

**JON BRAZER
ENTERPRISES**

Book of Beasts

Monsters of the River Nations



Steven Helt

PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

Book of Beasts

Monsters of the River Nations

**JON BRAZER
ENTERPRISES**



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Jon Brazer Enterprises would like to thank the crew of d20PFSRD.com
for their help in editing this book.

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Third Printing

Printed in USA

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ADDANC

This monster possesses the form of a crocodile plus the fur of a beaver and the behavior of both.

ADDANC

CR 7

XP 3,200

NE Large magical beast

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 85 (10d10+30)

Fort +12, **Ref** +9, **Will** +4

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee bite +15 (2d6+6 plus grab), 2 claws +15 (1d6+6), tail slap +13 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft with bite)

Special Attack death roll (2d6+9 plus trip)

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +17; **CMD** 29 (33 vs trip)

Feats Great Fortitude, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Power Attack

Skills Perception +14; **Racial Modifiers** +4 Stealth (in water), +4 Swim

SQ hold breath, swimming grapple

ECOLOGY

Environment temperate aquatic

Organization solitary or pair

Treasure standard

SPECIAL FEATURES

Death Roll (Ex) When grappling a foe of its size or smaller, an addanc can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The addanc inflicts its bite damage and knocks the creature prone. If successful, the addanc maintains its grapple.

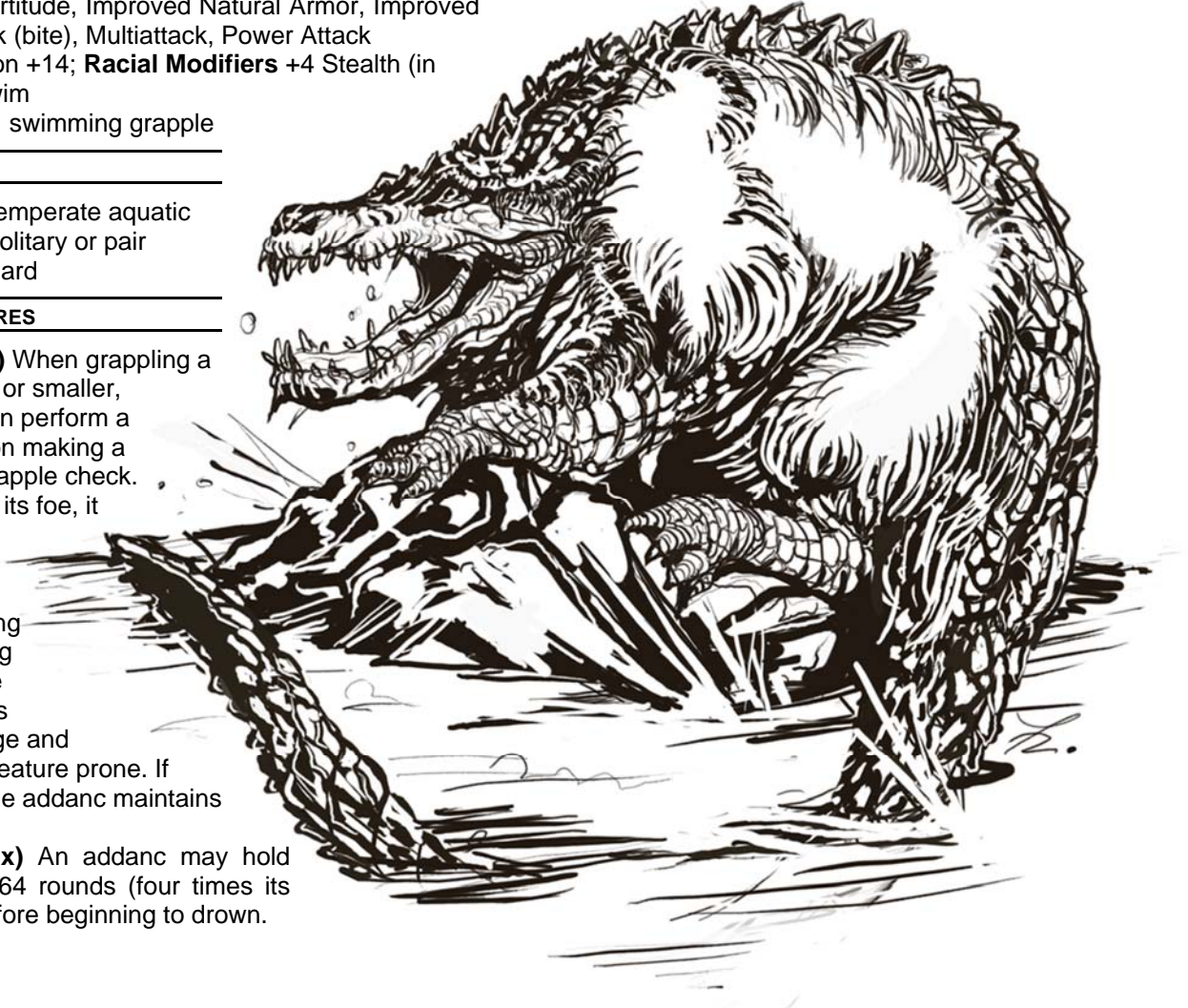
Hold Breath (Ex) An addanc may hold its breath for 64 rounds (four times its Con score) before beginning to drown.

Swimming Grapple (Ex) An addanc can swim at full swim speed while grappling a creature.

The addanc is a solitary predator that builds dams to create small lakes. Once its territory is defined, anything that comes near to the lake or adjoining river becomes the addanc's prey. The beast hunts by floating just under the surface of the water and waiting for its next meal to approach, at which point it attacks with a bone-crunching bite. With the prey held tight in its jaws, the addanc attempts to drag its quarry under the water. Both industrious and conniving, this monster possesses enough intelligence to wait for its prey to be the most vulnerable. Once it attacks, it goes immediately for the kill, giving its prey little chance to resist. It cares not for its prey; it cares only for its stomach.

Like the natural beaver's lodge, an addanc's lair can only be accessed from below the water's surface. The structure is a truly gruesome scene. The creature uses the possessions and remains of its victims for decoration, and the stench of decay permeates the entire lair. The adjoining dam is composed of heavy tree branches and logs while long bones of larger prey are interspersed to shore the structure. A typical addanc lair is between thirty and fifty feet in diameter and rises about fifteen feet above the surface of the water.

A typical addanc is 7 ft. long and weighs 250 pounds.



AUTUMN DEATH

In the center of swirling leaves is a skeleton flying toward you.

AUTUMN DEATH

CR 8

XP 4,800

NE Medium undead

Init +7; Senses darkvision 60 ft.; Perception +14

Aura frightful presence (30 ft., DC 18)

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 76 (9d8+36)

Fort +7, Ref +6, Will +8

Defensive Abilities concealment (25% miss chance); Immune acid, cold, undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 claws +7 (1d4+1)

Ranged ray +10 touch (see spell)

Special Attacks storm of leaves

Spell-like Abilities (CL 9th)

constant – *detect good*, *mage armor*

1/day – *enervation*, *waves of fatigue* (DC 21)

3/day – *burst of leaves* (DC 19), *vampiric touch* (+7 touch)

At will – *acid arrow*, *bleed* (+7 touch), *ray of enfeeblement*

STATISTICS

Str 13, Dex 16, Con -, Int 9, Wis 14, Cha 19

Base Atk +6; CMB +7; CMD 20 (can't be tripped)

Feats Flyby Attack, Hover, Improved Initiative, Weapon Focus (ray), Wingover

Skills Fly +23, Perception +14, Stealth +15

Languages Common

ECOLOGY

Environment temperate forest

Organization solitary

Treasure standard

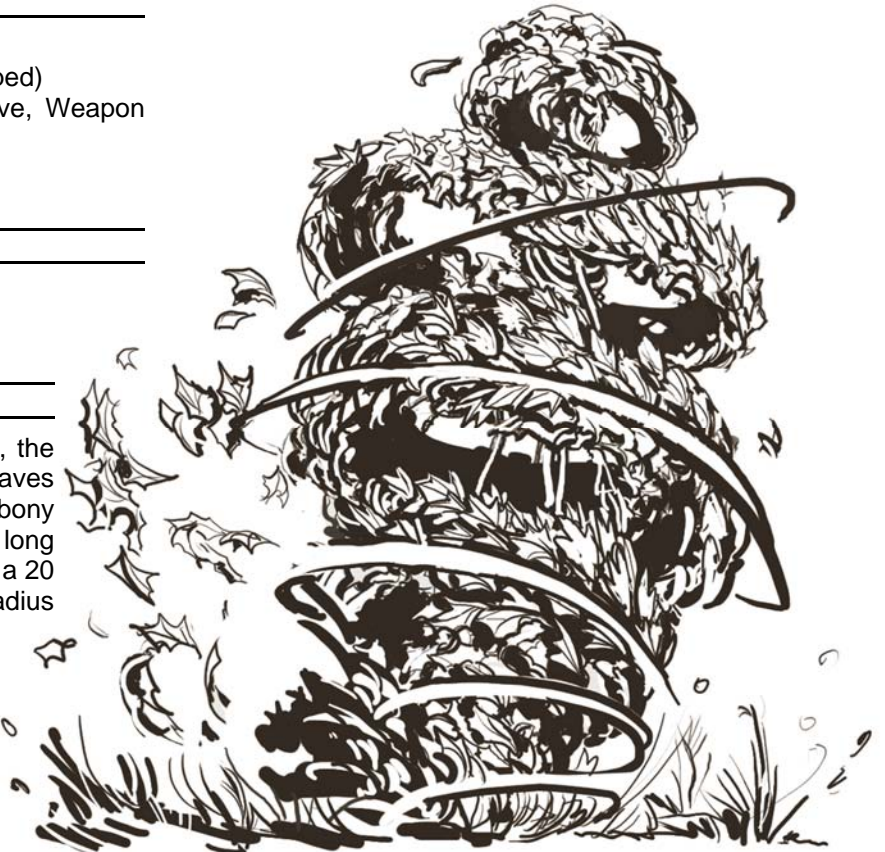
SPECIAL FEATURES

Burst of Leaves (Sp) As a standard action, the autumn death can unleash an assault of leaves upon its foes. The autumn death points its bony finger to any point it can clearly see within long range and the leaves burst out extending in a 20 ft. radius. All creatures within the burst radius sustain 9d4 points of force damage (Reflex save for half damage). The damage is based on the number of HD the autumn death possesses (maximum 10d4).

Storm of Leaves (Su) As a standard action, the autumn death can surround itself with a violent storm of whipping leaves that extends out in a 30 ft. radius. The leaves slice any living enemies within the area, dealing 4 points of damage every round (half of the autumn death's hit dice). This damage cannot be stopped by armor but can be prevented with hardness, damage reduction or similar effects. Additionally, the leaves provide concealment (25% miss chance) for the autumn death. The autumn death can use this ability for 13 rounds per day. Once activated, the autumn death can keep this ability active as a free action. The duration of the storm of leaves is equal to the number of HD the autumn death possesses plus its Cha modifier.

Legends say the first autumn death was created from the skeleton of someone hopelessly lost in the forest. The despair at the point of death combined with ambient arcane powers from dragons or fey to enervate the remains into a wandering terror. The autumn death possesses little in the way of coherent thought. It exists to inflict the same despair and death it experienced in its last moments. The autumn death is encountered as a pile of decomposing leaves with a palpable sense of dread and fear surrounding the area. When a living creature approaches, the leaves whip about rapidly, cutting and blinding their prey while skeletal claws and spell-like abilities tear through warm flesh. Once the autumn death claims its victim, the leaves fall to cover the fresh corpse.

Despite its name, this undead terrors knows no season. It is never dormant. A band of hunters or a lost individual that encounters the autumn death in the heat of summer finds no mercy. An autumn death appears to be about 8 feet high and weigh 100 pounds.



AVOWED REAVER

This human appears normal except its body parts being engulfed in flames.

FLAME-AVOWED REAVER

CR 5

XP 1,200

Male human flame-avowed reaver fighter 4

LE Medium outsider (elemental, fire)

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

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +1 Dex, +1 dodge, +2 natural, +2 shield)

hp 34 (4d10+12)

Fort +7, Ref +2, Will +2, +1 vs fear

Defensive Abilities elemental traits; Immune elemental traits, fire

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mw scimitar +10 (1d6+6/18-20) or slam +8 (1d4+4 fire)

Ranged composite short bow +5 (1d6+4/x3)

STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8

Base Atk +4; CMB +8; CMD 19

Feats Cleave, Dodge, Great Cleave, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Climb +11, Survival +8

SQ armor training, bravery

ECOLOGY

Environment any

Organization any

Treasure standard (arrows (20), composite short bow, elixir of fire breath, heavy steel shield, masterwork scimitar, masterwork splint mail, potion of cure moderate wounds)

The elemental powers sometimes bestow gifts upon mortals for their own purposes. The gift of avowed reaver state infuses a mortal with powerful elemental forces, changing them into an elemental. Dictators in the River Nations that make a deal with elemental creatures to attain power typically have an avowed reaver to serve as liaison and executioner, should the ruler step out of line.

Avowed Reaver Template (CR +2)

“Avowed reaver” is a template that can be applied to any humanoid or monstrous humanoid. The creature is transformed by high magic and raw elemental power. These magical powers fuse body and soul into a single being which becomes native to a particular elemental plane. While the creature is not necessarily compelled to serve the forces that changed them into an avowed reaver, most creatures that can wield such high magic typically require a geas or similar high price for bestowing such a powerful gift.

Rebuild Rules: Type change to outsider with an elemental subtype (fire for flame-avowed reaver, air for wind-avowed reaver, water for flood-avowed reaver, and earth for stone-avowed reaver); HD racial hit dice change to d10s, recalculate base saves for new type. Class based hit dice and saves are unaffected; AC increase natural armor by +2; Ability Scores +2 to Constitution; Skills change skill points from racial hit dice to 6 + Int modifier. Class based skills points are unaffected. Special each type of avowed reaver gains abilities unique to their specific elemental subtype. A flame-avowed reaver gains a slam attack that deals fire damage and gains immunity to fire. A wind-avowed reaver gains a fly speed of 40 ft. (clumsy) and is immune to electricity. A flood-avowed reaver gains a +2 racial bonus to grapple checks, gains a swim speed equal to their land speed and is immune to cold. A stone-avowed reaver gains DR 2/- (or increases any existing DR by 2), gains a borrow speed equal to their land speed and is immune to acid.



BOG SCUM

This thick green blob lays on top of the water, devouring everything it touches.

