

Timeline

A. Hold Mount Armiya

Travel: 1 mile, DC16 Survival check

B. Claw Brush

Travel: DC20 Survival check (auto-passed if Cecilia is with PCs)

Flew over the bramble patch -> 2 miles

Through the bramble patch -> 3 miles

Around the bramble patch -> 5 miles

C. Wolf-in-Gnome's-Clothing

Travel: 1.5 miles, DC16 Survival check

(Encounter D happens during this travel)

E. Satyr Stand-Off

Travel: 1 mile, DC20 Survival check

+5 if they appeased Vinst; -5 if they did not and fail by 5 or more and they end up back at Vinst's home

F. Home of the Hezrou

Summary of Travel Effects

- Move at $\frac{1}{4}$ overland speed. This means that 30ft. move speeds cover a mile in 1 hour, 20 minutes, 20ft. move speeds cover a mile in 2 hours, and 40ft. move speeds cover a mile in a hour.
- Flying offers no extra benefits due to thick growth (besides extra move speed)
- PCs must attempt a survival check when going from one encounter area to another, failure adds an hour to the time from one encounter to another
- Every hour the PCs are in the Tanglebriar, they must make a DC 14 Fortitude save or take 1d4 Strength damage from the myriad poisons and diseases. Immunity to poison or disease allows a +2 to the save, immunity to both make them immune to this damage.
- Thick branches cause the entire Tanglebriar to be in dim light, and there is a "difficult terrain ceiling" 20ft above the ground.

TITAN CENTIPEDE**CR 9**

N Colossal vermin

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 22, touch 3, flat-footed 21 (+1 Dex, +19 natural, -8 size)**hp** 135 (10d8+90)**Fort** +16, **Ref** +4, **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)

TACTICS

During Combat The titan centipede bites a creature the round after it tramples or any round it can't trample three or more creatures. If the PCs flee from the centipede, it snatches and kills one elf from the rock ledge each round.

Morale The titan centipede fights to the death.

STATISTICS

Str 43, **Dex** 13, **Con** 29, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +7; **CMB** +31; **CMD** 42 (can't be tripped)**Skills** Climb +24, Perception +4, Stealth -7; **Racial Modifiers** +4 Perception, +8 Stealth**SQ** compression**Other Gear** *belt of incredible dexterity +2*

SPECIAL ABILITIES

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

BRIARBORN JUGGERNAUT**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)**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)

TACTICS

During Combat The briarborn juggernaut bites a creature the round after it tramples or any round it can't trample three or more creatures. It uses its smite good ability against the first creature it bites. If the PCs flee from the centipede, it snatches and kills one elf from the rock ledge each round.

Morale The briarborn juggernaut fights to the death.

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

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Elf ranger 8

CN Medium humanoid (elf)

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

DEFENSE

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

OFFENSE

Speed 30 ft.**Melee** mwk elven curve blade +15/+10 (1d10+1/18–20)**Ranged**+1 longbow +15/+10 (1d8+1/×3)**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*

TACTICS

Before Combat The ranger casts *barkskin*, *cat's grace*, and *resist energy* (fire).**During Combat** If ranger acts in the surprise round, she casts *entangle*. She prefers to attack at range and from cover.**Base Statistics** Without *barkskin*, *cat's grace*, and *resist energy*, the ranger's statistics are **Init** +4; **AC** 20, touch 15, flat-footed 16; **Ref** +11; **Melee** mwk elven curve blade +13/+8 (1d10+1/18–20); **Ranged** +1 longbow +13/+8 (1d8+1/×3); **Dex** 19; **CMD** +24; **Skills** Acrobatics +11, Ride +10, Stealth +14.

STATISTICS

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

BELT OF INCREDIBLE DEXTERITY

Aura moderate transmutation; **CL** 8th, **Identify DC** 23

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

BELT OF PHYSICAL PERFECTION

Aura strong transmutation; **CL** 16th, **Identify DC** 31

Slot belt; **Weight** 1 lb.; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6)

DESCRIPTION

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 8,000 gp (+2), 32,000 gp (+4), 77,000 gp (+6)

BABAU**CR 6**

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

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 73 (7d10+35)**Fort** +10, **Ref** +6, **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, concentration +10)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%)

TACTICS

During Combat The babau demons attempt to lure the PCs toward the wolf-in-sheep's-clothing by moving to flank it and swatting at the gnome. They avoid entering the reach of the wolf-in-sheep's-clothing unless doing so would be to their advantage; they correctly suspect that the aberration doesn't want to attack them, especially not if there is other food available.

Morale If one babau dies, the other flees if reduced to 20 hp or fewer.

STATISTICS

Str 21, **Dex** 13, **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, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **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.

N Large aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 22, touch 8, flat-footed 22 (-1 Dex, +14 natural, -1 size)

hp 123 (13d8+65)

Fort +11, **Ref** +5, **Will** +10

OFFENSE

Speed 5 ft., burrow 5 ft., climb 5 ft.

Melee bite +13 (1d6+5), 8 tentacles +12 (1d4+2 plus grab and pull)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle 1d4+5), implant, pull (tentacle, 5 ft.)

TACTICS

Before Combat The wolf-in-sheep's-clothing stops swatting at the babaus and lies still in the hope of luring in better prey.

During Combat The aberration waits until a non-demon has entered its reach, at which point it lashes out. If presented with multiple victims, the wolf-in-sheep's-clothing implants one with an egg and then attempts to eat another.

