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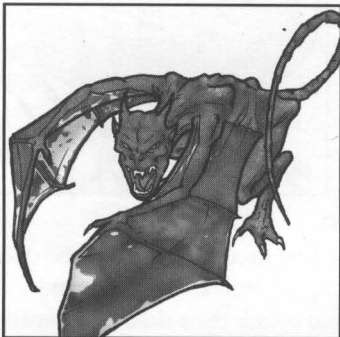


NEW MONSTERS

DARK SCAMP

Small Aberration

Hit Dice:	1d8 (4 hp)
Initiative:	+6
Speed:	20 ft., climb 15 ft., fly 60 ft. (average)
AC:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Attack:	Tail whip +3 melee; 2 claws +3 melee; or bite +3 melee and 2 rakes -2 melee
Damage:	Tail whip 1d6; claw 1d3; bite 1d4; rake 1d2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 90 ft.
Saves:	Fort +0, Ref +2, Will +3
Abilities:	Str 10, Dex 15, Con 11, Int 5, Wis 12, Cha 5
Skills:	Climb +9, Jump +6, Listen +3, Sneak +5, Spot +3
Feats:	Flyby Attack (B), Improved Initiative, Weapon Finesse (B)
Environment:	Any warm land or underground
Organization:	Solitary, pair, flight (3-6), grist (7-12), or hive (13-30)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	2-3 HD (Small)



Description

Dark scamps appear to be some horrific blend of twisted, malevolent monkey and great bat. Alone, they are not particularly dangerous to a competent swordsman, but they often appear in large numbers, making them rather more of a matter for concern.

Combat

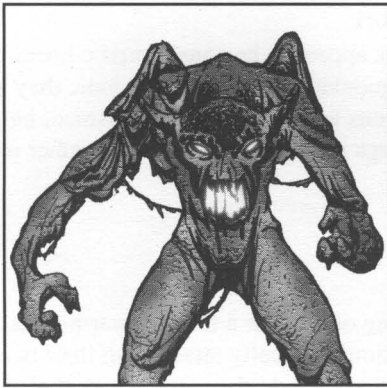
When landing on or near a target (swarming is a common tactic), dark scamps typically attack with their two lower claws; only when grounded do they attack with their vicious bite and rake with the bony claws located at the tip of their wings. Dark scamps can use their tail attack at any time, although they tend to do so only while flying, in combination with their Flyby Attack feat.

SCATHE, BLACK

Large Aberration

Hit Dice:	4d8+23 (41 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Attack:	2 slams +7 melee
Damage:	Slam 1d6+5 plus 1d6 fire
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Burn
Special Qualities:	Blindsight 60 ft., ooze
Saves:	Fort +3, Ref +1, Will +3
Abilities:	Str 20, Dex 10, Con 15, Int 4, Wis 8, Cha 7
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	5-12 HD (Large)





SEETHER

Small Aberration

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	40 ft., burrow 10 ft., climb 20 ft.
AC:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Attack:	2 claws +5 melee and bite +0 melee
Damage:	Claw 1d4+2; bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 60 ft.
Saves:	Fort +3, Ref +3, Will +4
Abilities:	Str 15, Dex 14, Con 14, Int 6, Wis 12, Cha 7
Skills:	Climb +11, Escape Artist +8, Jump +8, Listen +12*, Search +3*, Sneak +7
Feats:	Affinity with Skill (Listen)
Environment:	Underground
Organization:	Swarm (4–7), throng (8–15), or mass (16–40)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	4–6 HD (Small); 7–9 HD (Medium-size)



Description

Seethers were first bred long ago by the dramojh; these small, agile, yet strong creatures were designed to burrow into enemy strongholds and attack their draconic masters' foes from sur-

Description

There are rumored to be different kinds of scathes, but if this is true, "black scathes" are by far the most common of their kind. A scathe was at one time the "toxic waste" from dramojh bio-experiments, which has over time become sentient; however, scathes don't break down matter well when they absorb prey, as do most oozes, so over time they tend to harden and take on an ambulatory form of their choosing, most often that of a large, black, oily-skinned humanoid.

Black scathes generally stand between 8 and 10 feet tall in humanoid form, and a glowing orange heat is visible where another creature's eyes and mouth would be.

Combat

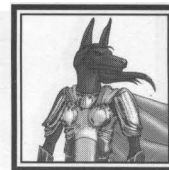
Black scathes are terrible foes, for they do not know fear and they do not tire. Their assaults are simple, straightforward, and savage.

Burn (Ex): Scathes produce great internal heat as a result of their unstable chemistry. A scathe that touches or strikes a living opponent or an organic substance deals 1d6 points of fire damage; constant contact deals 10 points of fire damage per round.

Blindsight (Ex): Scathes can "see" by way of sound, allowing them to locate objects and creatures within 60 feet. A *silent sheath* spell or any similar effect negates this ability and effectively blinds the scathe.

Ooze: Although scathes are technically aberrations, they retain many of the special qualities of oozes: They are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no functional sensory or vital organs, and are thus immune to critical hits or flanking. They are immune to all mind-affecting spells or effects. They are blind but have the blindsight special quality, and they gain bonus hit points by size as an ooze. However, like oozes, they receive no feats or skills.





prise. Since that time, seethers have become a fairly common problem throughout the lands ruled by the Diamond Throne.

Combat

Seethers use fairly simple tactics in combat, as befits their relatively weak intellects. They are fierce foes, though, and their attacks are always sudden and concerted.