Bog Scum **CR 13**

XP 25,600

N Huge ooze (aquatic)

Init -2; **Senses** blindsight 120 ft.; Perception -1

DEFENSE

AC 6, touch 6, flat-footed 6 (-2 Dex, -2 size)

hp 232 (16d8+160)

Fort +14, **Ref** +3, **Will** +4

Defensive Abilities ooze traits, resistance to cold 5;

Immune acid, slashing and piercing damage, ooze traits;

Weakness vulnerable to fire

OFFENSE

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

Melee slam +18 (2d6+4 plus 2d8 acid and grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d8 acid)

STATISTICS

Str 26, **Dex** 7, **Con** 29, **Int** 5, **Wis** 8, **Cha** 1

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 30 (34 vs grapple, can't be tripped)

Skills Swim +24

Feats Cleave, Great Cleave, Improved Natural Attack (slam), Power Attack, Toughness, Vital Strike

SQ amphibious, sticky

ECOLOGY

Environment warm or temperate swamps

Organization solitary

Treasure none

SPECIAL FEATURES

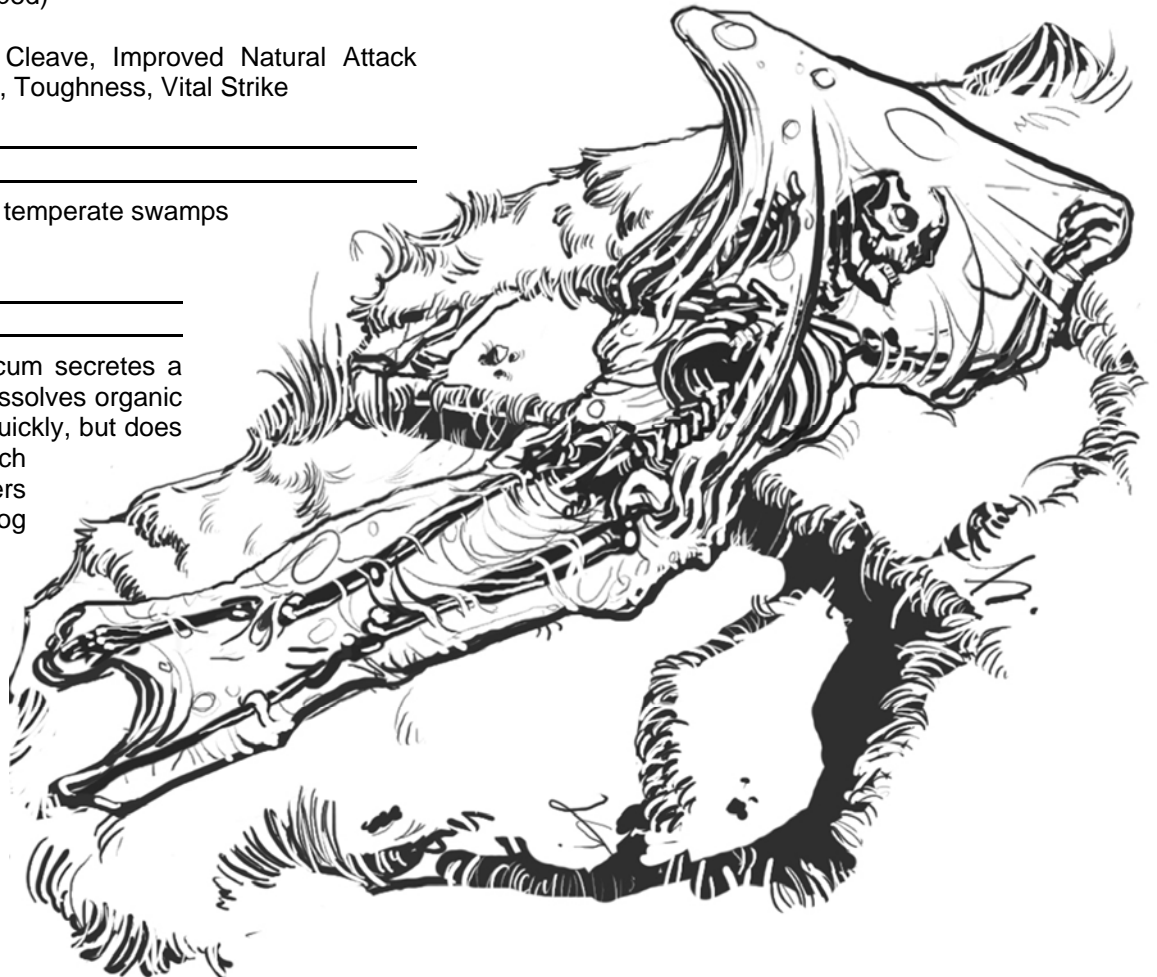
Acid (Ex) The bog scum secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a bog

scum's acid, the creature's clothing and armor takes an equal amount of damage from the acid. A DC 25 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes the bog scum takes 2d8 acid damage unless the weapon's wielder succeeds on a DC 25 Reflex save. If the bog scum remains in contact with a wooden or metal object for 1 full round, it inflicts 25 points of acid damage (no save) to the object. The acid DCs are Constitution-based. The acid damage is not doubled with a successful vital strike.

Sticky (Ex) Bog scum is extremely sticky and difficult to get away from. The bog scum gains a +4 racial bonus on grapple checks.

A bog scum is a creeping layer of thick, green translucent ooze that lies atop the surface of rancid water or crawls along the ground toward prey. Though barely-intelligent, bog scum is highly effective at grabbing and digesting its prey. It can sense when living creatures get close and will spend hours crawling toward stationary, warm prey. Travelers report waking to a companion enveloped by bog scum, murdered by virtue of having slept closest to the water.

The bog scum attacks by forming itself up into a 12 ft. tall ball of green plasm and slamming part of its translucent body onto a nearby creature. The scum sticks to its prey and envelopes creatures, both suffocating and digesting its meal very slowly.



FLY TRAP, GIANT

This large cluster of vines covered in barbs appears to have a series of thorny mouths in its center.

FLY TRAP, GIANT

CR 2

XP 600

N Large plant

Init +4; **Senses** blindsense 60 ft; Perception +7

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 19 (3d8+6)

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

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 2 slam +5 (1d6+3 plus grab), bite -1 (1d8+1)

Space 10 ft.; **Reach** 60 ft. (5 ft with bite)

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 16 (cannot be tripped)

Feats Improved Initiative, Weapon Focus (slam)

Skills Perception +7

ECOLOGY

Environment temperate forests, hills, plains, and rivers

Organization solitary or copse (2-5 plants)

Treasure half normal

SPECIAL FEATURES

Grab (Ex) If a giant fly trap successfully grabs its prey, it can pull the creature toward its mouths at a rate of 10 ft. per round.

A giant fly trap plant is named after the smaller plant that it resembles, not for its diet. The giant fly trap eats any living creature of medium size or smaller. Living along river banks and lake shores, it can reach both land and aquatic creatures to feed. Whenever it successfully grabs a creature, the fly trap drags the creature towards its thorny mouths and bites it to death.

A giant fly trap possesses animal-like intelligence. It is smart enough to not attack prey to large for it to handle. The giant fly trap can uproot itself to chase a meal that has escaped and returns to its home in the ground.

A full grown giant fly trap can become a dire fly trap over time. The dire fly trap behaves the same but is far tougher. A giant fly trap is olive green in color, is about eight feet tall and weighs 200 pounds. A dire fly trap is about fifteen feet tall and weighs about 500 pounds.

FLY TRAP, DIRE

This huge cluster of vines eats large creatures for breakfast.

FLY TRAP, DIRE

CR 6

XP 2,400

N Huge plant

Init +4; **Senses** blindsense 60 ft; Perception +14

DEFENSE

AC 18, touch 7, flat-footed 18 (-1 Dex, +11 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +2, **Will** +5

Immune electricity, plant traits

OFFENSE

Speed 10 ft.

Melee 4 slam +14 (2d6+7 plus grab), bite +8 (2d6+3)

Space 15 ft.; **Reach** 90 ft. (10 ft with bite)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 16 (cannot be tripped)

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)

Skills Perception +14

ECOLOGY

Environment temperate forests, hills, plains, and rivers

Organization solitary

Treasure normal

SPECIAL FEATURES

Grab (Ex) A dire fly trap can pull grappled creatures toward its mouths at a rate of 15 ft. per round.



FOREST GIANT

This burley giant is the color of bark and cultivates small branches that grow from its limbs.

FOREST GIANT

CR 12

XP 19,200

CG or CE Huge humanoid (giant)

Init +2; **Senses** low light vision; Perception +26

DEFENSE

AC 27, touch 10, flat-footed 25 (+4 armor, +2 Dex, +13 natural, -2 size)

hp 161 (17d8+85)

Fort +15, **Ref** +7, **Will** +11, +2 vs enchantments

Defensive Abilities rock catching; **Immune** acid

OFFENSE

Speed 50 ft. (40 ft in armor), climb 20 ft

Melee greatclub +24/+19/+14 (3d8+21/19-20) or 2 slams +24 (1d8+14)

Ranged rock +13 (2d8+21)

Space 15 ft.; **Reach** 15 ft. (20 ft. Lunge)

Special Attacks rocking throwing (120 ft)

Spell-Like Abilities (CL 13th)

Constant – *spider climb*

3/day – *tree stride*, *wall of thorns*

1/day – *animate plants*, *baleful polymorph* (DC 19)

STATISTICS

Str 39, **Dex** 14, **Con** 20, **Int** 19, **Wis** 22, **Cha** 12

Base Atk +12; **CMB** +28; **CMD** 40

Feats Awesome Blow, Greater Bullrush, Greater Sunder, Improved Bullrush, Improved Critical (great club), Improved Sunder, Intimidating Prowess, Lunge, Power Attack

Skills Climb +42, Handle Animals +21, Intimidate +35, Knowledge (geography) +29, Perception +26, Survival +26; **Racial Modifiers** +8 Acrobatics, +8 Climb, +5 Knowledge (geography) (forest only)

Languages Common, Draconic, Elf, Giant, Sylvan

ECOLOGY

Environment any forest

Organization solitary or family (2-5 plus 1 wizard or cleric of 7th-10th level, 5-9 wolves, 1-3 shambling mounds, and 1 young green dragon or river dragon)

Treasure Standard (hide armor, greatclub, other treasure)

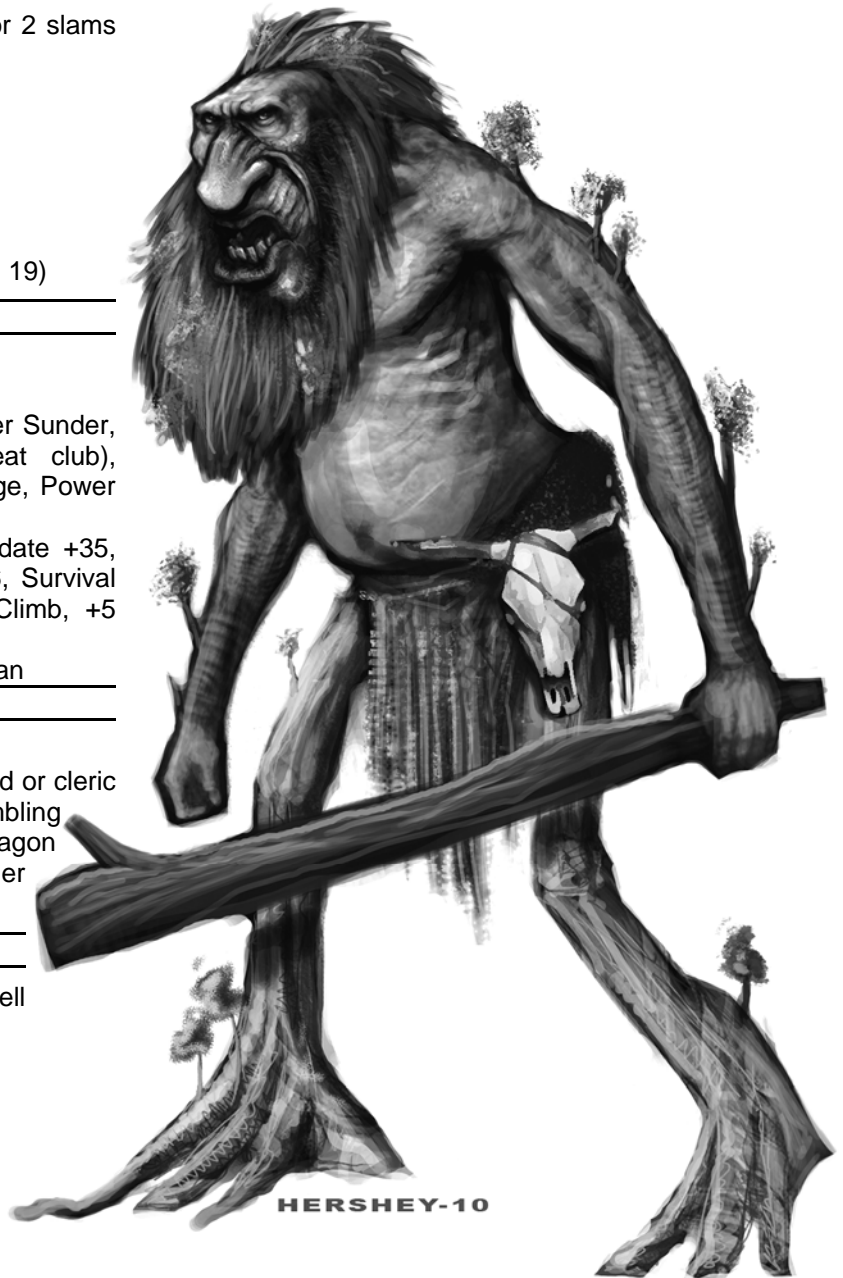
SPECIAL FEATURES

Spell-like abilities (Sp) The forest giant's spell like abilities are Intelligence-based.

A forest giant see itself as a defender of its forest against encroaching civilization. How a forest giant fights varies depending on its alignment. A good forest giant prefers to disarm and sunder weapons followed by simple scare tactics to keep civilized humans and other races away from its forest. Should these fail, a forest giant will resort to violence but prefers not to kill those it attacks. An evil forest giant feels it good kin's tactics work far too slowly and instead prefers open warfare. Killing the invaders and leaving a lone survivor to tell the tale, an evil forest giant feels violence is entirely justified.

A forest giant sleeps in the branches of particularly large trees. It is from these same heights that a forest giant jumps down to attack invaders. The spell-like abilities provide both a means of escape should a fight go poorly or a way to keep invaders from departing before the giant has meted out its justice.

A typical forest giant stands about 15 ft. tall and carries a tree branch for a club.



FROST MITE SWARM

This fog cloud unnaturally chills the air as it approaches, revealing a swarm of tiny insects.

