

Fell Beasts

VOLUME ONE

A COMPENDIUM
OF CREATURES



Fell Beasts

VOLUME ONE

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AIR JELLY

A few points of light approach from the darkness. They appear to be a swarm of luminescent jellyfish, floating through the air. Occasionally, a spark of electricity jumps from one to the other.

AIR JELLY

CR 3

800 XP

N Tiny animal (swarm)

Init +7; **Senses** darkvision 60ft.; Perception +8

DEFENSE

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

hp 18 (4d8)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Spd fly 30 ft. (poor)

Special Attacks Swarm sting (automatic 1d6 damage + electric shock), electric shock (2d6 damage, Reflex save DC 13)

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

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 16

Feats Improved Initiative, Skill Focus (Perception)

Skills Fly +8, Perception +8 (skill focus +3)

ECOLOGY

Environment Cool subterranean

Organization 1d4 swarms

Treasure 1,150 gp

Air jellies are subterranean creatures that feed off of underground plants and decaying matter. These subterranean relatives of jellyfish drift through the air in swarms and attack anything that gets in their way with electrical stings. Individual jellies are no more than a nuisance, but encountering one or more swarms can be a hazard to even large creatures.

Air jellies are luminescent -- a swarm of them provides normal light in a 10-foot radius and increasing the light level by one step for an additional 10 feet beyond that area (darkness becomes dim light and dim light becomes normal light). The luminescence fades within an hour after the creature's death.

While air jellies have no use for equipment or treasure, air jelly 'lair' often have a few things strewn about from previous victims.



BLISTERING DEMON

It is a roiling mass of seared fat and flesh, like a gargantuan, bloated and indolent corpse stripped of its skin and set on fire, its underlying layers of adipose eternally aflame and spewing coils of thick, black, smoke. Rivulets of flaming grease flow behind it, and its voice is the roar of a man screaming with lungs aflame...

BLISTERING DEMON

CR 15

51,200 XP

CE Large Outsider (Demon, Evil)

Init +5; **Senses** Darkvision; Perception +20

Aura Burning Grease: 10 foot radius aura. This area is treated as a *Grease* spell cast by a 15th level caster; in addition, anyone who falls prone in this aura take 2d6 points of fire damage each time they begin their turn prone.

DEFENSE

AC 30, touch 10, flat-footed 29; (+1 Dex, +20 natural, -1 Size)

hp 210 (20d10+100);

Fort 17, **Ref** 7, **Will** 16

Defensive Abilities Acid Resistance 10, Cold Resistance 10 Hidden Vitals; **DR** 10/good; **Immune** fire, electricity, poison; **SR** 23

OFFENSE

Spd 40 ft.

Melee Bite +25 (1d8+4+Burn, 19-20/x2), 2*Slam +23 (1d6+2+2d6 fire+Burning Grease)

Space 10 ft.; **Reach** 10 ft. (Don't list entry if **Space** and **Range** both equal 5 ft.)

Special Attacks Burn (2d6), Improved Grab

Spell-Like Abilities (CL 15th)

At will--*Fire Shield*, *Greater Teleport*
(self+50 pounds of objects only)

1/day-- *Flame Strike* (DC16)(Save DCs are Charisma based)

STATISTICS

Str 18, **Dex** 12, **Con** 20, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +20; **CMB** +25; **CMD** 36

Feats Critical Focus, Iron Will, Improved Critical (Bite), Improved Initiative, Improved Overrun, Multiattack, Power Attack, Staggering Critical, Weapon Focus (Bite), Weapon Focus (Slam)

Skills Bluff+14, Climb+19, Intimidate+16, Knowledge+17, Perception+20, Stealth+19, Survival+17,

