# Vescavor Swarm

CE Diminutive outsider (chaotic, evil, extraplanar)  
**Init** +3; **Senses** darkvision 60 ft.; Perception +9  
**Aura** gibber (15 ft.)

## DEFENSE

**AC** 19, **touch** 17, **flat-footed** 16 (+3 Dex, +2 natural, +4 size)  
**hp** 47 (5d10+20)

**Fort** +7, **Ref** +9, **Will** +2

**Immune** poison, swarm traits, weapon damage; **Resist** fire 10, electricity 10; **SR** 16

## OFFENSE

**Speed** 30 ft., fly 40 ft. (good)  
**Melee** swarm (2d6 plus distraction)  
**Space** 10 ft.; **Reach** 0 ft.  
**Special Attacks** distraction (DC 15), ravenous, traumatizing

## STATISTICS

**Str** 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12  
**Base Atk** +5; **CMB** +4; **CMD** 12 (can't be tripped)  
**Feats** Blind-Fight, Lightning Reflexes, Toughness  
**Skills** Fly +21, Perception +9, Stealth +23  
**Languages** Abyssal

## SPECIAL ABILITIES

### Gibber (Su)

Vescavors yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor swarm or inside it must succeed at a DC 15 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

### Ravenous (Ex)

Vescavors can devour nearly anything, with the exception of adamantine. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object can make a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

### Traumatizing (Su)

Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 13 Will save or gain a type of madness.

Roll on the Types of Insanity table to determine which type of insanity affects the creature—the creature does not make another Will save against the specific insanity. This affliction is permanent, but can be healed as detailed in the Curing Insanity section of the Sanity and Madness rules. The save DC is Charisma-based.

# Derakni (Locust Demon)

CE Large outsider (chaotic, demon, evil, extraplanar)  
**Init** +10; **Senses** darkvision 60 ft., scent; Perception +25

## DEFENSE

**AC** 25, **touch** 15, **flat-footed** 19 (+6 Dex, +10 natural, –1 size)  
**hp** 126 (11d10+66)  
**Fort** +13, **Ref** +13, **Will** +8  
**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

## OFFENSE

**Speed** 30 ft., fly 60 ft. (good)  
**Melee** bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19–20 plus poison)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** drone  
**Spell-Like Abilities** (CL 12th; concentration +15)  
At will—contagion (DC 17), greater teleport (self plus 50 lbs. of objects only), gust of wind  
3/day—enervation, quickened summon swarm  
1/day—insect plague, summon (level 4, 1 derakni or 1d4 vescavor swarms 40%)

## STATISTICS

**Str** 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16  
**Base Atk** +11; **CMB** +20; **CMD** 36 (44 vs. trip)  
**Feats** Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (summon swarm)  
**Skills** Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17; Racial Modifiers +8 Perception  
**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

## SPECIAL ABILITIES

### Drone (Su)

The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

### Poison (Ex)

Bite or sting—injury; save Fort DC 21; frequency 1/ round for 6 rounds; effect 1d4 Con; cure 2 consecutive saves.  
The save DC is Constitution-based.

# Deathtrap Ooze

N Large ooze (shapechanger)  
**Init** -4; **Senses** Perception -5

## DEFENSE

**AC** 10, **touch** 5, **flat-footed** 10 (-4 Dex, +5 natural, -1 size)  
**hp** 126 (12d8+72)  
**Fort** +10, **Ref** +0, **Will** -1  
**Immune** acid, ooze traits

## OFFENSE

**Speed** 20 ft., **climb** 20 ft.  
**Melee** slam +13 (2d6+6 plus 2d6 acid and grab)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** constrict (2d6+6 plus 2d6 acid)

## STATISTICS

**Str** 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1  
**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)  
**Skills** Climb +13  
**SQ** compression, trap form

## SPECIAL ABILITIES

### Acid (Ex)

A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

### Trap Form (Su)

Disguised as a falling block trap, the Deathtrap ooze has the following stats:

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

#### EFFECTS

**Trigger** location; **Reset** manual  
**Effect** Atk +13 melee (10' stone block; 6d6); multiple targets (all targets in a 10-ft. square)