FROST MITE SWARM

CR 10

XP 9,600

NE Fine Magical Beast (cold, swarm)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

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

hp 97 (13d10+26), regeneration 5 (fire)

Fort +9, **Ref** +11, **Will** +7

Defensive Abilities swarm traits **Immune** weapon damage, cold **Weakness** swarm traits, vulnerability to fire

OFFENSE

Speed fly 20 ft. (good)

Melee swarm (3d6 cold plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 17)

STATISTICS

Str 1, **Dex** 17, **Con** 13, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +13; **CMB** -; **CMD** -

Feats Ability Focus (disease), Hover, Improved Initiative, Iron Will, Skill Focus (Fly), Toughness, Wingover

Skills Fly +14, Perception +14, Stealth +19 **Racial Modifiers** +8 Fly

SQ swarm traits

ECOLOGY

Environment temperate forest

Organization solitary, fog (2-4 swarms), or storm (5-7 swarms)

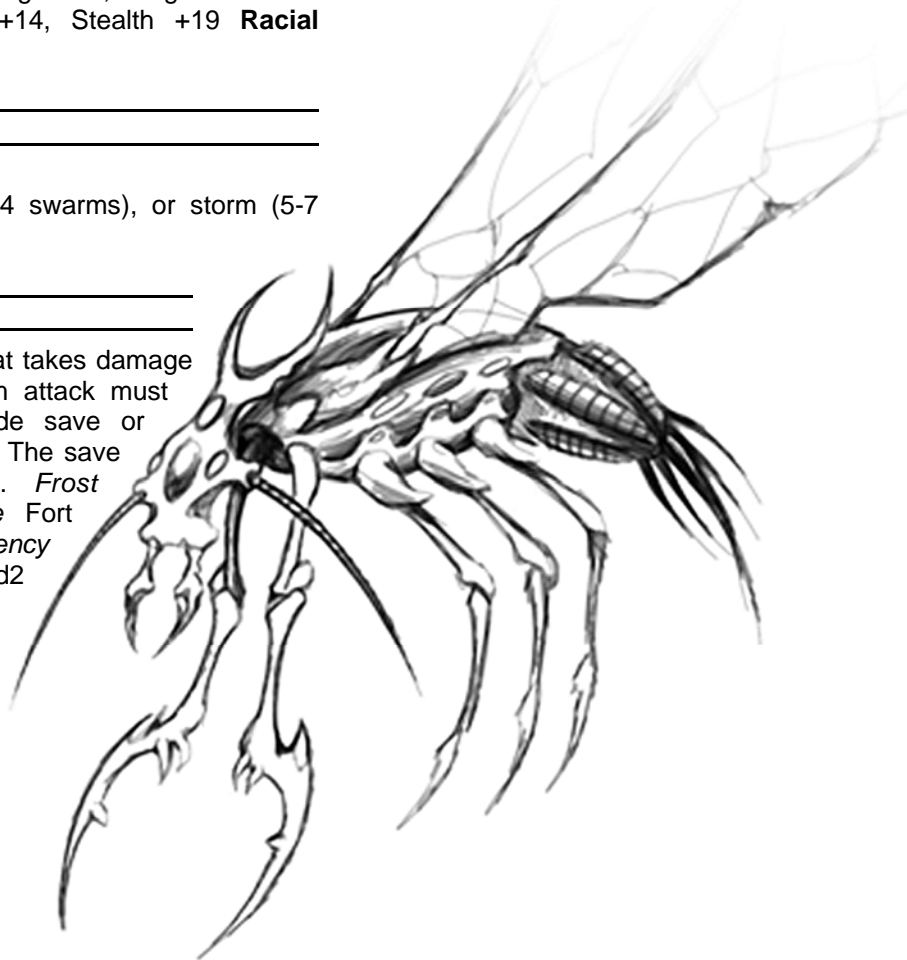
Treasure none

SPECIAL FEATURES

Disease (Ex) Any creature that takes damage from the frost mite's swarm attack must succeed a DC 19 Fortitude save or contract frost scars disease. The save DC is Constitution-based. *Frost Scars*: Disease-injury; save Fort DC 19 *onset* 1 day; *frequency* 1/day *effect* 1d2 Str plus 1d2 Dex damage; *cure* 2 consecutive saves.

Frost mites are miniscule, flying insects that travel in tight groups. As they move, the air around them freezes, disguising the horde of unnatural monsters in a natural fog. The mass of insects seeks out warm bodies to feed upon, eager to slay their victim and convert its body into an icy host. Unlike other insects, frost mites lay their eggs in trees or in small holes in the ground before the spring thaw. The eggs hatch during the fall months and the larvae turn into these flying mites by the first snow of the season. Winter's peak is when these creatures are in full force. Animals and travelers have been found frozen to death anywhere from wintry forests to cozy barns. Their deaths have been credited to these tiny, wintry pests.

Frost mites infect their victims with a magical disease known as *frost scars*. Victims of the disease suffer intense cold as their flesh continues to freeze and slough off in grotesque ice crystals. Those who survive a frost mite swarm attack and the ensuing disease are commonly marked by horrible deep scars with a blue tint. These scarred survivors are considered lucky compared to those that contract the disease and never recover. Tales of unfortunate villagers growing weak, sluggish and clutching a blanket to stay warm are told to children to keep them away from the depths of forests. These tales are also heeded by adults.



GARMUNCHI

This monstrous humanoid stands as tall as a troll, has enlarged teeth and incredibly large ears.

GARMUNCHI

CR 6

XP 2,400

CN Large monstrous humanoid

Init +5; Senses lowlight; Perception +4

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 armor, +4 Dex, +4 natural, -1 size)

hp 52 (8d10+8)

Fort +2, Ref +11, Will +6

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee large mwk greatclub +12/+7 (2d8+6)

Ranged large mwk shortspear +13/+8 (1d8+4)

Space 10 ft.; Reach 10 ft. (15 ft. with Lunge)

Special Attacks roar (20 ft. cone, 4d4 sonic damage, Reflex DC 17)

STATISTICS

Str 19 Dex 21, Con 10, Int 5, Wis 10, Cha 17

Base Atk +8; CMB +13 (17 bull rush); CMD 28 (30 vs bull rush, trip)

Feats Greater Bull Rush, Improved Bull Rush, Lunge^B, Power Attack, Toughness

Skills Survival +11; Racial Modifiers +4 Perception

Languages Giant

SQ nimbleness

ECOLOGY

Environment cold or temperate forests, hills or plains

Organization solitary, scouting party (2-7), war band (15-30), or tribe (60-120, at least half are non-combatants)

Treasure Standard (including masterwork greatclub, masterwork shortspear and masterwork hide armor)

SPECIAL FEATURES

Lunge (Ex) Garmunchi receive the Lunge feat as a bonus racial feat.

Nimbleness (Ex) The long, thin limbs of the garmunchi hide significant strength and grace. Garmunchi ignore terrain penalties when taking a single move, and may run up to 6 times their normal speed with a run action. Garmunchi also gain a +2 racial bonus to their CMD when being tripped.

Roar (Su) As a standard action, a garmunchi can let out a great and terrifying roar that can break the will of the hardest adversaries. The roar is a 20 ft. cone of attack that deals 4d4 sonic damage (Reflex save DC 17 for half damage). All those that take damage from the roar attack must succeed a DC 17 Will save or be shaken. A garmunchi can do this 3 times per day. The save DCs are Charisma-based.

The garmunchi is part of a tribal culture of large monstrous humanoids. They inhabit cool or temperate

climes that allow their natural strength and agility to help them hunt. They are simple in their way of life and simple in their hunting techniques. Their failure to dominate many of their neighbors owes to their slow pace of reproduction, their low stamina and their exceedingly low intellect. To these fearsome hunters, however, everyone outside their tribe is prey.

Preferring to fight with a greatclub, a garmunchi warrior, or "gump" as it is called, represents a formidable foe even though it lacks planning and organization. A gump typically starts combat by rushing into battle, closing with the adversary as quickly as possible using a bull rush attack. This effectively but inadvertently disrupts any formations its foe may have already assumed. With a reach of 15 ft. with the great club, a range increment of 20 ft. with the shortspear and a 20 ft. cone roar attack, a gump prefers to keep foe at an arm's length, dancing back and lunging again almost as if toying with them.

Besides hunting meat, the garmunchi diet consists largely of onions, beetles and slugs. A garmunchi tribe builds its village near either an onion patch or near a river bank with a significant slug population. A favorite leisure activity for a garmunchi tribe is relaxing in a mud hole. Most village chiefs are chosen by their ability to locate or create a mud hole, either magically or by mundane means. The garmunchi prefer donkeys for beasts of burden and garmunchi sorcerers keep cats as pets and meat in lean winters.

An adult garmunchi stands eight feet tall and weighs about 400 pounds. It has yellow-green or brownish skin and typically wrecks of onions. Unmolested, its life might span three hundred years, but the ravages of other monsters, its own stupidity and culture typically kills it before reaching a venerable age.



HATETHRALL DEMON

This demon appears to be a human skull with pointed teeth engulfed in flames.

HATETHRALL DEMON

CR 6

XP 2,400

CE Tiny outsider (chaotic, demon, evil extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 17, flat-footed 14 (+5 Dex, +2 natural, +2 size)

hp 74 (8d10 +32)

Fort +6, **Ref** +11, **Will** +9

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed fly 60 ft. (perfect)

Melee bite +9 (1d4-1)

Ranged ray of fire +15 touch (3d6 fire)

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

Spell-Like Abilities (CL 8th, Concentration +12)

At will – *darkness*, *doom* (DC 15), *teleport* (self plus 50 lbs. of objects only)

1/day – *charm monster* (DC 18), *planeshift* (self plus 50 lbs. of objects only), *summon* (level 4, hatethrall 45%)

STATISTICS

Str 9, **Dex** 21, **Con** 19, **Int** 11, **Wis** 16, **Cha** 18

Base Atk +8; **CMB** +11; **CMD** 20 (cannot be tripped)

Feats Hover, Improved Initiative, Skill Focus (Bluff), Vital Strike

Skills Bluff +18, Diplomacy +15, Knowledge (local) +11, Knowledge (planes) +11, Fly +33, Sense Motive +14; **Racial Modifiers** +5 Fly

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

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or flight (5-10)

Treasure none

SPECIAL FEATURES

Ray of fire (Su) The flames engulfing a hatethrall can be concentrated and shot as a ray at any creature within 100 ft. A hatethrall can do this as a standard action once every 2 rounds.

Whenever a creature makes a deal with a demon, the hatethrall acts as an advisor. It serves its new client whom the greater demon sees as a potential asset. The hatethrall seldom takes action itself. Instead, this demon prefers to whisper to its client, suggesting whom to kill or what territory to overtake. While the client may see itself as the one in command, the hatethrall is actually the one with the power. Should the client choose to ignore a hatethrall's suggestion, the demon will charm the client and order it to do its bidding.

Several warlords and would-be dictators in the River Nations have a hatethrall lurking in the shadows. A few are even aware that the previous warlord of the land they now rule was advised by the very same hatethrall. These warlords know that the same could happen to them on a whim of the hatethrall and eagerly strive to keep it pleased.

When a hatethrall is forced to fight, it prefers to use its ray of fire attack as its main weapon alternated with *darkness* and *doom* to keep other creatures at bay. If the fight goes badly, it will summon another hatethrall or a shadow demon to aid it. When the hatethrall loses more than half its hit points, it will use either *teleport* or *planeshift* to remove itself from the fight.

A hatethrall is about 1 ft. tall and weighs about 10 pounds.



HYDRUS

This tiny lizard possesses two front legs, no hind legs and a poison sack protruding from its chin.

HYDRUS **CR 1/2**

XP 200

N Tiny animal

Init +5; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 4 (1d8)

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

Defensive Abilities acid resistance 2

OFFENSE

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

Melee bite +7 (1d4-2 plus invasion)

Ranged spittle +7 (poison)

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

Special Attacks burst, invasion, poison

STATISTICS

Str 6, **Dex** 21, **Con** 10, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** +3 (+7 invasion); **CMD** 13

Feats Improved Invasion^B, Weapon Finesse

Skills Perception +6; **Racial Modifiers** uses Dexterity for Climb and Swim

ECOLOGY

Environment temperate or warm aquatic

Organization single, family (2-5) or horde (6-30)

Treasure none

SPECIAL FEATURES

Burst (Ex) A hydrus that has successfully invaded a creature will attempt to eat its way out, using its bite as a Tiny piercing weapon. It attacks from the inside each round (opponent's Armor Class is equal to 10 + 1/2 the creature's natural armor). It eats its way free after dealing 1/10 of the creature's total hit points. Victims of a hydrus burst take an additional 1d6 bleed each round until they receive a DC 15 Heal check or any amount of magical healing.

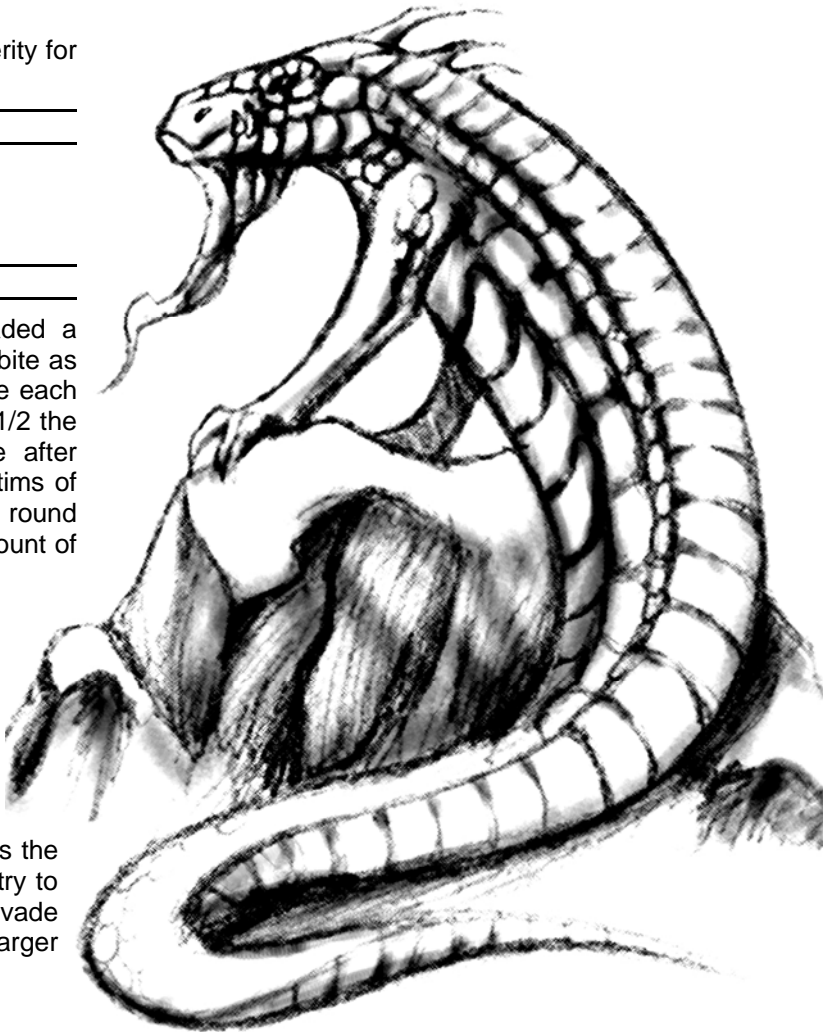
Invasion (Ex) A hydrus feeds by crawling inside a creature's mouth and eating it from the inside. To do so, it must perform an Invasion combat maneuver in place of its melee attack or as part of its bite attack. The hydrus does not provoke an attack of opportunity when performing an Invasion combat maneuver. Upon a successful CMB check, the hydrus crawls in the creature's mouth and down its throat. The hydrus now gains the grappled condition. Once inside, the hydrus can try to eat its way out (see Burst). A hydrus can only invade creatures that are at least one size category larger than itself.

Poison (Ex) Spittle—contact; *save* Fort DC 11; *frequency* 1/round for 3 rounds; *effect* paralysis; *cure* 1 save. The poison spittle of a hydrus has a 10 ft. range increment and is otherwise considered a thrown weapon.

Along the darkened banks of the River Nations, a single hydrus poses a disturbing threat to small groups. An adventuring party's night watch may easily fall prey to the hydrus's poison attack, leaving the watcher paralyzed. No alarm raised, the hydrus crawls down the throat of the non-moving guard or sleeping comrade and begins to chew its way out. The result is a hole in the stomach where the hydrus burst free, leaving its prey bleeding to death—should the unfortunate victim not receive medical attention.

Hordes of these tiny lizards are responsible for considerable damage. They swim into a river village and look for food under the cover of night. These little monsters poison anyone not asleep paralyzing them and feed on those not moving. Less than five minutes later, the hydruses are swimming back to their homes with full bellies leaving behind victims paralyzed and unable to stop bleeding. This has caused considerable unrest—both literally and figuratively—among the local population of the River Nations.

An adult hydrus stands between three and five inches tall on its forelegs and can be grow up to two feet long.



LEMKIN

This small fey appears to have the chest and head of a halfling and the legs, tail and feet of a rabbit.

LEMKIN

CR 9

XP 6,400

CN Small fey

Init +4; Senses low-light vision; Perception +20

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +5 natural +1 size)

hp 77 (14d6+28)

Fort +6, Ref +13, Will +12

DR 5/magic and silver Immune poison

OFFENSE

Speed 40 ft.