Languages Common, Abyssal

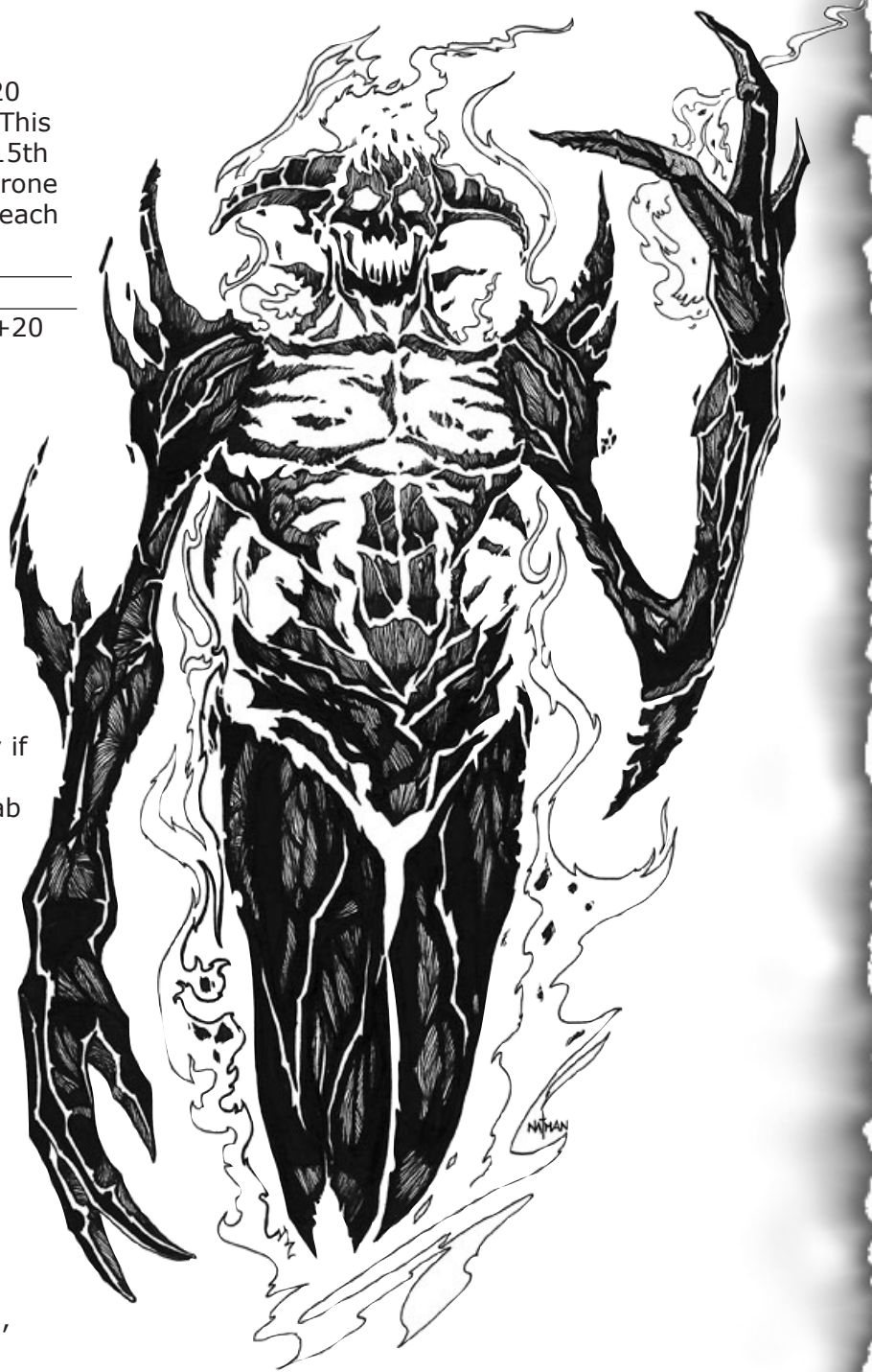
SQ Outsider Traits, Telepathy 100 feet

ECOLOGY

Environment A chaotic evil aligned plane

Organization Solitary or Pair

Treasure 13000 gp



SPECIAL ABILITIES

Burn(EX) Anything the Blistering Demon hits may be coated in searing grease unless it makes a DC 25 Reflex save. Failing the save causes the target to suffer 2d6 points of fire damage per round for 1d4 rounds.

Hidden Vitals (EX) Layers of burning fat conceal the Blistering Demon's innards. It has a 25% chance to negate sneak attacks or critical hits.

Improved Grab (Ex) If the Blistering Demon hits with both slam attacks, it may begin a grapple as a free action. Any creature grabbed with take 3d6 fire damage per round until it escape. Escape attempts are at +4 due to the creature's greasy nature.

Blistering Demons are creatures of the Abyss. They are not particularly smart, and know few tactics other than "charge and kill". A Blistering Demon will lay into foes with abandon, often grabbing one and holding it until it is dead from fire and bite damage. It will usually Power Attack foes knocked prone by its grease aura. It prefers to focus on a single enemy until that enemy is dead or out of reach. It rarely enters battle without its Fire Shield up, and will use Flame Strike if it is being harassed by distant foes.

