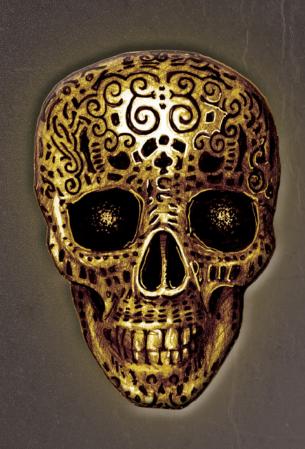
Ehe Come of Blighted Horrors







The Come of Blighted Horrors

For use with The Blight: Richard Pett's Crooked City Credits

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## Introduction

Let's be honest with ourselves for a moment: I think we all kind of already knew that Richard Pett is a little messed up, right? I mean, *Frog God Games* agreeing to publish *The Blight* didn't bring about the book's inception — it was something Richard had already written ... years before ... for his players at home! (God rest their sanity-blasted souls.) So when we decided that he had created a sufficient number of new monsters for the book to justify an entire *Tome of Horrors* — a *Tome of* Blighted *Horrors*, if you will — I don't think anyone was surprised by the disturbing segments of brain-matter-given-life that tumbled out of Richard's skull. But when we asked a handful of other writers, veteran and novice alike, to contribute to this compilation of congealed madness, the horrors that tumbled from their own mental palettes, well ... there's where the surprise — the kind of surprise that begins as a startle and then slowly transforms into numbing horror — really began.

I have only myself to blame really. When Richard and I were first spit balling this project (originally intended to be a release for Sinister Adventures) years ago, I sat down to write an additional adventure set in Rich's diabolically twisted playground. I read through Richard's material, permitted myself a cruel chuckle at its depravity, read as many forbidden, sanity-destroying tomes as I could get my hands on through Amazon (who knew they had Ludwig Prinn's *De Vermis Mysteriis* in paperback!!), and then sat down at my keyboard deciding to channel my inner Pett. I thought I'd delve a little into the body horror for which Richard has such an affinity and ... babies! ... nothing's scarier than larval humans, right? So this little descent into madness brought about the introduction of the insidious spite-waif. "Heh, heh," I thought, "that'll scare 'em." Fast forward to 2016 when I began to get turnovers in from the various other authors hired to contribute to the new *Tome of Blighted Horrors*.

Some things I learned:

- 1. Yes, babies are truly scary. Having spawned three of the little monsters myself, I should have already known this, but the proof came in the form of how many of the authors dipped into the same well (without prompting). And how much their creations frightened me. From Richard's own totally-unnecessary-why-did-he-do-it-for-the-love-of-God-why? caul cuckoo and caul cuckoo syre, I soon realized I was in trouble. The true shock, however, didn't come until I laid eyes on the work from freshman designer Jeff Swank, when he sent in his totally original monster design of the gravid ghoul. Jeff is a doctor, I must add. I think, perhaps, I should reflect a bit on my own career choice after this ...
- 2. Artists aren't always quite as on board with the insanity. Terry Pavlet (bless his heart) took on the task of illustrating about 99% of this beast. I don't know Terry well, but I don't think his background is specifically in dark fantasy art because of how many times he asked me for an example of what I was trying to describe in my art orders. No, Terry, there is no example I can give you for which we can thank God, natural selection, and a merciful universe. There are no examples because these things weren't meant to exist in a universe governed by scientific laws. I can't blame him though. Trying to illustrate the interior of Richard's brain is like trying to illustrate a Lovecraft story. It's tough to come up with a concept sketch off the description, "the terrible thing is indescribable." I did my best. I can't tell you how many email replies I received from Terry that started with, "Hahahahahahaha!" Kudos to you, Terry. You're a real trooper. We are deeply indebted to your patience and creative skills. In reward for this, you shall be the last to be eaten.
- 3. I believe Friedrich Nietzsche said, "[I]f you gaze long into an abyss, the abyss also gazes into you." Yeah, that sounds about right.

Now if you'll excuse me, I can hear them thumping around in the basement again. Mustn't let anyone get free before the big ceremony.

Iä! Iä! The Beautiful fhtagn!

— Greg A. VaughanJuly 19th(1973 – 2016)

## Foreword

The first time I met Richard Pett, an exuberant Nicolas Logue—no doubt channeling a scene from the Grast Farm in his infamous *Hook Mountain Massacre*—was holding him down on a leather couch while attempting to wear him like a glove puppet. I was pretty drunk, granted, but I'm fairly certain that Nick failed in his anatomic insertion attempt, and thus Rich's identity as the true author of *The Skinsaw Murders* was defended...much to Nick's chagrin.

The second time I met Richard Pett, I was far less drunk and Nick was nowhere in sight, so we talked about adventure and setting design. Rich, as you're surely aware, is a master of both. His work for Paizo may be among his best known, having written—to date, because there are no signs of him stopping—twelve parts of Pathfinder adventure paths—from the aforementioned chapter of *Rise of the Runelords* to *The Whisper Out of Time* in the imminent *Strange Aeons*—and five Pathfinder modules, including *Carrion Hill* and the popular *We Be Goblins* series.

However, I'd been a fan since his earliest publications in *Dungeon Magazine* where he, along with Nick, first established his design credentials and rose to prominence. And so we talked a little about *The Devil Box* and of his contributions to the 'proto-paths,' including *The Prince of Redhand* and the Midnight's Muddle and Alhaster backdrops for *Age of Worms*, along with *The Sea-Wyvern's Wake* and *Serpents of Scuttlecove* for *Savage Tide*. But we spent the most time discussing what are perhaps now regarded as his seminal works: *The Styes* and *The Weavers*. These were the inventive, gritty, stylish scenarios that first distinguished him and I wanted to know all about their evocative setting and any other adventures within it that I may have missed.

That's when I learned of his long-running home campaign and its vast body of unpublished works based in those shadowed and sleazy docklands. And not only that, but that he was organizing and updating it all in preparation for future publication through Frog God Games. I immediately offered my help and, a few weeks later, the manuscript of *The Crucible* arrived in my inbox, ready for conversion, development, and editing, and my descent into what would become *The Blight* began. That was over three years ago.

What you now hold in your hands—this nexus of nightmare—is a distillation of the spiritual abuse that Mr Pett has inflicted upon Greg, Jeff, John, Dave, Pete, or I at some point over that time. For while Rich himself has personally detailed only a handful of the monstrosities herein, you'll notice that almost all are inspired by something he'd already described in *The Blight*. Crones whose emetic, morbidly obese bodies can barely withstand the intake of each of their five heads' prodigious appetites for flesh. Insane reincarnations of the devolved bodies of plague victims that morph through aberrant physicalities to further spread death and disease. Emaciated fey who float up from the depths of the Lyme to flood the lungs of their hypnotized victims through a kiss. Small slimy humanoids who compress their cartilaginous skeletons to live in the wall and floor spaces of other peoples' homes and watch their intimacies.

"Based on material by Richard Pett."

It's not a credit, it's a mental health warning. For herein, you'll also find fiendish entities of flame that grow in size and power as they incinerate people; 'machines' of reanimated muscle and tissue which sometimes manifest an emergent consciousness that reflects the thoughts, fears, and desires of those who operate them; incarnations of arachnophobia whose young eat their way out of their victims' stomachs; and the freakish hybrids that result from the amoral application of obscene fertility magic.

So that's nice. As he proved to Nick, Rich is no other designer's meat puppet. But the truth is, some of us may now be his.

Alistair J. RiggSeptember 9th, 2016Sydney, Australia

#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

### Biseborn

This revolting creature appears to be formed of a tangle of limbs and pieces of rotting corpses that splay in all directions like some kind of demented sea urchin. The many appendages flail about spastically as it moves with a disturbing rolling motion. Barely discernible amid this tangle are a number of severed, rotting heads, their eyes open and watching, their lips wordlessly mouthing unheard imprecations.

BILEBORN XP 3,200 CR 7

AF 3,200

CE Large undead

Init +4; Senses all-around vision, darkvision 60 ft.; Perception +11

**AC** 20, touch 8, flat-footed 20 (+11 natural, -1 size)

**hp** 85 (10d8+40) **Fort** +7; **Ref** +5; **Will** +9

**DR** 10/slashing; **Immune** undead traits

Speed 30 ft.

Melee 4 slams +10 (1d6+4 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks babbling scream, incorporate body

**Str** 19, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 18

Base Atk +7; CMB +12; CMD 22 (can't be tripped)

**Feats** Blind-fight, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

**Skills** Climb +15, Escape Artist +8, Perception +11, Stealth +7, Swim +12

Languages Common SQ coordinated burst

Environment any
Organization solitary
Treasure none

**Babbling Scream (Su)** Once every 1d4 rounds, a bileborn can scream in incoherent babbles as a standard action. All creatures within a 60-foot spread must make a DC 19 Will save or be affected as the spell confusion for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Incorporate Body (Su)** A bileborn ties to swallow-up Medium or smaller humanoids. Any round in which it grabs an opponent, it attempt to plunge the creature into its own body. The bileborn's body absorbs the creature on a successful grab and pin.

Once a victim is pulled inside, the bileborn attempts to absorb the creature to add additional mass and limbs to its own body. The victim has the pinned condition while within the creature and each round must make a successful DC 19 Fortitude save to resist incorporation. If a victim is successful in resisting incorporation, it can attempt a DC 19 Escape Artist check or DC 19 Strength check to free itself. If this fails, it must again resist incorporation on the next round if it remains pinned within. If the save fails, the victim is reduced to -1 hit point and is dying. Unless rescued by comrades by slaying the bileborn or by other means, the victim takes 1d4 points of damage per round as the many mouths within feed on the victim in his helpless state. Once the victim is dead, it is fully incorporated into the whole and is forever lost unless the bileborn is first slain and the deceased victim then resurrected. The save DC is Charisma-based; the Escape Artist and Strength check DCs are Strength-based.

Coordinated Burst (Ex) As a swift action, a bileborn can synchronize its flailing motions into an enhanced coordination. Using this ability allows it to react and move quickly as if affected by a haste spell for 1 round. It can use this ability once every 1d4 rounds.

The bileborn is an undead creature born of alchemical and necromantic experimentation. Its purpose and the identity of its creator are unknown, but the mistakes of this master have long since been paid, as the original bileborn ultimately escaped and slew its creator, incorporating his body among the rest.

A bileborn seeks to increase its mass by absorbing creatures into its body. This does not increase the creature's size or change it in any fundamental way, but the crowd of body parts grows denser at its center. Then at some indeterminate point, the creature reproduces by fission. The fused conglomeration of rotten body parts splits down the middle, forming two bileborns of equal size and power. These instinctively avoid each other as they each go their own way in search of their next victim to absorb.

These creatures are little more than horrid masses of dismembered and absorbed victims that somehow work in necromantic coordination and demonstrate considerable stealth and surprising speed for their size and composition. Despite their chaotic and jumbled appearances, their fleshy mass is physically tough, quickly using the dismembered parts of its interior to switch out damaged limbs on it exterior. The bulk of its absorbed brain tissue resides within the severed heads of the central mass of the creature, and these allow it to function in a rational manner, though often seemingly without purpose or design.



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## Body Gnatcher

A massive lump of shadow, like a gargantuan hillock, shifts in the darkness and reveals itself to be a living creature. Its body is mostly torso and is roughly barrel shaped, with four elephantine legs and two long arms ending in three-fingered hands. A massive mouth-like opening dominates the top of its frame, from which extends a long, prehensile tongue studded with spiky outgrowths at its tip. The entire beast appears to be covered in — or perhaps made of — a lumpy, lichen-like substance with tiny, leafy growths.

BODY SNATCHER XP 153,600 CR 18/BA 3

NE Gargantuan plant (fungus)

Init +3; Senses blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +37

**AC** 34, touch 10, flat-footed 30 (+3 Dex, +1 dodge, +24 natural, -4 size)

**hp** 297 (26d8+156 plus 24); fast healing 5 (in darkness)

Fort +21; Ref +13; Will +10

Defensive Abilities all-ground vision of

**Defensive Abilities** all-around vision, dislocated (blurred movement^{ACG}), distorted (25%), hive mind; **DR** 2/

cold iron; **Immune** plant traits, precision damage, surprise; **SR** 24

**Weaknesses** light somnolence, vulnerability to fire

**Speed** 40 ft., climb 30 ft., swim 30 ft. **Melee** 2 slams +27 (2d8+11), bite +27

(4d6+11), tongue +24 (2d6+5 plus grab)

Ranged spore burst +18

(6d6+16)

Space 20 ft.; Reach 20 ft.

