

# #5-05 The Elven Entanglement

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GA PFS

**TITAN CENTIPEDE** (red = 4-player adjusted)

CR 9

N Colossal vermin

**Init** +0; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 22, touch 3, flat-footed 21 (+19 natural, –8 size)**hp** 135 (10d8+90); **hp** 105\* (10d8+90) \*already damaged**Fort** +16, **Ref** +3, **Will** +3**Immune** mind-affecting effects**OFFENSE****Speed** 60 ft., climb 60 ft.**Melee** bite +15 (4d6+24 plus poison)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** trample (6d6+24, DC 31)**STATISTICS****Str** 43, **Dex** 13, **Con** 29, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +7; **CMB** +31; **CMD** 41 (can't be tripped)**Skills** Climb +24, Perception +4, Stealth –8; **Racial Modifiers** +4

Perception, +8 Stealth

**SQ** compression**Other Gear** *belt of incredible dexterity* +2**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 24 (22); frequency 1/round for 6 rounds; effect 1d6 (1d4) Dex; cure 2 consecutive saves.**BRIARBORN JUGGERNAUT** (red = 4-player adjusted)

CR 12

N Colossal vermin

**Init** +3; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 26, touch 5, flat-footed 23 (+3 Dex, +21 natural, –8 size)**hp** 174 (12d8+120); **hp** 144\* (12d8+120) \*already damaged**Fort** +18, **Ref** +7, **Will** +6**DR** 10/good; **Immune** mind-affecting effects; **Resist** cold 15, fire 15; **SR** 17**OFFENSE****Speed** 60 ft., climb 60 ft.**Melee** bite +19 (4d6+27 plus poison)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** smite good (+0 to hit, +12 damage), poison, trample (6d6+28, DC 34)**STATISTICS****Str** 47, **Dex** 17, **Con** 31, **Int** —, **Wis** 14, **Cha** 4**Base Atk** +9; **CMB** +35; **CMD** 48**Skills** Climb +26, Perception +6, Stealth –5; **Racial Modifiers** +4

Perception, +8 Stealth

**SQ** compression**Other Gear** *belt of physical perfection* +2**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 26 (24); frequency 1/round for 6 rounds; effect 1d6 (1d4) Dex; cure 2 consecutive saves.

**BABAU**

CR 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +5 (+7); **Senses** darkvision 60 ft., *see invisibility*; Perception +19**DEFENSE****AC** 19 (21), touch 11 (13), flat-footed 18 (+1 (+3) Dex, +8 natural)**hp** 73 (7d10+35)**Fort** +10, **Ref** +6 (+8), **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)**Special Attacks** sneak attack +2d6**Spell-Like Abilities** (CL 7th)Constant—*see invisibility*At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau at 40%)

**STATISTICS****Str** 21, **Dex** 13 (17), **Con** 20, **Int** 14, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +12; **CMD** 23**Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)**Skills** Acrobatics +11 (+13), Climb +12, Disable Device +11(+13), Escape Artist +11 (+13), Perception +19, Sense Motive +11, Sleight of Hand +11 (+13), Stealth +22 (+24); **Racial Modifiers** +8 Perception, +8 Stealth**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SPECIAL ABILITIES****Protective Slime (Su)** A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.*\*Editor's Note: red = they drank their potion of cat's grace***GIANT WOLF IN SHEEP'S CLOTHING** (4 player adjusted)