CANOPIC JAR

You stand unable to move as a small ceramic jar lifts up from among the shelves and floats towards you. You can see that the jar is carved with the likeness of a god of the dead, and strange carvings adorn its surface.

CANOPIC JAR

1,600 XP

LE Tiny Undead

Init +6; **Senses** blindsight 60 ft.; Perception +10

Aura evil (CL 5th)

DEFENSE

AC 16, touch 16, flat-footed 14; (+2 deflection, +2 Dex, +2 size)

hp 31 (7d8)

Fort +1, **Ref** +3, **Will** +6

DR 5/-; **Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, physical ability score damage, fatigue, exhaustion, any effect that requires a Fortitude Save; **Turn Resistance** +4

OFFENSE

Spd fly 20 ft. (good)

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

Special Attacks Channel Negative Energy (8/day)

Spell-Like Abilities (CL 5th)

At will -- *detect magic*, *resistance*, *protection from good* (Will DC 14)

2/day -- *bane* (Will DC 14), *cause fear* (Will DC 14)

1/day -- *bestow curse* (Will DC 16), *blindness/deafness* (Fort DC 16), *darkness*, *desecrate*, *hold*

person (Will DC 15), *silence* (Will DC 15).

STATISTICS

Str -, **Dex** 14, **Con** -, **Int** 14,

Wis 16, **Cha** 16

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

Feats Extra Turning, Improved Initiative, Iron Will

Skills Fly +11, Intimidate +8, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +10, Sense Motive +8, Spellcraft +7, Stealth +11: +4 racial bonus on Fly and Stealth.

Languages Abyssal, Common, Draconic, Undercommon, telepathy 100 ft.

ECOLOGY

Environment any

Organization one with 2-5 other undead such as ghouls, skeletons or zombies.

Treasure 1,550 gp

CR 5



SPECIAL ABILITIES

Flight (SU) A canopic jar can cease or resume flight as a free action.

Psychosis (SU) A canopic jar has a tortured and isolated existence. Anyone targeting a canopic jar with a thought detection, mind control or any sort of telepathic or psionic ability that makes direct contact suffers 1d5 points of Wisdom damage (Will DC 16).

One of the more prized and closely guarded secrets among necromancers is the method for creating a canopic jar. The process begins with the preparation of an enchanted jar inscribed with the holy symbol of an evil deity. The jar is then filled with a special alchemical fluid. These are but the containers, though, for the main component: a humanoid brain. The jar is then sealed and bound with further enchantments. The end result is an undead servant brain bound within a jar and able to wield unholy magics.

A canopic jar weighs about 25 pounds and can speak telepathically with any creature within 100 feet that has a language.

A canopic jar primarily attempts to act as a leader or controller. It will often use another creature as a front or proxy, either coaching the proxy telepathically or communicating with another person directly while posing as the proxy. Often a person discovers that they have been working with a canopic jar only after the fact or after it is too late.

In combat, a canopic jar prefers to rely on others to do the fighting. The canopic jar generally prefers to remain unseen. After all, who would suspect that it is one of the jars on the shelf that is actually directing the combat? It will use its desecrate and protection from good to aid its undead allies. It will then support them by casting bane, cause fear, and silence and by channeling negative energy when necessary. Powerful opponents will be singled out for bestow curse, blindness/deafness, or hold person. If the combat goes badly for the canopic jar's allies, it will cast darkness and attempt to escape.

DREAD WAIF

Pale, almost sickly skin, straw-like hair, and ragged clothes adorn what at first appears to be a lost, impoverished child. Only as the foul thing looks up at its victims with eyes of broken glass, its grin revealing a mouth of cracked wooden teeth caked in the bloody fur of small animals, does its true nature begin to become apparent.

DREAD WAIF

CR 6

2,400 XP

CE Small fey

Init +9; **Senses** darkvision 120 ft.; Perception +11

Fearsome Aura Anyone within 10 feet of the dread waif takes a -2 penalty to Will saves.

DEFENSE

AC 22, touch 22, flat-footed 17; (+6 deflection, +5 Dex, +1 size)

hp 41 (10d6+6); fast healing 5

Fort +3, **Ref** +10, **Will** +5

DR 5/cold iron; **Immune** mind-affecting effects; **SR** 19

OFFENSE

Spd 35 ft.