STATISTICS

Str 21, **Dex** 8, **Con** 21, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 25 (can't be tripped)

Feats Great Fortitude, Greater Grapple^B, Greater Weapon Focus (tentacle), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Focus (tentacle)

Skills Climb +17, Disguise -1 (+11 as tree stump), Knowledge (nature) +4, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +12 Disguise as tree stump

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 19 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 19; *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.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

BABAU ROGUES (2)**CR 8**

Babau rogue 2

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

Init +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +21

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)**hp** 103 (9 HD; 7d10+2d8+56)**Fort** +11, **Ref** +11, **Will** +5**Defensive Abilities** evasion, 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 +15 (1d6+7), bite +15 (1d6+7), or mwk longspear +16/+11 (1d8+10/×3), bite +15 (1d6+3)**Ranged** chakram +11/+6 (1d8+7)**Special Attacks** sneak attack +3d6 plus 3 bleed**Spell-Like Abilities** (CL 7th, concentration +9)Constant—*see invisibility*At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)1/day—*summon* (level 3, 1 babau 40%)

TACTICS

During Combat The babau demons attempt to lure the PCs toward the wolf-in-sheep's-clothing by moving to flank it, swatting at the gnome, and attacking the PCs with chakrams. They avoid entering the reach of the wolf-in-sheep's clothing unless doing so would be to their advantage; they correctly suspect that the aberration doesn't want to attack them, especially not if there is other food available.**Morale** If one babau dies, the other flees if reduced to 30 hp or less.

STATISTICS

Str 25, **Dex** 17, **Con** 22, **Int** 16, **Wis** 13, **Cha** 14**Base Atk** +8; **CMB** +15; **CMD** 28**Feats** Combat Reflexes, Improved Initiative, Iron Will, Quick Draw, Skill Focus (Stealth)**Skills** Acrobatics +15, Bluff +14, Climb +19, Disable Device +15, Escape Artist +15, Perception +21, SenseMotive +13, Sleight of Hand +15, Stealth +26, Swim +14; **Racial Modifiers** +8 Perception, +8 Stealth**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** rogue talents (bleeding attack +3), trapfinding +1**Other Gear** mwk longspear, chakrams (4)

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

DIRE WOLF-IN-SHEEP'S-CLOTHING CR 12

Advanced wolf-in-sheep's-clothing (*Pathfinder RPG Bestiary 3* 285)

N Large aberration (shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 23 (–1 Dex, +15 natural, –1 size)

hp 178 (17d8+102)

Fort +13, **Ref** +6, **Will** +14

OFFENSE

Speed 10 ft., burrow 5 ft., climb 5 ft.

Melee bite +18 (1d8+7), 8 tentacles +17 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tentacle)

Special Attacks constrict (1d6+7), implant, pull (tentacle, 5 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 22, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +12; **CMB** +20 (+26 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Fleet, Great Fortitude, Greater Grapple^B, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Focus (tentacle)

Skills Climb +19, Disguise +3 (+15 as tree stump), Knowledge (nature) +4, Perception +25, Sense Motive +10, Stealth +4; **Racial Modifiers** +12 Disguise as tree stump

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 19 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 19; *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.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Fungus queen (*Pathfinder Campaign Setting: Inner Sea Bestiary* 12)

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 +14 (1d6+5), 4 tentacles +12 (1d4+2 plus grab)

w/ Power Attack 2 claws +11 (1d6+11), 4 tentacles +9 (1d4+8 plus grab)

Special Attacks compel plants, constrict (1d4+5), create spawn, energy drain (1 level, DC 23), sporepod

Spell-Like Abilities (CL 9th; concentration +16)

Constant—*detect good, tongues*

At will—*veil* (DC 23, self only)

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 19)

1/day—*dominate person* (DC 22), *mind fog* (DC 22), *slow* (DC 20)

STATISTICS

Str 21, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 24

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27

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 +23

SPECIAL ABILITIES

Compel Plants (Su) A fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures (but not mindless plant creatures) as if they weren't immune to mind-affecting effects.

Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed— instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion of the queen. Such creatures gain the fungoid simple template (granting it all of the plant traits, telepathy 100 ft. with other fungoid creatures, and the chaotic evil alignment), which must be removed using *heal*, *limited wish*, *miracle*, or *wish* before the end of the scenario, otherwise the character is removed from Pathfinder Society Organized Play. Fungoid creatures are under the control of the fungus creature that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation. A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn, but once freed, a fungoid creature cannot be enslaved again (although it can still be influenced by the fungus queen's compel plants and plant empathy abilities).

Energy Drain (Su) A fungus queen's energy drain functions identically to that of a succubus (*Bestiary* 68). Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn). The save DC is Charisma-based.

Plant Empathy (Ex) This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (7 for the typical fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using *transport via plants*. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 5 feet of any sporepod with a tentacle— she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 15 and 20 hit points; damage dealt to a sporepod does not harm the fungus queen.

TREANT**CR 9**

NG Huge plant

Init –1; **Senses** low-light vision, darkvision 60ft.; **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**Immune** plant traits; **Resist** cold 15, fire 15; **DR** 10/slashing and good; **SR** 14**Weaknesses** vulnerability to fire

OFFENSE

Speed 30 ft.**Melee** 2 slams +17 (2d6+9/19–20)**w/ Power Attack** 2 slams +14 (2d6+18/19-20)**Ranged** rock +7 (2d6+13)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (180 ft.), smite good (+1 to hit, +12 damage), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13**Base Atk** +9; **CMB** +20 (+22 to sunder); **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

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *Speak with Plants* spell, and most plants greet them with an attitude of friendly or helpful.