Special Attacks darkness vitality,

swallow whole (suffocation, AC 22, 29

hp), trample (2d8+16, DC 34)

Str 33, Dex 17, Con 22, Int 14, Wis 10, Cha 10 Base Atk +19; CMB +34 (+38 grapple); CMD 47 (51 vs. trip) Feats Awesome Blow, Blind-Fight, Combat Reflexes, Crush*, Dodge^B, Improved Bull Rush, proved Overrun,

Iron Will, Lightning Reflexes⁸, Mighty Blow*, Multiattack, Power Attack, Thump*, Weapon Focus (bite), Weapon Focus (slam)

Skills Climb +19, Knowledge (dungeoneering) +28, Knowledge (local) +19, Linguistics +11, Perception +37, Stealth +20, Swim +19; Ra-

cial Modifiers +8 Perception, +12 Stealth in dim light or darkness Languages Aklo, Common, Dark Folk, Dwarven, Elven, Gnome, Goblin, Halfling, Orc, Sylvan, Terran, Undercommon (cannot speak)

SQ create blight

*See Appendix E

**Environment** underground (The Blight) **Organization** solitary **Treasure** standard

**Absorb Cadaver (Ex)** Any living creature slain by a melee attack or the swallow whole ability of the Body Snatcher is immediately absorbed into its body as a free action. If the Body Snatcher is not destroyed by the end of its next turn, the recently slain cadaver is irrevocably destroyed, and the creature can be returned to life only with a *true resurrec*-

tion. If the slain creature is Large, then its body is fully destroyed in 2 full rounds, and a Huge creature requires 3 full rounds. A creature larger than Huge is not subject to the Body Snatcher's absorb cadaver ability, and it must use the properties of its create blight ability to absorb the deceased. If the Body Snatcher is destroyed before an absorbed cadaver is fully

destroyed, then it can be recovered from among the mounds of blight lichen and returned to life by normal means.

Create Blight
(Ex) As a move
action, the Body
Snatcher can exude
a 10-foot-by-10-foot

patch of blight (see **Appendix D**) in an area adjacent to its body. This patch is immediately eligible to be grown and directed as part of the Body Snatcher's hive mind ability.

Darkness Vitality (Ex) When in total darkness, the Body Snatcher gains vigor and deftness. This effect is equal to a haste spell and gives the Body Snatcher fast healing 5.

Hive Mind (Su) The Body Snatcher is constantly aware of all growths of blight within 50 miles and can see anything within visual range of these patches. It can direct the direction and speed of their growth as a free action as long as that patch

of blight is in darkness. It can

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#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

only focus the direction and speed of growth of one patch of blight in a single round. A patch of blight in darkness can double its size in this way every round that the Body Snatcher focuses its will on it.

Whenever a patch of blight absorbs the corpse of a formerly living creature (see **Appendix D**), the essence of that creature is projected into the Body Snatcher as its own psychic nourishment.

Because of its hive mind awareness, the Body Snatcher cannot be surprised.

**Light Somnolence (Ex)** When exposed to bright light, the Body Snatcher becomes slow and lethargic. This effect is equal to a *slow* spell.

**Spore Burst (Ex)** As a standard action, the Body Snatcher can cause a pustule of spores to burst forth from its body as a concussive blast at a target within 40 feet. This ranged attack deals 6d6+16 points of bludgeoning damage. The Body Snatcher can use this attack every other round.

Swallow Whole (Ex) An opponent swallowed by the Body Snatcher does not take physical damage while within the creature's body but must immediately hold its breath or begin to suffocate. An opponent that suffocates within the Body Snatcher's body is subject to its absorb cadaver ability. If a swallowed creature cuts its way out of the Body Snatcher, the hive nature of its body immediately reseals the opening allowing it to use its swallow whole ability again.

Known only as the Body Snatcher by the dwarves of the Underneath, this massive overgrowth of ambulatory blight lichen lurks in the deepest caverns where the boundaries between the mundane world and Between are thinnest. The creature somehow possesses sentience — likely from its long exposure to the strange influence of that other-realm — and shares some traits of Between creatures. The conglomeration of lichen growths has taken on the form of a massive quadruped, but it shares

no special affinity with that form and, in truth, its body possesses no internal organs or structures other than the undifferentiated blight of which is it composed.

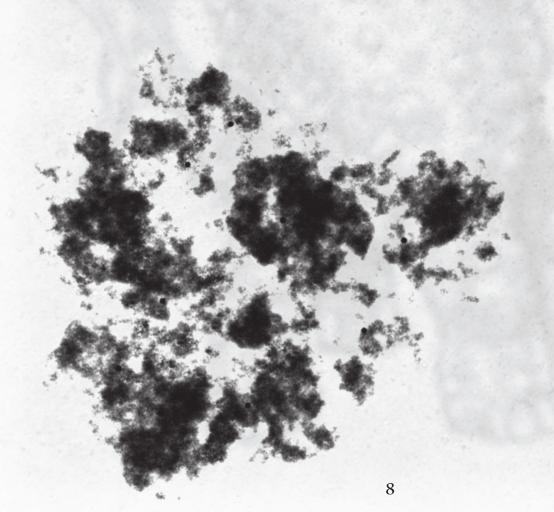
The Body Snatcher, like the blight that makes up its body, is at its strongest in absolute darkness and is debilitated by the presence of bright light. Its hive mind gives it a mental connection to and the ability to see through all growths of blight within 50 miles, and it is with this ability that it has managed to maintain observation of the lands above and its inhabitants since before the city existed. Through this observation, it has learned much of the ways of humanoids and has come to understand many of their languages. And it desires nothing more than to consume their bodies upon their deaths, directing its remote blight growths to do that whenever possible. The nutrients obtained from the consumed corpses help feed the growth of these blight patches, but something about these feedings is somehow transmitted telepathically back through the hive mind and serves some mysterious purpose for the Body Snatcher. It is for this reason that the dwarves gave the Body Snatcher its name, though none understand the full significance of the creature's impulse to consume these corpses. Whatever the reason, most speculate it has something to do with the creature's proximity to Between and that it is unlikely to have any benign purpose.

While the Body Snatcher does gain the temporary hit points of a Between creature, it is not one itself. These temporary hit points are renewed daily from its close proximity to Between, even though it never technically crosses over into that realm. If the Body Snatcher leaves its lightless domain deep beneath the city, it stops regaining these daily temporary hit points until it once again returns to that area.

The Body Snatcher stands 25 feet tall. Even though it is made only of tiny lichen growths, these conglomerate quite densely so the creature weighs more than 30,000 pounds. It is well over a thousand years old and is probably much older, and it may well be immortal.

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## Bog Lantern

CR8

A ball of pale yellow light bobs and floats in the distance, its flickering pattern beckoning.

BOG LANTERN XP 4,800

NE Small undead (air)
Init +14; Senses darkvision

60 ft.; **Perception** +20 **Aura** unnatural aura

AC 21, touch 21, flat-footed 11 (+10 Dex, +1 size) hp 93 (11d8+44) Fort +7; Ref +13; Will +7 Defensive Abilities out of phase; Immune undead traits; Resist cold 5

Speed fly 50 ft. (perfect)

Melee mind bend +19
touch (1d2 Int, Wis,
and Cha damage plus
energy drain)

Special Attacks energy
drain (1 level, DC 19)

Str 1, Dex 30, Con —, Int 9,

Wis 11, Cha 18

Base Atk +8; CMB +2; CMD 22

Feats Combat Reflexes, Flyby
Attack, Hover, Improved Initiative, Skill Focus (Perception),
Weapon Finesse

Skills Disguise +4 (+12 to disguise its
glow as some other light source), Fly +34,
Perception +20, Sense Motive +14, Stealth
+14 (+6 to hide); Racial Modifiers –8 Stealth to
hide, +8 to disguise its glow as some other light source
Languages Common (cannot speak)

Environment any swamp Organization solitary Treasure incidental

Mind Bend (Su) A bog lantern attacks by using psychic energy to lash out at adjacent foes. The attack appears to observers to be a flash of light (sometimes confused with an electrical discharge due to the bog lantern's similarities to a will-o'-wisp), but is actually the bog lantern forming a tendril-like appendage and striking its foe as a touch attack. If successful, the attack inflicts 1d2 points of damage to each of the target's mental abilities (Int, Wis, and Cha) and is then also subjected to the creature's energy drain ability.

Out of Phase (Su) Bog lanterns exist partially in the Ethereal

Plane and partially in the Material Plane. This functions similarly to a *blink* spell, giving physical attacks against it a 50%

miss chance for which Blind-Fight provides no assistance. If the attack is capable of striking ethereal creatures or the attacker, then the miss chance is only 20%. Individually targeted spells have a 50% chance to fail, and area attacks deal only half damage unless their effects extend into the Ethereal Plane as well (in which case full damage is dealt). Force effects and abjurations affect it normally. It cannot pass through solid objects because it always remains partially in phase with its

Whether the bog lantern is simply an undead willo'-wisp raised by some odd negative energy current within the Great Lyme River or a separate creature that is superficially similar is unknown. The only traits the bog lantern seems to share with its potential cousin, however, are its appearance and a desire to lure passers-by off the relative safety of the roads and paths meandering through the bog lands that surround the Lyme.

A typical bog lantern is about 3 feet in

Material surroundings.

diameter. Most of the time, they opt to float
4–5 feet off the ground, though it can move
around in three-dimensional space adroitly.
On closer inspection, a bog lantern is observed
t o resemble a glowing skull etched with hundreds of
mysterious runes that appear to penetrate completely through
the glowing bone into its dark, inscrutable interior. A pair of glowing
points of light hover within its dark eye sockets.

Unlike the will-o'-wisp, a bog lantern cannot alter its color, brightness, or pattern of illumination. It is an "always on" ball of yellow light shedding light equal to a torch. To simulate flickering patterns, bog lanterns move in and out of brush and other foliage, or causes its eye socket lights to roam around within its dark interior to cause light to shine intermittently through the dark runes that cover its surface. In this way, it can appear to be several flickering lights — perhaps a large colony of fireflies, for example — with a successful Disguise check.

Bog lanterns feed directly on the damage they inflict to their target's mental abilities. They prefer to feed on mental energy from humanoids — they simply find the "taste" to be a delicacy — and in particular, young humanoids. However, many a trapper has found the desiccated remains of a gator, panther, or other beast unfortunate enough to cross paths with a hungry bog lantern.

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## Book Town Panther

This black-furred panther would not seem overly noteworthy were it not for its exceptional size and six legs, one of which has a twisted and mangled paw from some past hunter's trap. The beast seems to bear a perpetual snarl as one side of its face is badly scarred, pulling its mouth up and its eye into a puckered squint.

#### **BOOKTOWN PANTHER** XP 6,400

CR 9

Male awakened giant panther hunter (Verminous Hunter) 5 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard"; Pathfinder Roleplaying Game Advanced Class Guide "Hunter", "Verminous Hunter")

NE Large magical beast (augmented animal)

Init +5; Senses darkvision 60 ft., low-light vision, scent;

Perception +15

AC 22, touch 16, flat-footed 16 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +4 natural, -1 size)

**hp** 108 (5d10+25 plus 5d8+25 plus 5)

Fort +13; Ref +13; Will +4

**Defensive Abilities** swarm stride

Speed 30 ft., climb 20 ft.

Melee bite +15 (2d6+8 plus grab), 3 claws +15 (1d4+8)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (3 claws +15, 1d4+8)

Spells Known (CL 5th):

2nd (3/day)—barkskin, insect scouts^{PPC:SpyHB}, protection

from energy

1st (5/day)—defoliate^{StLC}, glide^{APG}, endure elements, pass without trace

0 (at will)—create water, detect magdetect poison, flare (DC 12), sparkAPG

(DC 12), stabilize

PPC:SpyHB See Pathfinder Player Companion: Spymaster's Handbook StLC See Pathfinder Companion:

Sargava, the Lost Colony

Str 22, Dex 21, Con 21,

Int 12, Wis 15, Cha 7

Base Atk +8; CMB +15 (+19 grapple);

CMD 32 (38 vs. trip)

Feats Dodge, Improved Natural Attack (bite), Mobility, Outflank^B, APG, Precise Strike^{B, APG}, Skill Focus

(Stealth), Weapon Finesse

Skills Acrobatics +18, Climb +18,

Handle Animal +4, Intimidate +11,

Knowledge (geography) +9, Perception

+15, Stealth +17 (+21 in undergrowth or dim

light), Survival +10 (+12 follow tracks); Racial Modifiers

+4 Climb, +4 Stealth in undergrowth or dim light

Languages Common, Sylvan; empathic link with vermin companion

SQ hunter tactics, improved empathic link, nature training, precise companion, track, share spells, vermin companion (giant wasp), vermin empathy +3 (+7 with vermin com-

panion), vermin focus Gear bracers of armor +2, ring of protection +1, amulet

of mighty fists +2

**Environment** urban (The Blight) Organization solitary Treasure NPC Gear

This creature is a legend in BookTown. Allegedly, a panther of great size originally imported from the distant swamps of southern Akados for the private gardens of a dabbler in the arcane arts, it is said that this arcanist worked magic beyond his abilities, causing the panther to mutate, grow additional limbs, and, ultimately, develop a malign intelligence of its own. Each tale of the BookTown Panther describes tortures visited on the creature at the hands of its demented master, each more horrible than the previous. The truth of these tales remains in question, but what is not in question is that a black panther of prodigious proportions does lurk among the roofs and gables of BookTown stalking the unwary. Eyewitnesses report that it indeed has an extra set of limbs, though one has been badly injured at some point in the past. Efforts to hunt the beast have failed, as it proves to be incredibly elusive, and it seems to have a great knowledge of where the many nests of wasps, centipedes, and other vermin can be found among the gables. The few times hunters have even gotten close to it, they have run afoul of swarms of such insects while the beast itself made its escape.

The truth of the matter is that a demented urban druid of BookTown indeed tortured and experimented upon the panther. The druid eventually managed to awaken the panther, but his past cruelties caused the spell to not be entirely successful — the newly aware creature was not inclined to friendliness toward him. At first feigning obedience,



The panther did not escape unscathed, as traps left as contingencies by the druid severely injured the beast and crippled one of its legs as it disappeared into the night.