CR 9

N Large Aberration

**Init** +3; **Senses** all-around vision, darkvision 60 ft.; Perception +14**DEFENSE****AC** 22, touch 8, flat-footed 22 (-1 Dex, -1 size, +14 natural)**hp** 123 (13d8+65); **hp** 103\* (13d8+65) \*already damaged**Fort** +11, **Ref** +5, **Will** +10**OFFENSE****Speed** 5 ft., burrowing (5 feet), climbing (5 feet)**Melee** bite +13 (1d8+5), 8 (6) tentacles +13 (1d6+2 plus grab and pull)**Space** 10 ft.; **Reach** 10 ft. (30 ft. with tentacle)**Special Attacks** constrict (tentacle 1d6+5), implant, pull (tentacle, 5ft.)**STATISTICS****Str** 21, **Dex** 8, **Con** 21, **Int** 6, **Wis** 14, **Cha** 7**Base Atk** +9; **CMB** +15 (+21 Grappling); **CMD** 24 (can't be tripped)**Feats** Great Fortitude, Greater Grapple, Greater Weapon Focus (tentacle), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Focus (tentacle)**Skills** Acrobatics -1 (-13 jump), Climb +17, Disguise -1 (+11 as tree stump), Fly -3, Knowledge (nature) +4, Perception +14, Sense Motive +8, Stealth +4**SQ** corpse lure**SPECIAL ABILITIES****Corpse Lure (Ex)** By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep's-clothing can crudely maneuver the corpse, manipulating it like a puppet. The corpse cannot leave the stump or perform complex actions, but is instead used to lure larger prey within range of the wolf-in-sheep's-clothing's tentacles. The largest corpse a wolf-in-sheep's-clothing can manipulate in this fashion is two size categories smaller than itself (thus Tiny creatures for a Medium wolf-in-sheep's-clothing). When a wolf-in-sheep's-clothing uses a corpse like this, it gains a +8 bonus on Disguise checks beyond its normal racial bonus. **Implant (Ex)** A wolf-in-sheep's-clothing can infest a creature with its eggs in one of two ways. A creature that eats a carcass used by the monster as a corpse lure automatically becomes implanted. Alternatively, up to once per day, a wolf-in-sheep's-clothing can implant an egg into a helpless or pinned creature as part of a grapple action. The target can resist being implanted with a DC 21 Fortitude save, but if it fails, the seed gestates and becomes a self-aware creature that slowly steals nourishment from its host before finally exploding free of its host's gut. The parasite can be cut free of the host's belly with a DC 25 Heal check, which takes 1 hour and deals 3d6 slashing damage regardless of success or failure. *Remove disease* (or any similar effect) also kills an implanted egg.*Wolf-in-Sheep's-Clothing Egg:* Infestation—ingestion; save Fort 21; onset 1 day; frequency 1/day; effect 1d4 Str damage until host reaches 0, then 3d6 damage as parasite bursts free; cure 3 consecutive saves. The save DC is Constitution-based.

**EUKALIA (4-player adjusted version)**

CR 9

CE Medium plant (extraplanar)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +18**DEFENSE****AC** 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)**hp** 114 (12d8+60)**Fort** +13, **Ref** +7, **Will** +7**DR** 10/cold iron or good; **Immune** electricity, plant traits; **Resist** acid 10, cold 10; **SR** 20**OFFENSE****Speed** 20 ft.**Melee** 2 claws +13 (1d6+4), 4 tentacles +11 (1d4+2 plus grab)**Special Attacks** compel plants, constrict (1d4+4), create spawn, energy drain (1 level, DC 21), sporepod**Spell-Like Abilities** (CL 9th; concentration +14)Constant—*detect good, tongues*At will—*veil* (DC 21, self only)3/day—*charm monster* (DC 20), *detect thoughts* (DC 17), *suggestion* (DC 17)1/day—*dominate person* (DC 20), *mind fog* (DC 20), *slow* (DC 18)**STATISTICS****Str** 19, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 20**Base Atk** +9; **CMB** +13 (+17 grapple); **CMD** 26**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Disguise)**Skills** Bluff +19, Disguise +25, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +15, Use Magic Device +19**Languages** Abyssal, Aklo, Common, Orvian, Undercommon; tongues, telepathy 100 ft.**SQ** plant empathy +21**SLAS****charm monster** – ench (charm) [MA], VS, close, one target, 1day/lvl, Will neg, SR Y; charm target into being your friend. Instantly becomes friendly. Target received a +5 to saving throw if threatened by allies.**dominate person** – ench (comp) [MA], VS, close, one humanoid, 1day/lvl, Will neg, SR Y; You can command target. Target receives a new save with +2 to saving throw if forced against their nature.**suggestion** – ench (comp) [LD, MA], VM, close, one creature, 1 hr/lvl, Will neg, SR Y; You can suggest target to take a reasonable task and execute it.**slow** – trans, VSM, close, one creature/lvl no more than 30-ft. apart, 1 rd/lvl, Will neg, SR Y; targets: one move or standard a round, -1 attacks, AC and Ref saves, moves at ½ speed.**mind fog** – ench (comp) [MA], VS, medium, 20-ft. radius cloud, 30 min, Will neg, SR Y; creatures in the mist that fail save take -10 to Wis checks and Will saves while in fog plus 2d6 rounds after. Made saves are immune. Fog doesn't hamper vision.**FIENDISH TREANTS**