Melee 2 claws +9 (1d6-2 plus fearsome touch)

Special Attacks fearsome presence

STATISTICS

Str 6, **Dex** 20, **Con** 12, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +3; **CMB** +0; **CMD** 11

Feats Ability Focus (fearsome presence), Improved Initiative, Weapon Finesse

Skills Bluff +15, Diplomacy +15, Intimidate +15, Perception +11, Sense Motive +11, Stealth +16

Languages Common, Elven, Sylvan

SQ manifestations of despair

ECOLOGY

Environment any, but often urban

Organization solitary, pair, or haunting (2 dread waifs plus 2-12 undead or evil fey ranging from CR 3 to CR 9)

Treasure 1,000 gp (often used as lures)

SPECIAL ABILITIES

Fearsome Touch (SU) Anyone struck by a dread waif's claw suffers 1d3 points of Wisdom damage. (On a critical hit, this damage is not multiplied, but instead becomes Wisdom drain.) In addition, anyone struck by both the dread waif's claws in a single round becomes vulnerable to its next use of fearsome presence, even if it previously saved against that ability. This is an exception to the rule that a character is temporarily immune to that power once she has successfully saved.

Fearsome Presence (SU) A dread waif can emit a terrible sensation of fear and simple "wrongness" every 1d4 rounds as a swift action. Anyone within 50 feet of the dread waif must succeed on a DC 16 Will save or be panicked for 2d10 rounds. The individual need not have line of sight or line of effect to the dread waif for this aura to work. Once the duration expires, the individual is shaken for an additional



2d10 minutes. Characters who successfully save are shaken for 2d10 rounds, and are immune to that dread waif's fearsome aura for 24 hours (except as noted under disorienting touch, above). The save DC is Charisma-based. This is a mind-affecting effect.

Manifestations of Despair (SU) Strange images and effects appear throughout an area inhabited by a dread waif. Every hour a character spends within 1 mile of the dread waif, the DM should secretly roll 1d%. On a result of 1–15, the character sees or experiences one of these manifestations. Manifestations vary, but might include dark and horrid shapes appearing in the clouds, strange footsteps or sounds occurring just out of sight, the sensation of a cold grasp against the character's flesh, a giggling whisper in the dark, and the like.

Once a character experiences a manifestation of despair, she must attempt a DC 14 Will save, or suffer a result as indicated on the following table. (Roll 1d6.)

Roll	Result
1	<i>Crushing despair</i> , as the spell, for 2d10 minutes
2	Panicked for 2d10 rounds
3	Exhausted for 2d10 minutes
4	<i>Confusion</i> , as the spell, for 2d10 rounds
5	1d2 points of Wisdom damage
6	Roll twice, ignoring any further rolls of 6

A character need only save against any specific manifestation once, but a successful save does not offer any protection against future manifestations. This is a mind-affecting effect. The save DCs are Charisma-based.

So-called dread waifs are fey who possess only a partial reality, given form by the fears and nightmares of mortal populations. Beings of fear, they *live* on fear, and most enjoy the taste of children's terror. They often remain in hiding, allowing their widespread manifestations of despair to torment a community without ever revealing themselves as the responsible party. A few towns have been utterly destroyed by dread waifs as entire populations either flee, go mad, or even commit suicide under the unrelenting influence of these vile creatures. (Allips are quite common in communities where a dread waif has been active for some time.) That said, dread waifs gain particular satisfaction from being close to the source of their "meal," so they do sometimes emerge from concealment—normally at night—in hopes of luring a few solitary travelers or small groups near enough for them to make use of their other powers.

Dread waifs prefer to avoid direct combat with anyone capable of fighting back, but if forced into it, they attempt to cripple their foes as quickly as possible through Wisdom damage. When fighting alongside others, the dread waifs prefer to keep their allies between themselves and their foes.

While most sages believe that dread waifs are a species of fey unto themselves, some few maintain that they are actually closely related to gnomes. A certain portion of the gnome population suffers from a supernatural affliction that causes them to pale in mind, body, and soul. On rare occasions, rather than dying or going mad, such gnomes become dread waifs—or, again, at least so certain scholars maintain. It's worth noting that no gnome has ever espoused a belief in this theory, and many find it to be mortally insulting.

GHISSIC

A humming drone precedes the appearance of a large winged insect, sunlight glinting on its gold, faceted eyes. Stripes of brown and red streak its bulbous thorax. From its mouth juts a long, proboscis, the end as tapered and as sharp as a knife-point.

GHISSIC CR 4

1,200 XP

LE Small aberration

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 16, flat-footed 12; (+4 Dex, +1 dodge, +1 natural, +1 size); mobility

hp 37 (5d8+15)

Fort +4, **Ref** +5, **Will** +6

Resist acid 5

OFFENSE

Spd 5 ft., fly 30 feet (good)

Melee proboscis +8 (1d4-1 plus grab)

Space 2.5 ft.; **Reach** 2.5 ft.