Rather than try to flee the city where it knew that it would be hunted down, the BookTown Panther chose instead to lair among the dangers of the city's rooftops where few dared to venture. Its great size and strength provided it with some protection from the myriad dangers to be found there, allowing it to turn its newfound sentience toward its survival and revenge against all humanoids as it pursued the path of the hunter. In doing so, it learned to harness the ubiquitous vermin that continually swarmed among the spires and rooftops of the city, eventually even gaining a giant wasp as an animal companion.

The panther has shed the name given to it by its former master as a mark of its past shame and captivity, and instead prefers to remain nameless. It has heard the moniker of BookTown Panther given to it, and doesn't care one way of the other. It simply sees the soft, fleshy humanoids as further prey to sate its hunger for revenge. It likewise doesn't name its animal companion, seeing it as nothing more than an expendable resource to be used for assistance and protection, and indeed is already on its seventh giant wasp companion, the prior six all having fallen in the panther's wake as it abandoned them to effect its own escape. The BookTown is a remorseless killer, but it is careful and cunning. It has lived many years atop the tenements of BookTown and has no intention of meeting its end any time soon. It is patient and cautious in its hunts, willing to stalk a chosen victim for days, maybe even harassing him with swarms of vermin before moving in to make its kill.

The city of Castorhage has offered a 15,000-gp reward if this creature is captured or killed.

**GIANT WASP** 

XP —

Female giant wasp animal companion (Pathfinder Roleplaying Game Bestiary "Wasp, Giant")

CR —

N Medium vermin

Init +2; Senses darkvision 60 ft.; Perception +9

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) **hp** 23 (5d8)

Fort +4; Ref +6; Will +2

Defensive Abilities evasion; Immune mind-affecting effects

**Speed** 20 ft., fly 60 ft. (good) **Melee** sting +4 (1d6+1 plus poison)

Special Attacks poison

Str 12, Dex 15, Con 11, Int —, Wis 13, Cha 4 Base Atk +3; CMB +4; CMD 16 (24 vs. trip)

**Skills** Fly +6, Perception +9; **Racial Modifiers** +8 Perception.

Languages empathic link with master

**SQ** mindless, share spells, tricks (attack, heel^{APG}, sic 'em^{APG})

**Poison (Ex)** Sting—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1 Dex damage; cure 1 save. The save DC is Constitution-based.

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## Crathog

This creature draws its leech-like body along by great barbed spindly tentacles that glisten with fluid. Somewhere inside its cluster of spines and sharp bones lurks a great maw that distends itself outward.

**CRATHOG** CR8 XP 4,800

NE Huge aberration

Init +5; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +16

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size) **hp** 90 (12d8+36)

Fort +7; Ref +7; Will +11

Defensive Abilities blending skin; Immune acid

Speed 30 ft., swim 30 ft.

Melee bite +15 (3d6+12 plus 1d6 acid/19-20)

Space 15 ft.; Reach 15 ft. (25 ft. with bite) Special Attacks distended bite

Str 26, Dex 13, Con 17, Int 10, Wis 13, Cha 9 Base Atk +9; CMB +19; CMD 30 (can't be tripped) Feats Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy **Skills** Climb +20, Escape Artist +3, Perception +16, Sense Motive +6, Stealth +16, Survival

+10, Swim +15; Racial Modifiers +4 Stealth

Languages Aklo, Aquan

SQ acidic coating, blending skin

**Environment** coastline **Organization** solitary Treasure none

Acidic Coating (Ex) The crathog's skin exudes a layer of acidic fluid that coats its entire body. This coating leaves a slimy trail behind the crathog similar to a slug. Leaving its space, the squares left by the crathog remain acidic for 1 round and causes 1d6 acid damage to any creature entering the area. After 1 round, the acid inert and breaks down into a thin, slippery substance. This ooze remains for 1 minute and affects the area in the trail as a grease spell (Reflex DC 19).

Blending Skin (Ex) When at rest, a crathog can shift the colors of its skin to blend in with the surrounding terrain. This acts as the spell invisibility as long as the crathog remains motionless.

Distended Bite (Ex) The crathog is able to protrude its jaws out at a distance, extending its bite attack range to 25 feet. This does not provoke an attack of opportunity and allows the crathog to make a second bite attack as a free action against the same target if it is within its normal 15-foot reach.

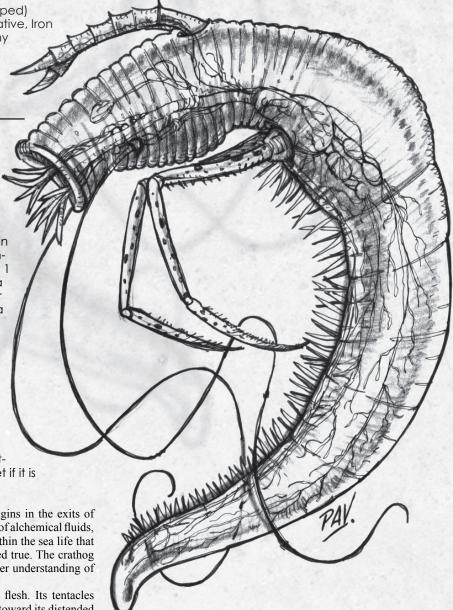
The crathog are octoped horrors that had their origins in the exits of large cities' sewers emptying into the sea. The mixture of alchemical fluids, waste products, and other toxins caused mutations within the sea life that grew in the area until a new species spawned and bred true. The crathog began to gain an incessant drive to reproduce, a deeper understanding of their surroundings, and a greater intelligence.

A crathog seeps a corrosive acid from its porous flesh. Its tentacles move with eerie quickness to grasp its prey and pull it toward its distended jaw. These jaws are hinged on a flexible tendon that allows the crathog to contract a coiled muscle and launch this set of jaws outward to burst from its clustered mouth. The creature is able to blend into its surroundings like a chameleon. It moves almost totally silently, but leaves a slimy trail which in itself is acidic and dangerous. A crathog is incredibly strong and stealthy, known to climb onto ships to feed on unsuspecting sailors, dissolving their flesh with its acid.

Their intelligence allows them the insight to use their special abilities as ambush hunters. They tend to hide in crooks of old harbors and lie in wait until a fisherman ventures past. Crathog are not only cunning, they are incredibly cruel; they delight in mutilating or tormenting prey, and disfiguring their opponents with their acids. Why they do this is open to conjecture, but many scholars believe that crathog are somehow spawned by the influence of Between and that they see the with the inherent injustice of those who have died in the river, particularly those who have suffered from its acidic toxins.

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## Elemental, Ragefire

The rage and hatred that emanate with the white-hot heat from this demonic fire are palpable.

Ragefire Elemental
Languages Abyssal, Ignan

ragefire spawn.

**Environment** any land (Abyss) **Organization** solitary, pair, or inferno (3–8) **Treasure** none

Create Spawn (Su) As a full-round action, a Huge, greater, or elder ragefire elemental can create ragefire spawn by incinerating the corpse of a non-evil humanoid of at least 5 HD that it has killed within the last 10 rounds. Ragefire spawn are under the control of the ragefire elemental that created them and remain enslaved until its death, or until they feed and become ragefire elementals themselves. They do not possess any of the abilities they had in life. A ragefire elemental may have enslaved ragefire spawn totaling no more than twice its own HD; any ragefire spawn it cretates

Feed (Su) As a full-round action, a Tiny, Small, Medium, or Large ragefire elemental can incinerate the corpse of a non-evil humanoid of at least half the elemental's HD that it has killed within the last 10 rounds to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, Fortitude and Reflex saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, the DC for its burn special ability and its CR increase by +1. When a Tiny ragefire elemental gains 1 growth point, or a Small, Medium or Large ragefire elemental reaches 4 growth points, it increases in size, losing all of its growth points (and bonuses) but gaining the stats for a ragefire elemental of the next larger size. A Huge ragefire elemental loses this special ability but gains the create spawn special ability. It is not known how a greater or elder ragefire elemental is created, but it is speculated that a Huge ragefire elemental that causes a large enough loss of sentient life may advance to these states.

**Heat (Ex)** A ragefire elemental deals fire damage equal to its burn attack whenever it hits in melee or in each round during which it is in a grapple.

Water Vulnerability (Ex) Contact with water or nonflammable liquids deal 1 point of damage per 15 gallons. Anything less than 15 gallons is insufficient to deal actual damage due to the tremendous heat causing most of it to evaporate before making contact, but it does anger the elemental. If a ragefire elemental is forced to enter a space that is covered with water without some flammable barrier to protect it, the water deals 6d6 points of damage per 5-foot-square of exposure per round, though one 5-foot square of water is evaporated per round of exposure. A ragefire elemental will not purposely expose itself to a body of water, not even a small one in order to evaporate it.

If a ragefire elemental is fully immersed, the water is not evaporated, the elemental is staggered, and the water deals damage to the elemental equal to one-third of its maximum hit points — a ragefire elemental reduced to 0 hit points in this manner is permanently destroyed, even if only a summoned creature.

A ragefire elemental immersed in water or some

other nonflammable liquid cannot swim and is forced to move along the bottom of the water-filled area with all normal penalties to speed for being underwater.

#### Ragefire Elemental Gizes

Height	Weight	Heat
		Heal
2 ft.	1/2 lb.	1d3
4 ft.	1 lb.	1d4
8 ft.	2 lbs.	1d6
16 ft.	4 lbs.	1d8
32 ft.	8 lbs.	2d6
36 ft.	10 lbs.	2d8
40 ft.	12 lbs.	2d10
	4 ft. 8 ft. 16 ft. 32 ft. 36 ft.	4 ft. 1 lb. 8 ft. 2 lbs. 16 ft. 4 lbs. 32 ft. 8 lbs. 36 ft. 10 lbs.



#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

RAGEFIRE SPAWN XP 800 CR 3 Weaknesses vulnerability to cold, water vulnerability

CE Tiny outsider (chaotic, elemental, evil, extraplanar, fire)

Init +6; Senses darkvision 60 ft.; Perception +4

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

**hp** 22 (3d10+6)

Fort +5; Ref +5; Will +3 Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 40 ft.

Melee 2 claws +7 (1d3 plus burn and attach)

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

Special Attacks burn (1d3, DC 13), heat

Str 10, Dex 15, Con 14, Int 3, Wis 11, Cha 11 Base Atk +3; CMB +3 (+7 grapple); CMD 14

**Feats** Dodge, Improved Initiative^B, Iron Will, Weapon Finesse^B **Skills** Acrobatics +8 (+12 jump), Climb +4, Intimidate +4, Perception +4

Languages Abyssal, Ignan

SQ feed

**Attach (Ex)** When a ragefire spawn hits with a claw attack, it latches onto the target. An attached ragefire spawn is effectively grappling its prey but the target does not gain the grappled condition. The ragefire spawn loses its Dexterity bonus to AC and has an AC of 15 but holds on with great tenacity and burns the target's flesh. A ragefire spawn has a +4 racial bonus to maintain its grapple on a foe once it is attached. An attached ragefire spawn can be struck with a weapon or grappled itself; if its prey manages to win a grapple check or Escape Artist check against it, the ragefire spawn is removed.

#### SMALL RAGEFIRE ELEMENTAL XP 1.200

CE Small outsider (chaotic, elemental, evil, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +7

**AC** 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size)

**hp** 30 (4d10+8)

Fort +6; Ref +7; Will +3

**Immune** elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft.

Melee 2 claws +8 (1d4+1 plus burn and grab) Special Attacks burn (1d4, DC 14), heat

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +4 (+8 grapple); CMD 18 Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B Skills Acrobatics +10 (+14 jump), Climb +6, Intimidate +5,

Perception +7

Languages Abyssal, Ignan

SQ feed

#### MEDIUM RAGEFIRE ELEMENTAL XP 2,400

CE Medium outsider (chaotic, elemental, evil, extraplanar, fire) Init +9; Senses darkvision 60 ft.; Perception +9

**AC** 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural) **hp** 51 (6d10+18)

Fort +9; Ref +10; Will +4

**DR** 5/—; **Immune** elemental traits, fire

Speed 50 ft.

Melee bite +11 (1d8+2 plus burn), 2 claws +11 (1d6+2 plus burn and grab)

Special Attacks burn (1d6, DC 16), heat

Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11

Base Atk +6; CMB +8 (+12 grapple); CMD 24

**Feats** Dodge, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

**Skills** Acrobatics +14 (+22 jump), Bluff +5, Climb +9, Intimidate +7, Knowledge (planes) +3, Perception +9

Languages Abyssal, Ignan

SQ feed

#### LARGE RAGEFIRE ELEMENTAL

CR 9

XP 6,400

CE Large outsider (chaotic, elemental, evil, extraplanar, fire) Init +11; Senses darkvision 60 ft.; Perception +13

**AC** 22, touch 17, flat-footed 14 (+7 Dex, +1 dodge, +5 natural, -1 size)

hp 95 (10d10+40)

Fort +11; Ref +14; Will +5

DR 5/—, Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 50 ft.

**Melee** bite +16 (2d6+4 plus burn), 2 claws +15 (1d8+4 plus burn and grab)

Space 10 ft.; Reach 10 ft.