Ranged +2 blowgun +12/+7 (3 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attack poison

Spell-like Abilities (CL 14th)

Constant – *detect law*, *nondetection* (caster level check vs DC 25),

At will – *alter self* (small humanoid or fey only), *animal messenger*, *dancing lights*, *feather fall* (self only), *ghost sound*, *ventriloquism* (DC 17)

1/day – *cure serious wounds*, *faerie fire*, *hallucinatory terrain* (DC 21), *spike growth* (DC 19), *tree stride*

STATISTICS

Str 12, Dex 19, Con 14, Int 10, Wis 16, Cha 23

Base Atk +7; CMB +7; CMD 28

Feats Ability Focus (*hallucinatory terrain*), Deceitful, Defensive Combat Training, Dodge, Nimble Moves, Stealthy

Skills Acrobatics +21, Bluff +24, Knowledge (geography) +17, Knowledge (nature) +17, Perception +20, Stealth +21

Languages Common, Sylvan

SQ trackless step

ECOLOGY

Environment temperate forest or planes

Organization solitary or menagerie (2-3)

Treasure Standard (+2 blowgun, 10 darts, other treasure)

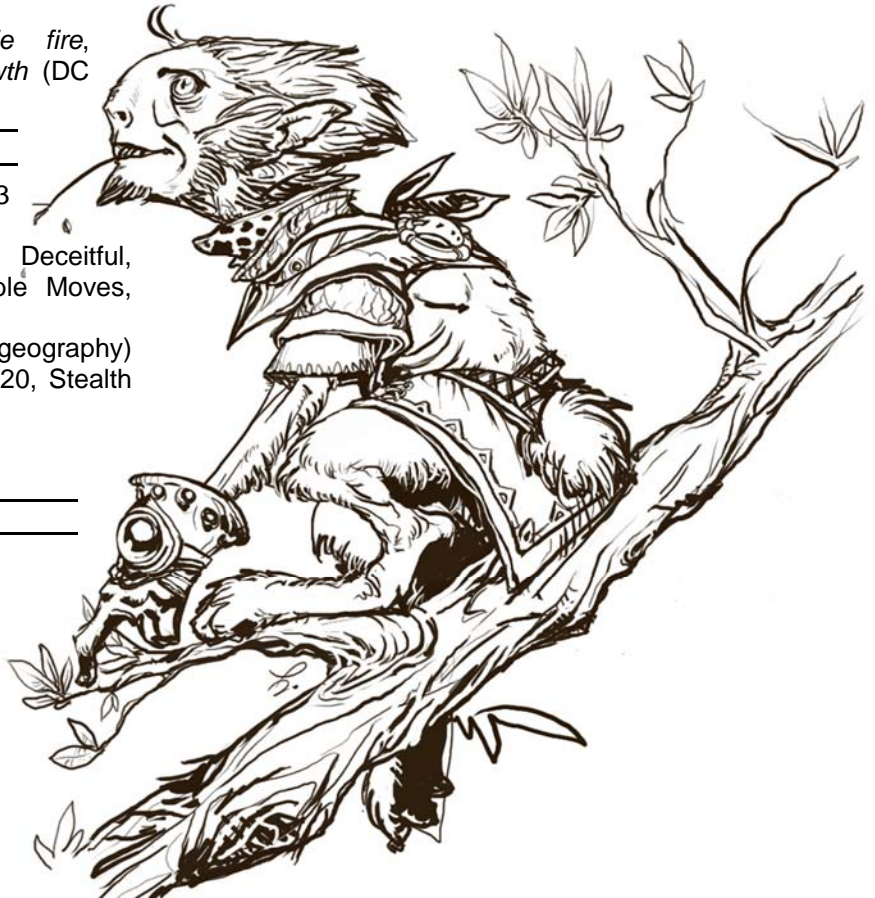
SPECIAL FEATURES

Poison (Ex) A lemkin coats the tip of its blowgun darts with the natural oils produced by their own skin. This oil acts as a poison to most living creatures. Lemkin oil-injury; save Fort 19, frequency 1/hour for 6 hours, effect the creature turns a different random color once per hour, cure 2 consecutive saves.

Trackless Step (Ex) A lemkin leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Also known as a woodlaugher, the lemkin is a rare woodland fey who spends its time playing tricks on those that harm the local flora and fauna. Instead of attacking these creatures outright, it prefers to send an endless stream of notes to its target carried by every kind of animal from mice to great brown bears. The notes contain anything from poetry to silly insults to misleading directions. Once the target is thoroughly confused, the lemkin begins using *ghost sound* and *ventriloquism* to draw it in a random direction. Finally, the lemkin uses *hallucinatory terrain* to make sure the transgressor is completely lost. The fey is not cruel in its pranks. When it ceases to be entertained, the lemkin moves on to find other transgressors.

The lemkin stands about 3 ft. tall and weigh 50 pounds.



NIGHTCALLER

These black birds hunt intelligent prey.

NIGHTCALLER

CR 1

XP 400

NE Tiny magical beast

Init +3; **Senses** Darkvision 60 ft., lowlight vision; Perception +2

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +2 size, +1 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee bite +7 (1d3-2) and 2 talons +7 (1d3-2)

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

STATISTICS

Str 6, **Dex** 17, **Con** 12, **Int** 3, **Wis** 14, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 11

Feats Flyby Attack^B, Weapon Finesse

Skills Bluff +6; **Racial Modifiers** +4 Bluff, +4 Fly

SQ mimic

ECOLOGY

Environment temperate forests and hills

Organization single, murder (2-9), slaughter (10-20)

Treasure none

SPECIAL FEATURES

Mimic (Ex) Nightcallers may make

Bluff checks to imitate cries for help in either Common, Elf

or Gnome. A successful Bluff

check leaves its target flat footed until the

nightcaller's next turn. Creatures

that have been attacked by a nightcaller

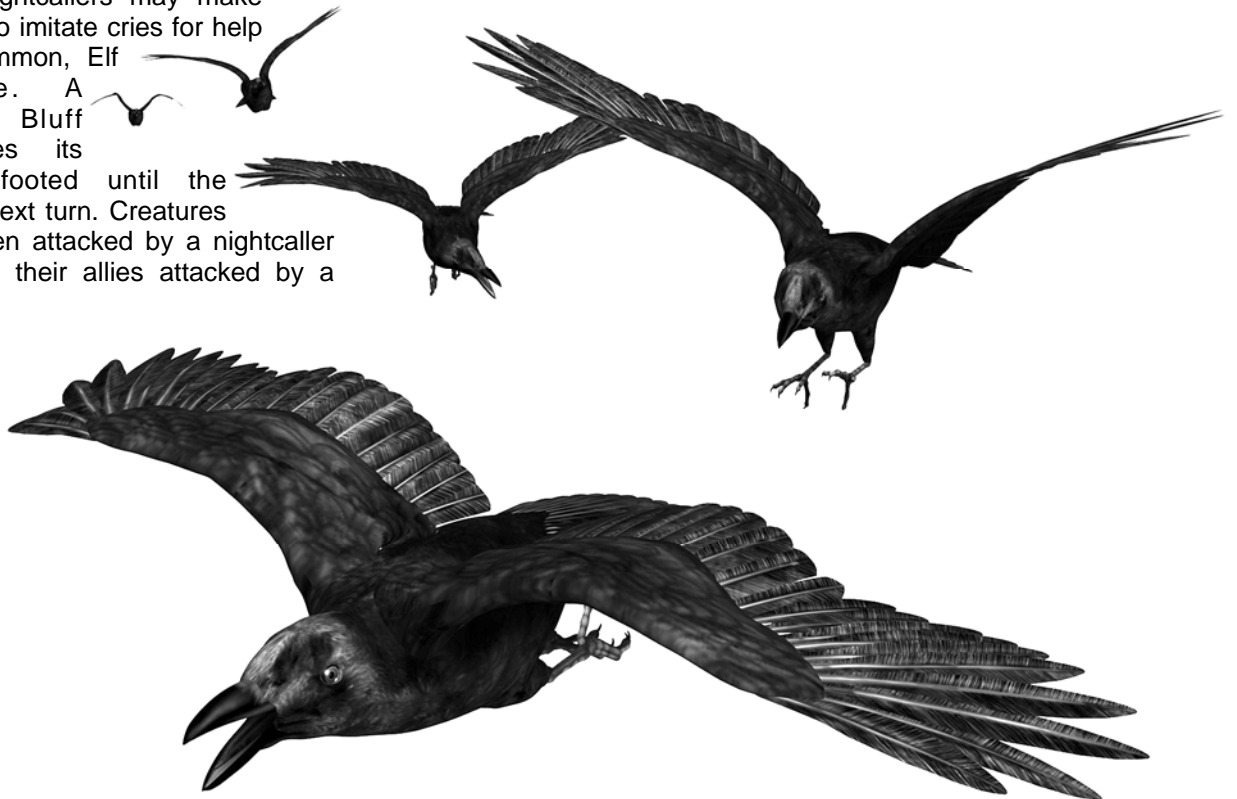
(or have had their allies attacked by a

nightcaller) are immune to a nightcaller's mimic for 24 hours.

Nightcallers are nocturnal predators who hunt in groups. They commonly hide in forests or hills near well-traveled roads, lying in wait for a humanoid to pass. When a target draws near, the nightcallers begin making noises that sound like a cry for help and continue to do so until their prey investigates. When its prey is lured within striking distance, these devious birds fly down to attack. Murders and slaughters of nightcallers tend to focus on a single target and continue to attack that target until it is dead. Once the target is doomed, the nightcaller that did the most damage to the creature begin to feast on its meal while the remaining nightcallers attack a new creature.

These birds are quite cowardly. It is a rare occasion for nightcallers to attack when outnumbered. Should a lone nightcaller lose half its hit points, it will fly away. When fighting in a group, they will fight until half of their kind are dead.

A nightcaller stands about a foot tall and is covered with black feathers. Its legs are a shade of brown similar to tree bark. Its eyes are black and lifeless.



PIRANHA, MATURE

This sharp-toothed fish hunts down food with deadly efficiency.

PIRANHA SWARM

CR 1

XP 400

N Small animal (aquatic)

Init +5; **Senses** lowlight vision, scent; Perception +7

DEFENSE

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

hp 13 (3d8)

Fort +3, **Ref** +5, **Will** +2

OFFENSE

Speed swim 40 ft.

Melee +1 (1d4-1 plus 1 Con bleed)

STATISTICS

Str 9, **Dex** 14, **Con** 10, **Int** 1, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +0; **CMD** 12

Feats Alertness, Improved Initiative

Skills Perception +7; **Racial Modifiers** Swim +8

ECOLOGY

Environment temperate or warm aquatic

Organization solitary, pair or school (3-10)

Treasure none

SPECIAL FEATURES

Scent (Ex) A piranha can smell a warm-blooded creature in the water up to 100 ft. away and fresh blood in the water up to 300 ft. away.

Despite being as tall as a halfling, a mature piranha can devour a halfling quickly. The piranha's appetite surpasses a goblin's. It has been known to strip the bones of someone wading through a river before the poor soul can reach the opposite side. With its ability to smell blood from 300 ft. away, more arrive shortly after a piranha gets its first bite.

PIRANHA SWARM

This torrent of tiny fish has razor sharp teeth and a voracious appetite.

PIRANHA SWARM

CR 2

XP 600

N Tiny animal (aquatic, swarm)

Init +7; **Senses** lowlight vision, scent; Perception +10

DEFENSE

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

hp 14 (4d8-4)

Fort +3, **Ref** +7, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed swim 30 ft.

Melee swarm (1d6 plus 1 bleed)

Space 10 ft. cube; **Reach** 0 ft.

Special Attacks distraction (DC 11)

STATISTICS

Str 4, **Dex** 16, **Con** 8, **Int** 1, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** -; **CMD** -

Feats Alertness, Improved Initiative

Skills Perception +10; **Racial Modifiers** Swim +8

ECOLOGY

Environment temperate or warm aquatic

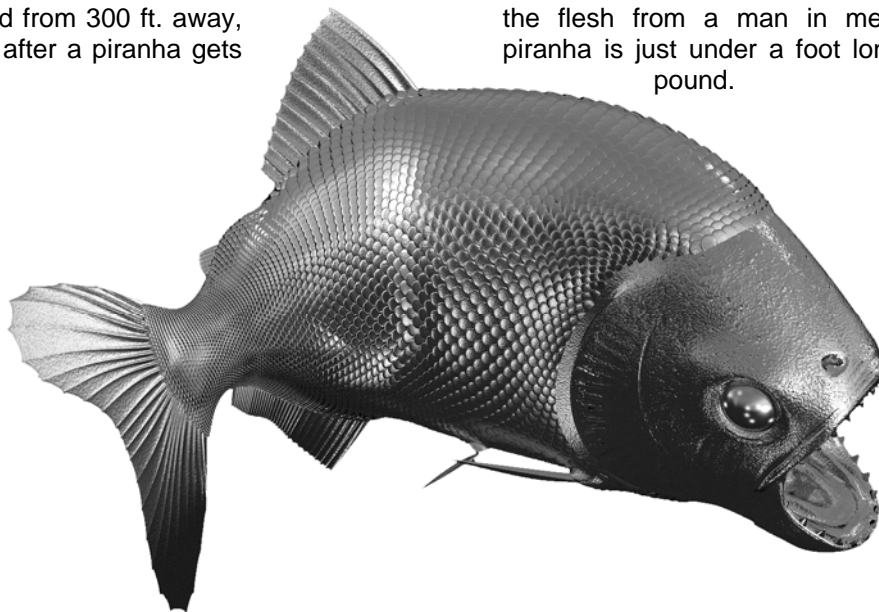
Organization solitary, boil (2-5 swarms), or plague (6-10 swarms)

Treasure none

SPECIAL FEATURES

Scent (Ex) A piranha swarm can smell a warm-blooded creature in the water up to 100 ft. away and fresh blood in the water up to 300 ft. away.

Piranhas are dangerous aquatic predators that travel in swarms. Local cultures fear them for their ability to strip the flesh from a man in mere minutes. An average piranha is just under a foot long and weighs about one pound.



RIVER DRAGON

Scales of sparkling blue protect this powerful dragon. The scalding hot water it spits boils its dinner alive.

RIVER DRAGON

CN dragon (aquatic, fire)

BASE STATISTICS

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 30 ft., swim 60 ft.

Natural Armor +4; **Breath Weapon** line, 2d6 fire

Str 11, **Dex** 17, **Con** 12, **Int** 9, **Wis** 12, **Cha** 10

ECOLOGY

Environment temperate aquatic

Organization solitary

Treasure triple

SPECIAL ABILITIES

Air Breathing (Ex) The river dragon can breathe air just as naturally as water. This dragon can freely use its breath weapon, spells and other abilities in both air and water.

Boiling Aura (Su) The adult and older river dragon radiates heat causing any water around it to boil. All creatures within 5 ft. of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 ft. An ancient dragon's damage increases to 2d6. The river dragon can suppress or activate this ability at will as a free action.

Geyser (Su) The great wyrm river dragon can call forth a powerful geyser from the ground as a standard action. The geyser is 10 ft. wide burst within 400 ft. of the river dragon. All creatures standing in the geyser's space takes 4d6 points of fire damage per round from the scalding hot water and are distracted. All other creatures within 200 ft. of the geyser take 2d6 points of fire damage per round in addition to the normal rain penalties (see the section on rain in Chapter 13 of the Pathfinder Roleplaying Game).