Blindsight (Ex): Seethers can “see” by way of sound, allowing them to locate objects and creatures within 60 feet. A *silent sheath* spell or any similar effect negates this ability and effectively blinds the seether.

Skills: Seethers receive a +2 racial bonus to Escape Artist checks. *Seethers receive a +4 racial bonus to Listen and Search checks, and may always make Listen checks in place of Spot checks. These bonuses and ability are lost if blindsight is negated.

VULTREK

Medium-Size Outsider (Chaotic, Evil)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft., fly 50 ft. (average)
AC:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Attack:	2 claws +4 melee, bite –1 melee
Damage:	Claw 1d6+1; bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Desecration, spells
Special Qualities:	Darkvision 60 ft., telepathy, fast healing 1, immunities, resistances, SR 14
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 12, Dex 13, Con 13, Int 14, Wis 12, Cha 13
Skills:	Concentration +6, Knowledge (ceremony) +5, Knowledge (magic) +5, Listen +4, Search +5, Sense Motive +5, Spellcraft +7, Spot +6, Wilderness Lore +2
Feats:	Corrupt Mage, Sanctum (B)
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None

Alignment: Always chaotic evil

Advancement Range: 4–7 HD (Medium-size); 8–9 HD (Large)



Description

Once simple vulture-like birds, these loathsome creatures fed off of the carrion of abyssal battle fields. With a steady diet of such arcane evil essence, the birds eventually mutated and grew into a new abyssal species. Individual vultreks’ powers vary widely, but all act as a sort of conduit for magical manifestation. They gravitate to areas of arcane evil, and need to devour souls in order to survive.

Vultreks resemble large, gaunt humanoids with heads very much like those of vultures. They retain their large, foully pinioned wings, and have developed a set of fully functional arms with wicked claws.

Combat

Vultreks are cunning and malevolent foes, reveling in terror and bloodshed. They are spellcasters first and warriors second, using their spells to weaken, harry, and dishearten their foes before rending them to pieces and feeding on both flesh and spirit.

Being descended from one of the most effective scavengers, vultreks are not averse to allowing other creatures to kill their prey and feed on the physical remains — it is the soul of the victim that truly nourishes them. For this reason, it is not uncommon for vultreks to form alliances with other fierce predators, assisting from a distance with magic while their allies tear into their victims.

Desecration (Su): The very presence of a vultrek imbues its sanctum with negative energy; once the vultrek assigns a sanctum (per the Sanctum feat), it may cast any spell it knows at any point within the affected area, even if it cannot see the targeted area or if the area would normally be beyond its spell range. This ability is in addition to any other spell modifications made possible by the vultrek’s Sanctum feat or any other feats.

Incidentally, undead creatures within such a desecrated area gain a +1 profane bonus to attack rolls, damage rolls, and sav-





ing throws. Undead created within a desecrated area gain +1 hit point per HD.

Spells: Vultreks cast spells as magisters, with a caster level equal to the vultrek's HD. However, they have no need of a staff for a focus, instead powering their spells through their own corrupt, otherworldly power.

Telepathy (Ex): A vultrek can communicate telepathically with any creature within its sanctum that has a language. It must know of the creature's presence, however, although it need not know the creature's precise location.

Immunities (Ex): Vultreks are immune to poisons and diseases.

Resistances (Ex): Vultreks have acid, cold, electricity, and fire resistance 10.

Skills: Vultreks receive a +2 racial bonus on Sense Motive and Spot checks.

NEW DUNGEON HAZARD

Sweet Spore (CR 1): This dungeon hazard poses no direct threat to creatures, but for those who might consider fungi to be part of a normal diet, eating the aromatic and delicious fungus can easily become a deadly habit. Any time an omnivore or herbivore passes within 10 feet of sweet spore, it must make a Will save (DC 10, +1 for every time that creature has eaten sweet spore in the past) or break off a piece of the fungus and devour it.

Every third day during which a creature eats sweet spore, it must make a Fortitude save (DC 13) or suffer from sweet spore dependence. The first time it fails such a save, it gains the effects of Stage One dependence. Each subsequent failure results in another level of dependence, until the creature reaches Stage Five, and the effects become irreversible (see below). The effects of dependence are shown on the chart below:

Failed Fortitude Saves	Dependence Level	Penalty	Bonus
1	Stage One	-1	+1
2	Stage Two	-2	+2
3	Stage Three	-4/-2	+2/+1
4	Stage Four	-6/-4	+3/+2
5	Stage Five*	N/A	N/A

*"Penalty" is the modifier applied to all attack and damage rolls, skill or ability checks, and all saving throws (including

future saves against sweet spore's effects) thereafter. Where two numbers appear separated by a slash, the second number indicates a penalty applied to the affected creature's Intelligence, Wisdom, and Charisma scores. Ability score reduced in this way can never be reduced to less than 1.

"Bonus" is the modifier applied to the creature's natural armor (if it has no natural armor, it gains this number as a natural AC bonus). Where two numbers appear separated by a slash, the second number indicates a bonus applied to the affected creature's Constitution score.

Levels of sweet spore dependence are easily visible to observers: A creature with Stage One dependence breaks out in small, hard fungal growths all over its body, especially growing out of and around its bodily orifices, while a creature with Stage Four dependence is covered entirely in brownish growths and is distorted almost beyond recognition.