CR 9

NG Huge Plant

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +12**DEFENSE****AC** 21, touch 7, flat-footed 21 (-1 Dex, -2 size, +14 natural)**hp** 114 (12d8+60)**Fort** +13, **Ref** +3, **Will** +9**DR** 10/good, 10/slashing; **Immune** plant traits; **Resist** cold 15, fire 15; **SR** 14**Weakness** vulnerability to fire**OFFENSE****Speed** 30 ft.**Melee** 2 slams +17 (2d6+9/19-20)**Ranged** rock +7 (2d6+13)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (180 feet), smite good (1/day) (+1 AC, +1 attack, +12 damage vs smite target), trample (2d6+13, DC 25)**STATISTICS****Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13**Base Atk** +9; **CMB** +20 (+22 Sundering); **CMD** 29 (31 vs. Sunder)**Feats** Alertness, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack -3/+6, Weapon Focus (Slam)**Skills** Diplomacy +9, Fly -5, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests)**Languages** Common, Sylvan, Treant**SQ** animate trees, double damage against objects, treespeech**SPECIAL ABILITIES****Animate Trees (Sp)** A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and no animation or rock throwing abilities) and gaining vulnerability to fire. If treant is terminated, incapacitated or moves out of range, tree re-roots itself in current position.**Double Damage Against Objects (Ex)** If this creature makes a full attack against an object or structure, it deals double damage.**Treespeech (Ex)** Members of this race have the ability to converse with plants as if subject to a continual *speak with plants* spell.

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

4<sup>th</sup>

**arboreal hammer** – trans, VSDF, medium, one huge tree, 1rd/lvl; animates a nearby tree branch to attack foes. Strikes once per round with slam +10 (2d6+6) with 15 ft reach. Switch targets as a move action, tree cannot flank or give flank.

**dispel magic** – abj, VS, medium; CL check to counterspell or dispel a spell

**flame strike** – evo [fire], VSDF, medium, cylinder (10-ft. radius, 40-ft. high), Ref half, SR Y; 1d6 damage per caster level, half fire and half divine.

3<sup>rd</sup>

**cure moderate wounds** – conj (healing); Heals target for 2d8 plus caster level (max 10) hit points

**protection from energy** – abj, VSDF, touch, 10 min/lvl; creature received immunity to chosen energy type, until 12 points per caster level (max 120) are absorbed.

**remove disease** –not using in combat

**speak with plants** –not using in combat

2<sup>nd</sup>

**barkskin** – trans, VSDF, touch, 10 min/lvl, +3 ench bonus to natural armor

**lesser restoration** – probably not using in combat

**tree shape** – probably not using in combat

**warp wood** – trans, VS, close, 1 small object per level, Will negates, SR Y; warp wooden objects. Ranged weapons are useless, melee take -4 attack penalty. Medium items count as 2 Small, Large as four Small...

1<sup>st</sup>

**charm animal** – ench (charm) [MA], VS, close, one animal, 1 hr/lvl, Will neg, SR Y; charm an animal into being your friend. Instantly becomes friendly. Target received a +5 to saving throw if threatened by allies.

**cure light wounds** – conj (healing); Heals target for 1d8 plus caster level (max 5) hit points

**endure elements** – not using this in combat

**faerie fire** – evo [light], VSDF, long, 5-ft. rad burst, 1 min/lvl, SR Y; creatures and objects in area shed light. -20 to stealth checks, dany concealment from darkness, blur, displacement, invisibility, and similar.