Speak with Aquatic (Ex) The young and older river dragon gains a constant spell-like ability to speak with animals of the aquatic subtype. This otherwise functions as *Speak with Animals*.

Spit (Ex) The mature adult and older river dragon gains the ability to spit water at any target within 30 ft. as a ranged overrun attempt. This range increases to 60 ft. when it becomes ancient. The CMB check for the spit is the river dragon's CMB but is one size category smaller than the river dragon and gains the benefits of the Improved Overrun feat. This does not grant the river dragon the benefits of the Improved Overrun feat when making a overrun attempt and not spitting.

Spell-Like Abilities (Sp) The river dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young-*obscuring mist*; Juvenile-*soften earth and stone*; Adult-*water breathing*; Old-*control water*; Ancient-*passwall*; Great wyrm-*overland flight*.

Watersight (Ex) The very young and older river dragon can see underwater four times better than a human.

| Age Category | Special Abilities | Caster Level |
|--------------|---|--------------|
| Wyrmling | Air breathing, Immunity to fire | - |
| Very young | Watersight | - |
| Young | <i>Obscuring mist</i> , speak with aquatic | - |
| Juvenile | Frightful presence, <i>soften earth and stone</i> | 1st |
| Young Adult | DR 5/magic, spell resistance | 3rd |
| Adult | Boiling aura, <i>water breathing</i> | 5th |
| Mature Adult | DR 10/magic, spit | 7th |
| Old | <i>Control water</i> | 9th |
| Very old | DR 15/magic | 11th |
| Ancient | <i>Passwall</i> | 13th |
| Wyrm | DR 20/magic | 15th |
| Great Wyrm | Geyser, <i>overland flight</i> | 17th |

YOUNG RIVER DRAGON

CR 7

XP 3,200

CN Medium dragon (aquatic, fire)

Init +7; **Senses** dragon senses, watersight; Perception +13

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 76 (8d12+24)

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

Immune fire, paralysis, sleep

Weakness vulnerable to cold

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +12 (1d8+6)

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 fire)

Spell-Like Abilities (CL 8th)

At will-*obscuring mist*

STATISTICS

Str 19, **Dex** 17, **Con** 16, **Int** 11, **Wis** 14, **Cha** 12

Base Atk 8; **CMB** +12; **CMD** 25 (cannot be tripped)

Feats Athletic, Cleave, Improved Initiative, Power Attack

Skills Knowledge (nature) +11, Perception +13, Spellcraft +11, Stealth +14, Survival, +13, Swim +17

Languages Draconic

SQ air breathing, speak with aquatic, watersight

ADULT RIVER DRAGON

CR 11

XP 12,800

CN Large dragon (aquatic, fire)

Init +5; **Senses** dragon senses, watersight; Perception +25

Aura boiling (5 ft., 1d6 fire), frightful presence (180 ft., DC 20)

DEFENSE

AC 29, touch 11, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 161 (14d12+70)
Fort +14, **Ref** +10, **Will** +13
DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22
Weakness Vulnerable to cold

OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +21 (2d6+10), tail +16 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80-ft. line, DC 22, 12d6 fire)
Spell-Like Abilities (CL 14th)
At will-*obscuring mist, soften earth and stone, water breathing*
Spells Known (CL 5th)
2nd (5/day)- (DC 15) *cat's grace, resist energy*
1st (7/day)- (DC 14) *expeditious retreat, identify, magic aura, reduce person*
0 (at will)-*arcane mark, detect magic, ghost sound, mage hand, message, prestidigitation*

STATISTICS

Str 25, **Dex** 13, **Con** 20, **Int** 15, **Wis** 18, **Cha** 16
Base Atk +14; **CMB** +22; **CMD** 33 (cannot be tripped)
Feats Alertness, Athletic, Cleave, Great Cleave, Improved Initiative, Power Attack
Skills Appraise +19, Intimidate +20, Knowledge (nature) +19, Perception +25, Spellcraft +19, Stealth +14, Survival, +21, Swim +24
Languages Common, Draconic, Sylvan
SQ air breathing, speak with aquatic, watersight

ANCIENT RIVER DRAGON**CR 16****XP 76,800**

CN Huge dragon (aquatic, fire)

Init +4; **Senses** dragon senses, watersight; Perception +29**Aura** boiling (10 ft., 2d6 fire), frightful presence (300 ft., DC 25)

DEFENSE

AC 36, touch 8, flat-footed 36 (+28 natural, -2 size)
hp 270 (20d12+140)
Fort +19, **Ref** +12, **Will** +18
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 27
Weakness Vulnerable to cold

OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +31 (2d8+16) tail +26(2d6+16)
Space 15 ft.; **Reach** 10 ft. (15ft. with bite)
Special Attacks breath weapon (100-ft. line, DC 27, 20d6 fire), spit (60 ft)
Spell-Like Abilities (CL 20th)
At will-*control water, obscuring mist, passwall, soften earth and stone, water breathing*
Spells Known (CL 13th)
6th (4/day)- (DC 21) *antimagic field, move earth*
5th (7/day)- (DC 20) *baleful polymorph, mind fog, transmute rock to mud*

4th (7/day)- (DC 19) *fire shield, hallucinatory terrain, solid fog, wall of fire*
3rd (7/day)- (DC 18) *dispel magic, fireball, gaseous form, haste*
2nd (7/day)- (DC 17) *blur, cat's grace, hideous laughter, pyrotechnics, resist energy*
1st (7/day)- (DC 16) *color spray, expeditious retreat, identify, magic aura, reduce person*
0 (at will)- *arcane mark, detect magic, flare, ghost sound, mage hand, message, prestidigitation, read magic, resistance*

STATISTICS

Str 33, **Dex** 11, **Con** 24, **Int** 19, **Wis** 22, **Cha** 20
Base Atk +20; **CMB** +33 (+34 when spitting); **CMD** 43
Feats Alertness, Athletic, Cleave, Great Cleave, Improved Initiative, Power Attack
Skills Appraise +27, Diplomacy +28, Intimidate +28, Linguistics +27, Knowledge (nature) +27, Perception +29, Spellcraft +27, Stealth +23, Survival, +29, Swim +34
Languages Aquan, Common, Draconic, Ignan, Sylvan and 27 others
SQ air breathing, speak with aquatic, watersight

The river dragon is a ferocious monster commonly found in the canals, rivers and water ways of the River Nations. This finned dragon swims with a subtle grace that belies its size. It moves on land similar to a snake and is just as dangerous out of water as it is in. The river dragon scalds its enemies with river water superheated with its breath before devouring them.



RIVERSWELL SPIRIT

This spirit appears and smells similar to a bloated, decomposing body except you can see through it.

RIVERSWELL SPIRIT

CR 7

XP 3,200

NE Medium undead (incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

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

hp 75 (10d8+30)

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

Defensive Abilities incorporeal, undead traits; **Immune** cold, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee chilling touch +11 (1d6 cold plus drowning touch)

STATISTICS

Str -, **Dex** 18, **Con** -, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 23

Feats Flyby Attack, Great Fortitude, Hover, Toughness

Skills Fly +23, Perception +15, Stealth +17

SQ haunt, undead traits

ECOLOGY

Environment any inland aquatic

Organization solitary or gang (3-6)

Treasure none

SPECIAL FEATURES

Drowning Touch (Su) Creatures that take damage from the riverswell spirit's chilling touch begin to have their lungs fill with water from the spirit's drowning touch. If the creature is not already making Constitution checks to keep from drowning (see the "Drowning" section in Chapter 13 of the Pathfinder Roleplaying Game), The creature must succeed a DC 10 Constitution check. If the creature made a Constitution check in the previous round to keep from drowning (either from following the drowning rules or from previous drowning touch attacks), increase the DC by 1. This DC is in addition to the standard DC increase gained every round from the drowning rules and is cumulative with each successive drowning touch attack. The Constitution checks continue until the creature takes a full round action to spit up all the water

accumulating in their lungs and breathes air, receives a DC 15 Heal check from another creature as a standard action to force the water out of their lungs, is the target of a *remove curse* or similar spell, sustains any amount of fire damage, or fails the Constitution check. Creatures that fail the Constitution check begin to drown as per the normal drowning rules. Creatures that do not need to breathe or can breathe water ignore drowning touch.

Haunt (Su) A riverswell spirit cannot be killed by destroying the spirit. Instead the physical body to which the riverswell spirit is tied must be destroyed or blessed. If the hit points of the spirit are reduced to 0, it rises again the following time the river floods and hunts for a new victim. A riverswell spirit cannot travel more than 400 ft. from its physical body.

A riverswell spirit is the drowned victim of a flood or violent downpour. Its spirit haunts the banks near its bloated, decomposing body, seeking out others to meet a similar watery fate. While this vile creature can appear at anytime, it frequently appears when a river breaches banks and floods the surrounding landscape. Apart from drowning living creatures, this undead horror appears to have no goals or motives. Communication has not been successful with the restless spirit but sages (those that have survived an encounter) believe that it is possible.

A riverswell spirit stands between five and six feet high.



SHRINE STONE, ANIMATED

This carved stone with sculpted appendages is decorated with glyphs of druidic and fey deities.

ANIMATED SHRINE STONES

CR 7

XP 3,200

N Huge construct

Init -2; **Senses** Darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)

hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** -3

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee 2 slams +15 (1d8+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks trample (1d8+15, DC 23)

STATISTICS

Str 30, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27 (cannot be tripped)

SQ guard, magical center

ECOLOGY

Environment any

Organization solitary or moot (2-3 constructs)

Treasure ruby worth approximately 2,500gp

SPECIAL FEATURES

Guard (Su) Whenever a creature comes within 60 ft. of the animated shrine stone's guard post and the creature does not show the shrine stone the appropriate holy symbol, the construct activates and attacks the creature. To discover the required holy symbol, a creature must succeed a Knowledge (religion) check (DC 20). If the shrine stone has activated and is shown the holy symbol, it will return to its guard post. Drawing the holy symbol on the ground requires a standard action and is sufficient to pacify the shrine stone.

Magical Center (Su) The animated shrine stone possesses a valuable jewel on some part of the construct's body. This jewel must be worth at least 2,500 gp. The jewel serves as the magical center of the construct, allowing it to stay animated. Should the jewel be removed (Disable Devices check DC 25), the shrine stone holds its current stance. Returning the jewel to the shrine stone's head reanimates the construct.

An animated shrine stone is an ancient guardian of druidic groves and powerful fey crossings. It protects a designated area against thieves, vandals and others who do not pay homage to the holy site. It usually stands away

from the shrine itself but still close enough to maintain a watchful eye. The shrine stone never goes further than 60 ft. from its guard post.

When a fey or druid guards an area with animated shrine stones, several stones maybe laid within 60 ft. to protect the sacred place. A druid may disguise an animated shrine stone to appear as a common stone that is part of the shrine. Others have been known to carve common stones to appear similar to animated shrine stones to make the holy place appear protected by multiple guardians and confuse evildoers.

While an animated shrine stone possesses no gold, it typically possesses a rare jewel on some part of its body. Rubies are frequently used but emeralds, diamonds, and opals are not uncommon. The jewel acts the center of the construct's magical power as well as a way of identifying desiccators. Since someone that is willing to desecrate a holy site is also willing to steal a jewel, the shrine stone's creator can track the lost gem and find the vandal.

An animated shrine stone typically stands 12 ft. tall and weighs about 18,000 pounds.



SILVER BELL

This bush possesses flowers of silver intertwined among hearty vines.

SILVER BELL

CR 3

XP 800

N Large plant

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 11, flat-footed 13 (-1 size, +2 Dex, +4 natural)

hp 22 (4d8+4)

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

Defensive Abilities plant traits; DR 5/magic or slashing

Immune electricity, plant traits

OFFENSE

Speed 20 ft.

Melee tendril +3 (1d4 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks silver dust (15 ft cone, poison)

STATISTICS

Str 11, **Dex** 14, **Con** 13, **Int** 1, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 16
(18 vs grapple, can't be tripped)

Feats Alertness, Combat Reflexes, Improved Grapple^B,

Skills Perception +10

ECOLOGY

Environment cold hills

Organization solitary, pair or grove (3-6)

Treasure 3d4 silver bell flowers (each worth 100 gp)

SPECIAL FEATURES

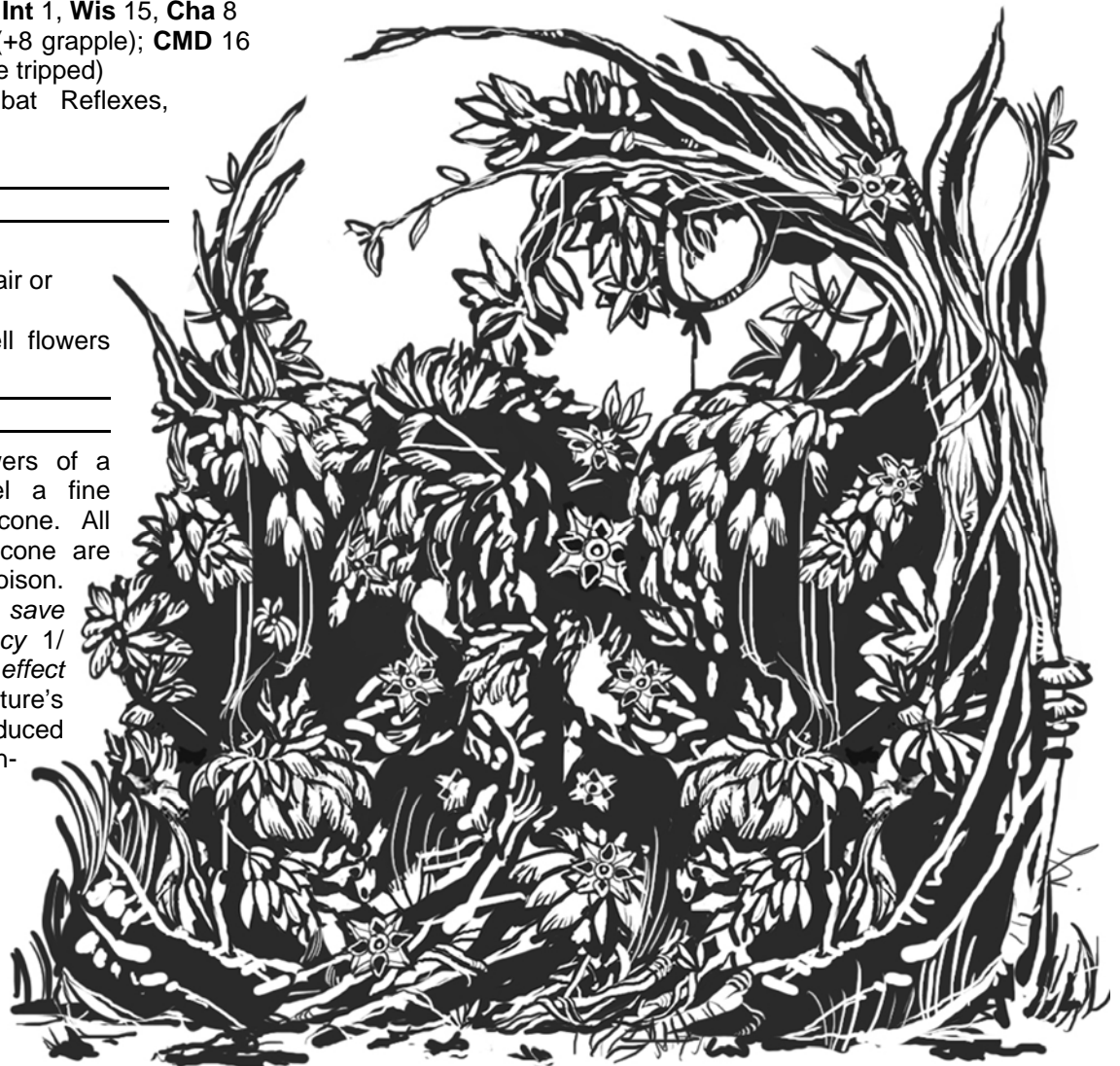
Poison (Su) The flowers of a silver bell can expel a fine pollen in a 15 ft. cone. All creatures within the cone are exposed to the poison. Silver Dust-contact; save Fort DC 13, *frequency* 1/round for 10 rounds, *effect* 1d3 Dex. When a creature's Dexterity score is reduced to 0, it becomes a non-

living silver statue, *cure* 2 consecutive saves or a *stone to flesh* spell.