Special Attacks burn (1d8, DC 19), heat

Str 18, Dex 25, Con 18, Int 8, Wis 11, Cha 11

Base Atk +10; CMB +15 (+19 grapple); CMD 33

**Feats** Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

**Skills** Acrobatics +20 (+32 jump), Bluff +7, Climb +15, Escape Artist

+14, Intimidate +13, Knowledge (planes) +6, Perception +13 Languages Abyssal, Ignan

**SQ** feed

CR4

HUGE RAGEFIRE ELEMENTAL

**CR 11** 

XP 12,800
CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)
Init +12; Senses darkvision 60 ft.; Perception +16

**AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

**hp** 136 (13d10+65)

Fort +13; Ref +16; Will +6

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +19 (2d8+7 plus burn), 2 claws +19 (2d6+7 plus burn and grab)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d6, DC 21), create spawn, heat

Str 24, Dex 27, Con 20, Int 10, Wis 11, Cha 11

Base Atk +13; CMB +22 (+26 grapple); CMD 41

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse

**Skills** Acrobatics +24 (+36 jump), Bluff +11, Climb +23, Escape Artist +19, Intimidate +16, Knowledge (planes) +13, Perception +16

Languages Abyssal, Ignan

#### **GREATER RAGEFIRE ELEMENTAL** XP 25,600

**CR 13 ELDER RAGEFIRE ELEMENTAL** XP 51,200

**CR 15** 

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire)

CE Huge outsider (chaotic, elemental, evil, extraplanar, fire) Init +14; Senses darkvision 60 ft.; Perception +22 Init +13; Senses darkvision 60 ft.; Perception +19

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 184 (16d10+96) Fort +16; Ref +19; Will +7

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +23 (2d10+8 plus burn), 2 claws +23 (2d8+8 plus burn and grab)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d8, DC 24), create spawn, heat

Str 26, Dex 29, Con 22, Int 12, Wis 11, Cha 11 Base Atk +16; CMB +26 (+30 grapple); CMD 46 Feats Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse Skills Acrobatics +28 (+40 jump), Bluff +19, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +19

Languages Abyssal, Common, Ignan

AC 29, touch 19, flat-footed 18 (+10 Dex, +1 dodge, +10 natural, -2 size)

hp 218 (19d10+114) Fort +17; Ref +21; Will +8

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold, water vulnerability

Speed 60 ft.

Melee bite +27 (2d12+9 plus burn), 2 claws +27 (2d10+9 plus burn and grab)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 25), create spawn, heat

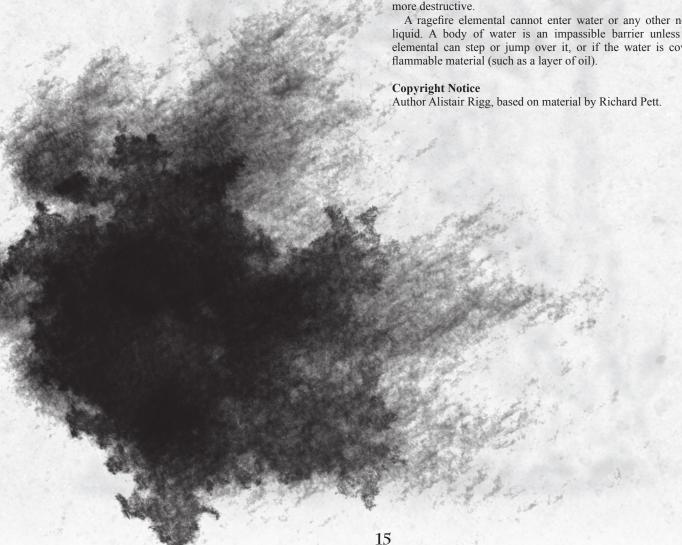
Str 28, Dex 31, Con 22, Int 12, Wis 11, Cha 11 Base Atk +19; CMB +30 (+34 grapple); CMD 51 Feats Combat Reflexes, Dodge, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lunge, Mobility, Spring Attack, Vital Strike, Weapon

Skills Acrobatics +32 (+44 jump), Bluff +22, Climb +31, Escape Artist +32, Intimidate +22, Knowledge (planes) +23, Perception +22

Languages Abyssal, Common, Ignan

Ragefire elementals embody the chaos and evil of their Abyssal heritage, manifesting in demonic forms of living flame, smoke, ash, and cinders. They exist to incinerate life and, in so doing, grow stronger and

A ragefire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the ragefire elemental can step or jump over it, or if the water is covered with a



## Familiar

Presented here are the base statistics for a number of types of familiars commonly found in and around the city of Castorhage. These statistics can also be used for normal animals of these types as well. Small animals like these use Dexterity to modify Climb and Swim checks.

Familiar	Special Ability
Blight Albatross	Master gains a +3 bonus on Fly checks
Blight Cockerel	Master gains a +1 bonus on melee attacks
Blindingcrow	Master gains a +2 bonus on Fortitude saves
Canary	Master gains a +3 bonus on Survival checks
Gable Spider	Master gains a +3 bonus on Acrobatics checks
Lyme Angler	Master gains a +3 bonus on Bluff checks
Terrier	Master gains a +3 bonus on smell-, hearing-, and sight-based Perception checks

#### Blight Albatross

This seabird has an expansive wingspan of pure white plumage, a long hooked beak, and tail feathers tipped in black.

BLIGHT ALBATROSS XP 100 CR 1/4

XP IUU

N Small animal

Init +1; Senses low-light vision; Perception +4

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 5 (1d8+1)

Fort +3; Ref +3; Will +0 Immune disease, poison

Speed 10 ft., fly 40 ft. (average)

Melee bite +2 (1d4-3)

Str 5, Dex 12, Con 12, Int 2, Wis 11, Cha 13

Base Atk +0; CMB -4; CMD 7

Feats Weapon Finesse Skills Perception +4

**SQ** cursed fate

**Environment** temperate or cold oceans

Organization solitary, family (2–3), flock (4–12), or colony

(13-24)

Treasure none

**Cursed Fate (Su)** Any creature that succeeds in killing a Blight albatross must succeed at a DC 11 Will save or receive a curse. Cursed creatures treat a roll of 20 on a d20 as a roll of 1 and may not take a 10 or a 20 on skill checks. A new Will save can be made each day to lift the curse, as can a remove curse spell. The save DC is Charisma based.

Sometimes known as a gooey bird or a muckmawk, the Blight albatross is common along the shores of the sea around the city of Castorhage. They gained these nicknames for the feeding technique of the bird, where they dive into the muck-laden waters and emerge with fish and feathers covered in the filmy sludge that covers the Lyme River on many days.

The Blight albatross's diet is predominantly fish, crustaceans, and offal, although they also scavenge carrion when necessary. Due to the nature of the pollution found in the river and its inhabitants, the Blight albatross has developed considerable resistance to diseases and poisons. The folk of

Castorhage are reluctant to kill one of these birds, for it is considered bad luck. Those that have slain one of these creatures soon finds the legends are very true, and for a period of time find their luck changed for the worse.

The adult plumage of most of the Blight albatrosses is usually some variation of dark upper-wing and back with white undersides. A Blight albatross stands 3 feet tall with a wingspan of up to 12 feet and weighs 20 pounds.

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#### Blight Cockerel

Lanky and bedraggled, with thin feathers other than a wide tuft around the neck, this rooster is particularly ugly for its kind. Its wattle and comb are both shredded and torn from past battles, and razor-sharp spurs have been tied to the backs of its legs.

**BLIGHT COCKEREL** 

CR 1/4

**XP 100** 

N Tiny animal

Init +1; Senses low-light vision; Perception -1

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

hp 6 (1d8+2)

Fort +4: Ref +3: Will -1

**Defensive Abilities** ferocity

Speed 30 ft.

**Melee** 2 fighting spurs +3 (1d4–2), bite –2 (1d3–2)

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

Special Attacks fighting fury

Str 7, Dex 12, Con 14, Int 1, Wis 9, Cha 4

Base Atk +0; CMB -2; CMD 7

Feats Weapon Finesse

Skills Acrobatics +1 (+5 jumping), Intimidate +5; Racial Modi-

flers +4 Acrobatics to jump, +4 Intimidate

**SQ** natural aggression

Gear 2 fighting spurs*

*See sidebox

**Environment** any land (The Blight)

**Organization** solitary

Treasure none

Fighting Fury (Ex) When a Blight cockerel sees another member of its species or other similar-sized bird (other than a chicken) it instinctively triggers its fight response. It spends 1 round attempting to demoralize its opponent and then attacks, gaining a +1 bonus to melee attacks and damage. A Blight cockerel in a fighting fury fights until either it or its opponent is dead.

**Natural Aggression (Ex)** Generations of breeding have made Blight cockerels naturally aggressive fighting birds. This includes their instincts to strut and make threatening gestures toward their opponents. Blight cockerels have a +4 racial bonus on Intimidate checks and receive Intimidate as a class skill.

Cockfighting is a common pastime among the coarser citizens of the Blight (and secretly many of the upper crust as well) and the gamecocks have been bred for centuries in the city just for these contests. The

#### Fighting Spurs

FIGHTING SPURS
Price 5 gp; Weight —

These are a pair of razor-sharp blades that can be tied to the legs of a gamecock or other type of bird of size Small or Tiny. When worn, they give two attacks that deal 1d4 points of slashing damage. A combat-trained fowl is considered to be proficient in their use.

resulting breed of Blight cockerel is a distempered gamecock known for its viciousness in fights and its instinct to continue fighting even after having taken a mortal wound. Many runners of cockfights no longer allow Blight cockerels in their venues because of the likelihood that neither bird will survive and their investment in training a prized gamecock will be lost even in victory. Blight cockerels are bred with normal chickens and always attack another Blight cockerel on sight unless restrained.

A Blight cockerel stands 2 feet tall and weighs 10–15 pounds.

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#### Blindingcrow

This glossy black crow has fleshy pustules and sores growing out from under its plumage. This bird is has a thick, heavy bill and even more surprisingly has a central third leg that ends in an array of sharpened talons.

**Immune** blindness

Speed 10 ft., fly 40 ft. (average) Melee bite +4 (1d2–4 plus disease) Space 2-1/2 ft.; Reach 0 ft.

Str 2, Dex 14, Con 7, Int 2, Wis 12, Cha 10 Base Atk +0; CMB +0; CMD 6 (8 vs. trip)

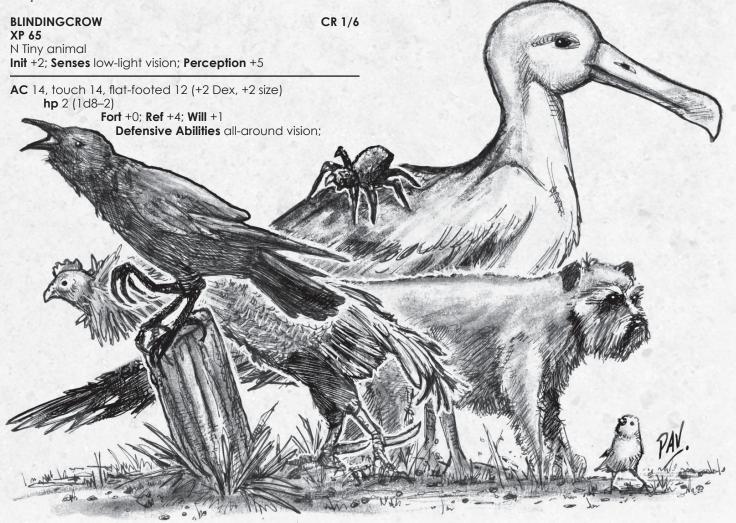
**Feats** Weapon Finesse **Skills** Fly +6, Perception +5 **SQ** third eye

Environment temperate land
Organization solitary, pair, flock (3–12), or murder (13–100)
Treasure none

**Disease (Ex)** Blinding sickness: Bite—injury; save Fort DC 10; onset 1d3 days; frequency 1/day; effect 1d4 Str damage, if more than 2 Str damage victim must make an additional Fort save or be permanently blinded; cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

**Third Eye (Su)** Although a blindingcrow has two functional eyes, it actually sees through the tips of its feathers as well. This enhanced sensory perception grants it all-around vision, and it is immune to the blind condition.

Blindingcrows are fairly intelligent carrion birds known for their problemsolving skills and ability to adapt within the city environment. Despite past



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attempts to exterminate them, blindingcrows are more common than ever in the city's trash dumps and are known for their distinctive screeching caw. Sociable, especially when not nesting, blindingcrows may gather in communal roosts on winter nights, sometimes with thousands or even tens of thousands roosting at one location.

When large groups of these bird gather, they sometimes form a huge swarming flock and chase predators in a behavior called mobbing. Loud noises are the most common cause for a murder of blindingcrows to attack an individual.

As foragers, these birds also clean up dead animals and garbage. In fact, blindingcrows are often blamed for overturning garbage cans when the real culprits are usually raccoons or dogs. From prolonged exposure to the toxins and wastes in their urban environments where the blindingcrows live and feed, they have developed an ironic affinity for a particular disease. Blinding sickness has festered within these birds, and they pass it from one to another during mating and while feeding. The feathers of these birds, although a glossy black, are marred by oozing, sores that drain diseased fluid and that dry and become encrusted. When the birds preen themselves, this diseased fluid transfers to their beaks where it infects their bite attacks. Despite their third claw and sinister reputation, blindingcrows are no more effective with claw attacks than a normal crow. Only when blindingcrows swarm do their claw attacks actually live up to their namesake.