Any penalties or bonuses accrued from sweet spore dependence last for one full year, minus a number of months equal to the creature's Constitution modifier. Thus, if a creature with an 11 Constitution reaches Stage Two dependence after 2 weeks of consuming sweet spore, but then does not consume any more of the fungus for a full year minus two weeks, it drops down to Stage One dependence; two weeks later, if it still consumes no more sweet spore in that time, its body finally purges the last of the sweet spore from its system. If the creature had a 19 Constitution, it would drop down to Stage One after only 8 months, and then two weeks later purge the remaining sweet spore.

Moreover, once a creature has developed any level of sweet spore dependence, it becomes addicted: Each day thereafter, it must make a Will save (DC 15) or seek out more sweet spore, returning if necessary to the location where it previously found the fungus or to some other location at which it might reasonably expect sweet spore to be found.

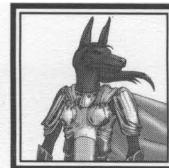
For some reason, fey can ingest sweet spore without any effect; in fact, many fey consider sweet spore to be a great delicacy.

FUNGOID

Creatures that become addicted to sweet spore literally eat themselves into a fungal state. After ingesting too much of that substance, they lose their identity and become something that resembles a walking, hostile toadstool: a fungoid. Some portion of their intellect remains, though, for they hate what they have become, and they project this hatred onto those who resemble what they once were, exhibiting brutal violence toward sentient creatures that remind them of their former lives.

"Fungoid" is a template that can be added to any omnivorous or herbivorous creature, (hereafter referred to as the "base creature"), except for fey, which are for some reason immune to the effects of sweet spore. The base creature's type changes





to plant. A fungoid uses all the base creature's statistics and special abilities except as noted below.

Hit Dice: Same as base creature.

Speed: Same as base creature.

AC: The fungoid gains a +1 bonus to natural armor. This stacks with the bonus gained from Stage Four sweet spore dependence.

Attacks: Same as base creature.

Special Attacks: A fungoid retains all the special attacks of the base creature and also gains the following.

Spore Cloud (Su): As a free action once per day, a fungoid may expel a cloud of spores in a 10-foot radius from its body. Any living creature within the cloud must make a Fortitude save (DC 10 + 1/2 the fungoid's HD + the fungoid's Constitution modifier) or be stunned for 1 round; further, if it fails this save, the creature gains a level of sweet spore dependence 24 hours later. Multiple failed saves against fungoid spore clouds stack with one another (so a creature with Stage One dependence that fails a second time against a spore cloud gains Stage Two dependence 24 hours later), and they also stack with dependence brought on normally by sweet spore consumption.

Fey are immune to the effect of the spore cloud, as they are to sweet spore consumption.

Special Qualities: Same as base creature.

Saves: Same as base creature.

Abilities: A fungoid's Intelligence, Wisdom, and Charisma each decrease by 2 points, and its Constitution increases by 2; these modifiers stack with those from Stage Four sweet spore consumption.

Skills: Same as base creature, but modified for any change in ability scores.

Feats: Same as base creature, although the benefits of some feats may be lost if the creature's ability score prerequisites drop too far.

Climate/Terrain: Any temperate or warm, but usually underground.

Organization: Solitary, but often encountered with other fungoids if a sweet spore patch has existed in the area for any length of time.

Challenge Rating: If the base creature's HD are 3 or less, then same as base creature; if the base creature's HD are 4 or more, then as base creature +1.

Advancement Range: Same as base creature.

World Of The Diamond Throne Monster Counters

From The Diamond Throne

Alabast, Chorrim, Dream Hunter, Cyclops, Dark Warden, Harrid, Ishon, Radont, Rhodin, Shadow Troll, Slassan, and Xzzer.

From Siege on Ebonring Keep

Darkwing, Devil Dog, Gassar Daemon, Gassar Screecher, and Greenwood Gargoyle.

From Plague Of Dreams

Blue knight, Black Scathe, Dark Scamp, Phungoid, Seether, and Vultrek.

Credits

Counter Art: **Claudio Pozas**
New Monsters: **Scott Holden-Jones**
Editing: **James Bell**
Production: **Jason Kempton**



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FDP4007: Counter Collection IV

ISBN: 1-894693-18-3

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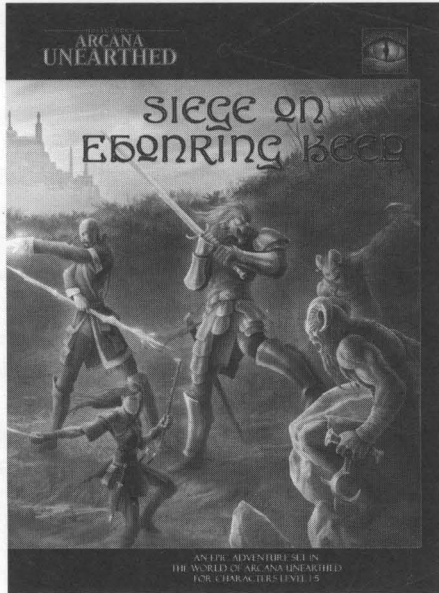


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THE SIEGE IS ON!