A silver bell is a flowering plant with shining silvery petals growing from a thick green bush. The flowers produce a fine pollen of silver dust. Craftsmen and sages prize this dust when constructing fine mundane or magical items since the powder is identical to alchemical silver.

Consuming only silver, a silver bell must turn its prey into solid silver before slowly digesting it. To this end, it grabs its target, pulls it within its mass and then one of its flower pods explodes in a cone of silver dust. An unopened pod can be used to make silver dust poison. Making the poison generally destroys the artistic value of the flower unless the poison maker succeeds a DC 25 Craft (sculpture) check. The flowers of the silver bell plant (each worth 100 gp for their artistic beauty) can be pried loose with a DC 15 Strength check. If the plant is still alive, the creature must first make a successful grapple check. Failing the Strength check crushes the flower, making it worth only 5 sp of raw silver.

Silver bell plant is seven feet tall and weighs about 500 pounds.



SKATE SPIDER, GIANT

This eight-legged monster glides with ease upon the calm water surfaces.

GIANT SKATE SPIDER

CR 5

XP 1,600

N Huge vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft. (aquatic only), Perception +0

DEFENSE

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)
hp 66 (7d8+35)

Fort +10, **Ref** +3, **Will** +2

Immune mind-affecting effects, vermin traits

OFFENSE

Speed 50 ft.

Melee bite +11 (2d6+8 plus grab and poison)

Space 15 ft.; **Reach** 10 ft.

SA poison

STATISTICS

Str 27, **Dex** 13, **Con** 20, **Int** -, **Wis** 11, **Cha** 3

Base Atk +5; **CMB** +15; **CMD** 26 (34 vs trip)

SQ water walking

ECOLOGY

Environment temperate

Organization solitary or family (2-10)

Treasure none

SPECIAL FEATURES

Poison (Ex) Bite-injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* unconscious for 1d2 minutes *cure* 2 consecutive saves. The save DC is Constitution-based.

Water walking (Ex) Oil-covered hairs at the bottom its feet allows a skate spider to glide across the surface of still or slow-moving water. It can move on water at its normal land speed but will sink if it moves less than half of its normal movement in a turn. Fast moving water is treated like difficult terrain for the skate spider. A skate spider cannot swim and can drown if it becomes submerged in water.

A skate spider is capable of hunting on land or water. Tiny hairs and secreted oils on the bottom of its feet allow this spider to skate along the surface of lakes, ponds and moving streams without incident. Stopping, however, causes it to sink. If it successfully attacks a creature while on the water, the skate spider has to grab its prey with its fangs or else the meal sinks.

A skate spider is dark brown in coloring. It possesses a faint odor of decay from the bits of its last meal mingling among the hairs that keep it afloat. They feed on creatures that come near river banks and lake shores.

The giant skate spider is 15 ft. long and 500 pounds. Larger and smaller varieties of skate spiders exist.

SKATE SPIDER SWARM

This swarm of spiders appears like a torrent of black death on the water.

SKATE SPIDER, SWARM

CR 6

XP 2,400

N Tiny vermin (swarm)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft. (aquatic only), Perception +0

DEFENSE

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

hp 58 (9d8+18)

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

Immune mind-affecting effects, vermin traits

Weaknesses swarm traits

OFFENSE

Speed 30 ft.

Melee swarm (2d6)

SA distraction (DC 14)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 14, **Int** -, **Wis** 11, **Cha** 3

Base Atk +6; **CMB** +9; **CMD** 14 (cannot be tripped, grappled or bullrushed)

SQ water walking

ECOLOGY

Environment temperate

Organization solitary or family (2-10)

Treasure none

A full grown skate spider lays an egg that can hatch up to one thousand of these monsters. Young skate spiders lack a venom sack and cannot poison their prey. As such, the young rely on numbers to hunt for food and for mutual protection. Their swarms form the basis of many River Nation tales of horror. Once they have grown to small size, they are mature enough to hunt on their own.



SNAPPING TURTLE

This armored reptile stands as large as a man and possesses a powerful bite.

Snapping Turtle **CR 2**

XP 600

N Medium animal (aquatic)

Init -1; **Senses** lowlight vision; Perception +6

DEFENSE

AC 13, touch 9, flat-footed 13 (-1 Dex, +4 natural)

hp 25 (3d8+12)

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

OFFENSE

Speed 5 ft., swim 10 ft.

Melee bite +5 (1d6+3 plus grab)

STATISTICS

Str 14, **Dex** 8, **Con** 16, **Int** 1, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +4; **CMD** 13 (17 trip)

Feats Toughness, Weapon Focus (bite)

Skills Perception +6; **Racial Modifiers** Swim +4

SQ hold breath

ECOLOGY

Environment temperate aquatic

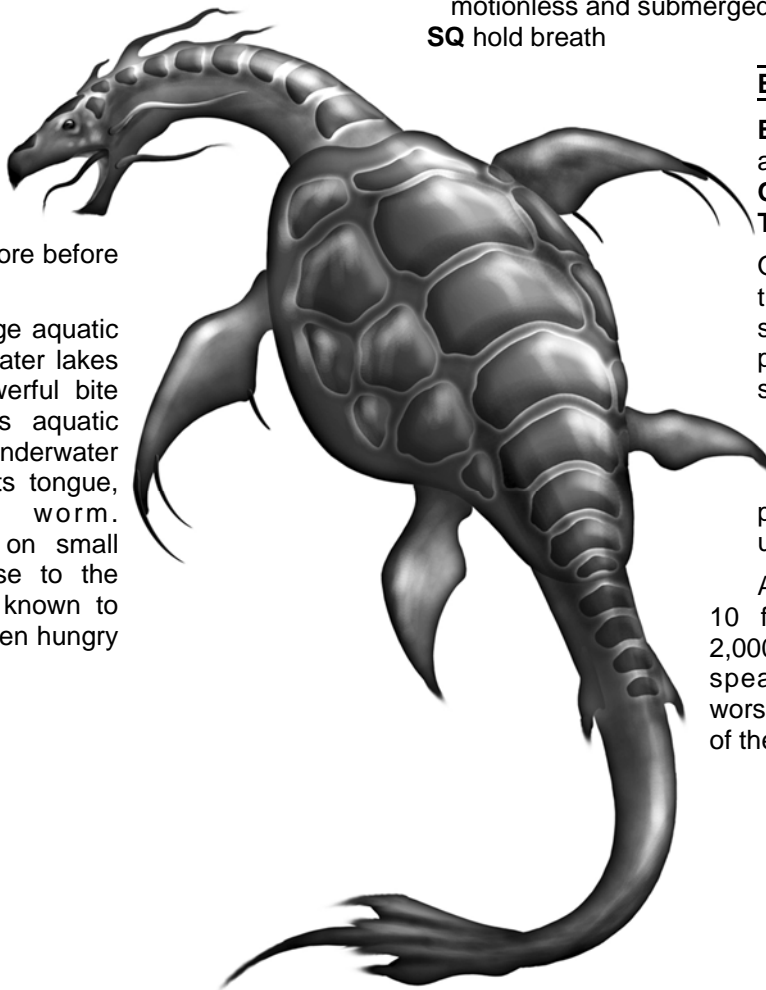
Organization solitary

Treasure none

SPECIAL FEATURES

Hold Breath (Ex) A snapping turtle can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

A snapping turtle is a large aquatic predator found in fresh water lakes and rivers. It has a powerful bite and a tough shell. This aquatic animal hunts by lying underwater and attracting fish with its tongue, which resembles a worm. Sometimes it will feed on small animals that get too close to the water. It has also been known to attack larger creatures when hungry enough.



SNAPPING TURTLE, DIRE

This ferocious reptile is the size of a dragon and scours the lake region for food any way it can find it.

Snapping Turtle, Dire **CR 8**

XP 2,400

N Huge animal (aquatic)

Init -2; **Senses** lowlight vision; Perception +9

DEFENSE

AC 21 touch 6, flat-footed 21 (-2 Dex, +15 natural, -2 size)

hp 105 (10d8+60)

Fort +12, **Ref** +5, **Will** +4

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +17 (2d6+18 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (4d6 acid damage, AC 17, 10 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 21, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +7; **CMB** +21; **CMD** 29 (33 trip)

Feats Alertness, Improved Natural Armor, Power Attack, Toughness, Weapon Focus (bite)

Skills Perception +14; **Racial Modifiers** Stealth +4 (when motionless and submerged), Swim +4

SQ hold breath

ECOLOGY

Environment temperate aquatic

Organization solitary

Treasure none

Occasionally, a snapping turtle exceeds the normal life span and grows to terrifying proportions. Just one dire snapping turtle can change an entire ecosystem, eating local fish faster than they can spawn and prowling the shores for unwary prey.

A dire snapping turtle is over 10 ft. long and weighs about 2,000 pounds. Druidic traditions speak of great specimens worshipped by indigenous races of the River Nations.

STUMBLE FISH

This yellow fish has a pair of elongated, wing-like fins and sharp teeth.

STUMBLE FISH

CR 1

XP 400

N Small animal (aquatic)

Init +1; **Senses** lowlight vision; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 7 (2d8-2)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed swim 20 ft.

Melee 1 bite -1 (1d4-2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks jumping overrun

STATISTICS

Str 6, **Dex** 12, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +1 (+3 overrun); **CMD** 8 (10 vs overrun)

Feats Agile Maneuvers, Improved Overrun^B

Skills Acrobatics +6

ECOLOGY

Environment temperate aquatic

Organization group (2-5) or school (7-10)

Treasure none

SPECIAL FEATURES

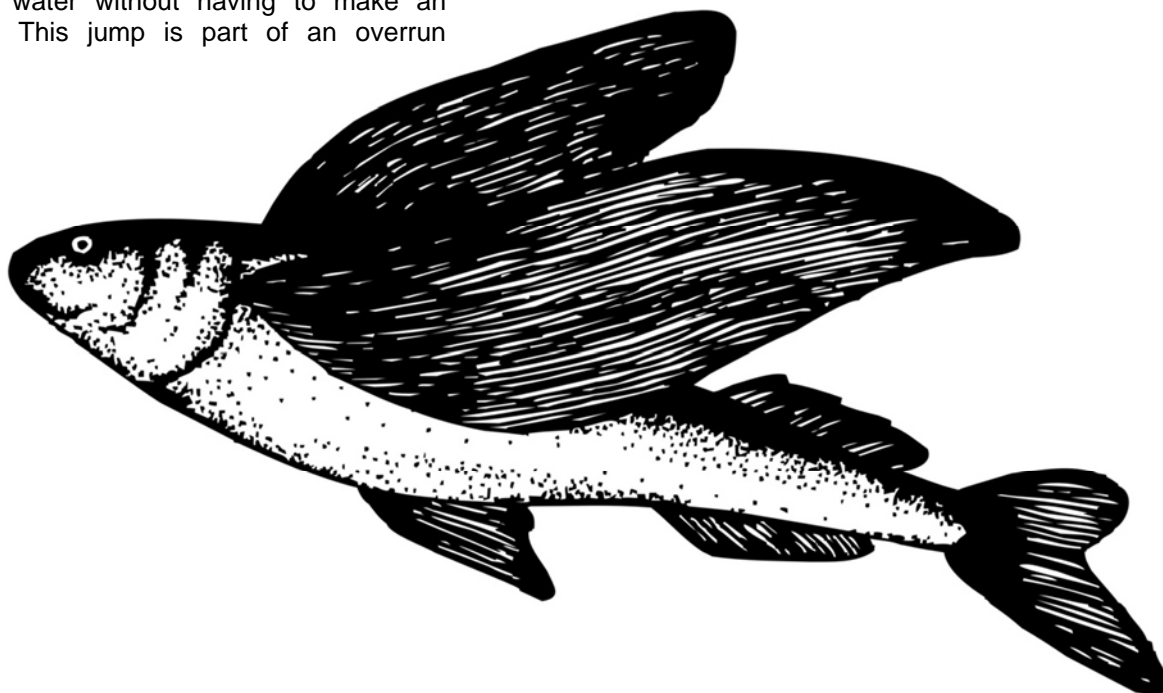
Jumping Overrun (Ex) A stumble fish can jump out of the water to make an overrun attempt. It can jump up to 10 ft out of the water without having to make an acrobatics check. This jump is part of an overrun attempt.

The stumble fish is a dangerous predator in shallow waters. Its natural aggression and bravery leads this fish to attack creatures larger than itself. Whenever a small or medium-size creature enters the water, the stumble fish swims directly toward the new target and tries to knock it over. Once its prey falls, all the stumble fish in its school swarm the creature and take bites out of it.

Inhabiting the waterways of the River Nations, a stumble fish brings a high price at most markets. Its tasty meat makes it a prized fish to eat. Combined with the danger of catching such a fish, the stumble fish is quite expensive.

Schools of stumble fish tend to avoid densely populated areas and prefer waterways near farms and small villages. Difficult to domesticate, stumble fish are believed to be appeased by some farmers who throw food into nearby riverlets. The farmers hope that the local stumble fish schools will be too full to attack when the farmers need to work in or near the water. While this may indeed work, the disappearance of more than a few farmers has been blamed on schools of stumble fish swarming near the farm villages.

An adult stumble fish is over 3 ft. long and weighs about 8 pounds.



Appendix: Humanoid Encounters

CURSED BRETHREN

This motley group of bandits possess identical scars and appear as skeletons at night.

CURSED BRETHREN

CR 3

XP 800

Human Fighter 2, Warrior 2

CE Medium humanoid

Init +5; **Senses** Perception -1

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 shield)

hp 26 (4d10+4); regeneration 2 (cold iron)

Fort +7, **Ref** +1 **Will** -1, +1 fear

Defensive Abilities curse of pain

OFFENSE

Speed 20 ft

Melee mwk scimitar +7 (1d6+2/18-20)

Ranged longbow +5 (1d8/x3)

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Dodge, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (longbow)

Skills Intimidate +9 (+13 at night), Swim +9

SQ bravery, skeletal appearance

Gear arrows (20), breastplate, heavy wooden shield, longbow, masterwork scimitar, potion of expeditious retreat

SPECIAL FEATURES

Curse of Pain (Su) Cursed Brethren are forever bound together in pain. Anytime one of the Cursed Brethren is hit for damage, all Cursed Brethren within 30 ft. take 1 point of damage and the one that was hit takes the remaining damage. For example: if one of the Cursed Brethren is hit for 10 points of damage and he has four of his Brethren within 30 ft., those four each take 1 point of damage and the one hit takes 6 points of damage. In addition, all Cursed Brethren within 30 ft. of at least one other gain regeneration 2 (cold iron). Should one of the Cursed Brethren be killed, all others within 30 ft. gain 2 hit points. These hit points stack and increase the Cursed Brethren's maximum hit points.