Special Attacks implantation

STATISTICS

Str 8, **Dex** 18, **Con** 16, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +1; **CMD** 17

Feats Dodge, Hover (B), Mobility, Weapon Finesse (proboscis)

Skills Escape Artist +8, Fly +15, Perception +8, Stealth +14, Survival +8

Languages telepathy (100 ft.)

SQ hive mind, host, thrall

ECOLOGY

Environment any

Organization scouting party (2-5), swarm (6-20) or hive (30-100 plus a 10 Hit Dice queen and 5-7 thralls)

Treasure incidental

SPECIAL ABILITIES

Hive Mind (Su) A ghissic can communicate telepathically with other ghissic within 10 miles.

Host (Ex) A creature infested with a ghissic larva becomes a host for the creature. After five days the larva erupts from the host's skull, causing 1d10 Intelligence and 1d10 Wisdom drain.

Implantation (Ex) A ghissic that has successfully grabbed an opponent can use its proboscis to implant a larval egg into the victim's brain. On the round following a successful grab in which the grab is maintained the victim must succeed on a DC 15 Fortitude or become infested with a ghissic larva. A ghissic larva causes 1d3 points of Intelligence and 1d3 Wisdom damage per minute to the infested creature. Constructs, elemental, oozes, plants, and undead are immune to implantation. Any effect that cures disease (such as *remove disease* or *heal*) also halts the infestation and kills the larva, but disease immunity is no defense against implantation. The save DC is Constitution-based.

Thrall (Su) When a creature infested with a larva reaches 0 Intelligence or 0 Wisdom, it becomes a thrall of the ghissic hive. It follows the directions and commands of the ghissic which implanted the larva or the



closest full-grown ghissic within 1 mile as if it were under the effects of a *dominate monster* spell. The thrall-creature can not heal this Intelligence or Wisdom damage without first removing the larva.

Ghissic are wasp-like creatures that live in hives and aggressively seek out hosts for their larva. Scouts search for concentrations of suitable creatures, usually villages or small towns, and then direct the hive in a single, massive attack. Most victims are overwhelmed and rarely have a chance to fight back. Until the larvae hatch, the hosts serve as the hive's workers and drones, even participating in the hive's defense. Any creature lucky enough to live through a larva's eruption is quickly implanted again. Most creatures do not survive a second time as a host.

A typical ghissic weighs about ten pounds and is a little over two feet long. They possess four membranous wings that span a similar distance. Although not particularly vulnerable to fire, ghissic avoid flame and smoke. Their hives are made of the same paper-like material found in a wasp's nest and are extremely flammable.

After birth from the larval stage, ghissic are vegetarians. They consume plant matter, but use carrion, usually from dead hosts, to fertilize areas near the hive.

The larva a ghissic implants in a creature is a fertilized egg supplied by the hive's queen. Without a queen, ghissic can not produce the eggs that gestate in a host. A ghissic queen is never encountered outside the hive. A ghissic queens is a flightless versions of a normal ghissic, except it is size Large and possesses 10 Hit Dice.

A hive is guarded by typical ghissic and several thralls wielding improvised weapons or items they carried when they were made hosts. Any treasure found in a ghissic hive is left over from former thralls.

GREENMOLD BONES

At first, it seems as if this place is just an overgrown battlefield, with the unfortunate dead left to be covered by grass and flowers. Then the fallen stir, and rise, and march forward, corpses covered with lichens and leaves, eager to add more companions with whom to share their fate...

GREENMOLD BONES

CR 7

3,200 XP

N Medium undead

Init +2; Senses Darkvision; Perception +3

DEFENSE

AC 20, touch 12, flat-footed 18; (+5 armor, +2 Dex, +3 natural)

hp 65 (10d8+20); regeneration 5 (cold)

Fort +5, Ref +5, Will +5

Defensive Abilities Moldering Form; DR 5/Bludgeoning;

OFFENSE

Spd 30 ft.

Melee Longsword +10/+5 (1d8+3 Slashing) or Bite +10 (1d6+3 Slashing) and 2 * claw +5 (1d4+1 Slashing)

Special Attacks Entangling Attack

STATISTICS

Str 16, Dex 14, Con -, Int -, Wis 14, Cha 12

Base Atk +7; CMB +10; CMD 23

SQ Plantlike Nature

Combat Gear Rusting Chain Vest, Moldy Longsword;

ECOLOGY

Environment Any forest or plains

Organization Solitary, Party (2-5) or Squad (6-10)

Treasure 2600

SPECIAL ABILITIES

Entangling Attack (SU) 1/day as a standard action, a Greenmold bones can cause the local flora to rise up and surround an attacker. The target must make a DC 17 Reflex save or become *entangled*.