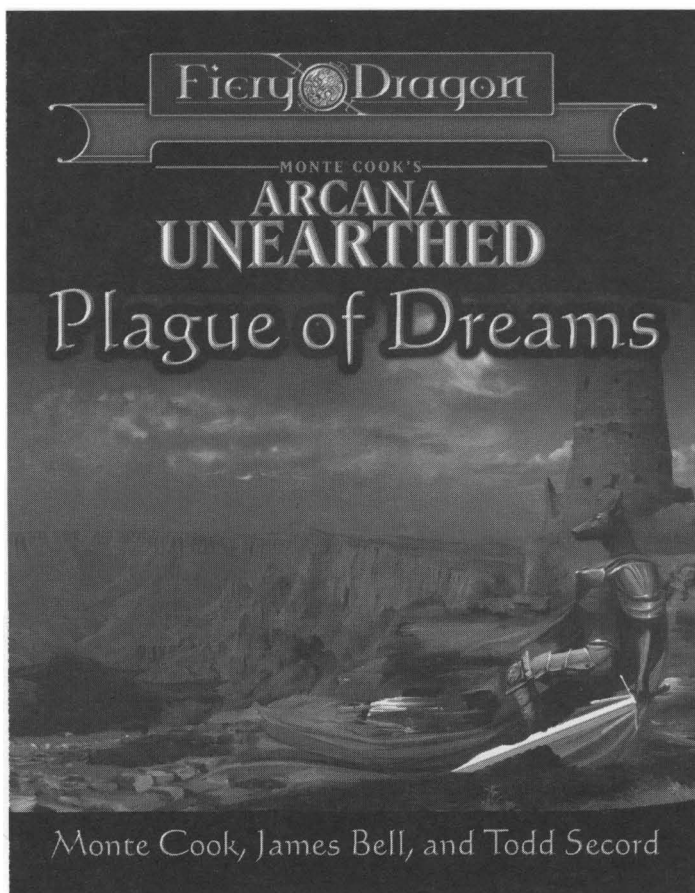
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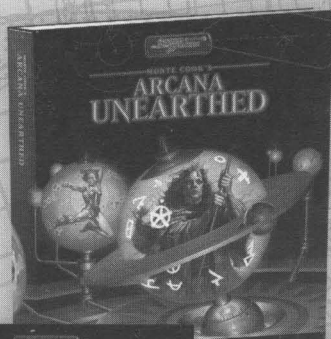
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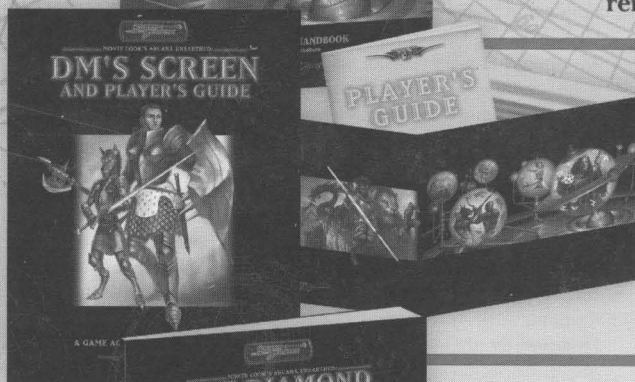