Skeletal Appearance (Su) As part of their curse, the Cursed Brethren appear as skeletons once the sun has set and remain that way until dawn. This grants the Cursed Brethren a +4 bonus when attempting to Intimidate at night. Despite their appearance, the Cursed Brethren are still human. Undead bane weapons, favored enemy (undead), or spells that target undead have no affect.

KONRAD THE BANDIT KING

The nimble and none-too-bright leader of the Cursed Brethren

KONRAD THE BANDIT KING

CR 6

XP 2,400

Male human Fighter 4, Bard 2

CE Medium humanoid

Init +8; **Senses** Perception +4

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +2 shield), +4 vs attacks of opportunity

hp 37 (4d10+2d8+6); regeneration 2 (cold iron)

Fort +5, **Ref** +8 **Will** +3; +1 fear, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities curse of pain

OFFENSE

Speed 30 ft.

Melee +1 rapier +11 (1d6+4/18-20)

Ranged mwk composite (+1) shortbow +10 (1d6+1/x3)

Special Attack bardic performance (14 rounds/day, standard action, countersong, distraction, fascinate, inspire courage +1)

Spells Known (CL 2)

1st (4/day) – (DC 13) charm person, cure light wounds, expeditious retreat

0 (at will) – (DC 12) daze, detect magic, know direction, read magic,

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Extra Performance, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Appraise +5, Bluff +11, Disguise +11, Intimidate +11, Knowledge (geography) +5, Perception +4, Performance (act) +11, Stealth +9, Swim +10

SQ bardic knowledge +1, bravery, skeletal appearance, versatile performance (act), well versed

Gear arrows (20), +1 chain shirt, masterwork heavy wooden shield, masterwork composite (+1) shortbow, 500gp

If local tales are to be believed, the Cursed Brethren were a group of bandits who angered an ancient fey who cursed these thugs to never find rest. For several hundred years, they have traveled throughout the River Nations raiding and pillaging. Seldom a constant threat, there have been decades where little is heard from them. Lately, however, they have been raiding with a vengeance unheard of in previous tales.

Few know what the Cursed Brethren seek, if indeed they seek anything at all. Some tales tell of the bandits seeking riches and gold. Others tell of them seeking out a particular person or family. Still other tales detail how the

curse of agelessness so they would watch their loved ones grow old and die and know no peace and comfort. As such, the Cursed Brethren never age, regenerate all wounds dealt, and are dependent upon one another to keep their secret safe. While they do possess the benefit of time, they can never spend the night with a woman, raise a family, or drink the night away in a tavern. Their curse is one of solitude, forever wanting what a commoner takes for granted and never attaining the same for themselves.

While each of them desires solace from the curse, only a few actively seek ways to lift it. These few hunt down every magic item, scroll or arcane text they can find to bring back to their leader. These Brethren do not know for what they search and merely hope to stumble across the correct item. To end their curse, they each require a *greater dispel magic* (DC 19) or similarly powerful spell. Should one be released from the curse, all Cursed Brethren within 30 ft. of one that is no longer cursed gain 2 hit points as if their comrade had died.

Combat

Since they are difficult to kill, the Cursed Brethren are reckless in battle. They show no fear of any weapon their enemies bring to bear and have been known to pick fights they cannot handle. However, they tend to focus on pillaging hit and run tactics. A typical Cursed Brethren night raid usually involves torching a few homes, causing significant chaos, scaring and killing villagers at will, stealing what they can and riding away.

Konrad - The Bandit King of the Cursed Brethren

Konrad was a rather failed bard before throwing in his lot with the bandits who crossed paths with the ancient fey on that fateful day—and may have had something to do with the curse that reigned down upon them. His mediocre abilities shortly helped him stand out among his brethren. Few expect a bard to lead a band of skeletons into battle. Konrad is not a strong brute but instead a nimble man that knows how to lead. His men respect him and they stay in line. When leading a raid, he acts the part of a horrific skeleton ready to reign death upon the local populous. This act inspires his men, giving them the edge they need to fight that much harder.

| CR | Cursed Brethren | Konrad Present |
|----|-----------------|----------------|
| 5 | 2 | No |
| 7 | 4 | No |
| 8 | 6 | No |
| 8 | 3 | Yes |
| 9 | 8 | No |
| 9 | 5 | Yes |
| 10 | 9 | Yes |
| 11 | 13 | Yes |



Cursed Brethren hunt down ancient magical texts only to destroy them. Some believe they are seeking a way to escape their curse. Others believe they merely seek wealth and wish to fulfill their depraved pleasures.

Possibly their best kept secret, however, is that the Cursed Brethren are actually humans despite their outward appearances. During the night, they appear as skeletons but their true form is revealed during the daylight hours. During that time, they can travel through normal human society and look like regular humans. Their sheer quantity of scars, many of which are identical among the Brethren, are perhaps their most outstanding feature. After raiding and pillaging the towns of the River Nations for a few years, the Cursed Brethren grow weary and try to live a normal human lives as solitary craftsmen, gamblers, executioners, foresters, undertakers, and local governors. These covers work for a decade or two until one of them is either discovered or runs out of money. The Brethren then gather to raid again, keeping their secret safe and stealing more money.

The Curse of Pain

Unlike most local legends, the tale of the Cursed Brethren holds some truth. They were indeed a group of bandits who angered an ancient fey. The curse she placed upon those simple bandits made them appear as unholy abominations during the night, and keep the pain and scars they gain in combat. She also gave them the

GRAMMY BESHIC

This wrinkled, bitter gnome wears magical rings and wields incredible power.

GRAMMY BESHIC

CR 9

XP 6,400

CE Small middle age gnome sorcerer 10

Init +6; **Senses** lowlight vision; Perception +3

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +4 armor, +2 shield, +1 size)

hp 55 (10d6+20)

Fort +5, **Ref** +5, **Will** +8 (+4 vs poison, +2 vs illusions)

Immune *detect thoughts, discern lies*, alignment detection; **Resist** electricity 10

OFFENSE

Speed 20 ft.

Melee 2 magic claws +7 (1d4-1)

Special Attack claws (7 rounds/day)

Spell-Like Abilities (CL 10th) (1/day) dancing lights, ghost sound, prestidigitation, speak with animals

Spells Known (CL 10th)

5th (3/day) – major creation

4th (6/day) – charm monster (DC 20), stonewall, summon monster iv

3rd (7/day) – fireball (DC 18), hold person (DC 19), rage (DC 19), suggestion (DC 19)

2nd (7/day) – bull's strength, eagle's splendor, hideous laughter (DC 18), protection from arrows, touch of idiocy

1st (7/day) – cause fear (DC 16), charm person (DC 17), expeditious retreat, mage armor, ray of enfeeblement, summon monster i

0 (at will) – acid splash, bleed, daze, detect magic, flare, mending, open/close, read magic, resistance

Bloodline Abyssal

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 11, **Wis** 13, **Cha** 20

Base Atk +5; **CMB** +3; **CMD** 14

Feats Combat Casting, Empower Spell, Forge Ring, Improved Initiative, Quicken Spell, Spell Focus (Enchantment)

Skills Bluff +18, Craft (glass) +8, Spellcraft +10; **Racial Modifiers** Craft (glass) +2, Perception +2

Languages Common, Gnome

SQ bloodline arcane, defensive training, hatred

Gear ring of mind shielding, ring of force shield

SPECIAL FEATURES

Bloodline Arcana (Su) Whenever Grammy Beshic summons a creature with a spell, the creature gains DR 5/good. This does not stack with any DR the creature might have.

Magic Claws (Su) Grammy Beshic can use her magic claws for 8 rounds per day.

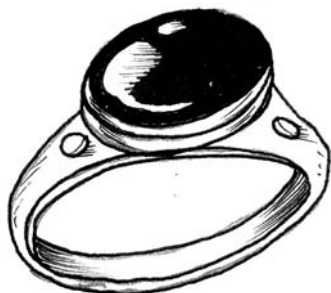


This ugly gnome referred to as Grammy Beshic looks at least one hundred years old. While she presents herself as a sweet old woman, she really is an angry, spiteful monster. She deceives everyone around her, convincing them that she is anything other than her true nature. She is a talented and powerful glass and ring crafter. She makes numerous glass goblets, ornaments, and religious symbols. Her crafts can be found in noble manors and guild halls. The rings she wears are forged from the glass she crafts. They possess her signature bloodshot eye where a gemstone should be.

She harbors a dark secret. Grammy Beshic is a worshiper of the hag goddess. She works against the efforts of rulers in the lands claimed by her wicked goddess. She sows the seeds of chaos in every nation she visits. The gnome never operates in the open but instead recruits others to do her work. As a glass crafter, Grammy Beshic sets her wares to attract women looking to decorate their fingers and homes. If Grammy Beshic meets a woman that she believes could



be a worshiper of the hag goddess with a little nudging in the right direction, she sells her a special ring at a substantial discount. She tells her prey the ring is enchanted to help its wearer find love and happiness. In truth, the ring is enchanted to make the wearer trust those that talk about happy subjects and short-tempered toward anyone else. This ring is known to break up marriages and friendships. Once such events occur, Grammy Beshic



steps in and introduces the woman to the hag goddess' worship.

As stated above, the rings crafted by Grammy Beshic are made of glass. To color the glass, she uses various metals and rocks to achieve the exact color. She is always on the lookout

for adventurers who explore deep dark caves or forests to find rare minerals. These minerals allow her to make more precious objects to charge even more than her currently outrageous prices. As a matter of course in mundane commerce, she charms merchants to get out of payment or gives them some coins that will undoubtedly disappear in a few hours. However, she always pays adventurers in real gold just to make sure she is on good terms, in case she needs to get out of town in a hurry with their paid assistance.

Grammy Beshic's primary motivation is to avoid unnecessary attention. She wants to continue her work, corrupting the minds of women and turning them away from the rule of men. To this end, she is willing to lie, bribe and charm anyone. Should this fail, she is willing to flee, charming others to cover her escape.

Tactics

Grammy Beshic travels throughout the River Nations. With new nations sprouting up all the time, there are always new people to dupe into worshipping the hag goddess and new rulers to undermine. Her cover is a sweet old glass and ring maker. She explains away the fact that her rings keep ending up on the fingers of those that worship such a dangerous goddess as her continuous attempts to reach out to these troubled women. It is not her fault that she cannot stop them from preferring wicked acts, no matter how hard she tries.

Should the players confront Grammy Beshic with their belief of her complicity in civil unrest, she will play innocent. If the issue is pressed, she will demand proof. Should a fight break out, she knows she stands little chance in an honest tussle. If she has time to prepare, she will have armor protecting her, but magic armor is the least of her deceptions.

Round One Grammy Beshic will cast *quickened charm*

person on a dumb-looking fighter-type, followed up immediately by a *charm monster*. Her instructions to both charmed creatures will be to hold the player characters at bay and approach no closer as she starts to run away.

Round Two Grammy Beshic will cast *expeditious retreat* and will move as fast as she can to get away.

Round Three Grammy Beshic will continue in full retreat. If she is being pursued, she will use either *fireball*, *hold person*, *hideous laughter*, or *cause fear* to thwart her pursuers.

Adventure Hooks

- The players encounter worshipers of the hag goddess. If they happen to notice that each of these women possess glass rings, they can trace the rings back to Grammy Beshic. When the players meet her, she explains that these women were troubled and she tried to help them work through their problems.
- A ring is given to a female party member in reward for helping an old woman in distress or crossing a stream. Afterward, slip a note to the player, instructing the player that the character should become more rebellious. When the other party members grow suspicious, allow them a simple Knowledge (arcane) or Intelligence check to figure out the ring is affecting the character. As a hint, the party should encounter other women wearing similar rings.
- The princess of a kingdom in the River Nations has assassinated her father, the king. The adventurers are commissioned to bring her back to face trial. When the party catches up with the princess, they discover she has fallen in with a cult of the hag goddess. The leader refuses to release the princess to the players. Grammy Beshic offers to sell the players information on how to smuggle the princess out, which turns out to be an ambush set for the players.

Ring of Rebellion

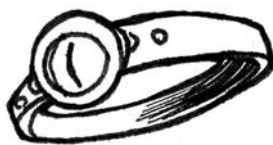
Aura moderate enchantment; **CL** 7th
Slot ring; **Price** 119,000 gp; **Weight** -

DESCRIPTION

This simple glass ring appears slightly pink in color with a bloodshot glass eye for a jewel. The wearer of this ring is the friend to all that speak of happy subjects and gains a +5 moral bonus to all Diplomacy checks and a -2 penalty on Sense Motive checks. Should the wearer encounter a creature of a more serious nature, the wearer becomes angry, gaining a +2 moral bonus to Strength and Constitution and a -2 penalty to AC.

CONSTRUCTION

Requirements Forge Ring, *charm monster*, *rage*, crafter must possess 5 ranks in either Bluff or Diplomacy; **Cost** 59,500 gp



Appendix: New Gambling Games And Drug

Faro

A wheel with twelve cards spins and the card that stops near the pointer produces a big payout for whomever bets on the card.

The house: Faro originated as a single round game of chance and is considered the precursor to poker. It is played mostly in frontier areas, lawless wildernesses and other places where the local population is not educated enough to understand poker. The characters see a wheel with 12 cards on it and a board with those same 12 cards. The characters place their bets on those cards. The dealer spins the wheel and lets it stop. The stationary pointer beside the wheel indicates the winning card.

The equipment: Each player needs 1d12 for each bet the player desires to make and another d12 for the wheelspinner (GM). The wheelspinner also needs some way to record the amounts of money the players desire to bet for each of their dice. There is no limit to the number of players that can bet and the number of bets they can make.

The mechanic: Players set their d12s to the desired guess and have their respective bets recorded by the wheelspinner. The wheelspinner rolls the wheel d12. All of the players' dice that match the wheelspinner's die win. A winning bet gets paid 10 coins of the same kind for every coin bet. Most gambling locations that offer this game have a minimum and a maximum bet allowed and one particular type of coin accepted. These commonly range from 1 to 10 copper coins. Though silver, gold and even platinum betting tables are known among fine locations.

The odds: 12 to 1.

The payout: For every 6 coins bet, the house pays out 5. The payout of 10 coins for every 1 bet is what attracts gamblers to this game. These odds are greatly improved when the wheelspinner and one of the players work together or a spellcaster uses magic to cheat. Resting a finger to slow down the wheel or just the right use of spells like *mage hand* can skew the outcome. Of course, those that get caught cheating tend to find themselves in a world of trouble.

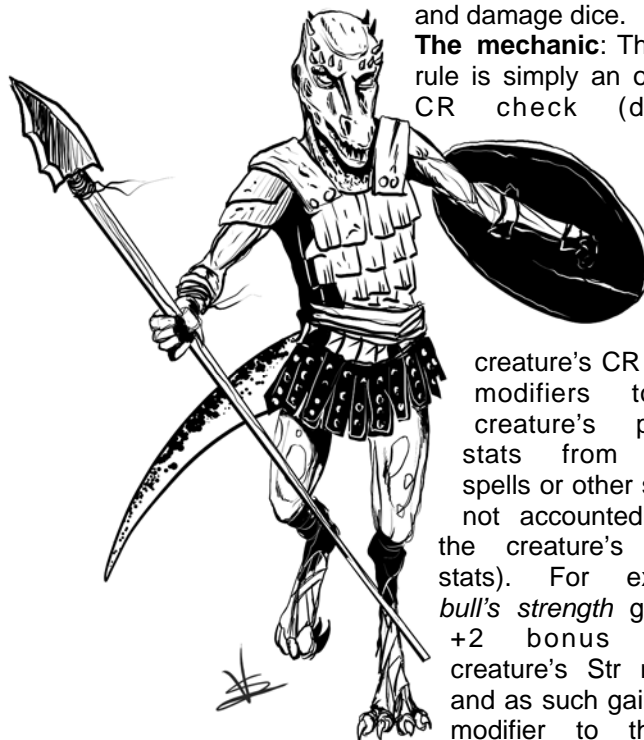


Underground Prize Fighting

While sports betting is the most common form of gambling among the River Nations, there are sporting events where the stakes are so high and the wagers so large that few dare participate.