Moldering Form (EX) Greenmold Bones are covered by plant life tainted with foul necrotic energies. Any weapon which hits them may pick up this debilitating infestation. After any successful attack, a DC 17 Reflex save must be made or the weapon suffers a -1 to to-hit and damage rolls until it can be cleaned and repaired. (A DC 15 Craft (Weapons) check).

Plantlike Nature (EX) Despite being undead, Greenmold Bones have much in common with plants, and can be affected by spells which target plants, such as *Command Plants*. Because they are not wholly plants, they receive a +2 on any saves associated with the spells.

When magic -- especially druidic magic -- interacts with war and battle, strange things can result. One such are Greenmold Bones, undead creatures that form in symbiosis with plants magically animated and then slain. They spend most of their time immobile, covered with grass, flowers, and the like, until they sense the approach of living sentient beings. Then they arise and attack. They still wield, by instinct, the weapons they once used, and even though said weapons seem to be uselessly rusted and broken, the same magic which animates the Greenmold Bones keeps the weapons perfectly effective. The body of any creature slain by a Greenmold Bones and left to lie among them will rise as one of them.



MERCY FLOWER

Bunches of red flowers scent the air with sweet fragrance. From each bouquet trails a long vine covered in small thorns.

MERCY FLOWER

CR 6

2,400 xp

N Medium Plant

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16; (+3 Dex, +6 natural)

hp 74 (10d8+30)

Fort +12, **Ref** +6, **Will** +3

DR 5/slashing; **Immune** mind-altering effects, poison, sleep effects, paralysis, polymorph and stunning.

OFFENSE

Spd 10 ft.

Melee 4 vines +10 (1d3+1 plus grab)

Space 5 ft.; **Reach** 15 ft.

Special Attacks grab, illusion of mercy

STATISTICS

Str 12, **Dex** 16, **Con** 17, **Int** 6, **Wis** 11, **Cha** 15

Base Atk +7; **CMB** +10; **CMD** 19

Feats Alertness, Blind-fight, Great Fortitude, Improved Initiative, Weapon Finesse (vine)

Skills Climb +7, Perception +8, Stealth +10

SQ vines, waking despair

ECOLOGY

Environment Jungles and forests

Organization solitary or pair

Treasure Incidental

SPECIAL ABILITIES

Illusion of Mercy (Su) The mercy flower establishes a mental link between itself and any other creature grabbed by one of its vines. The creature must make a DC 17 Will save or become lost in a fantasy world of peace and bliss. As long as the grab is maintained such a creature can take no actions and does not respond to external stimuli, even if attacked or damaged. In addition, the victim suffers 1d4 points of Wisdom damage each round. Creatures that successfully save cannot be affected again by the same mercy flower's illusion of mercy for 24 hours. The save DC is Charisma-based.

Vines (Ex) The mercy flower can attack with up to four vines at any one time. A creature can break free of a vine with a DC 18 Escape Artist or Strength check. Each vine possesses 5 hit points and can be attacked by making a successful Sunder combat maneuver. Severing a vine does not damage the mercy flower. If a vine is severed, the mercy flower can generate a new one on its next turn as a free action. The save DC is Dexterity-based.

Waking Despair (EX) A creature that emerges from the illusion of mercy is so bereft at the loss of their dream they sink into an emotional torpor. Unless the creature makes a successful DC 17 Will save, they are exhausted. A successful save means the creature is fatigued for 1 hour instead. The save DC is Charisma-based.



Mercy flowers appear as large but innocuous rose bushes. The only thing giving away their nature are the long vines trailing from each cluster of flowers. The mercy flower waits until the last possible moment before striking, and attacks as many opponents as possible at once. Subdued creatures are quickly dispatched and dragged to the mercy flower's side, where the victim's decaying body fertilizes the plant.

The plant gets its name from the ability it possesses to immobilize its victims. Somehow a mercy flower is able to read and interpret the thoughts of all intelligent creatures it touches. It uses these thoughts to create in a victim's mind its personal fantasy life of happiness and contentment. The victim is so enrapt in this pseudo-reality it does not realize it is slowly dying.