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#### Canary

This tiny songbird has feathers of pale yellow with a slight greenish tinge and is streaked with gray and brown on its back and wings.

CANARY CR 1/8 XP 50

N Diminutive animal

Init +1; Senses low-light vision; Perception +8

**AC** 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

**hp** 1 (1d8-4)

Fort -2; Ref +3; Will +1; -4 vs. gas effects

Weaknesses gas vulnerability

Speed 5 ft., fly 40 ft. (good) Space 1 ft.; Reach 0 ft.

Str 1, Dex 12, Con 3, Int 2, Wis 12, Cha 10

Base Atk +0; CMB -3; CMD 2 Feats Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +13

**SQ** sentinel animal

**Environment** temperate and warm forests, any land (captivity)

**Organization** solitary, pair, or flock (3–12)

Treasure none

Gas Vulnerability (Ex) Due to their high oxygen requirement, canaries are particularly vulnerable to the effects of inhaled gases, including the effects of suffocation and slow suffocation (see Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). Canaries take a –4 penalty on any saving throw involving the effects of gases (including the Constitution checks necessary to hold their breath). After exposure to such a hazard, there is a 50% chance that a canary dies regardless of whether it was removed from the hazardous conditions in time or not.

**Sentinel Animal (Ex)** When exposed to bad air (see "Bad Air" in Chapter 8 of the *Pathfinder Roleplaying GameMastery Guide*), canaries are sickened 1d4 rounds before breathing creatures would ordinarily begin to feel the effects. Anyone

keeping a canary as a sentinel animal need only make a DC 5 Perception check to notice the bird's sickened condition.

These tiny birds were originally discovered among the subtropical islands of the south and were brought to the mainland to be bred as songbirds. Their numbers have flourished in captivity over the years, and it was eventually determined that they were useful in detecting dangerous gases in mines and caverns. Since that time, they have been widely employed by miners as sentinel animals to detect the presence of otherwise undetectable gas hazards before the miners are overcome by them.

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#### Dog, Terrier

This small dog's legs are long for its size, and its coat is shaggy and rough. It has a short muzzle and small ears that flop forward.

TERRIER CR 1/4

XP 100

N Tiny animal Init +2; Senses low-light vision, scent; Perception +8

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 5 (1d8+1) **Fort** +3; **Ref** +4; **Will** +3

Speed 40 ft.

Melee bite +2 (1d3 plus death shake)

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

Str 11, Dex 15, Con 13, Int 2, Wis 12, Cha 7

Base Atk +0; CMB -2 (+2 grapple); CMD 10 (14 vs. trip)

Feats Skill Focus (Perception)

**Skills** Acrobatics +2 (+6 jumping), Intimidate –2 (+10 vs. rats [including swarms]), Perception +8, Survival +1 (+5 in burrows and underground); **Racial Modifiers** +4 Survival in burrows and underground, +12 Intimidate vs. rats (including swarms)

**Environment** any land

Organization solitary, pair, or pack (3–12)

Treasure none

**Death Shake (Ex)** If a terrier makes a successful bite attack against an opponent of its size or smaller, it makes a grapple check as a free action without provoking attacks of opportunity. If the grapple check is successful, the terrier immediately shakes its head violently in an attempt to break the neck or back of its opponent. This attack deals 2d3 damage. A terrier automatically does death shake damage in any round that it maintains its grapple. Against an opponent that is a four-legged animal that dwells in underground burrows or dens, the terrier can use this attack against a creature up to one size category larger than it is and gains an additional +4 bonus to the grapple check.

Frequently kept as pets by both the impoverished and well-to-do of Castorhage, these small dogs were originally bred to hunt the rats and other vermin so commonly found in the Blight. They are intelligent and extremely loyal, working well as both trained hunters and family pets. They stand up to 16 inches tall and usually weigh around 14 pounds.

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#### Gable Spider

This large, hairy spider carries a bundle of string in its mandibles.

GABLE SPIDER XP 100 CR 1/4

N Tiny vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception
+4

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

hp 4 (1d8)

Fort +2: Ref +3: Will +0

**Immune** mind-affecting effects

Speed 20 ft., climb 15 ft.

Melee bite +5 (1d3-4 plus poison)

Ranged touch +5 (sticky globule)

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

Special Attacks poison (DC 10), sticky globule (DC 12)

Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +0; CMB +1; CMD 14 (26 vs. trip)

Feats Weapon Finesse^B

Skills Climb +19, Perception +4, Stealth +15 (+19 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +8 Climb

**SQ** web construct

**Environment** urban (The Blight)

Organization solitary, pair, or colony (3–10)

Treasure incidental

**Poison (Ex)** Bite—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based.

**Sticky Globule (Ex)** Once every other round, a gable spider to project a globule of the substance it uses to coat its webs as a ranged touch attack. The attack functions like a tanglefoot bag, except the sticky globule has a range equal to the gable spider's climb speed. The save DC is Constitution-based and includes a +2 racial bonus.

Web Construct (Ex) Gable spiders are not web-spinners but rather construct great, elaborate webs from the materials and debris they have available. They coat these web constructs with their sticky fluids so that even though these tangled constructions are easily seen, actually stumbling or falling into one still causes the creature to become trapped. A trapped creature is entangled and can escape with a successful Escape Artist check or tear free with a Strength check. Both are standard actions with a DC equal to 1/2 creature's HD + creature's Con modifier. Attempts to tear a character free from a web construct by a character who is caught in it suffers a -4 penalty. The trapped character gains a +5 bonus if he has something to walk on or grab while pulling free. Each 5-foot-square section of a web construct has a number of hit points equal to the Hit Dice of the gable spider that created it and DR 3/—.

A gable spider can move across its own web construct or that of another gable spider at its climb speed and can pinpoint the location of any creature touching the web construct.

A spellcaster who selects a Tiny gable spider as a familiar gains a +3 bonus on Acrobatics checks as long as the familiar remains within 1 mile of her; a gable spider familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.

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#### Lyme Angler

This ugly, bloated fish has a glowing, fleshy protrusion that extends from the top of its skull and dangles in front of its wide-mouth, which is filled with needle-like fangs.

LYME ANGLER XP 135

CR 1/3

N Tiny animal (aquatic)

Init +5; Senses blindsense 30 ft., low-light vision; Perception +2

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

hp 2 (1d8-2)

Fort +0; Ref +3; Will +2 Immune disease, poison

Speed swim 20 ft.

Melee bite +3 (1d4-1 plus disease)

Space 2-1/2 ft.; Reach 0 ft. Special Attacks lantern lure

Str 8, Dex 13, Con 7, Int 1, Wis 14, Cha 2

Base Atk +0; CMB -3; CMD 8 (can't be tripped)

Feats Improved Initiative, Weapon Finesse^B

Skills Stealth +9, Swim +13

**SQ** orb of water

**Environment** temperate oceans

**Organization** solitary

Treasure none

**Disease (Ex)** Brine misery: Bite—injury; save Fort DC 8; onset 1d4 rounds; frequency 1/day; effect 1d4 Dex plus staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Brine misery causes an extremely irritating stinging itch at the point of the wound, which causes the victim to have the staggered condition until the disease is cured.

Lantern Lure (Ex) As a free action, a Lyme angler can illuminate the dangling lure on its forehead with a phosphorescent glow that gives off light equal to a candle. All creatures with an Intelligence of 2 or less within 20 feet on which the Lyme angler has gained surprise must make a DC 11 Will save or become fascinated for 1 round. A creature that is not surprised spots the angler and is not fooled by the angler's lantern display. Once fascinated, a victim can make a new save each round that the lantern lure remains in view to break the effect. However, while fascinated, the victim does not view the angler as a potential threat and remains fascinated until it actually attacks, which automatically breaks the effect. The save DC is Dexterity-based.

A Lyme angler is normally taken as a familiar as a juvenile, and its growth is then stunted by its close association with its master — frequently in a restricted environment such as an aquarium or other limited space. Despite its size, it remains just as ferocious and disease ridden as its immense brethren.

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## Fleshgine

Fleshgines are constructs of flesh combined with other materials designed for a specific purpose. They might pump water from a city's reservoirs into rooftop cisterns to supply the inhabitants with running water, or they may lift or pull — anything a humanoid body can do. But fleshgines are built to improve upon a humanoid's ability through modification and vast strength. While they are not uncommon in Castorhage, they often operate out of sight; their disturbing appearance being something the civilized locals choose not to acknowledge. They can be heard though — their steady stormy breathing, the asthmatic wheeze behind a grate, the slithering of flaccid limbs between floors. They also have a strong odor — a sort of organic sweatiness that can smell of many other things as often they absorb and amplify the smells of the things they work in and around.

Fleshgines come in all shapes and sizes, and while no two are ever alike, they often fall into a set pattern. Each is very strong, and many—an uncannily large amount—are sentient creatures in their own right. Different fleshgines tend to have different abilities; some are simple brutes that occasionally go mad, some are more cunning, lurking and growing behind plaster and wainscoting and brooding their dark, strange dreams and wants (see sentient fleshgines below).

FLESHGINE Environment any Organization solitary Treasure none

**Berserk (Ex)** If a fleshgine is injured in combat, there is a cumulative 1% chance per point of damage that its elemental spirit breaks free and the fleshgine goes berserk. The uncontrolled fleshgine goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The fleshgine's creator or designated operator, if within 60 feet, can try to regain control by speaking firmly and authoritatively to the construct, which requires a DC 15 Charisma check. It takes 1 minute of inactivity by the fleshgine to reset the creature's berserk chance to 0%.

#### Gentient Fleshgine

While most fleshgines are simple, mindless servitors made of flesh stitched and grown to inorganic parts and contraptions, some grow into something altogether different. Sentient fleshgines take on aspects of their humanoid neighbors that seep in from their close proximity on a daily basis. These aspects include tics, habits, language, and even some of their vices. These creatures are often bloated by the desires and madness of Between and become enraptured by it, seeking new directions and becoming fixated in disturbing ways. These constructs often form complex alliances with those who dwell behind the veneer of the Blight, particularly with the ghouls of the Fetch (who have enough inert humanity to understand and fear the construct). Some say the thoughts of the Crooked Promethean violate their dreams and awaken them; others say that it is a simple accident of nature. These sentient constructs lurk in plain sight and are driven by whatever twisted needs or goals that have grown within their warped consciousness.

As more complex fleshgines are grafted from darker sources of flesh and bone, so too the risk of disaster becomes greater. Philosophers within the city-state already worry what fleshgines might do if they rebelled *en masse*. They point to the curious whale-song that occasionally haunts certain nights, and which seems to come from the fleshgines calling to each other across the city. What are they saying or planning, they wonder? The golem-stitchers and homuncule wives laugh at such suggestions; their creations are simple flesh-and-blood machines after all. What maliciousness could possibly lurk within this humble framework?

#### SENTIENT FLESHGINE

Int 5-7

Languages Common (cannot speak)

Environment any
Organization solitary
Treasure none

Berserk (Ex) If a fleshgine is injured in combat, there is a cumulative 1% chance per point of damage that its elemental spirit breaks free and the fleshgine goes berserk. The uncontrolled fleshgine goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The fleshgine's creator or designated operator, if within 60 feet, can try to regain control by speaking firmly and authoritatively to the construct, which requires a DC 15 Charisma check. It takes 1 minute of inactivity by the fleshgine to reset the creature's berserk chance to 0%.

Take (Ex) Sentient fleshgines that have gone berserk at least once in the past have fundamentally broken some aspect of their creation and gain the take ability. Occasionally the fleshgine's habits and needs manifest themselves in a destructive way, and the construct takes a victim of up to one size category smaller than itself as a full-round action. The fleshgine is always cunning in this action and manipulates its manifold parts and surroundings to camouflage its attack. Unless the victim succeeds on a Perception or Sense Motive check against the fleshgine (DC 10 + 1/2 fleshgine's HD + fleshgine's CMB size modifier), it gains a coup de grace attack against the victim that deals nonlethal damage. If the victim notices the attack coming, then it is just a normal attack by the fleshgine. If the victim is rendered unconscious, the fleshgine is able to hide the victim in some convenient location around or within its body. Anyone nearby detects a successful take if they succeed on a Perception check against the same DC. Otherwise, the fleshgine camouflages any sounds or evidence of the scuffle with the exhalations, groanings, and secretions that are a part of its normal operation. Anyone specifically looking for a victim taken by the fleshgine must make a Sense Motive or Perception check against the same DC. If the fleshgine is destroyed, a taken victim can automatically be found if searched for.

A victim taken by a fleshgine has the grappled condition and cannot make noise or move from its location. The victim can try to cut its way free with any light slashing weapon (the amount of damage required to get free is equal to 1/10 the fleshgine's total hit points), or it can just try to escape the grapple. The Armor Class of the location where the fleshgine is holding the victim is 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the victim escapes the grapple, the fleshgine can still attack as normal. An escape does not prevent a fleshgine from using the take ability again, as it is able to use different portions of its anatomy to do so. While in captivity by the fleshgine, a victim takes damage equal to one of the fleshgine's natural attacks at the end of every 24 hours. The taken victims are used to vent the leeched needs of the fleshgine — whether they be simple hunger, torment, or sexual — who then eventually casts away the dead and broken remains.