The house: Hidden in caves, basements or in forests a few miles from the edge of towns, two opponents fight to the death while a crowd watches. In the River Nations, these death matches tend to be between a kobold and a mite or, if fey are not common, a cat.

The equipment: The quick way to determine the outcome of the fight requires the creatures' CRs and 2d20. Alternatively the sporting event may be played out as a normal combat, requiring the creature's stats, a d20



and damage dice.

The mechanic: The quick rule is simply an opposed CR check (d20 +

creature's CR +/- any modifiers to the creature's physical stats from drugs, spells or other sources not accounted for in the creature's normal stats). For example, *bull's strength* grants a +2 bonus to a creature's Str modifier and as such gains a +2 modifier to the CR

check. Using both *bull's strength* and *bear's endurance* grants a +4. Those that bet on the winning creature gain winnings based on the odds below.

The odds: Fights between creatures of equal CR are typically given odds of 1.5 to 1, meaning for every 2 coins bet, 3 are awarded to the winner. Drugs, spells and other modifiers are typically not taken into account when determining odds. If the CR's are not the same, see the table below. Note: GMs should give very detailed descriptions of the creatures fighting since the players cannot see nor should they know the actual CR of the creatures involved in the fight.

| CR Difference | Better CR's odds | Lower CR's odds |
|---------------|------------------|-----------------|
| 1 | 1.4 to 1 | 1.75 to 1 |
| 2 | 1.3 to 1 | 2 to 1 |
| 3 | 1.2 to 1 | 2.5 to 1 |
| 4 | 1.1 to 1 | 3 to 1 |

The payout: The payout depends on the odds. Multiply the amount bet by the odds of the creature to determine the total winnings (rounded down). The house frequently cheats by drugging or casting spells to adjust the outcome to their own favor.

New Drug

Kobold Krack

Type ingested or injury; **Addiction** major, Fort DC 18

Price 20 gp

Effects 1 hour; +1d6 alchemical bonus to Str and +1d2 alchemical bonus to Dex

Damage 1d6 Con and 1d3 Wis damage

Appendix: New Haunts

Blinding Bushes

CR 6

XP 2,400

LE haunt (10 ft. by 15 ft. filled with bushes or shrubbery)

Caster Level 6th

Notice Perception DC 24 (tiny brown spots move along the branches toward the creature touching one of the bushes)

hp 12; **Trigger** touch (blackened and moldy leaves of the bush); **Reset** 1 hour

Effect When this haunt is triggered, the tiny brown spots on the bushes move toward the creature. The creature is the target of a *contagion* spell (blinding sickness only) (save DC 17).

Destruction Casting *remove blindness/deafness* or similar spell followed by a DC 15 Heal check on the bush permanently ends the haunt.

Chamber of Screams

CR 3

XP 800

NE haunt (5 ft. by 15 ft. section of a chamber wall lined with shackles)

Caster Level 3rd

Notice Perception DC 18 (to hear the sound of multiple voices moaning)

hp 6; **Weakness** Susceptible to sonic damage; **Trigger** touch (blood-spattered wall with shackles); **Reset** 1 hour

Effect When the haunt is triggered, terrible screams by hundreds of different voices are heard and then instantly stop. All creatures in the area of effect are targeted by a *blindness/deafness* spell (deafness only) (save DC 13).

Destruction The shackles must be destroyed within the room and the blood splatters must be cleaned from the wall.

Ensnaing Weeds

CR 3

XP 800

CE haunt (15 ft. by 5 ft. field of tall brown grass), persistent

Caster Level 6th

Notice Perception DC 19 (the long blades of tall grass begin moving without wind)

hp 13; **Weakness** tricked by *invisibility*; **Trigger** proximity; **Reset** 1 day

Effect When the haunt is triggered, the tall brown grass begins whipping around, tangling itself around the legs and arms of all those nearby. All those within the haunt's area are targeted by an *entangle* spell (save DC 11).

Destruction The remains of a tortured kobold scattered among the grass must be gathered and properly burned.

Ice Forge

CR 2

XP 600

NE haunt (5ft. by 10 ft. forge), persistent

Caster Level 2nd

Notice Perception DC 20 (the old forge is covered with ice which extends over those that touch it)

hp 9; **Trigger** touch; **Reset** 1 week

Effect When the haunt is triggered, the ice extends from the forge and freezes any metal the creature possesses. A creature carrying metal when touching the forge takes damage as per the *chill metal* spell (DC 13).

Destruction A fire must be lit in the forge and maintained for a full week. This requires a Survival check (DC 13) every hour as the ice on the forge constantly reforms.

Pool of Betrayal

CR 9

XP 6,400

CE haunt (15 ft. by 15 ft. area around the 5 ft. by 5 ft. shallow pool of water containing severed heads of various creatures), persistent

Caster Level 9th

Notice Perception DC 28 (the eyes of the severed heads open and stare at their target)

hp 40; **Weakness** susceptible to fire; **Trigger** proximity; **Reset** 1 day

Effect The haunt is triggered by gazing into the pool and looking into the eyes of a severed head. The target must succeed a DC 17 Will save or be dominated as per the spell *dominate person*. The dominated person must kill all humanoids it can find.

Destruction All heads must be removed from the pool, burned after removing their eyes and *break enchantment* must be cast.

River Fog

CR 4

XP 1,200

NE haunt (5 ft. by 20 ft. section of a river)

Caster Level 4th

Notice Perception DC 14 (the water begins to produce fog)

hp 8; **Weakness** susceptible to fire; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered, the area over the water begins to form a fog as per the spell *stinking cloud* but in only a 5 ft. by 20 ft. area. Those inside the cloud must succeed a DC 14 Fort save or succumb to the cloud's nauseating effects.

Destruction The body of the witch trapped at the bottom of the river must be removed and burned.

Appendix: New Templates

Drunk (CR -1)

When humanoids and monstrous humanoids consume sufficient alcohol, their senses and ability to fight are impaired

Quick Rules: -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Rebuild Rules: Condition sickened.

Enraged (CR +0)

Animals can become angry and attack fiercer than they otherwise normally would. Spells like *calm animals* end the effect.

Quick Rules: +2 to all attack and damage rolls; +2 hp/HD; +2 to CMB and Fort Saves; -2 to AC, Reflex and Will Saves

Rebuild Rules: Ability Scores +4 to Strength and Constitution; -4 to Dexterity and Wisdom.

Fey Touched (CR +1)

Powerful fey sometimes imbue their own innate power into a living creature they favor.

Rebuild Rules: Ability Scores +4 to Dexterity DR (1/2 the creature's HD, minimum 1)/cold iron; Senses gain low-light vision; Type base creature and fey (treated as both)

Hungry (CR +0)

A hungry animal will fight harder but will not last as long in a fight.

Quick Rules: +2 to all attack and damage rolls; +2 to CMB; -2 to AC and all saves; -2 hp/HD;

Rebuild Rules: Ability Scores +4 to Strength; -4 to Constitution, Dexterity and Wisdom.

River-Born (CR +0)

Creatures that were born and live near rivers are as comfortable in water as they are on land.

Rebuild Rules: Skills Swim is always considered a class skill; Special Abilities gain Hold Breath (creature can hold its breath a number of rounds equal to 2 times its constitution score before it risks drowning).

Appendix: New Diseases

Bird Flu

Type disease, contact or inhaled; Save Fortitude DC 16
Onset 2d4 days; Frequency 1/day
Effect 1d4 Con damage and 1d2 Str damage; Cure 2 consecutive saves

Common Cold

Type disease, contact or inhaled; Save Fortitude DC 12
Onset 1d3 days; Frequency 1/day
Effect target is sickened and takes a -10 on all stealth checks; Cure 1 save

Dryad Pox

Type disease, contact or injury; Save Fortitude DC 14
Onset 1 day; Frequency 1/day
Effect 1d2 Str damage, target must succeed a Will save DC 14 or be compelled to seek out and hug a tree for 10 minutes; Cure 2 consecutive saves

Faire Fever

Type disease, contact; Save Fortitude DC 14
Onset 1d4 days; Frequency 1/day
Effect 1d3 Dex damage, if the target accumulates more than 3 points of Dex damage, the target begins to glow slightly, causing a -5 penalty on stealth checks; Cure 2 consecutive saves

Influenza

Type disease, contact or inhaled; Save Fortitude DC 14
Onset 1d6 days; Frequency 1/day
Effect 1d3 Con damage; Cure 2 consecutive saves

Mountain Air Plague

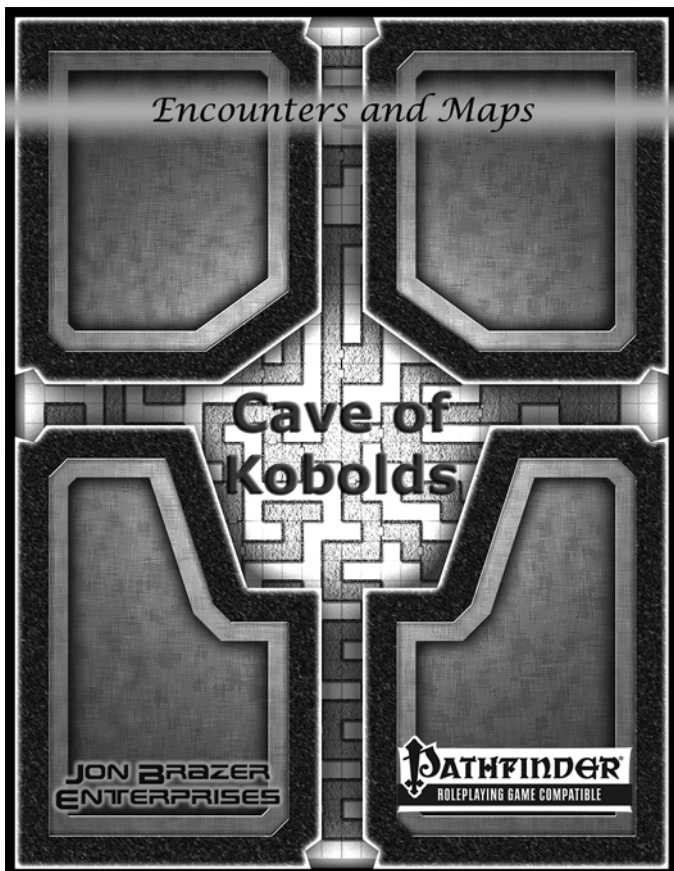
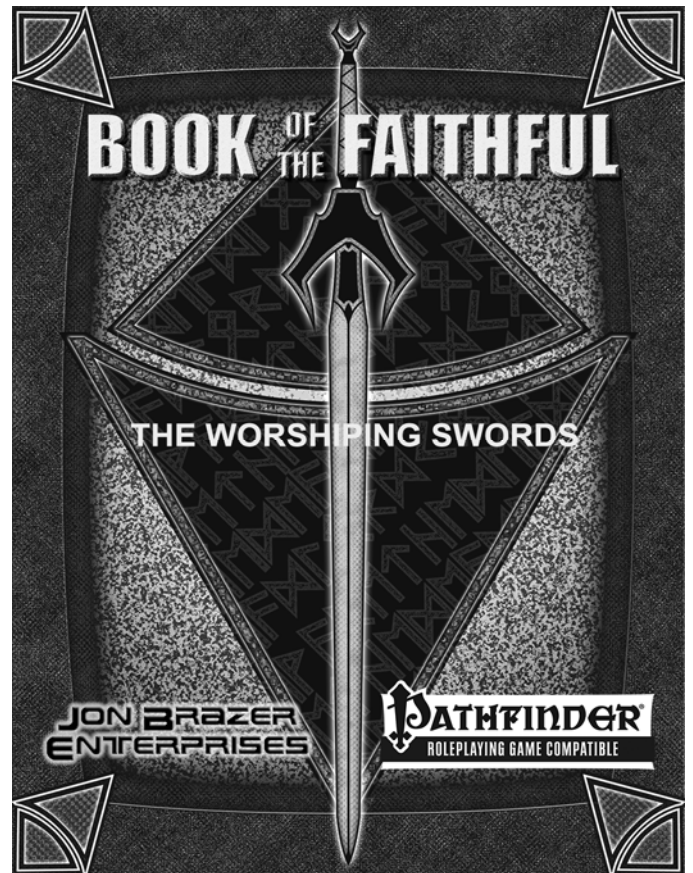
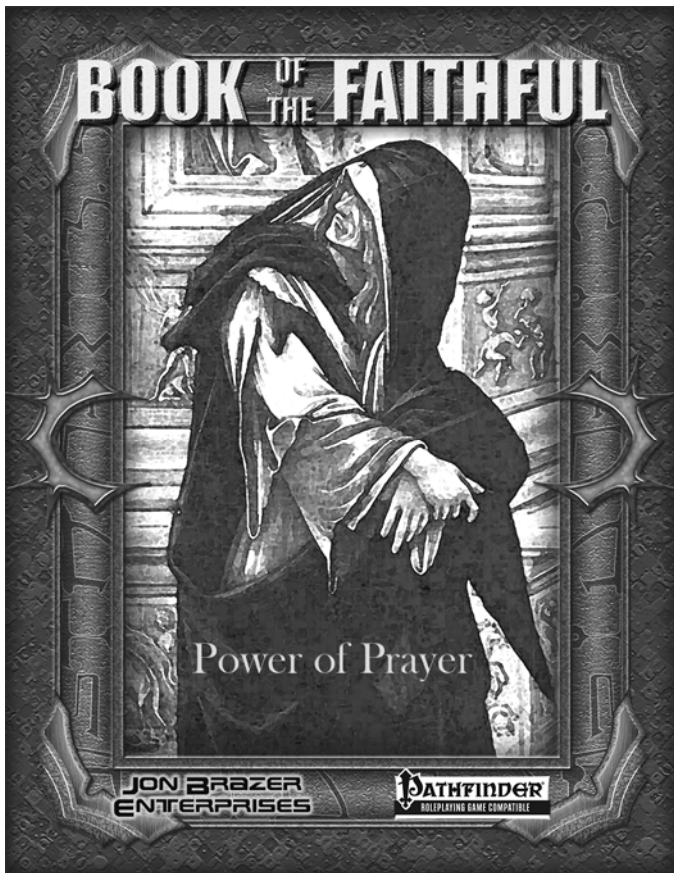
Type disease, inhaled; Save Fortitude DC 16
Onset 2 days; Frequency 1/day
Effect 1d4 Wis damage, if less than 3 Wis damage, target must succeed a Will save DC 16 to notice they took damage; Cure 3 consecutive saves

Owlbear Filth

Type disease, ingested; Save Fortitude DC 15
Onset 1 day; Frequency 1/day
Effect 1d3 Str damage, if 2 or more Str damage, target is nauseated for the day; Cure 2 consecutive saves

River Sickness

Type disease, ingested; Save Fortitude DC 13
Onset 1d3 days; Frequency 1/week
Effect 1d2 Str damage and 1d2 Cha damage; Cure 2 consecutive saves



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