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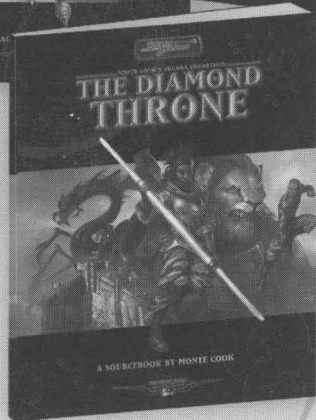
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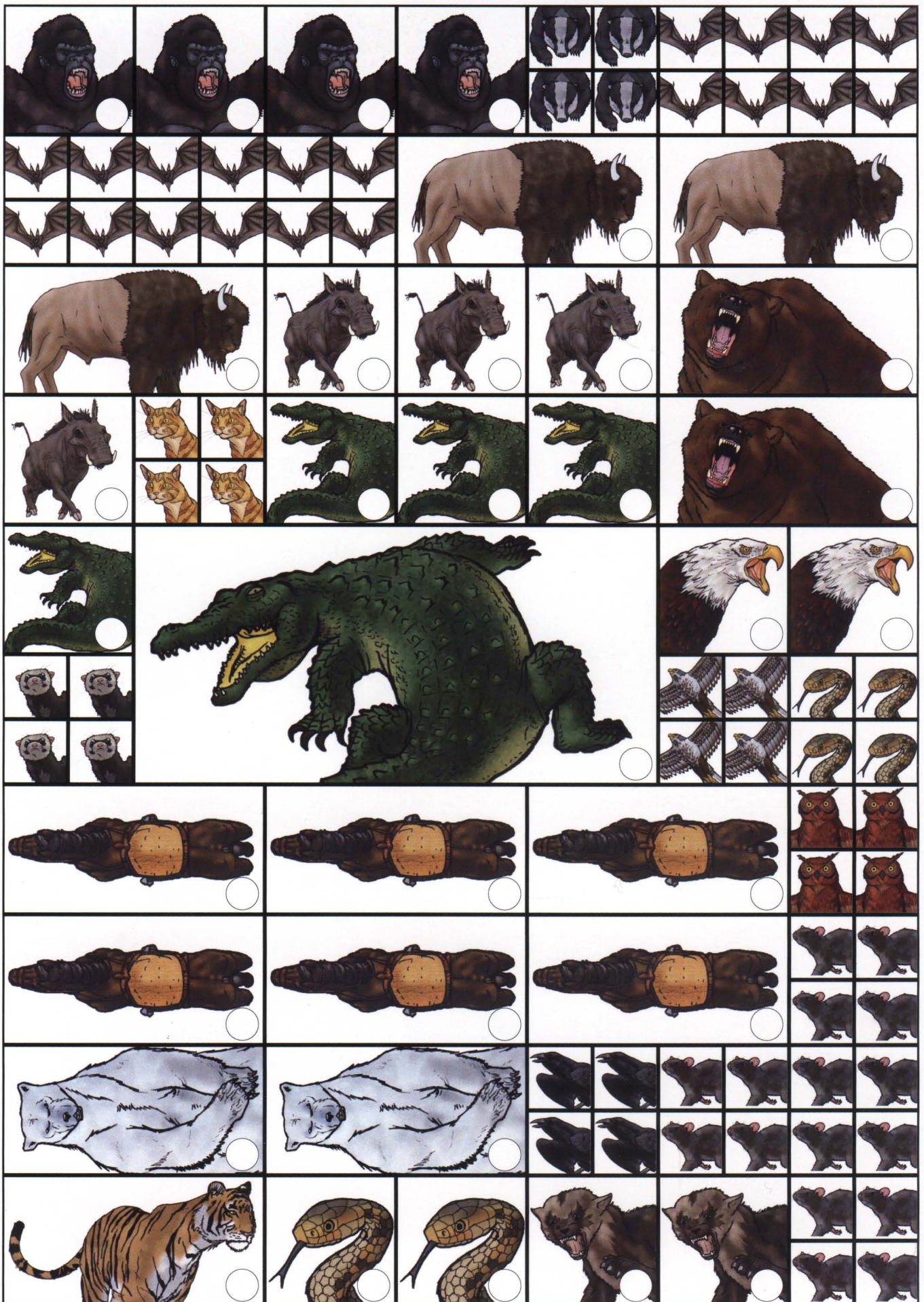