# Angazhani (High Girallons)

CE Large magical beast  
**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, see invisibility; Perception +11

## Defense

**AC** 24, **touch** 12, **flat-footed** 21 (+4 armor, +3 Dex, +8 natural, –1 size)  
**hp** 114 each (12d10+48)  
**Fort** +12, **Ref** +11, **Will** +8  
**DR** 10/cold iron or good; Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

## Offense

**Speed** 30 ft., climb 30 ft. (40-ft. base)  
**Melee** mwk throwing axe +16/+11/+6 (1d8+5), 3 mwk throwing axes +16 (1d8+2), bite +11 (1d8+2) or bite +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)  
**Ranged** 4 mwk throwing axes +16 (1d8+5)  
**Space** 10 ft.; **Reach** 5 ft.  
**Special Attacks** rend (4 claws, 1d6+7)  
**Spell-Like Abilities** (CL 14th, concentration +16)  
Constant—see invisibility  
At will—deeper darkness, dimension door, dispel magic  
3/day—dominate monster (DC 21), fear (DC 16)

## Statistics

**Str** 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14  
**Base Atk** +12; **CMB** +18; **CMD** 31  
**Feats** Cleave, Combat Reflexes, Multiweapon Fighting, Power Attack,   
**Skills** Climb +20, Intimidate +11, Knowledge (religion) +14, Perception +11, Stealth +6, Survival +11  
**Languages** Abyssal, Common, Polyglot  
**SQ** martial training

## Special Abilities

Martial Training (Ex)

Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

# Young Tobongo

N Huge plant  
**Init** -1; **Senses** low-light vision; Perception +12

## DEFENSE

**AC** 29, **touch** 9, **flat-footed** 28 (+1 Dex, +20 natural, -2 size)  
**hp** 146 (14d8+84)  
**Fort** +15, **Ref** +7, **Will** +9  
**Defensive Abilities** plant traits; **DR** 10/slashing **Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 40 ft.  
**Melee** 2 slams +19 (3d6+10/19-20 plus grab)  
**Ranged** rock +6 (3d6+15)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** curse of barkflesh, rock throwing (240 ft.), shake the earth, trample (3d6+15, DC 29)  
**Spell-Like Abilities** (CL 11th, concentration +15)  
At will—entangle (DC 15)

## STATISTICS

**Str** 31, **Dex** 12, **Con** 24, **Int** 14, **Wis** 16, **Cha** 18  
**Base Atk** +10; **CMB** +22 (+24 to sunder); **CMD** 33 (35 vs. sunder)  
**Feats** Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)  
**Skills** Diplomacy +14, Intimidate +16, Knowledge (local) +14, Knowledge (nature) +14, Perception +12, Sense Motive +9, Stealth -12 (+8 in forests); Racial Modifiers +20 Stealth in forests  
**Languages** Polyglot, Sylvan, Treant; treespeech  
**SQ** animate trees, double damage against objects

## SPECIAL ABILITIES

### Animate Trees (Sp)

A tobongo 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 standard treant, gaining the treant's vulnerability to fire (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

### Curse of Barkflesh (Su)

Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting him with a foul and potent curse. Unless he succeeds at a DC 20 Fortitude save, the victim's flesh immediately begins to harden and grow uncontrollably like tree bark, and he takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of wish or miracle. The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning inflicts 1d6 points of damage on the victim, but it negates the need to make a new Fortitude save. If the victim goes without pruning for more than an hour, the barkflesh takes over and he must immediately make the Fortitude save for the day or suffer the Dexterity damage. The save DC is Wisdom-based.

**Curse of Barkflesh**: Grapple injury; save Fort DC 20; frequency 1/ day; effect 1d4 Dex damage, when Dex reaches 0, target transforms into a tree.

### Double Damage Against Objects (Ex)

A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

### Shake the Earth (Ex)

A rooted tobongo can, as a full-round action, uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must make a DC 29 Reflex save or fall prone and take 1d6 points of damage. Man-made structures within the area of effect must make a DC 29 Fortitude save or take 4d6 points of structural damage. Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively. The save DC is Strength-based.