A fleshgine rarely uses this ability, as it is aware that discovery ultimately is likely to lead to destruction. It therefore carefully watches its chosen victim, often for weeks or months before striking, but if sufficiently roused can use this ability immediately.

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Three sample types of fleshgines are included below.

#### Dungier's Buggy

The rumble of a coach's wheels upon the cobbles comes out of the misty night, but it is not accompanied by the clip-clop of hooves. Rather, there is a soft slapping of skin upon the hard stones. Emerging from the fog is a hansom cab drawn not by a team of horses but rather by the upper torso of some ogre melded to the front of the conveyance. It walks upon its massive hands and its head looks forward, the eyes alert but somehow vacant.

#### DUNGIER'S BUGGY (FLESHGINE) XP 4.800

CR8

N Huge construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +4

**AC** 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size) **hp** 105 (10d10+40 plus 10)

Fort +3; Ref +2; Will +3

**Defensive Abilities** cover, partial hardness 5; **DR** 10/slashing **Immune** construct traits; **Resist** cold 10

Speed 40 ft.

Melee slam +15 (1d8+7), bite +15 (1d4+7)

Space 15 ft.; Reach 5 ft.

**Special Attacks** berserk, trample (4d8+10, DC 22)

Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1 Base Atk +10; CMB +19; CMD 28 (can't be tripped) Feats Toughness^B

**Skills** Perception +4, Knowledge (geography) +8, Stealth –9 (+5 in urban surroundings); **Racial Modifiers** +4 Perception, +8 Knowledge (geography), +16 Stealth in urban surroundings

**Languages** Common (speaks only programmed phrases) **SQ** facing, increased load capacity, narrow

Facing (Ex) Because of its unique construction and limited mobility, a Dungier's buggy has a front side and a back side. It can move only at half speed when moving backward and is incapable of making slam or bite attacks at opponents who are behind it. It can trample opponents behind it as normal. Once a Dungier's buggy's front side has been determined, it requires a move action to turn its facing greater than 90 degrees.

Increased Load Capacity (Ex) A Dungier's buggy construction gives it a carrying capacity beyond what is normal for its Strength. When carrying passengers or cargo in its buggy portion, the fleshgine's light load is 5,000 pounds, a medium load is 10,000 pounds, and a heavy load is 15,000 pounds. A Dungier's buggy is not able to lift objects above its head, but it can drag up to 25,000 pounds.

Narrow (Ex) Though a Dungier's buggy is a Huge creature, it is able to move through areas only 10 feet wide without penalty due to the narrow nature of its construction. However, it cannot squeeze through spaces narrower than 10 feet without severely damaging the buggy portion of its frame. If a Dungier's buggy does this, it renders that section of its structure useless, loses its increased load capacity and

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partial hardness and its speed is reduced to 10 feet due to damage to its wheels.

Partial Hardness (Ex) The entire rear half of a Dungier's buggy is a hansom cab built of wood and iron. Any attacks directed against a Dungier's buggy from a foe that is positioned behind the creature (see facing above) are subject to the hardness of the coach's wood (hardness 5) and deal no actual damage to the fleshgine until the coach portion is destroyed. These attacks are not subject to the fleshgine's damage reduction. Once the coach portion of the fleshgine is destroyed (120 hp), the fleshgine becomes a Large creature (reducing its hit points by 10) and its natural AC is reduced to +4. In addition it loses its facing, increased load capacity, partial hardness, cover, and trample abilities, loses its immunity to trip attacks, and its speed is reduced to 10 feet, though it gains the ability to climb or swim with normal chances modified for Strength. A Dungier's buggy that loses its coach portion has an automatic base 40% chance of going berserk that increases normally with any damage the creature itself sustains.

Cover (Ex) The coach portion of a Dungier's buggy provides it with total cover and concealment against attacks made by foes behind the fleshgine (see facing above). A Dungier's buggy is aware of attackers behind it but cannot see them, though it can accurately estimate what space they are in if within 20 feet.

Perhaps the most successful of Castorhage's many fleshgines are the hired coaches of the golem-stitcher Dunaven Dungier. His method of crafting a hansom cab with the animated upper torso of a giant (usually an ogre or a hill giant) fused to its front in place of a team of horses proved both practical and popular in a city as vast and populous as the Blight. Soon Dungier's buggies were traveling throughout the city providing swift, reliable transportation for the noble and common alike and for only a modest fare. Dungier's popularity with the other cab drivers and owners of hacks proved to be less than stellar, though, and only three years after the introduction of his ingenious cab, portions of his body were found floating in the Great Canal. It is assumed that sough eels or some other denizen devoured the rest. Fortunately for his legacy, Dungier's methods were fairly easy to reproduce, and now hundreds of these coaches — still known colloquially as Dungier's buggies — travel the streets of the city.

Hobbreth's Mighty Pump Ao. 87

The stench of sweat and the distant sounds of heavy breathing engulf you — whatever it is, you are catching the merest glimpse of the whole. In the oily dark you can see sickly appendages gulping, a horrible sense of brooding vastness, and a glowering cluster of eyes filled with misery just below a vast, idiot, crooked mouth.

#### **HOBBRETH'S MIGHTY PUMP NO. 87** (SENTIENT FLESHGINE) XP 19,200

N Gargantuan construct

Init +4; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +22

AC 20, touch 6, flat-footed 20 (+14 natural, -4 size)

**hp** 148 (16d10+60) Fort +7; Ref +5; Will +7

DR 10/slashing; Immune construct traits; Resist cold 10

Speed 20 ft., climb 20 ft.

Melee bite +22 (4d6+10/19-20), 9 tentacles +20 (2d8+5/19-

20 plus grab)

Space 20 ft.; Reach 20 ft. (100 ft. with tentacles) **Special Attacks** berserk, constrict (2d8+5), take (2d8+5

damage, AC 15, 14 hp)

Base Atk +16; CMB +30 (+34 grapple); CMD 40 (can't be

tripped) Feats Great Fortitude, Improved Critical (bite), Improved

Critical (tentacle), Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Perception)

Skills Climb +18, Perception +22, Stealth -12 (+4 in urban surroundings); Racial Modifiers +16 Stealth in urban surroundings

Languages Common (cannot speak)

"You can't see her all, of course, even I never did when I was stitching her and moulding her, making her flesh and breathing life into my baby. I recall her formation though, her crisp newness — the endless flesh, and the stench of pigs — for it was pig-flesh I grew and nurtured, and spread across her carcass like a great sail on a vast living sailing vessel.

In her base she is all purpose — her many sucking mouths, which in truth I suppose you'd call tentacles (if such a crude word could be used for such grace), with so many eyes clustered together so she can see from her sweaty groin below that pointless mouth — she must have a mouth, of course. Her flesh engorges above, like some vast flaccid organ that could fill a great hall, bloated, booming, pumping. Veins cross her every inch — you can see the swelling blood pumping as she draws her harvest upward through her cathedral mass far, far above.

She rises then, reaching high into the city, her pumping limbs extending endlessly upward with surprising — some have said alarming strength to the digits that grasp her farthest reach. Some have likened the digits to fleshy spiders, but I think that's simple scare-mongering to frighten children; they simply grip the vessel they spend her harvest into. And here her harvest is drawn, the life-giving water that sustains those in the streets high above pumped from sphincter mouths between each cluster of thin many-jointed hands.

It may taste a little of her sweat — her feral porcine nature — but it is water, saving the lower city from drowning and keeping the upper city drinking.

How many have I made? Oh, hundreds, no two quite alike. The stories about them going berserk? Rubbish put about by those with a grievance — anarchists would say anything to cause discontent amongst the ignorant.

I do sometimes wonder if they have a soul, though, my fleshy babies lurking between walls and dreaming. What do they dream of, I wonder?"

— Emilia Hobbreth, Homuncule Wife

#### Macabre Lift

The dark shaft of the vertical tunnel appears to be empty until its wooden floor suddenly lurches and rises from where it rested. Beneath the planking of the floor, you can see that a great fleshy organism has grown upon it like a distended bladder that covers the entirety of its underside. From this sweaty, rugose sac extend four muscular limbs that grasp the walls of the shaft with their multi-fingered appendages and begin to climb, carrying the cargo of its wooden flooring smoothly up the shaft.

#### MACABRE LIFT (FLESHGINE) XP 2,400

CR 6

N Large construct

Init –3; Senses darkvision 60 ft., low-light vision; Perception +0

AC 19, touch 6, flat-footed 19 (-3 Dex, +13 natural, -1 size)

hp 82 (8d10+30 plus 8) Fort +2; Ref -1; Will +2

Defensive Abilities partial hardness 5; DR 10/slashing;

Immune construct traits; Resist cold 10

Speed 10 ft., climb 30 ft. Melee 4 slams +14 (1d8+7) Special Attacks berserk, crush

Str 24, Dex 5, Con —, Int —, Wis 10, Cha 1

Base Atk +8; CMB +16 (+20 pin); CMD 23 (can't be tripped)

CR 12

Feats Toughness^B

Skills Climb +15, Stealth -7 (+9 in urban surroundings); Racial

**Modifiers** +16 Stealth in urban surroundings **SQ** increased load capacity

Crush (Ex) If a macabre lift is above one or more foes, it can fall on them as a standard action, causing its whole body to crush them. This crush attack is effective against any creature of the macabre lift's size or smaller. The crush attack affects as many creatures as fit in the macabre lift's space. Creatures in the affected area must succeed on a DC 21 Reflex save or be pinned, automatically taking 2d8+10 points of bludgeoning damage during the next round unless the macabre lift moves off them. If the macabre lift chooses to maintain its pin, it must succeed at a combat maneuver check (with a +4 racial bonus). Pinned foes take damage from the crush each round if they don't escape. The save DC is Strength-based.

Increased Load Capacity (Ex) A macabre lift has been constructed with a carrying capacity beyond what is normal for its Strength. For a macabre lift, a light load is 3,500 pounds, a medium load is 7,000 pounds, and a heavy load is 10,500 pounds. A macabre lift is not capable of lifting objects above its head or dragging objects because of its unusual physical structure. A macabre lift can move its normal climb speed carrying up to its heavy load.

Partial Hardness (Ex) The entire upper surface of a macabre lift is composed of heavy wooden planks. Any attacks directed against a macabre lift from a foe that is positioned above the creature are subject to the hardness of the wood (hardness 5) as well as the creature's damage reduction (determine results of hardness before applying damage reduction). Attacks from below or the sides can reach the fleshy parts of the creature and are not subject to its hardness. Some heavy duty macabre lifts are installed with an

One of the first fleshgines envisioned by the golem-stitchers of Castorhage, the macabre lift has found widespread usage among government buildings and other large, multilevel structures with the budget to install such amenities. These constructs are rather simple in design, with a fleshy, leathery hide grown on the underside of a 10-footby-10-foot deck of heavy wooden planks. Four stocky limbs extend from the underside of the creature at its four corners and end with club-like pseudopods surrounded by a fringe of grasping fingers with thick, coarse nails. The entire fleshgine is no more than 2 feet thick but weighs 1,500 pounds or more (3,500 pounds if constructed with an iron deck).

Macabre lifts are designed to be placed in vertical shafts whose dimensions match those of the fleshgine. The fleshgine then lies flat at the base of the shaft and allows passengers to step upon its decking. Upon a signal —usually the ringing of a small bell set into the side of the shaft — the macabre lift begins to climb the shaft while keeping its deck level and stable. Handholds are often built into the walls of the shaft to make the climb easier for the fleshgine, but its climbing pseudopods are so adept that it rarely needs any sort of assistance. The number of times that the bell is rung indicates to what floor the lift is supposed to carry its passengers. Likewise, bells set into the shaft at floors above summon it from below to pick up passengers. The rise and fall of the climbing fleshgine is so smooth that most passengers easily forget that they are riding upon the back of an animated construct.

If a macabre lift goes berserk, its usual tactic is to tip itself over to try to dump any passengers to the floor of the shaft below. Anyone riding the lift when it does this must make a successful grapple check to try to remain on the fleshgine's deck without falling. A macabre lift cannot make attacks of opportunity against those on its deck but can make its own grapple checks to try to shake them off. If a macabre lift manages to clear its deck, it then rushes down the shaft to use its crush attack on those below. If unable to clear its deck of passengers, the lift may try to rise against the top of the shaft. Treat this as a crush attack with a –4 on the save DC and that deals only half damage.



## Gable Aate-Ows

This sinister-looking owl has pitch-black plumage and a pallid face with yellow eyes. The V-shaped pattern of feathers on its brow gives the appearance of a perpetual scowl of utter scorn.

GABLE HATE-OWL XP 800 CR3

NE Small magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +6

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) **hp** 30 (4d10+8)

Fort +6; Ref +6; Will +2

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

Melee bite +7 (1d4-1 plus flense), 2 claws +7 (1d6-1)

Special Attacks flense, spiteful glare

Str 9, Dex 15, Con 14, Int 3, Wis 12, Cha 14

Base Atk +4; CMB +2; CMD 14 Feats Flyby Attack, Weapon Finesse

**Skills** Fly +8, Perception +6, Stealth +10

**Environment** urban (The Blight)

**Organization** solitary

Treasure incidental

Flense (Ex) A creature
that takes bite damage
from a gable hate-owl
must succeed at a DC 11
Fortitude save or take
1 point of Constitution
damage as its skin is
ripped off. The pain
of the injury is excruciating, causing
the victim to
be sickened
until the
Constitution

damage is healed. This is a pain effect. The save DC is Strength-based.