**frostbite** – trans [cold], VS, touch, SR Y; creature touched gets a melee touch attack per caster level, hit to add 1d6+8 non-lethal cold damage, and target is fatigued as long as they have this non-lethal damage. Cannot go to exhausted.

**goodberry** – not using this in combat

## Vinst Druid Spells Prepared (CL 11th; concentration +16)

6<sup>th</sup>

**greater dispel magic** – abj, VS, medium, 20-ft radius burst or target; CL check to dispel one effect from all creatures in area, or targeted on a creature to dispel 2 effects, or as counterspell with +4 to dispel check.

5<sup>th</sup>

**animal growth** – trans, VS, medium, one animal, 1 min/lvl, Fort neg, SR Y; animal grows 1 category larger

**baleful polymorph** – trans, close, one creature, permanent, Fort neg, Will partial, SR Y; target turned into small animal. If Fort save succeeds, Will save to also loose mental abilities (Ex, Su, SLA, spellcasting).

**wall of thorns** – conj (creation), VS, medium, one 10-ft. cube/lvl, 10 min/lvl; creature moving through wall takes 25 damage minus their AC (no dodge or dex bonuses). Move through with STR check (DC 20) as a full round action, move 5 ft. if successful plus 5 ft. for every you beat check. Creatures in the area when cast take damage as above.

4<sup>th</sup>

**atavism** – trans, VS, close, one animal, 1 min/lvl, Fort neg, SR Y; creature gets advanced template, but loses all tricks except for “attack”

3<sup>rd</sup>

**greater magic fang** – trans, VSDF, close, one creature, 1 hr/lvl; add +2 ench bonus to attack and damage of a single natural weapon or unarmed strikes of creature. Alternatively, +1 to all natural attacks.

2<sup>nd</sup>

**barkskin** – trans, VSDF, touch, 10 min/lvl, +4 ench bonus to natural armor

**gust of wind** – evo [air], VS, 60 ft., line of air, Fort neg, SR Y; probably not using this in fight

**Plus spells in lower tier**

**FIHRALAZ****CR 10**

Young Hezrou

CE Medium Outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; Perception +23**Aura** stench (dc 22)**DEFENSE****AC** 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)**hp** 125 (10d10+70)**Fort** +14, **Ref** +5, **Will** +9**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22**OFFENSE****Speed** 30 ft., swimming (30 feet)**Melee** bite +16 (2d6+6 plus grab) and 2 claws +16 (1d6+6 plus grab)

Power Attack: bite +13 (2d6+12 plus grab) and 2 claws +13 (1d6+12 plus grab)

**Ranged** harpoon +12 (1d8+9/x3)**Special Attacks** nausea (dc 22)**Spell-Like Abilities (CL 13<sup>th</sup>)**At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)3/day—*gaseous form*

1/day—summon (level 4, 1 hezrou 35%)

**Spell-Like Abilities (CL 11<sup>th</sup>)**1/day—*blasphemy* (DC 21)**STATISTICS****Str** 23, **Dex** 15, **Con** 25, **Int** 14, **Wis** 14, **Cha** 18**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 28**Feats** Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack**Skills** Climb +19, Escape Artist +12, Intimidate +14, Knowledge (arcana) +15,Perception +23, Spellcraft +15, Stealth +15, Swim +27; **Racial Modifiers** +8

Perception

**Languages** Abyssal, Celestial, Draconic; telepathy (100 feet)**SQ** amphibious**Other Gear** harpoon**SPECIAL ABILITIES****Nausea (DC 22) (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. Creatures nauseated need to succeed at save or wait 1 minute after not grappled.**Poor Diction (Ex)** Fihralaz casts *blasphemy* at CL 11<sup>th</sup>.**LEECH SWARM****CR 4**

N Diminutive vermin (aquatic, swarm)

