY TERRAIN (COLD)

animan, bagskin, crypt guardian, curl fungus, deceiver, dogman, elemental leech (Air), flesh terror, ghoul lord, grunt, klaaku bean, lava lizard, maggot ooze, marrowtongue, minotaurus, monitor, mugwump, netmaster, Qabalta, ranead, skindelver, slough, smoke fiend, smudge, watcher

ANY TERRAIN (TEMPERATE)

armidron, bagskin, bone gatherer, crown cobra snake, crypt guardian, deceiver, dogman, elemental leech (Earth), flesh terror, ghoul lord, grath, grunt, klaaku bean, lava lizard, maggot ooze, marrowtongue, minotaurus, monitor, mugwump, netmaster, Qabalta, ranead, skindelver, slough, smoke fiend, smudge, tusked toad, watcher

ANY TERRAIN (WARM)

armidron, bagskin, bone gatherer, crown cobra snake, crypt guardian, deceiver, dogman, elemental leech (Fire), flesh terror, ghoul lord, gravedigger, klaaku bean, lava lizard, maggot ooze, marrowtongue, minotaurus, monitor, mugwump, netmaster, Qabalta, ranead, skindelver, slough, smoke fiend, smudge, tusked toad, watcher

AQUATIC (COLD)

coralshell, crimson scourge (bloodlasher), deepsinger whale, drusker, elemental leech (Water), gurgler, hulraik, ipitt, orkhater whale, prow golem, sea drake, seawraith, slough

AQUATIC (TEMERATE)

blood asp, coralshell, crimson scourge (bloodlasher), crown cobra snake, deepsinger whale, drusker, elemental leech (Water), gurgler, hulraik, hydra snake, ipitt, orkhater whale, prow golem, sea drake, seawraith, slough, tusked toad

AQUATIC (WARM)

blood asp, coralshell, crimson scourge (bloodlasher), crown cobra snake, deepsinger whale, drusker, elemental leech (Water), gurgler, hulraik, hydra snake, ipitt, orkhater whale, prow golem, reed stalker, sea drake, seawraith, slough, surf tangler, tusked toad, valligator

DESERT (COLD)

scorpion cactus

DESERT (TEMPERATE)

scorpion cactus

DESERT (WARM)

desertstalker, sandshocker, scorpion cactus, squelleroo

DWARVES

animan, bone gatherer, clawspider, desertstalker, equus, mugwump, speedster, squelleroo, whipstag

ELVES

bladeface, bone moss, curl fungus, jumu, kaer, leafwing, lizardhawk, pelopos, ranead, shargoyle, skullbear, tearn, thunder maker, watcher

FOREST (COLD)

bushlurker, chamber oak, ironblood tree, jumu, lizardhawk, pelopos, quillion, red-stripe skunk, taan tiger, weaver rat

FOREST (TEMPERATE)

blood asp, bushlurker, chamber oak, clodder, green guardian, haicusin, hydra snake, ironblood tree, jumu, leafwing, lizardhawk, pelopos, quillion, razorthorn, red-stripe skunk, taan tiger, thicketeer, weaver rat, whipstag

FOREST (WARM)

blood asp, bushlurker, chamber oak, clodder, decadmeon, fluff monkey, green guardian, haicusin, hydra snake, ironblood tree, jumu,

Second Second

leafwing, lizardhawk, pelopos, quillion, razorthorn, squalch melon, taan tiger, weaver rat

HILLS (COLD)

boulder mites, equus, pelopos, skullbear, redstripe skunk, taan tiger, tearn, weaver rat

HILLS (TEMPERATE)

boulder mites, clodder, equus, haicusin, pelopos, ribsnapper, skullbear, red-stripe skunk, taan tiger, tearn, weaver rat

HILLS (WARM)

boulder mites, clodder, decadmeon, equus, haicusin, pelopos, ribsnapper, skullbear, taan tiger, tearn, weaver rat

HUMAN (DUNKAGARA)

marrowtongue, ribsnapper, skullbear

HUMAN (NIMOREA)

bladeface, bushlurker, chamber oak, curl fungus, leafwing, lizardhawk, skullbear, tangle-o-vines

HUMAN (NIMRA)

bladeface, bushlurker, , chamber oak, coralshell, crimson scourge (bloodlasher), decadmeon, deepsinger whale, leafwing, razorthorn, reed stalker, seawraith, skullbear, surf tangler, swamp devil, tangle-o-vines, tusked toad, Void serpent

HUMAN (KARNU)

bladeface, crown cobra snake, drusker, marrowtongue, scorpion cactus, skullbear

HUMAN (TREVENICI)

quillion, skullbear, red-stripe skunk, taan tiger

HUMAN (VINNENGAEL)

Qabalta, shroomer, skullbear, smudge

MARSH (COLD)

shroomer

MARSH (TEMPERATE)

clodder, green guardian, shroomer, tangle-ovines

MARSH (WARM)

clodder, green guardian, reed stalker, shroomer, swamp devil, valligator

MOUNTAINS (COLD)

bone moss, boulder mites, jumu, lizardhawk, pelopos, shargoyle, skullbear, taan tiger, tearn, thunder maker, weaver rat

MOUNTAINS (TEMPERATE)

bone moss, boulder mites, clodder, haicusin, jumu, lizardhawk, pelopos, ribsnapper, shargoyle, skullbear, taan tiger, tearn, thunder maker, weaver rat

MOUNTAINS (WARM)

bone moss, boulder mites, clodder, haicusin, jumu, lizardhawk, pelopos, ribsnapper, shargoyle, skullbear, taan tiger, tearn, thunder maker, weaver rat

ORKS

animan, coralshell, crimson scourge (bloodlasher), deepsinger whale, drusker, orkhater whale, prow golem, reed stalker, sea drake, seawraith, surf tangler, swamp devil, tusked toad, valligator

PECWAVE

bone gatherer, monitor, shargoyle, tearn, weaver rat

PLAINS (COLD)

equus, karothaur, pelopos, red-stripe skunk, speedster, taan tiger

PLAINS (TEMPERATE)

clawspider, equus, green guardian, pelopos, redstripe skunk, speedster, taan tiger, thicketeer, whipstag

PLAINS (WARM)

bladeface, equus, green guardian, pelopos, sandshocker, speedster, squelleroo, taan tiger

TAAN

flesh terror, gravedigger, taan tiger

UNDERGROUND

blood asp, bone gatherer, brain, cavecrawler, crown cobra snake, crypt guardian, curl fungus, dogman, ghoul lord, grath, hardak, hydra snake, lava lizard, maggot ooze, marrowtongue, minotaurus, netmaster, Qabalta, ribsnapper, skindelver, slough, smoke fiend, Void serpent, weaver rat

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Bestiary of Loerem

Loerem, the world of the Sovereign Stone, is a land of wonder, magic, excitement... and most unquestionably, danger. Between realms at unease, even at war, with each other, and the threat of an advancing army from a foreign continent, monstrous creatures also lurked all corners of the land, themselves striving to feed and survive.

Bestiary of Loerem presents more than 90 new such menaces for characters to outfight, outrun, and outwit. From the grunting animan to the lash-horned whipstag, each creature is fully statted for the Pathfinder® RPG, all with description and some include options such as a player-character race. An appendix categorizing the creatures by type, CR, terrain and racial reference is also available for the GM to quickly and easily insert monstrous encounters appropriate to characters' levels and their current whereabouts.

Open this book to an array of new friends and foes!