**Spiteful Glare (Su)** A gable hate-owl can unleash a gaze of misfortune attack at a target. The target must succeed on a DC 14 Will save or suffer misfortune until the start of his turn. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, he must roll twice and take the worse result. An attack during a new round triggers a new saving throw. In addition, the target has a 50% chance of dropping a hand-held object, or if nothing is being held, a similar chance to trip and fall prone. The save DC is Charisma-based.

The gable hate-owl is a shadow among the homes and buildings in the Blight. Viewed as a thing of ill omen, the presence of the owl roosting is feared by the common man. Spiteful, petty birds, the gable hate-owl got its name from the hateful scowl its natural plumage creates. They have been known to kill or torture for sport, attacking dogs and other small animals as they flense off flesh and fur and then leave the poor victims to limp away.

These great owls are large, although most of their bulk comes from fluffy feathers and large heads, with plumage that gives that appearance of wearing a high-collared cloak. Great horned owls have wingspans of up to 5 feet and weigh up to 4 pounds. Gable hate-owls primarily hunt at night, locating prey through their excellent hearing and sight. Their diet consists of rodents supplemented by smaller birds and rabbits.

Their gaze particularly unsettles the folk of the Blight, as the piercing black eyes that seem dead peer out from under the sharp contrasting pale facial feathers. This sinister-looking visage creates ill fate to any that the owl wishes, typically casting its hateful look upon those that startle or interrupt the bird. A gable hate-owl's wickedly sharp beak lets it easily rip open hard shells or strip the flesh from its meals.

**Improved Familiar:** A gable hate-owl can serve as the familiar for a 9th-level spellcaster with the *Improved Familiar* feat.



## Gargoyle, Gerimshaw

The eerie humanoid-shaped creature is perched precariously on the edge of the building. The light from the full moon glints off its alabastercolored body, revealing intricate etchings along the surface. As it surveys the land, the creature throws back its head and emits a piercing howl into the night.

The origin of these strangely carven sculptures in the city of Castorhage is shrouded in the mystery of the past, but their existence is now well known through its entirety. Originally created as mere constructs lacking the status of truly living creatures, their exposure to eddies and currents of

malevolent energy among the city's high places, over the years somehow granted the missing spark of life.

A scrimshaw gargoyle is meticulously crafted from painstakingly carved whale bones joined together at the joint articulations. However, these craftings were all completed centuries ago, and no new ones have been constructed in the long years

> since. The existing scrimshaw gargoyles are, therefore, all old, their whale bones weathered and discolored by time and climate. Though it is thought that thousands of these creatures existed upon the city's rooftops in the distant past, it has been estimated that fewer than 50 of them are now in existence, each of them recognizably distinct with their individual unique markings. However, the thinking on

> > as in recent months several new specimens have been spotted upon the rooftops. These new gargoyles are clearly composed of parts cannibalized from previously destroyed gargoyles. Most believe the scrimshaw gargoyles, taken as a whole, are too dimwitted to produce new members of the species. Some contemplate a secret cabal of magical practitioners as responsible for this change; others theorize that certain scrimshaw

gargoyles have advanced much farther

in their power and understanding of magic

and are somehow responsible. Whatever the cause, it appears that the scrimshaw gargoyle

this is beginning to change

population is on the rise for the first time in It is thought that the scrimshaw gargoyles' original progenitors built the creatures to serve as guardians. To this end, the horrific shriek the gargoyle emits probably originally served as an alarm. The gargoyle generates the sound through careful fluting of the bones around its

mouth, and a supernatural means of passing air — even on still nights — through the narrow structure. As the gargoyle evolved from a simple guardian to a menace, however, its shriek also evolved. No longer a loud noise to alert those nearby, now the shrieking howl is capable of striking fear into the heart of the bravest man.

A scrimshaw gargoyle stands just over 5 feet tall and weighs a mere 80 pounds.

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Author John Ling, based on material by Richard Pett.

**SCRIMSHAW GARGOYLE** XP 1,600

CE Medium monstrous humanoid (earth)

Init +7; Senses darkvision 60 ft.; Perception +13

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

hp 52 (7d10+14) Fort +4; Ref +8; Will +5 DR 10/bludgeoning;

Immune sonic

Speed 40 ft., fly 60 ft. (av-

Melee 2 claws +10 (1d6+1), bite +10 (1d6+1)

Special Attacks shrieking howl

Str 12, Dex 17, Con 14, Int 6, Wis 11, Cha 7

Base Atk +7; CMB +8; CMD

Feats Hover, Improved Initiative, Skill Focus (Perception), Weapon Finesse Skills Fly +13, Perception +13, Stealth +14 (+18 rooftops); Racial Modifiers +4 Perception, +4 Stealth (+8 rooftops) Languages Common, Terran

**Environment** urban (The Blight) Organization solitary, pair, or wing

**Treasure** standard

Shrieking Howl (Su) By tilting its head up and allowing the wind to blow through its weathered bones, a scrimshaw gargoyle has the ability to emit a high-pitched shriek. The scrimshaw gargoyle can use this ability even on windless days. Those within 150 feet who hear the

shriek must make a DC 15 Will save or become shaken for 1d4+2 rounds. Creatures who are already shaken instead become frightened, and those are already frightened become panicked.

Any creature within 30 feet who can also see the scrimshaw gargoyle suffers a -2 penalty on its will save. There is a 30% chance another scrimshaw gargoyle hears a howl and decides to investigate. Any character who successfully saves is immune to that specific gargoyle's howl for 24 hours. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

## Ghoul, Gravid

This horrid creature walks upon the hands and legs of a female humanoid body bent over backward, its spine painfully creased at an acute angle. Protruding from its flaccid, torn abdomen sits an infant-sized creature with a two-foot-long, bright-red tongue that constantly bathes its gaunt, pallid flesh in sanguine fluids scooped from the cavity in which it sits.

GRAVID GHOUL XP 800

CR3

CE Medium undead

Init +1; Senses darkvision 60 ft., smell blood; Perception +9 Aura stress mind (60 ft., DC 13)

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) **hp** 22 (4d8+4)

Fort +2; Ref +2; Will +5

**Defensive Abilities** all-around vision, channel resistance +2;

**Immune** undead traits

Weaknesses desiccating flesh

Speed 30 ft., climb 20 ft.

**Melee** bite +6 (1d4+3 plus disease and paralysis), bite +4 (1d6+3 plus disease and paralysis), tongue +4 (1d2+1 plus disease and paralysis)

Special Attacks blood gorge frenzy, diseased exudate

Str 16, Dex 13, Con —, Int 10, Wis 14, Cha 12 Base Atk +3; CMB +6; CMD 17 (21 vs. trip)

Feats Multiattack, Skill Focus (Survival)

**Skills** Acrobatics +5, Climb +16, Perception +9, Stealth +7,

Survival +7, Swim +4

Languages Common

**Environment** any **Organization** solitary or gang (2–4)

Treasure standard

**Blood Gorge Frenzy (Ex)** If a gravid ghoul reduces any foe to 0 or fewer hit points, it frenzies and continues to attack its victim until that target is dead. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC during this frenzy. Once the victim is dead, the gravid ghoul's blood gorge frenzy ends.

**Desiccating Flesh (Ex)** The flesh of the fetal portion of a gravid ghoul is fragile and requires constant bathing in the moisture of its womb-perch to avoid drying out. However, in a dry environment, this is insufficient to maintain the tissue's requirements, causing it to begin to desiccate and crack. If a gravid ghoul does not have access to a moist environment for more than 1 hour (a place that is foggy or has open puddles of water is sufficient to meet its needs), it begins to dry and takes 1d12 points of damage every 10 minutes thereafter. Once it gains access to sufficient moisture, it regains these hit points at the rate of 1d12 per minute. Likewise, if a gravid ghoul is able to enter a blood gorge frenzy for 2 consecutive rounds, it gains sufficient moisture to regain 1d12 hit points.

When a gravid ghoul starts to take damage from desiccation, it loses its diseased exudate ability until it once again is able to obtain sufficient moisture or blood gorge as described above. The bites and tongue of a gravid ghoul retain their disease ability even while desiccated.

**Disease (Su)** Ghoul Fever: Bite, Tongue, and Contact—injury; save Fort DC 13; onset 1 day; frequency

1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all re-



spects. A humanoid of 4 Hit Dice or more rises as a ghast. **Diseased Exudate (Ex)** The flesh of a gravid ghoul constantly seeps disease-ridden fluids from its pores in its efforts to keep itself moist. Any melee attack that strikes the gravid ghoul spatters the fluid onto the attacker and they must succeed at a DC 13 Fortitude save or contract ghoul fever. Likewise, any physical contact with the gravid ghoul such as through grappling or a touch spell likewise requires a saving throw to avoid contracting the disease.

**Dual Attack (Ex)** A gravid ghoul has two heads, each with its own bite attack. The second bite attack is considered a secondary attack. Each head can make only one bite attack per round. The gravid ghoul counts as a single creature for effects that would target it.

**Smell Blood (Ex)** The gravid ghoul can smell the presence of blood and is considered to have the scent ability, but only for purposes of detecting and pinpointing injured creatures (those below full hit points as the result of a wound). Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability.

**Stress Mind (Su)** The very sight of a gravid ghoul instills a sense of anxiety in living creatures. Upon seeing a gravid ghoul, any living creature within 60 feet with an intelligence of 3 or higher must succeed at a DC 13 Will save or be shaken for 1d6 rounds. This is a mind compulsion (fear) effect. This DC is Charisma-based.

The gravid ghoul is an undead creature of the foulest nature. In the darkest alleys of inner cities, there are humanoids who will pay for the touch and bed of an undead creature. Whether out of fascination, fetish, or illness of the mind, these couplings on occasion have been known to develop into a gravid ghoul. The ghoul harlot typically is unaware of its pregnancy, until it is far too late. The fetal ghoul that grows inside the undead mother awakens with blood lust and the hunger of a newborn. The only warning the ghoul mother receives is an increase in its own feeding instinct and a slight swelling of the midsection before the small ghoul-thing bursts from the mother's abdomen. The newborn creature sits within the gaping cavity of the mother's broken body, which is folded in half in a backbend to serve as a perch and means of mobility for the offspring. Despite its appearance as vehicle and driver of a sort, the offspring and mother are a single creature and cannot be separated without destroying both.

The new gravid ghoul awakens not only with a terrible hunger, but with a terrible intelligence as well. Through the umbilical attachment, it can access its mother's husk and what's left of her mind, devouring her memories and controlling her body's movements. It perches atop the ruined remains of the body and makes use of her arms and legs in spider-like movements to walk and climb. The rigors of its indelicate control often fracture the bones of the mother's limbs, creating joint articulations that were never meant to be, but the controlling offspring cares little and finds its movements unimpeded by these injuries. The controlling offspring and the lolling, idiot head of the mother sport the same terrible grin of razor-sharp teeth. The gravid ghoul's fetal skin tissue is dry and cracked. It uses its tremendously long, bright-red tongue to bathe itself in its mother's bloody, rotting fluids.

A gravid ghoul stalks the night looking for prey. They tend to venture into sewer networks, better to keep out of sight and in the shadows. The wet nature of sewer systems helps the gravid ghoul to keep its fetal-self moist.

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## Golem, Lesser Flesh

A creature staggers into view, a construct that is pieces of flesh carved and assembled into a vaguely humanoid whole.

#### LESSER FLESH GOLEM

XP 1,200

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 42 (4d10+20) Fort +1; Ref +1; Will +1

DR 2/adamantine; Immune construct traits; SR 15

Speed 30 ft.

Melee 2 slams +8 (1d6+4) Special Attacks berserk

Str 18, Dex 11, Con —, Int —, Wis 11, Cha 1 Base Atk +4; CMB +8; CMD 18

**SQ** magic resistance

Environment any

Organization any Treasure none

**Berserk (Ex)** When a lesser flesh golem enters combat, there is a cumulative 5% chance each round that it goes berserk. A berserk lesser flesh golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach, then moves on to spread more destruction. If the lesser flesh golem's creator is within 60 feet and succeeds at a DC 15 Charisma check, she regains control of the lesser flesh golem by speaking firmly and persuasively to it. If the lesser flesh golem is inactive for 1 minute, its berserk chance resets to 0%.

Magic Resistance (Ex) A lesser flesh golem has spell resistance equal to 11 + its CR. In addition, certain spells and effects function differently against the creature, as noted below

A magical attack that deals cold or fire damage slows a lesser flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the lesser flesh golem and heals 1 point of damage for every 5 points of damage the attack would otherwise deal. If the amount of healing would cause the lesser flesh golem to exceed its full normal hit points, it gains any excess as temporary hit points. A lesser flesh golem gets no saving throw against attacks that deal electricity damage.

A lesser flesh golem is constructed from a whole cadaver or a number of humanoid body parts stitched together into a single composite form. It moves with a stiff-jointed gait as if not in complete control of its body. A lesser flesh golem typically stands 6 feet tall and weighs 300 pounds.

While most lesser flesh golems are mindless, many reanimate with a sliver of sentience, and with that spark comes memories of a previous life. The head and brain of such a lesser flesh golem must be just the right combination of fresh enough and (in its previous life) strong-willed, and even then luck and chance during the lesser flesh golem's creation seem just as important in retaining the creature's mind.