### Treespeech (Ex)

A tobongo has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet it with an attitude of friendly or helpful.

# Animated Tree

N Huge plant  
**Init** –1; **Senses** low-light vision; Perception +12

## DEFENSE

**AC** 21, **touch** 7, **flat-footed** 21 (–1 Dex, +14 natural, –2 size)  
**hp** 114 (12d8+60)  
**Fort** +13, **Ref** +3, **Will** +9  
**Defensive Abilities** plant traits; **DR** 10/slashing  
**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 10 ft.  
**Melee** slam +17 (2d6+9/19–20)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** trample (2d6+13, DC 25)

## STATISTICS

**Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13  
**Base Atk** +9; **CMB** +20; **CMD** 29  
**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)  
**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth –9 (+7 in forests); Racial Modifiers +16 Stealth in forests  
**Languages** Common, Sylvan, Treant  
**SQ** animate trees, double damage against objects, treespeech

## SPECIAL ABILITIES

### Double Damage Against Objects (Ex)

A treant or animated tree that makes a full attack against an object or structure deals double damage.

# Sarkorian Alraune

NE Large plant  
**Init** +5; **Senses** low-light vision; Perception +15

**Aura** calming fragrance (60 ft., DC 21)

## DEFENSE

**AC** 22, **touch** 10, **flat-footed** 21 (+1 Dex, +12 natural, –1 size)  
**hp** 136 (13d8+78)  
**Fort** +14, **Ref** +7, **Will** +7  
**Immune** plant traits; **SR** 20

## OFFENSE

**Speed** 40 ft.  
**Melee** 4 vines +15 (1d10+7 plus grab and bleed)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** bleed (2d6), constrict (1d10+10), feed  
**Spell-Like Abilities** (CL 9th; concentration +14)  
At will—charm monster (DC 18), detect thoughts (DC 17), suggestion (DC 18)  
3/day—glitterdust (DC 17), hold monster (DC 20)  
1/day—commune with nature, wall of thorns

## STATISTICS

**Str** 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 16, **Cha** 21  
**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 28 (can’t be tripped)  
**Feats** Alertness, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike  
**Skills** Bluff +13, Disguise +8, Knowledge (nature) +6, Perception +15, Sense Motive +11   
**Languages** Aklo, Common, Elven, Sylvan

## SPEC IAL ABILITIES

### Calming Fragrance (Su)

A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must succeed at a DC 21 Will save at the start of its turn or fall under the effects of calm emotions for 1 round. Creatures that could be attracted to the alraune’s current apparent gender take a –2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

### Feed (Ex)

An alraune’s roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

# Young Kapre

CN Large plant  
**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +22  
**Aura** confounding (100 ft., DC 21)

## DEFENSE

**AC** 24, **touch** 10, **flat-footed** 22 (+2 Dex, +14 natural, –2 size)  
**hp** 97 (15d8+30)  
**Fort** +10, **Ref** +11, **Will** +9  
**DR** 10/slashing; **Immune** plant traits

## OFFENSE

**Speed** 50 ft., climb 30 ft.  
**Melee** 2 slams +16 (2d6+9)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** blow smoke  
**Spell-Like Abilities** (CL 14th; concentration +18)  
Constant—speak with plants  
At will—invisibility

## STATISTICS

**Str** 22, **Dex** 19, **Con** 13, **Int** 12, **Wis** 15, **Cha** 18  
**Base Atk** +11; **CMB** +18; **CMD** 32  
**Feats** Alertness, Combat Reflexes, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness  
**Skills** Climb +18, Disable Device +13, Perception +22, Sense Motive +9, Stealth +20, Survival +9; Racial Modifiers +8 Perception, +8 Stealth  
**Languages** Common; speak with plants  
**SQ** tree meld

## SPECIAL ABILITIES

### Blow Smoke (Su)

Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect, and the save DC is Constitution-based.

### Confounding Aura (Su)

A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a DC 21 Will saving throw when it enters the area or take a –4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

### Tree Meld (Su)

A kapre can meld with any tree, similar to how the spell meld with stone functions. It can remain melded with a tree as long as it wishes.