Any treasure a mercy flower possesses is the left over items of its victims. However, a mercy flower is intelligent enough to know the presence of dead bodies and skeletons around its base gives away its true nature and will move from such a spot once it has consumed enough nutrients.



RIVERWRATH

The river may have been pure and clean once, but now it is stagnant and befouled. Rubbish from upstream chokes it, and the woods which once stood on its banks have been cleared. There is a disturbance, and a haglike being emerges from the water, her face scarred and twisted, her limbs distorted. She gestures, and the dark water rises into a whirling spout, heading towards you...

RIVERWRATH **CR 6**

2,400 xp

NE Medium Fey (Aquatic)

Init +8; **Senses** Low-Light Vision; Perception +18

DEFENSE

AC 19, touch 14, flat-footed 15; (+4 Dex, +5 natural)

hp 57 (10d6+22); fast healing 5;

Fort +6, **Ref** +11, **Will** +10

Defensive Abilities Resist Fire(10); **SR** 16

OFFENSE

Spd 30 ft., Swim 40 ft.

Melee Slam +5 (1d4), Grab

Ranged Waterspray +9 (6d6)

Special Attacks Drowning Embrace, Waterspout

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 16,

Wis 16, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 19

Feats Agile Maneuvers, Alertness, Great Fortitude, Improved Initiative, Toughness

Skills Diplomacy+17, Escape Artist+17, Intimidate+14, Perception+16, Perform+17, Sense Motive+16, Stealth+17, Survival+13, Swim+13,

Languages Common, Sylvan

SQ Amphibious, Riverbound

ECOLOGY

Environment River

Organization Solitary

Treasure 2000 gp

SPECIAL ABILITIES

Drowning Embrace (SU) If the Riverwrath hits with a slam attack, it may begin a grapple as a free action. Any being which begins its turn grappled by the Riverwrath takes 2d6 points of damage unless it can breathe water. The Riverwrath can only grapple one being at a time, but it can use its Waterspray attack while it is grappling.

Riverbound(SU) A Riverwrath cannot travel more than 300 yards from its river. If it does, it loses its Fast Healing ability and will die in 4d6 hours.

Waterspout(SU) A Riverwrath can summon a massive waterspout from her river 1/day. This spout has a 10 foot radius and a speed of 30. Any being caught within the spout must make a DC 16 Reflex save or



take 4d6 damage and be knocked prone. The Riverwrath can direct the spout to a specific location as a free action once during her turn.

Waterspray(SU) As a standard action, the Riverwrath can hurl a stream of water up to 90 feet. This is ranged attack.

When a river is destroyed or corrupted by pollution or evil magic, certain fey spirits associated with that river may also be transformed. A riverwrath is a water spirit driven to madness by the destruction of the river she called home. Unable to leave it in order to seek revenge, she lurks within, emerging when anyone comes near in order to kill them. She prefers to attack at range, using her waterspout to keep foes disoriented and her waterblast to smash them to pulp, but if someone gets within her range, she can draw him into her own body and drown them. It is sometimes possible to negotiate with a Riverwrath, usually by offering her a chance to kill someone directly responsible for her state, though other approaches may work as well. Riverwraths consider themselves to be both suffering victims and agents of justice; any implication that this is not so will usually result in resumed hostilities.

SHISA

The creature slowly pads towards you on its large paws. It looks like a cross between a lion and a dog, but with wandering eyes, which survey its surroundings almost as if it can see things which aren't there.

SHISA **CR 6**

2,400 XP

N Large Magical Beast

Init +9; **Senses** Blindsight 60ft; Perception +9

Aura: Frightful Presence (DC 14)

DEFENSE

AC 17, touch 14, flat-footed 12; (+5 Dex, +5 natural, -1 size)

hp 67 (7d10+28)

Fort +9, **Ref** +10, **Will** +3

Defensive Abilities Ferocity; **SR** 16

OFFENSE

Spd 40 ft., Run 200 ft.

Melee 2 claws +14 (1d6+7), bite +14 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Affect Incorporeal, Grab, Pounce, Rake (1d6+7); The Shisa's natural attacks count as magic weapons for purposes of overcoming DR.

STATISTICS

Str 24, **Dex** 20, **Con** 18, **Int** 4, **Wis** 12, **Cha** 12

Base Atk +7; **CMB** +14; **CMD** 29

Feats Alertness, Improved Initiative, Lunge, Run

Skills Acrobatics +13, Climb +11, Perception +9, Stealth +13, Swim +11; +4 racial bonus on Acrobatics and Stealth (incorporated).