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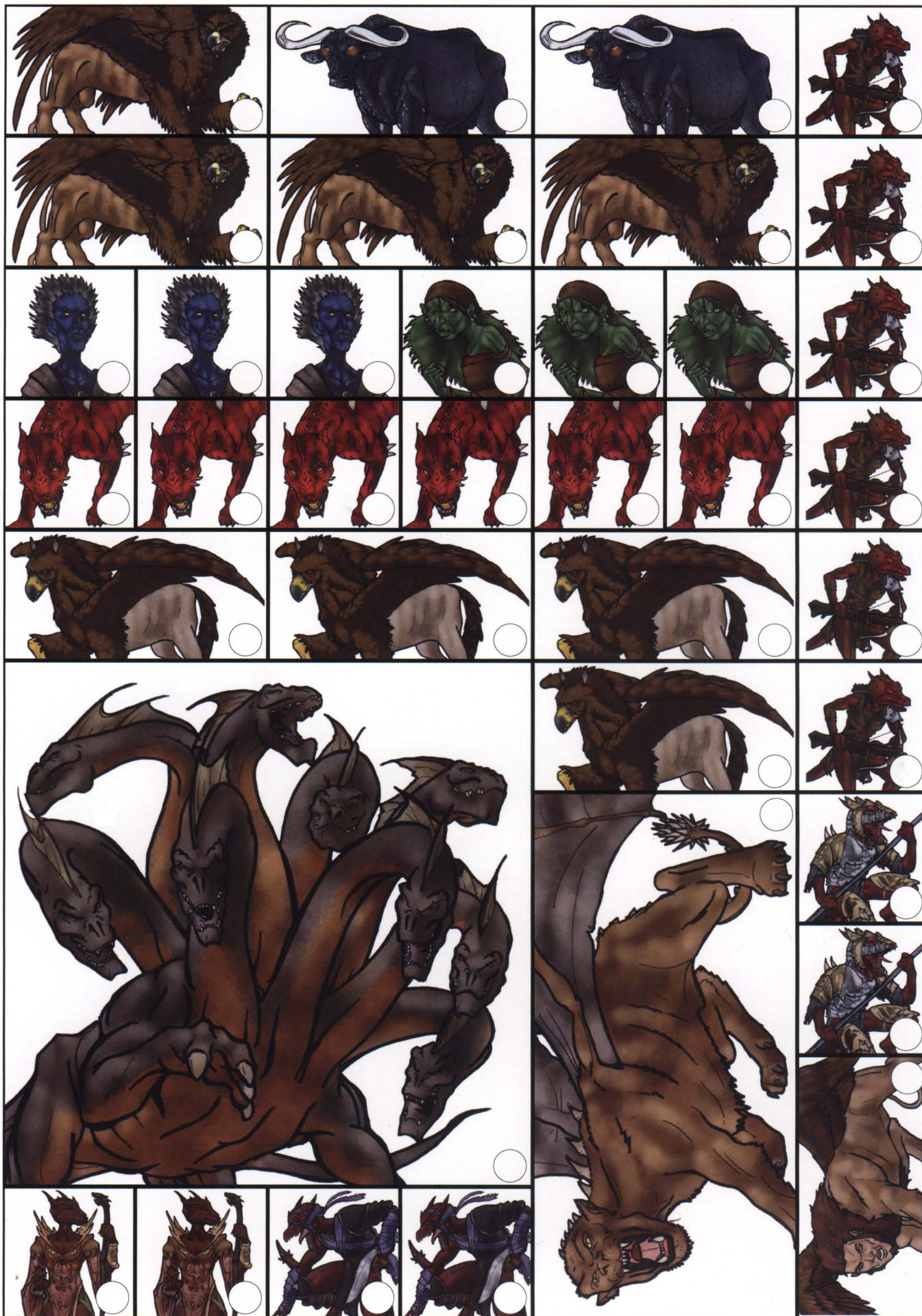
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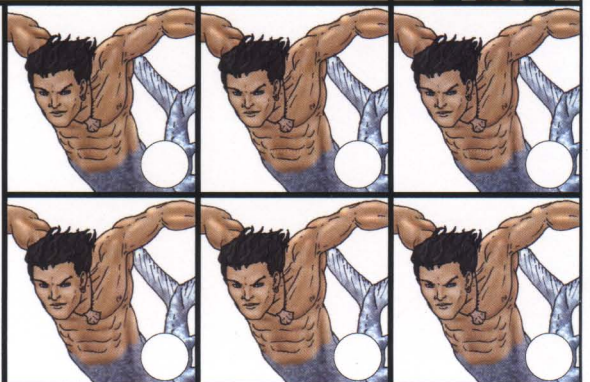
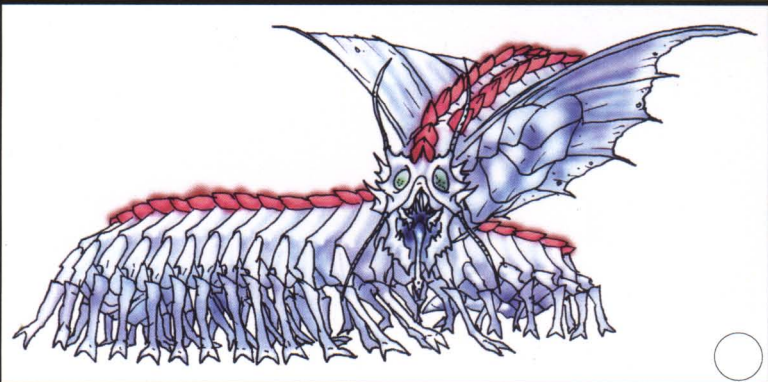