Male satyr druid 8 (*Pathfinder RPG Bestiary* 241)

CN Medium fey

Init +6; **Senses** low-light vision; Perception +34

DEFENSE

AC 24, touch 14, flat-footed 21 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +5 natural)

hp 128 (16 HD; 8d6+8d8+64)

Fort +11, **Ref** +10, **Will** +17; +4 vs. fey and plant-targeted effects

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee mwk spear +15/+10 (1d8+6/×3), horns +9 (1d6+2)

Special Attacks pipes, wild shape 3/day

Spell-Like Abilities (CL 8th)

At will—*charm person, dancing lights, ghost sound, sleep, suggestion*

1/day—*fear* (DC 19), *summon nature's ally III*

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

4th—*arboreal hammer*^{UM}, *dispel magic, flame strike* (DC 19)

3rd—*cure moderate wounds, protection from energy, remove disease, speak with plants*

2nd—*barkskin, lesser restoration, tree shape, warp wood*

1st—*charm animal* (DC 16), *cure light wounds, endure elements, faerie fire, frostbite*^{UM}, *goodberry*

0 (at will)—*create water, detect poison, know direction, purify food and water*

TACTICS

During Combat Vinst uses his spells to attack the PCs while augmenting himself and Brouce, who he sends into battle. The satyr prefers to use wild shape before attacking in melee.

Morale Vinst flees with Brouce once reduced to 35 hp or less.

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 10, **Wis** 20, **Cha** 21

Base Atk +10; **CMB** +14; **CMD** 34

Feats Combat Casting, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Natural Spell, Skill Focus (Perception), Toughness

Skills Bluff +20, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +11, Perception +34, Perform (wind) +25, Stealth +23, Survival +20; **Racial Modifiers** +4 Perception, +4 Perform (wind), +4 Stealth

Languages Common, Druidic, Sylvan

SQ nature bond (animal companion), nature sense, wild empathy +13, woodland stride, trackless step

Other Gear +1 *hosteling hide armor*, mwk spear, *ring of protection +1*

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes.

When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person, fear, sleep, or suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Male satyr druid 8 (*Pathfinder RPG Bestiary* 241)

CN Huge fey

Init +6; **Senses** low-light vision, scent; Perception +34

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 deflection, +1 dodge, +11 natural, -2 size)

hp 128 (16 HD; 8d6+8d8+64)

Fort +11, **Ref** +8, **Will** +17; +4 vs. fey and plant-targeted effects

DR 5/cold iron

OFFENSE

Speed 50 ft.

Melee bite +15 (2d6+7 plus grab), 2 claws +15 (1d8+7)

Space 15ft; **Reach** 15ft

Special Attacks pipes, pounce, rake (2 talons +15, 1d8+8), wild shape 3/day

Spell-Like Abilities (CL 8th)

At will—*charm person, dancing lights, ghost sound, sleep, suggestion*

1/day—*fear* (DC 19), *summon nature's ally III*

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

4th—*arboreal hammer*^{UM}, *dispel magic, flame strike* (DC 19)

3rd—*cure moderate wounds, protection from energy, remove disease, speak with plants*

2nd—*barkskin, lesser restoration, tree shape, warp wood*

1st—*charm animal* (DC 16), *cure light wounds, endure elements, faerie fire, frostbite*^{UM}, *goodberry*

0 (at will)—*create water, detect poison, know direction, purify food and water*

TACTICS

During Combat Vinst uses his spells to attack the PCs while augmenting himself and Brouce, who he sends into battle. The satyr prefers to use wild shape before attacking in melee.

Morale Vinst flees with Brouce once reduced to 35 hp or less.

STATISTICS

Str 24, **Dex** 11, **Con** 17, **Int** 10, **Wis** 20, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 37

Feats Combat Casting, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Natural Spell, Skill Focus (Perception), Toughness

Skills Bluff +20, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +11, Perception +34, Perform (wind) +25, Stealth +23, Survival +20; **Racial Modifiers** +4 Perception, +4 Perform (wind), +4 Stealth

Languages Common, Druidic, Sylvan

SQ nature bond (animal companion), nature sense, wild empathy +13, woodland stride, trackless step

Other Gear +1 *hosteling hide armor*, mwk spear, *ring of protection +1*

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes.

When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person, fear, sleep, or suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

BROUCE

CR –

Bear animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 52 (7d8+21)**Fort** +7, **Ref** +8, **Will** +3; +4 will vs. enchantment spells and effects**Defensive Abilities** evasion

OFFENSE

Speed 40 ft.**Melee** bite +11 (1d6+6), 2 claws +11 (1d6+6)**w/ Power Attack** bite +9 (1d6+10), 2 claws +9 (1d6+10)

STATISTICS

Str 22, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +5; **CMB** +11; **CMD** 24 (28 vs. trip)**Feats** Blind-Fight, Improved Natural Attack (claw), Power Attack, Toughness**Skills** Climb +10, Perception +8, Stealth +8**SQ** devotion, link, multiattack, share spells, tricks (attack [all], defend, down, guard, heel, perform, seek, stay)**HOSTELING ARMOR****Aura** moderate conjuration; **CL** 9th, **Identify DC** 24**Slot** armor; **Weight** -; **Price** +7,500gp

DESCRIPTION

A suit of armor or shield with this special ability hides living animals within its iconography to keep it safe. The wearer can speak a command word to magically store an animal to which he is bonded, such as an animal companion, a familiar, or mount. The stored animal appears as a symbol emblazoned upon the armor or shield, either one that mimics the appearance of the animal or that is more symbolic and abstract.