**Init** +4; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +6, **Will** +2**Immune** mind-affecting effects, swarm traits, weapon damage**Weaknesses** susceptible to salt (see giant leech below)**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 15)**STATISTICS****Str** 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +4; **CMB** —; **CMD** —**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks**SPECIAL ABILITIES****Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Poison (Ex)** Swarm—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.**Hezrou SLAS****chaos hammer** – evo (chaotic), VS, medium, 20-ft. radius burst, Will partial, SR Y; targets take 1d8 per 2 CL to lawful creatures and slow for 1d6 rds, save for half and no slow. Neutral creatures take half (1/4 on made save) and no slow**unholy blight** – evo (evil), VS, medium, 20-ft. radius burst, Will partial, SR Y; targets take 1d8 per 2 CL to good creatures and sicken for 1d6 rds, save for half and no sicken. Neutral creatures take half (1/4 on made save) and no sicken**blasphemy** – evo [evil, sonic], V, 40 ft., non-evil creatures in 40-ft. radius around you, Will partial, SR Y; effect based on difference between target's level (HD) and CL.

CL = daze (1 rd, save neg)

CL-1 = daze plus weaken (STR decreased by 2d6 for 2d4 rds, save half)

CL-5 = daze, weaken plus paralyzed (paralyzed for 1d10 min, save for 1 rd instead)

CL-10 = daze, weaken, paralyzed plus killed (target dead, save for 3d6+CL damage instead)

## QUASIT

CR 2

CE Tiny outsider (chaotic, demon, evil, extraplanar)

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

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### DEFENSE

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**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 16 (3d10); fast healing 2

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

**DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

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### OFFENSE

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**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

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

**Spell-Like Abilities** (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

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### STATISTICS

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**Str** 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +0; **CMD** 12

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

**Languages** Abyssal, Common; telepathy (touch)

**SQ** change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph)

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### SPECIAL ABILITIES

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**Poison (Ex)** Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

## VILE GIANT LEECHES

CR 3

Advanced fiendish giant leech

N Medium Vermin (aquatic)

**Init** +3; **Senses** blindsight 30 ft., darkvision 60 ft., scent; Perception +2

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### DEFENSE

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

**hp** 25 (3d8+12)

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

**Immune** mind-affecting; **Resist** cold 5, fire 5; **SR** 8

**Weaknesses** susceptible to salt

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### OFFENSE

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**Speed** 5 ft., swimming (20 feet)

**Melee** bite +4 (1d6+3 plus attach)

**Special Attacks** blood drain, smite good (1/day) (+3 damage vs target of smite)

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### STATISTICS

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**Str** 15, **Dex** 16, **Con** 18, **Int** —, **Wis** 14, **Cha** 5

**Base Atk** +2; **CMB** +4; **CMD** 17 (can't be tripped)

**Skills** Stealth +3 (+11 in swamps), Swim +10; **Racial Modifiers** +8 Stealth in swamps

**SQ** amphibious

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### SPECIAL ABILITIES

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**Attach (Ex)** When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round

**Blood Drain (Ex)** A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

**Susceptible to Salt (Ex)** A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

In case they are needed:

## UPROOTERS

CR 7

Elf ranger 8

CN Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +14

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### DEFENSE

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**AC** 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +2 natural)

**hp** 62 (8d10+14)

**Fort** +8, **Ref** +13, **Will** +4; +2 vs. enchantments

**Immune** sleep; **Resist** fire 10

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### OFFENSE

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**Speed** 30 ft.

**Melee** mwk elven curve blade +15/+10 (1d10+1/18–20)

**Ranged** +1 longbow +15/+10 (1d8+1/x3)

**Special Attacks** favored enemy (animals +2, evil outsiders +4)

**Ranger Spells Prepared** (CL 5th; concentration +6)

2nd—*barkskin*, *cat's grace*

1st—*entangle*, *resist energy*

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### STATISTICS

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**Str** 13, **Dex** 23, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

**Base Atk** +8; **CMB** +9; **CMD** 26

**Feats** Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

**Skills** Acrobatics +13, Climb +9, Heal +8, Knowledge (dungeoneering, geography) +6, Knowledge (nature) +8, Perception +14, Ride +12, Stealth +16, Survival +12, Swim +7

**Languages** Common, Elven, Orc

**SQ** elven magic, favored terrain (forest +4, plains +2), hunter's bond (companions), swift tracker, track +4, weapon familiarity, wild empathy +7, woodland stride

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 longbow with 20 arrows, masterwork elven curve blade, *cloak of resistance* +1, *ring of protection* +1, 194 gp