ECOLOGY

Environment Any

Organization Solitary or in pairs.

Treasure None.

SPECIAL ABILITIES

Affect Incorporeal (SU) The shisa can affect incorporeal creatures without penalty and its armor class provides full protection from incorporeal creatures without penalty.

Ferocity (Ex) The Shisa remains conscious and can continue fighting even if its hit point total is below 0. The Shisa is still staggered and loses 1 hit point each round, and dies when its hit point total reach -18.

Frightful Presence (Ex) This special quality makes the Shisa's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the Shisa has. An affected opponent can resist the effects with a successful Will save (DC 14). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.



Grab (Ex) If the Shisa hits with a claw or bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The Shisa has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Shisa receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Pounce (Ex) When a Shisa makes a charge, it can follow with a full attack—including Rake.

Rake (Ex) A Shisa gains extra natural attacks when it grapples its foe. In addition to the options available to all grapplers, the Shisa gains two additional claw attacks that it can use only against a grappled foe. The rake attack does 1d6+7 damage. The Shisa must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

The shisa is a magical creature that best resembles a lion with canine features. No one is quite sure where the shisa comes from; some claim that its ancestors came from another plane long ago, while others insist that they were specially bred and enhanced by wizards to make perfect guardians.

Domesticated shisa are fiercely loyal to their owners and protect them from threats both physical and incorporeal. They are the ultimate watchdog. Shisa found in the wild are often found protecting ruins long abandoned by their ancestor's former masters.

WICKER MAN

If you happen to visit the grove of a druid, you may see one of these wooden constructs standing in the shade of the trees. Do not take them lightly -- should you trespass beyond the hospitality of the druid, that wooden giant will move quickly to end your depredations and restore order and peace to the grove.

WICKER MAN

CR 10

9,600 XP

N Large Construct

Init +5; **Senses** darkvision 60ft; low-light vision, Perception +13

DEFENSE

AC 22, touch 10, flat-footed 21; (+1 Dex, +12 natural, -1 size)

hp 117 (13d10+46)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities DR 5/adamantine; **Immune** all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, any effect that requires a Fortitude save, any spell affecting or altering wood or plants.

OFFENSE

Spd 30 ft. (can't run)

Melee 2 slams +20 (1d8+8)

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

Special Attacks Trample (1d8+12, DC 24)

Spell-Like Abilities (CL 10th)

3/day -- *entangle* (Ref DC 11), *longstrider*

1/day -- *summon swarm*, *spike growth* (Ref DC 13)

STATISTICS

Str 26, **Dex** 12, **Con** -, **Int** 6, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +22; **CMD** 33

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Power Attack, Toughness

Skills Perception +13

ECOLOGY

Environment Any

Organization Solitary or group (2-3).

Treasure None.

SPECIAL ABILITIES

Trackless Step (EX) A wicker man leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if it so desires or if commanded to do so.

Trample (EX) As a full-round action, a Wicker Man can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the combat maneuver, but the Wicker Man does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d8+12 damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If target's forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save at DC 24 to take half damage. A Wicker Man can only trample a target once per round, no matter how many times its movement takes it over a target creature.

Woodland Stride (EX) A wicker man may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect it.

These giants stand over ten feet tall. Druids build them to protect their groves and other areas of particular natural significance, and they closely guard the secrets of constructing these guardians. The construction of a wicker man requires the careful assembly and enchanting of special pieces of wood, vine, and other natural materials. It is a lengthy and exacting process.

Wicker men are tenacious in combat and diligent in carrying out orders. They operate within tight strictures and are capable of only limited independent actions. The creator of a wicker man can command it as long as the wicker man is within 60 feet and able to see and hear its creator. When out of sight of its creator, a wicker man will usually follow its last instructions to the best of its ability. It will always defend itself if attacked. The wicker man can be given simple commands to govern its actions while the creator isn't present, such as "remain here and attack any trespassers that enter the area" or "patrol between these points" or the like. The creator of a wicker man can order it to obey the commands of others.

In combat, a wicker man will use entangle and spike stones to keep opponents from fleeing. It will use longstrider if it needs a burst of speed to catch them. When engaged with its opponents, the wicker man will use Power Attack, Cleave, and Awesome Blow to batter its opponents, and it will trample its opponents to disrupt any organization or spell casting.

A wicker man is constructed in a manner similar to other wondrous items. Construction requires some 20,000 gp in materials for assembling and building the wicker man.



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