While stored, the animal is sleeping and provides the wearer no benefit (such as a familiar's skill bonus). The size of animal that can be stored depends on the type of armor or shield. A suit of light armor, medium armor, or a light shield or heavy shield can store one animal up to the wearer's size. A suit of heavy armor or a tower shield can store one animal up to one size category larger than the wearer. A second command word releases the stored animal from the *hosteling* armor or shield. A released animal immediately awakens, appears in a space adjacent to the wearer, and can take actions on the round it appears.

Because the stored animal is sleeping rather than in suspended animation (or even hibernating), it ages and gets hungry at the normal rate while stored. A *hosteling* armor or shield automatically releases a stored animal 24 hours after it was stored inside.

This armor special ability still works on bonded magical beasts that were once animals, but not outsiders, oozes, or other exotic companion creatures.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *secret chest***RING OF PROTECTION****Aura** faint abjuration; **CL** 5th**Slot** ring; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** —

DESCRIPTION

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

CONSTRUCTION

Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Vinst's Cheat Sheet (Subtier 7-8)

4th level spells

Arboreal Hammer (transmutation, VSDF, medium, 1 Huge tree, 1rd/lvl) – Huge tree branch swings for +10 (2d6+6) with reach 15ft. Focuses on one foe that you can see.

Dispel Magic (abjuration, VS, medium) – dispel or counter one magical effect, item is suppressed. D20+CL vs. 11+CL of effect.

Flame Strike (evocation[fire], VSDF, medium, cylinder 10ft. radius 40ft. high, SRyes) – 8d6 dmg, ½ fire ½ divine, REF for ½.

3rd level spells

Cure Moderate Wounds (conjunction (healing), VS, touch, SRyes) – Heals 2d8+8 or touch vs. undead. Will for ½.

Protection From Energy (abjuration, VSDF, creature touched, 10min/lvl, SRyes) – 96 points of protection vs. one element

Remove Disease (conjunction (healing), VS, creature touched, SRyes) – 1d20+CL vs. all diseases

Speak With Plants (divination, VS, personal, 1min/lvl) – Now when you talk with plants, they talk back.

2nd level spells

Barkskin (transmutation, VSDF, living creature touched, 10 min/lvl) - +3 enhance to nat armor
Lesser Restoration (conjunction (healing), 3 rounds, VS, creature touched) – Remove all penalties to ability scores or cure 1d4 ability damage. Eliminate fatigue and reduce exhaustion to fatigue.

Tree Shape (transmutation, VSDF, personal, 1hr/lvl) – You become a large tree. +10 nat armor, 0 DEX. End as a free action.

Warp Wood (transmutation, VS, close, 1 small wooden object/lvl, all w/in 20ft. of each other, SR yes) – Ranged weapons become useless, melee weapons take -4 to hit.

1st level spells

Charm Animal (enchantment (charm)[mind-affecting], VS, close, one animal, 1hr/lvl, SRyes) – WILL or animal becomes your friend.

Cure Light Wounds (conjunction (healing), VS, touch, SRyes) – Heals 1d8+5 or touch vs. undead. Will for ½.

Endure Elements (abjuration, VS, creature touched, 24hrs, SRyes) – Exist comfortably between -50° and 140° w/o making FORT saves.

Faerie Fire (evocation[fire], VSDF, long, creatures & objects in 5ft. radius, 1min/lvl, SRyes) – Outline the targets with candle light, -20 to Stealth checks.

Frostbite (transmutation [cold], VS, creature touched, SRyes) – Melee touch for 1d6+8 nonlethal cold and target is fatigued. Target cannot get worse than fatigued. Use touch up to 1 time/lvl.

Goodberry (transmutation, VSDF, 2d4 berries touched, 1day/lvl, SRyes) – Each berry provides nourishment for 1 medium creature and heals 1 hp.

Spell-Like Abilities

Charm Person (enchantment (charm)[mind-affecting], VS, close, one humanoid creature, 1hr/lvl, SRyes) – WILL or person becomes your friend.

Fear (necromancy [fear, mind-affecting], VSM, 30ft cone, SRyes) – WILL?shaken for 1rd:panicked for 1rd/lvl

Sleep – Incredibly irrelevant at this level

Summon Nature's Ally III (conjunction (summoning), VSDF, close, 1rd/lvl) – Summon an extraplanar creature

Suggestion (enchantment (compulsion) [language-dependent, mind-affecting], VM, close, one living creature, 1hr/lvl or until suggestion is fulfilled, SRyes) – WILL or follow two sentence suggestion.

Male satyr druid 11 (*Pathfinder RPG Bestiary* 241)

CN Medium fey

Init +6; **Senses** low-light vision; Perception +37

DEFENSE

AC 26, touch 15, flat-footed 23 (+6 armor, +2 deflection, +2 Dex, +1 dodge, +5 natural)

hp 172 (19 HD; 8d6+11d8+95)

Fort +13, **Ref** +11, **Will** +18; +4 vs. fey and plant-targeted effects

DR 5/cold iron; **Immune** poison

OFFENSE

Speed 30 ft.