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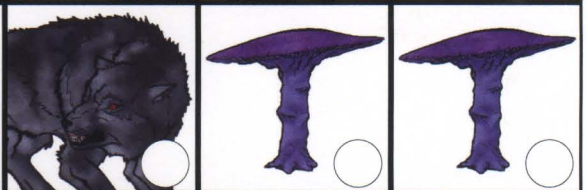
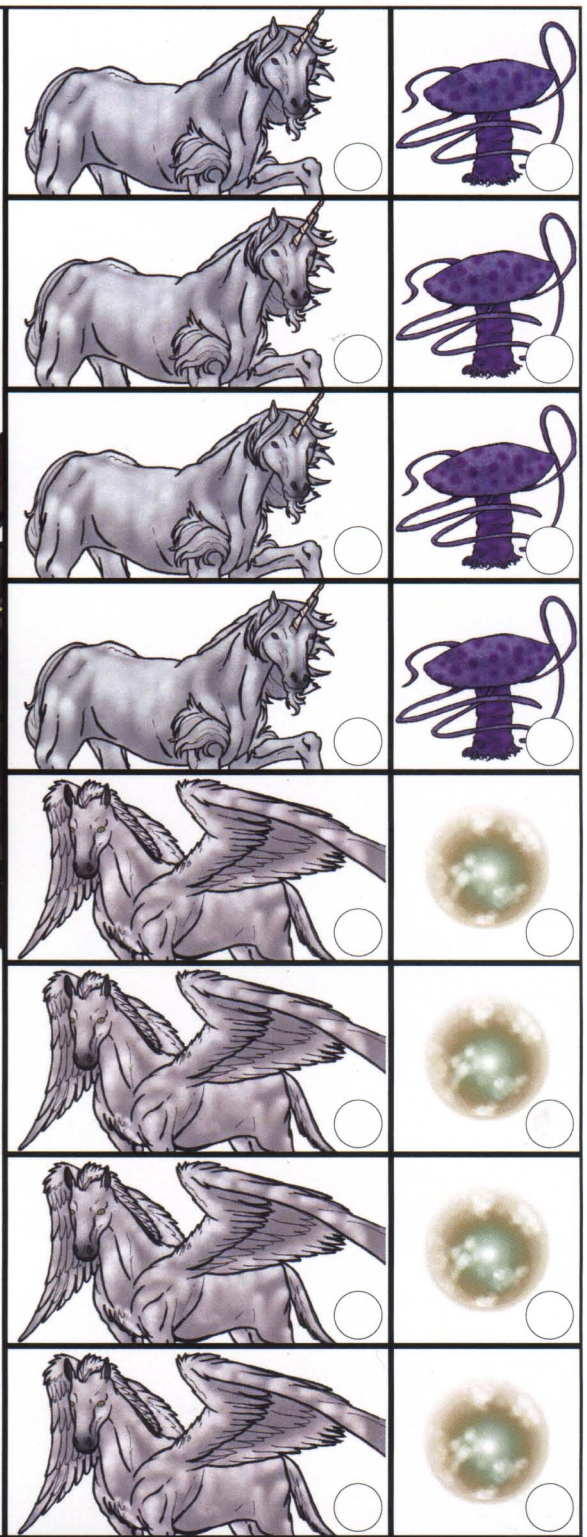
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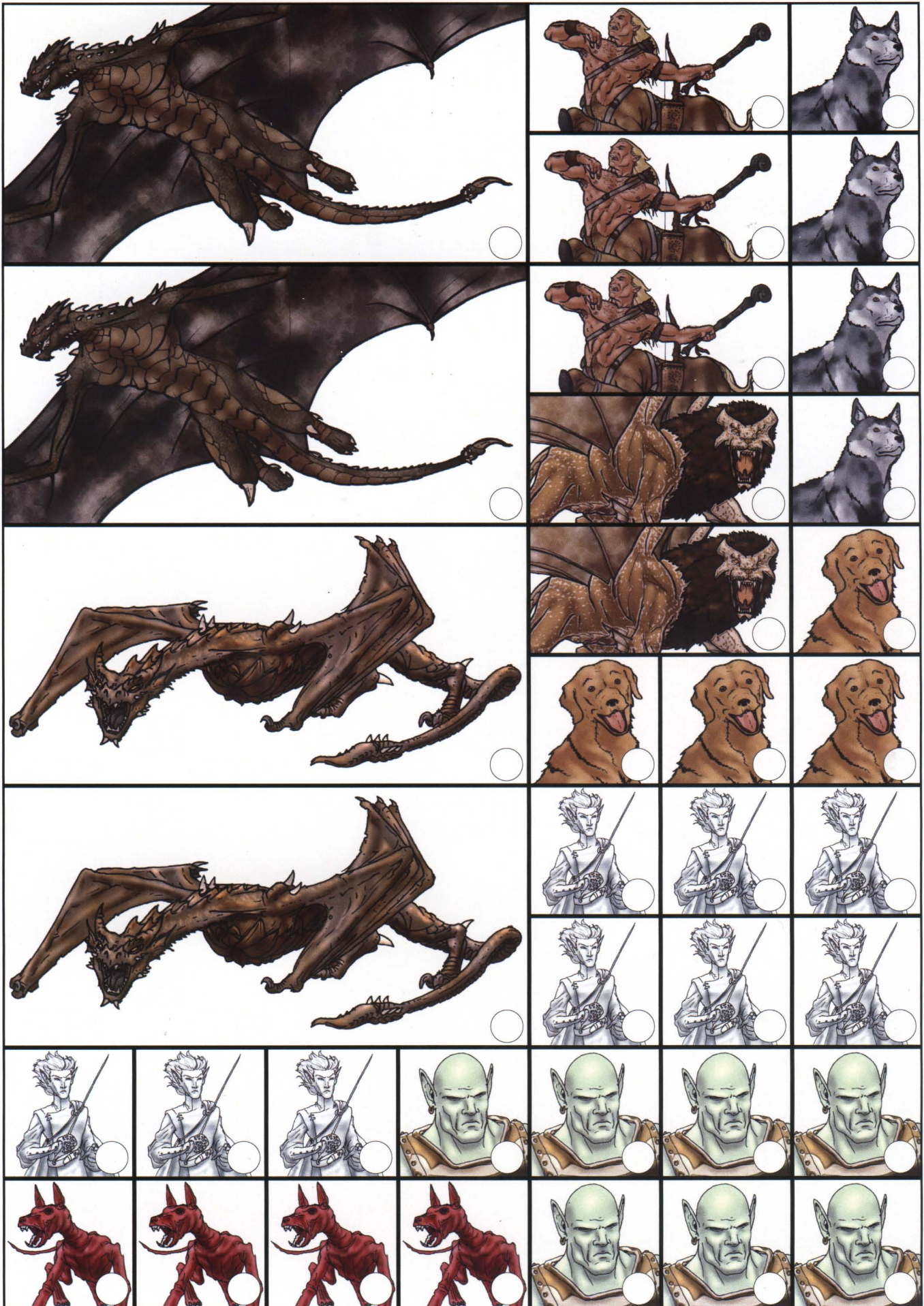