Melee mwk spear +17/+12/+7 (1d8+6/x3), horns +11 (1d6+2)

w/ Power Attack mwk spear +13/+8/+3 (1d8+18/x3), horns +8 (1d6+10)

Special Attacks pipes, wild shape 4/day

Spell-Like Abilities (CL 8th)

At will—*charm person, dancing lights, ghost sound, sleep, suggestion*

1/day—*fear* (DC 19), *summon nature's ally III*

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

6th—*greater dispel magic*

5th—*animal growth, baleful polymorph* (DC 20), *wall of thorns*

4th—*arboreal hammer*^{UM}, *atavism*^{UM} (DC 19), *dispel magic, flame strike* (DC 19)

3rd—*cure moderate wounds, greater magic fang, protection from energy, remove disease, speak with plants*

2nd—*barkskin, gust of wind* (DC 17), *lesser restoration, tree shape, warp wood*

1st—*charm animal* (DC 16), *cure light wounds, endure elements, faerie fire, frostbite*^{UM}, *goodberry*

0 (at will)—*create water, detect poison, know direction, purify food and water*

TACTICS

During Combat Vinst uses his spells to attack the PCs while augmenting himself and Brouce, who he sends into battle. The satyr prefers to use wild shape before attacking in melee.

Morale Vinst flees with Brouce once reduced to 45 hp or less.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 20, **Cha** 21

Base Atk +12; **CMB** +16; **CMD** 38

Feats Combat Casting, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Natural Spell, Power Attack, Skill Focus (Perception), Toughness

Skills Bluff +23, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +14, Perception +37, Perform (wind) +28, Stealth +26, Survival +20; **Racial Modifiers** +4 Perception, +4 Perform (wind), +4 Stealth

Languages Common, Druidic, Sylvan

SQ nature bond (animal companion), nature sense, wild empathy +16, woodland stride, trackless step

Other Gear +2 *hosteling hide armor*, mwk spear, *belt of mighty constitution* +2, *ring of protection* +2

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person, fear, sleep, or suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Male satyr druid 11 (*Pathfinder RPG Bestiary* 241)

CN Medium fey

Init +5; **Senses** low-light vision, darkvision 60ft.; Perception +37

DEFENSE

AC 24, touch 13, flat-footed 22 (+2 deflection, +1 Dex, +1 dodge, +11 natural, -1 size)

hp 191 (19 HD; 8d6+11d8+114)

Fort +14, **Ref** +10, **Will** +18; +4 vs. fey and plant-targeted effects

DR 5/cold iron; **Immune** bleed, critical hits, poison, sneak attacks

OFFENSE

Speed 30 ft. earth glide 20ft.

Melee 2 slams +18 (2d6+7)

w/ Power Attack 2 slams +14 (2d6+15)

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

Special Attacks pipes, wild shape 4/day

Spell-Like Abilities (CL 8th)

At will—*charm person, dancing lights, ghost sound, sleep, suggestion*

1/day—*fear* (DC 19), *summon nature's ally III*

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

6th—*greater dispel magic*

5th—*animal growth, baleful polymorph* (DC 20), *wall of thorns*

4th—*arboREAL hammer*^{UM}, *atavism*^{UM} (DC 19), *dispel magic, flame strike* (DC 19)

3rd—*cure moderate wounds, greater magic fang, protection from energy, remove disease, speak with plants*

2nd—*barkskin, gust of wind* (DC 17), *lesser restoration, tree shape, warp wood*

1st—*charm animal* (DC 16), *cure light wounds, endure elements, faerie fire, frostbite*^{UM}, *goodberry*

0 (at will)—*create water, detect poison, know direction, purify food and water*

TACTICS

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STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 10, **Wis** 20, **Cha** 21

Base Atk +12; **CMB** +16; **CMD** 38

Feats Combat Casting, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Mobility, Natural Spell, Power Attack, Skill Focus (Perception), Toughness

Skills Bluff +23, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +14, Perception +37, Perform (wind) +28, Stealth +21, Survival +20; **Racial Modifiers** +4 Perception, +4 Perform (wind), +4 Stealth

Languages Common, Druidic, Sylvan

SQ nature bond (animal companion), nature sense, wild empathy +16, woodland stride, trackless step

Other Gear +2 *hosteling hide armor*, mwk spear, *belt of mighty constitution +2, ring of protection +2*

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person, fear, sleep, or suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Vinst's Cheat Sheet (Subtier 10-11)

6th level spells

Greater Dispel Magic (abjuration, VS, medium) – like dispel magic, but gets 2 spells or gets an area or +4 to counterspell

5th level spells

Animal Growth (transmutation, VS, medium, one animal, 1min/lvl, SRyes) – Animal grows one size category, gains +8 STR, +4 CON, -2 DEX, +2 nat armor.

Baleful Polymorph (transmutation (polymorph), VS, close, one creature, permanent, SRyes) – FORT or transform creature into 1HD creature. WILL or lose extraordinary, supernatural, spell-like abilities and spellcasting

Wall of Thorns (conjuration (creation), VS, medium, 1 10ft.cube/lvl (S), 10min./lvl (D)) – Take damage when you move through wall equal to 25 – AC (without Dex or dodge). Full-round action to STR check to move. Speed equals check result minus 20. If in wall when cast, take damage equal to moving through.

4th level spells

Arboreal Hammer (transmutation, VSDF, medium, 1 Huge tree, 1rd/lvl) – Gargantuan tree branch swings for +12 (3d6+7) with reach 20ft. Focuses on one foe that you can see.

Atavism (transmutation, VS, close, one animal, 1min/lvl, SRyes) – Animal gains the advanced simple template, loses all tricks but attack

Dispel Magic (abjuration, VS, medium) – dispel or counter one magical effect, item is suppressed. D20+CL vs. 11+CL of effect.

Flame Strike (evocation[fire], VSDF, medium, cylinder 10ft. radius 40ft. high, SRyes) – 11d6 dmg, ½ fire ½ divine, REF for ½.

3rd level spells

Cure Moderate Wounds (conjuration (healing), VS, touch, SRyes) – Heals 2d8+10 or touch vs. undead. Will for ½.

Greater Magic Fang (transmutation, VSDF, close, one living creature, 1hr/lvl, SRyes) – Either +2 enhancement to one nat weapon or +1 enhancement to all nat weapons

Protection From Energy (abjuration, VSDF, creature touched, 10min/lvl, SRyes) – 120 points of protection vs. one element

Remove Disease (conjuration (healing), VS, creature touched, SRyes) – 1d20+CL vs. all diseases

Speak With Plants (divination, VS, personal, 1min/lvl) – Now when you talk with plants, they talk back.

2nd level spells

Barkskin (transmutation, VSDF, living creature touched, 10 min/lvl) - +4 enhance to nat armor

Gust of Wind (evocation[air], VS, 60ft. line of severe wind, 1rd) – FORT or tiny creatures are knocked prone, roll 1d4*10ft, take 1 nonlethal for every 10 ft. rolled, small creatures are knocked prone, medium creatures can't move forward except for DC15 Strength check. -4 penalty to ranged attacks no matter the size.

Lesser Restoration (conjuration (healing), 3 rounds, VS, creature touched) – Remove all penalties to ability scores or cure 1d4 ability damage. Eliminate fatigue and reduce exhaustion to fatigue.

Tree Shape (transmutation, VSDF, personal, 1hr/lvl) – You become a large tree. +10 nat armor, 0 DEX. End as a free action.

Warp Wood (transmutation, VS, close, 1 small wooden object/lvl, all w/in 20ft. of each other, SRyes) – Ranged weapons become useless, melee weapons take -4 to hit.

1st level spells

Charm Animal (enchantment (charm)[mind-affecting], VS, close, one animal, 1hr/lvl, SRyes) – WILL or animal becomes your friend.

Cure Light Wounds (conjunction (healing), VS, touch, SRyes) – Heals 1d8+5 or touch vs. undead. Will for ½.

Endure Elements (abjuration, VS, creature touched, 24hrs, SRyes) – Exist comfortably between -50° and 140° w/o making FORT saves.

Faerie Fire (evocation[fire], VSDF, long, creatures & objects in 5ft. radius, 1min/lvl, SRyes) – Outline the targets with candle light, -20 to Stealth checks.

Frostbite (transmutation [cold], VS, creature touched, SRyes) – Melee touch for 1d6+11 nonlethal cold and target is fatigued. Target cannot get worse than fatigued. Use touch up to 1 time/lvl.

Goodberry (transmutation, VSDF, 2d4 berries touched, 1day/lvl, SRyes) – Each berry provides nourishment for 1 medium creature and heals 1 hp.

Spell-Like Abilities

Charm Person (enchantment (charm)[mind-affecting], VS, close, one humanoid creature, 1hr/lvl, SRyes) – WILL or person becomes your friend.

Fear (necromancy [fear, mind-affecting], VSM, 30ft cone, SRyes) – WILL?shaken for 1rd:panicked for 1rd/lvl

Sleep – Incredibly irrelevant at this level

Summon Nature's Ally III (conjunction (summoning), VSDF, close, 1rd/lvl) – Summon an extraplanar creature

Suggestion (enchantment (compulsion) [language-dependent, mind-affecting], VM, close, one living creature, 1hr/lvl or until suggestion is fulfilled, SRyes) – WILL or follow two sentence suggestion.

BROUCE

CR –

Bear animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; **Perception** +9

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 67 (9d8+27)

Fort +8, **Ref** +9, **Will** +6

OFFENSE

Speed 40 ft.

Melee bite +12 (1d6+6), 2 claws +12 (1d6+6)

w/ Power Attack bite +10 (1d6+10), 2 claws +10 (1d6+10)

STATISTICS

Str 23, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Blind-Fight, Improved Natural Attack (claw), Iron Will, Power Attack, Toughness

Skills Climb +10, Perception +9, Stealth +9

SQ devotion, link, multiattack, share spells, tricks (attack [all], come, defend, down, guard, heel, perform, seek, stay)

HOSTELING ARMOR

Aura moderate conjuration; **CL** 9th, **Identify** DC 24

Slot armor; **Weight** -; **Price** +7,500gp

DESCRIPTION

A suit of armor or shield with this special ability hides living animals within its iconography to keep it safe. The wearer can speak a command word to magically store an animal to which he is bonded, such as an animal companion, a familiar, or mount. The stored animal appears as a symbol emblazoned upon the armor or shield, either one that mimics the appearance of the animal or that is more symbolic and abstract.