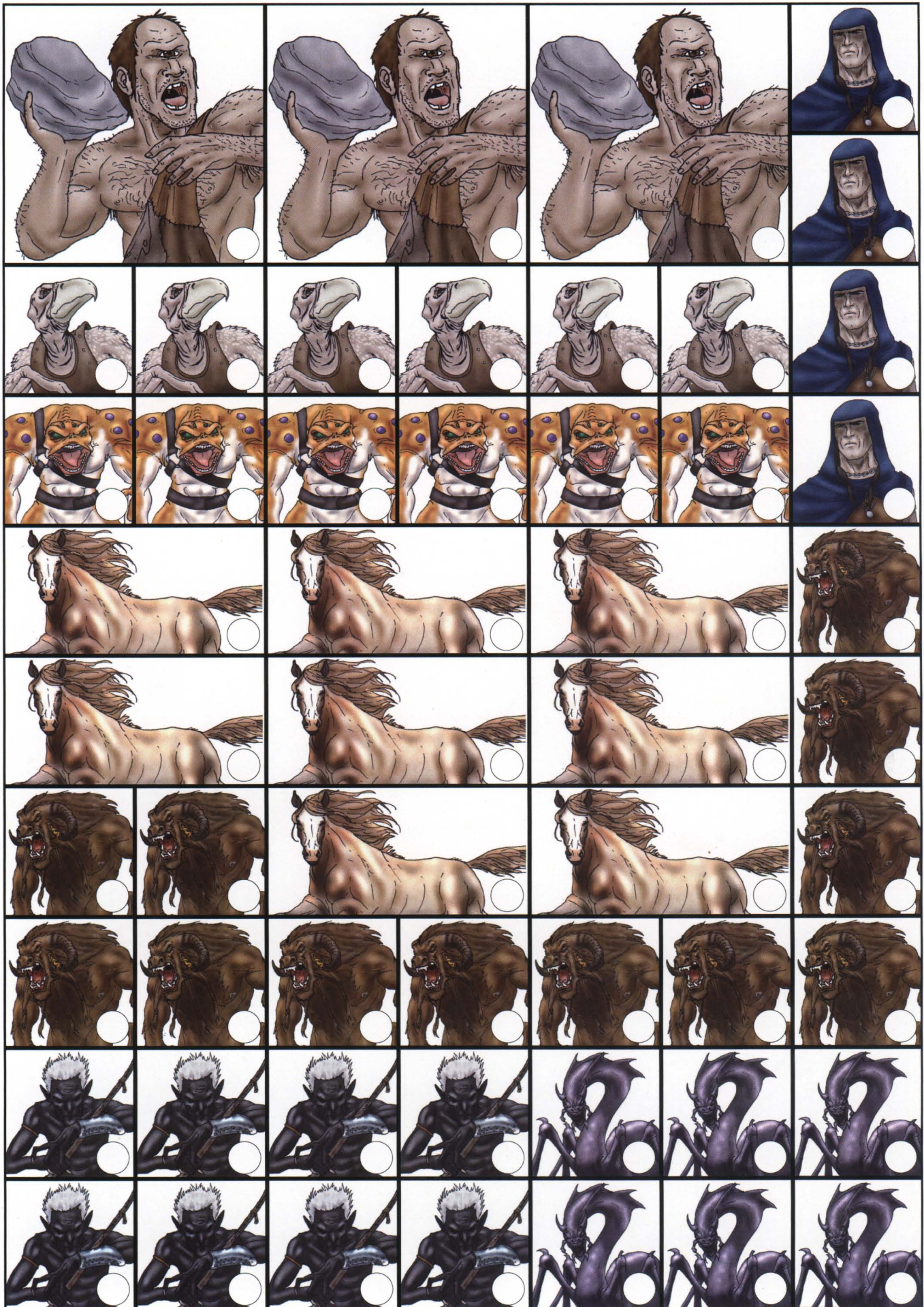


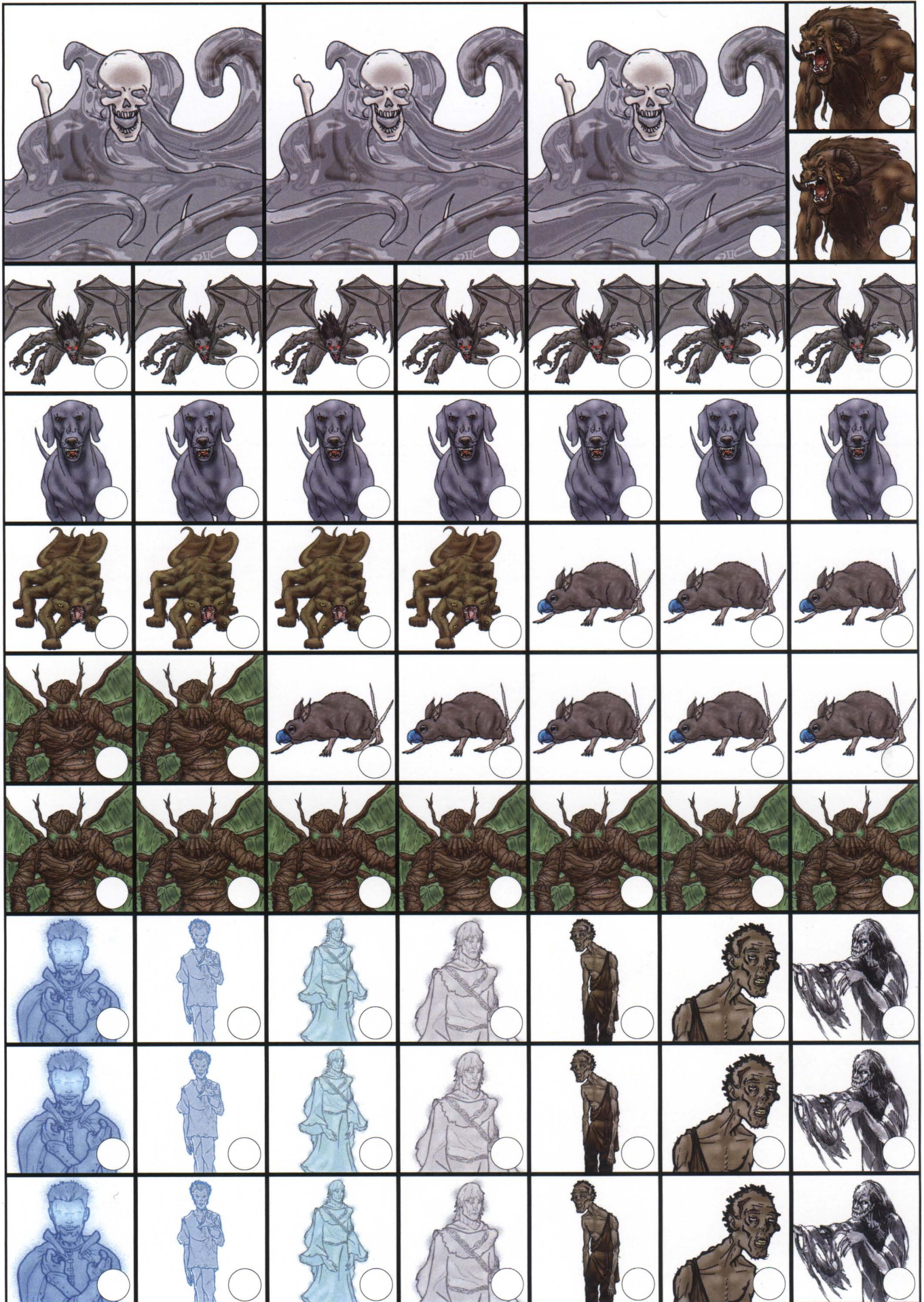












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