While stored, the animal is sleeping and provides the wearer no benefit (such as a familiar's skill bonus). The size of animal that can be stored depends on the type of armor or shield. A suit of light armor, medium armor, or a light shield or heavy shield can store one animal up to the wearer's size. A suit of heavy armor or a tower shield can store one animal up to one size category larger than the wearer. A second command word releases the stored animal from the *hosteling* armor or shield. A released animal immediately awakens, appears in a space adjacent to the wearer, and can take actions on the round it appears.

Because the stored animal is sleeping rather than in suspended animation (or even hibernating), it ages and gets hungry at the normal rate while stored. A *hosteling* armor or shield automatically releases a stored animal 24 hours after it was stored inside.

This armor special ability still works on bonded magical beasts that were once animals, but not outsiders, oozes, or other exotic companion creatures.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *secret chest*

RING OF PROTECTION

Aura faint abjuration; **CL** 5th

Slot ring; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** —

DESCRIPTION

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

CONSTRUCTION

Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

BELT OF MIGHTY CONSTITUTION

Aura moderate transmutation; **CL** 8th

Slot belt; **Weight** 1 lb.; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

Young Hezrou

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

Init +6; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 22, 10 rounds)

DEFENSE

AC 25, touch 11, flat-footed 24 (+1 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., swim 30 ft.

Melee bite +15 (4d4+6 plus grab), 2 claws +15 (1d8+6 plus grab)

w/ Power Attack bite +12 (4d4+12 plus grab), 2 claws +12 (1d8+12 plus grab)

Ranged harpoon +12 (1d8+9/x3)

Special Attacks nausea

Spell-Like Abilities (CL 13th)

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—*blasphemy* (DC 21, see Poor Diction), summon (level 4, 1 hezrou 35%)

STATISTICS

Str 23, **Dex** 15, **Con** 25, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9,

Swim +29; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (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. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Poor Diction (Ex) Fihralaz casts *blasphemy* at CL 11th.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Blasphemy (Evocation [evil, sonic], V, nonevil creatures w/in 40ft of you, SRyes) – Daze = WILL or daze for 1rd; Weakened = -2d6 STR for 2d4 rds, WILL half; Paralyzed = paralyzed + helpless for 1d10 min, WILL = 1rd; Killed = killed, WILL = 3d6+13dmg.

HD = CL – Dazed

HD <= CL-1 – Weakened, Dazed

HD <= CL-5 – Paralyzed, Weakened, Dazed

HD <= CL-10 – Killed, Paralyzed, Weakened, Dazed

Chaos Hammer (Evocation [chaotic], VS, medium, 20ft. radius, SRyes) – 5d8 damage. Lawful creatures WILL?half:full+slowed for 1d6 rds. Neutral creatures WILL?quarter:half. Chaotic do nothing.

Unholy Blight (Evocation [evil], VS, medium, 20ft. radius, SRyes) – 5d8 damage. Good creatures WILL?half:full+sickened for 1d4 rds. Neutral creatures WILL?quarter:half. Evil do nothing

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**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.**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.**FIENDISH GIANT LEECH****CR 2**

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., darkvision 60ft., scent; Perception +0**DEFENSE****AC** 11, touch 11, flat-footed 10 (+1 Dex)**hp** 19 (3d8+6)**Fort** +5, **Ref** +2, **Will** +1**Immune** mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7**Weaknesses** susceptible to salt**OFFENSE****Speed** 5 ft., swim 20 ft.**Melee** bite +2 (1d6 plus attach)**Special Attacks** blood drain, smite good (1/day, +0 hit, +3 damage)**STATISTICS****Str** 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +2; **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)**Skills** Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps**SQ** amphibious**SPECIAL ABILITIES****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. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.**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.

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

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

DEFENSE

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

OFFENSE

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)

STATISTICS

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*)

SPECIAL ABILITIES

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.

Terrain features:

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Cnidarililies: Any Small or larger creature that enters or begins its turn in a square containing these plants must succeed at a DC 16 Fortitude save or be sickened for 1d3 rounds. One round after failing the first saving throw, the creature must succeed at a second DC 16 Fortitude save or be staggered for 1 round. A Tiny or smaller creature also takes 1d6 piercing damage and must make a DC 16 Reflex save or be entangled. Escaping the tendrils requires a successful DC 14 Strength check or DC 20 Escape Artist check. Creatures with the swarm subtype can't be entangled by cnidarililies.

The sickening and staggering effects are poison effects. Identifying cnidarililies requires a successful DC 20 Knowledge (nature or planes) check.

Male hezrou rogue (chameleon) 4 (*Pathfinder RPG Ultimate Combat 71*)

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +28

Aura stench (60 ft., DC 26, 15 rounds)

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 199 (14 HD; 10d10+4d8+126)

Fort +17, **Ref** +10, **Will** +11

Defensive Abilities evasion, uncanny dodge; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *keen harpoon*^{UE} +23/+18/+13 (2d6+16/×3), bite +17 (4d4+5 plus grab) or bite +22 (4d4+10 plus grab), 2 claws +22 (1d8+10 plus grab)

w/ Power Attack +1 *keen harpoon*^{UE} +19/+14/+9 (2d6+28/×3), bite +13 (4d4+13 plus grab) or bite +18 (4d4+18 plus grab), 2 claws +28 (1d8+18 plus grab)

Ranged +1 *keen harpoon*^{UE} +16 (2d6+16/×3)

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

Special Attacks nausea, sneak attack +2d6

Spell-Like Abilities (CL 13)

At will—*chaos hammer* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 19)

3/day—*gaseous form*

1/day—*blasphemy* (DC 22)

STATISTICS

Str 31, **Dex** 16, **Con** 29, **Int** 12, **Wis** 16, **Cha** 20

Base Atk +13; **CMB** +24; **CMD** 37

Feats Blind-Fight, Cleave, Exotic Weapon Proficiency (harpoon), Great Cleave, Improved Initiative, Power Attack, Improved Stench^{DR}

Skills Bluff +14, Climb +23, Escape Artist +20, Intimidate +22, Knowledge (arcana) +18, Knowledge (planes) +8, Linguistics +6, Perception +28, Sense Motive +10, Spellcraft +8, Stealth +16, Swim +31; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Elven; telepathy 100 ft.

SQ amphibious, effortless sneak (swamp), misdirection (6 points), rogue talents (fast stealth, camouflage^{APG})

Combat Gear *potion of haste*; **Other Gear** +1 *keen harpoon*^{UE}, *longarm bracers*^{UE}, 27 pieces of amber worth 80 gp each.

SPECIAL ABILITIES

Camouflage (Ex): Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Effortless Sneak (Sp): At 3rd level, the chameleon chooses a single terrain from the ranger's favored terrain class feature. While she is within that terrain, she can take 10 on any Stealth check she can make within that terrain. When the chameleon reaches 6th level, and every three levels thereafter, she chooses a new type of terrain from the ranger's favored terrain list. She gains this ability with the newly picked terrain. This ability replaces trap sense.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Misdirection (Ex): At 1st level, a chameleon begins her career knowing that the secret to disappearing lies in deceiving the senses of her observers. Every day she gains a pool of stealth points equal to her ranks in Bluff. These points refresh at the start of each day. Before making a Stealth check, she can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points she puts into the

roll. If she gains a bonus on Bluff checks because of a feat (such as Skill Focus [Bluff]), she adds a number of points to her stealth pool equal to the bonus the feat grants. This ability replaces trapfinding.

Nausea (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. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Blasphemy (Evocation [evil, sonic], V, nonevil creatures w/in 40ft of you, SRyes) – Daze = WILL or daze for 1rd;
Weakened = -2d6 STR for 2d4 rds, WILL half; Paralyzed = paralyzed + helpless for 1d10 min, WILL = 1rd;
Killed = killed, WILL = 3d6+13dmg.
HD = CL – Dazed
HD <= CL-1 – Weakened, Dazed
HD <= CL-5 – Paralyzed, Weakened, Dazed
HD <= CL-10 – Killed, Paralyzed, Weakened, Dazed

Chaos Hammer (Evocation [chaotic], VS, medium, 20ft. radius, SRyes) – 5d8 damage. Lawful creatures WILL?half:full+slowed for 1d6 rds. Neutral creatures WILL?quarter:half. Chaotic do nothing.

Unholy Blight (Evocation [evil], VS, medium, 20ft. radius, SRyes) – 5d8 damage. Good creatures WILL?half:full+sickened for 1d4 rds. Neutral creatures WILL?quarter:half. Evil do nothing

KEEN WEAPON

Aura moderate transmutation; **CL** 10th, **Identify DC** 25

Weight -; **Price** +1 bonus

DESCRIPTION

This ability doubles the threat range of a weapon. Only piercing or slashing melee weapons can be *keen*. If you roll this special ability randomly for an inappropriate weapon, reroll. This benefit doesn't stack with any other effects that expand the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*

LONGARM BRACERS

Aura faint transmutation; **CL** 3rd, **Identify DC** 18

Slot wrists; **Weight** 1lb.; **Price** 7,200gp

DESCRIPTION

These bracers are constructed from woven strands of bamboo. Three times per day, as a swift action, the wearer can stretch her arms beyond their limits, increasing her reach by 5 feet until the start of her next turn. Her weapon attack rolls take a -4 penalty, while unarmed strikes and natural weapons using the arms take no penalty.

CONSTRUCTION

Requirements Craft Wondrous Item, *alter self*; **Cost** 3,600gp

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**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.**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.**VILE GIANT LEECH****CR 3**

Advanced Fiendish Giant Leech

N Medium vermin (aquatic)

Init +3; **Senses** blindsight 30 ft., darkvision 60ft., scent; Perception +0**DEFENSE****AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 25 (3d8+12)**Fort** +7, **Ref** +4, **Will** +3**Immune** mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7**Weaknesses** susceptible to salt**OFFENSE****Speed** 5 ft., swim 20 ft.**Melee** bite +4 (1d6+2 plus attach)**Special Attacks** blood drain, smite good (1/day, +0 hit, +3 damage)**STATISTICS****Str** 15, **Dex** 16, **Con** 18, **Int** —, **Wis** 14, **Cha** 5**Base Atk** +2; **CMB** +4 (+12 when attached); **CMD** 17 (can't be tripped)**Skills** Stealth +3 (+11 in swamps), Swim +10; **Racial Modifiers** +8 Stealth in swamps**SQ** amphibious**SPECIAL ABILITIES****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 12, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.**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.