Lesser flesh golems cannot normally speak, but sentient lesser flesh golems retain the knowledge of one language they knew in life (usually Common). Their minimal intellects make it difficult to express themselves in anything more than simple terms, but, in most cases, a sense of horror at their newfound state is easy to discern.



CR 4

#### SENTIENT LESSER FLESH GOLEM

XP 1,200

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +4

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 42 (4d10+20) Fort +1; Ref +1; Will +1

DR 2/adamantine; Immune construct traits; SR 15 Weaknesses susceptible to mind-affecting effects

Speed 30 ft.

Melee 2 slams +9 (1d6+4) Special Attacks berserk

Str 18, Dex 11, Con —, Int 3, Wis 11, Cha 4

Base Atk +4; CMB +8; CMD 18

Feats Power Attack, Weapon Focus (slam)

Skills Perception +4 Languages Common **SQ** magic resistance

**Environment** any **Organization** any Treasure none

Berserk (Ex) When a sentient lesser flesh golem enters combat, there is a cumulative 5% chance each round that it goes berserk. A berserk lesser flesh golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach, then moves on to spread more destruction. If a creature with whom the sentient lesser flesh golem is friendly or helpful is within 60 feet and succeeds at a DC 15 Charisma check, she can calm the lesser flesh golem by speaking firmly and persuasively to it. If the lesser flesh golem is inactive for 1 minute, its berserk chance resets to 0%.

Magic Resistance (Ex) A lesser flesh golem has spell resistance equal to 11 + its CR. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a lesser flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the lesser flesh golem and heals 1 point of damage for every 5 points of damage the attack would otherwise deal. If the amount of healing would cause the lesser flesh golem to exceed its full normal hit points, it gains any excess as temporary hit points. A lesser flesh golem gets no saving throw against attacks that deal electricity damage.

Susceptible to Mind-Affecting Effects (Ex) Despite being a construct, a sentient lesser flesh golem is not immune to mind-affecting effects.

#### Construction

The components of a lesser flesh golem must come from one or more normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of one whole body, but in some cases, more bodies may be necessary if a limb, torso, head, or brain is of insufficient quality. Special unguents and bindings worth 100 gp are also required. Note that creating a lesser flesh golem requires casting a spell with the evil descriptor.

The construction process for a lesser flesh golem typically uses many shortcuts and cheap alternatives when compared to true golem crafting. Frequently, therefore, a lesser flesh golem is a temporary creation, lasting no more than a few months or perhaps a year. Over this time, its form gradually degrades and becomes racked with sores, wounds, and other failings.

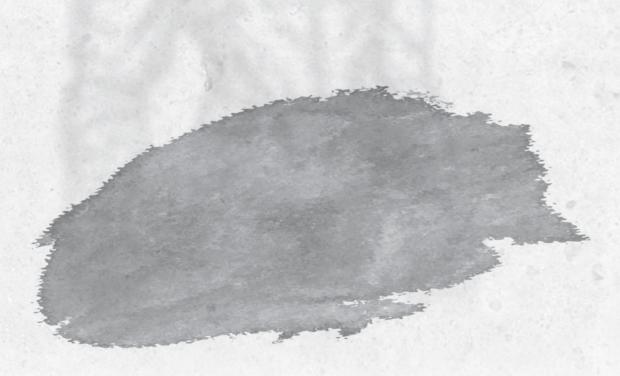
#### LESSER FLESH GOLEM

CL 8th; Price 6,700 gp

Requirements Craft Construct, animate dead, bull's strength, lesser geas, creator must be caster level 4th; Craft (leather) or Heal DC 11; Cost 3,400 gp

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Author Pete Pollard, based on material by Richard Pett.



## Great Canal Python

A serpentine behemoth glides silently through the still waters. Several large fishing hooks protrude from its hide where they have snagged in past attempts to capture the creature, and the jagged blade of a broken harpoon is embedded in one side of its jaw.

#### GREAT CANAL PYTHON XP 9,600

CR 10

Male advanced-HD giant dire constrictor snake (Pathfinder Roleplaying Game Bestiary "Snake, Constrictor"; The Tome of Horrors Complete 718)

N Huge animal

Init +4; Senses scent; Perception +14

**AC** 25, touch 12, flat-footed 21 (+4 Dex, +13 natural, -2 size) **hp** 192 (12d8+84 plus 12) **Fort** +15; **Ref** +12; **Will** +7

Speed 30 ft., climb 30 ft., swim 30 ft. Melee bite +17 (2d6+15 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (2d6+15), disease, gouge

**Str** 30, **Dex** 19, **Con** 24, **Int** 1, **Wis** 16, **Cha** 6 **Base Atk** +9; **CMB** +21 (+25 grapple); **CMD** 35 (can't be tripped)

**Feats** Aquatic Advantage^{MC}, Combat Reflexes, Improved Natural Attack (bite), Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Acrobatics +16, Climb +18, Perception +14, Stealth +19, Swim +18; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics

Environment urban, rivers/lakes (The Blight)
Organization solitary
Treasure none

Disease (Ex) Tetanus: Gouge—injury; save Fort DC 18; onset 1d3 days; frequency 1/day; effect 1d4 Dex damage and 50% chance per day that stiffened jaw muscles prevent speech or verbal spell components. If Dex damage exceeds the afflicted individual's maximum Dex, then his diaphragm becomes paralyzed and he dies of suffocation.

The Great Canal Python has developed immunity to this disease from long exposure.

Gouge (Ex) The rusty tip of an old harpoon penetrates the bottom of the Great Canal Python's jaw where it stabbed the beast and broke off long ago, becoming wedged in place. The python has long since become accustomed to its presence, but any creature that it constricts is also subject to being gouged against this shard of jagged metal. Each round that the python constricts deals an additional 1d6+7 points of slashing damage to the victim and exposes him to disease from the edge of the filthy blade. The harpoon blade can be removed from the python's jaw with a DC 23 Strength check; doing so deals 2d6 damage to the python. Alternately, the wedged harpoon blade can be removed from the python's jaw

without dealing any damage with a successful DC 20 Heal check, though the Great Canal Python would have to be cooperative or otherwise helpless to allow this to be done.

This amazing specimen of serpentkind was brought at considerable risk and expense all the way from the Razor Coast for a Castorhage menagerie, only to promptly break free from its inadequate containment and escape into the murky waters of the Great Canal. Already a beast of incredible strength and endurance, its years spent among the deadly denizens of the city's waters has honed it into a truly apex predator. It spends most of its time sleeping in the shallows of the canal during the day, looking like nothing more than the normal detritus that lines its bottom. At night it swims silently just beneath the surface in search of prey — whether it be some creature of the canal itself or some boatman or dockworker unlucky enough to have caught its attention. The massive serpent feeds nightly, so there are always disappearances near the water that can likely be attributed it, and the occasional finding of a massive molted skin beneath a dock or in a canal-side alley keeps the presence of the creature fresh on everyone's mind. Many fishermen, hunters, and guardsmen have died in attempts to destroy the creature when it has been spotted, and its thickly gnarled hide bears many scars and marks of these hunts. So far, however, it has always proven to be the superior hunter in these contests.

The city of Castorhage has offered a 10,000-gp reward if this beast is captured or killed.

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## Hollow and Broken Hills Crocodile

A large crocodile floats in a pool of swampy water, completely still. Its eyes have been replaced by large multifaceted green jewels.

#### HOLLOW AND BROKEN HILLS CROCODILE CR 8/BA 3 XP 4.800

Female advanced-HD Between-touched crocodile (*Path-finder Adventure Path #58: Island of Empty Eyes* "Saltwater Crocodile")

CN Huge magical beast (augmented animal)

Init +5; Senses darkvision 60 ft., low-light vision, true seeing 120 ft.; Perception +20

Aura calming (60 ft. DC 16)

**AC** 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, -2 size)

hp 74 (8d10+30)

Fort +11; Ref +9; Will +3

**Defensive Abilities** all-around vision, dislocated (*blurred movement*^{ACG}), distorted (25%); **DR** 2/cold iron; **Immune** blindness, gaze attacks; **SR** 14

Speed 30 ft., swim 40 ft.

Melee bite +12 (2d6+6 plus grab), tail slap +7 (1d12+3) Space 15 ft.; Reach 10 ft. (15 ft. with lunging bite) Special Attacks death roll (2d6+6 plus trip), lunging bite

Str 23, Dex 12, Con 20, Int 13, Wis 13, Cha 15
Base Atk +8; CMB +16 (+20 grapple); CMD 27 (31 vs. trip)
Feats Dodge^B, Improved Initiative, Lightning Reflexes^B, Skill
Focus (Perception), Skill Focus (Stealth), Stealthy
Skills Escape Artist +6, Knowledge (Between) +9, Perception +20, Stealth +10 (+18 in water), Swim; Racial Modifiers +8
Stealth in water

**Languages** Aklo, Common; telepathy 100 ft. **SQ** hold breath

**Environment** rivers and temperate swamps (The Blight) **Organization** solitary **Treasure** standard

**Death Roll (Ex)** When grappling a foe of its size or smaller, the Hollow and Broken Hills Crocodile 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 crocodile deals its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Green Gemstone Eyes (Su) The green gemstone eyes of the Hollow and Broken Hills Crocodile were somehow obtained while it resided in Between. The gemstones are of no known mineral and are an organic part of the creature's body, rather than just being inset like jewelry. The gemstones grant the creature allaround vision and true seeing 120 ft., as well as a +8 insight bonus on Perception checks. The gemstones also give off a calming area in a 60-foot radius that functions as constant calm animals and calm emotions spells (CL 8, DC 16). In addition, the gemstones let the crocodile use hypnotic pattern, hypnotism, and suggestion (as the spells, caster level 8) twice per day, each as a standard action. Each of these abilities has a Will save DC 16. When one of these abilities is used, only the intended target or targets are aware of their effects — non-targeted

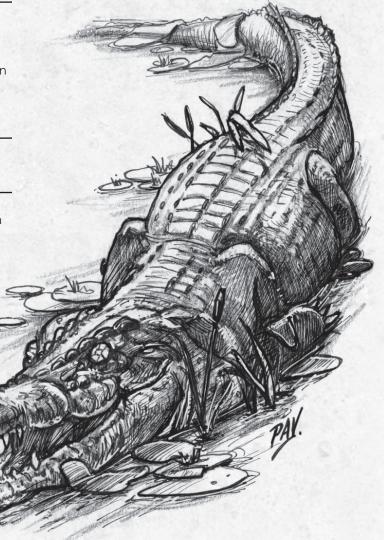
individuals will not see the colors of the hypnotic pattern, hear the droning and gestures of the hypnotism, or hear the wording of a suggestion. The DC is Constitution-based.

The gemstone eyes no longer function if removed from the crocodile, though they may still be of value to some scholars.

**Hold Breath (Ex)** The Hollow and Broken Hills Crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Lunging Bite (Ex)** Once per minute, the Hollow and Broken Hills Crocodile can extend the reach of its bite attack by 5 feet without taking the normal penalties to AC associated with the Lunge feat. The extended reach applies only to the crocodile's bite attack, and lasts until the start of the creature's next turn.

The aged clergyman Neberiah Scrum was renowned for the fine herpetarium that he kept behind his modest church. If it made any of his parishioners nervous with its proximity, he never bothered to notice. His prized specimen was his saltwater crocodile "Nellie" that he had obtained at considerable expense. Feeding it live gulls in its pen every Prayerday after services was a hobby that he particularly relished. But apparently the Good Reverend Scrum had other hobbies as well, and these occurred at night behind the closed doors of the church and involved strange rituals.



#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

On one occasion, he decided to combine his two favorite pastimes and brought Nellie into the church on a chain leash for one of these late-night ceremonies. The next day, the church was found locked. Upon forcing the door, the constables found the Reverend Scrum lying dead upon the floor, along with the corpses of four other, unidentifiable men. Their bodies lay roughly in a circle with the fragments of a shattered mirror lying between them next to a chain leash. Of Nellie, there was no sign. The herpetarium was torn down, its occupants sold or released, and the church was repurposed as a storage building for uncertified relics — the bones, grave shrouds, and assorted organs and body parts dried or stored in jars of brine and ascribed to belong to saints for whom the church has been unable to confirm provenance.

In that last fateful ritual performed in the church, somehow Reverend Scrum's beloved pet slipped into Between. She remained there for 8 hours before finding her way back to the city, and, upon her return, she was no longer the same. Nellie had become the Hollow and Broken Hills Crocodile. The effects upon Nellie's body were remarkable: her eyes replaced by two large jewels of unidentifiable stone, her body infused with the very essence of that realm. But the effects upon her mind were far more profound. The Hollow and Broken Hills Crocodile had gained a new awareness, an awareness above and beyond that of the mundane world and its hairless monkey masters. The Hollow and Broken Hills Crocodile was given the ability to "see" in a way that normal minds cannot comprehend.

The crocodile now haunts the waterways and brackish pools that make up the lower reaches of the Broken and Hollow Hills, occasionally glimpsed by some passer-by. It is not a hunter like other creatures that stalk the city, or at least not in the same way. The crocodile lurks in the dark, wet places of the district, remaining almost motionless for days on end. When it feels hunger, it merely opens its great maw and some river trout or gull inevitably ventures inward of its own volition, disappearing into the maw as it slowly closes — never a squawk or a splash to disturb

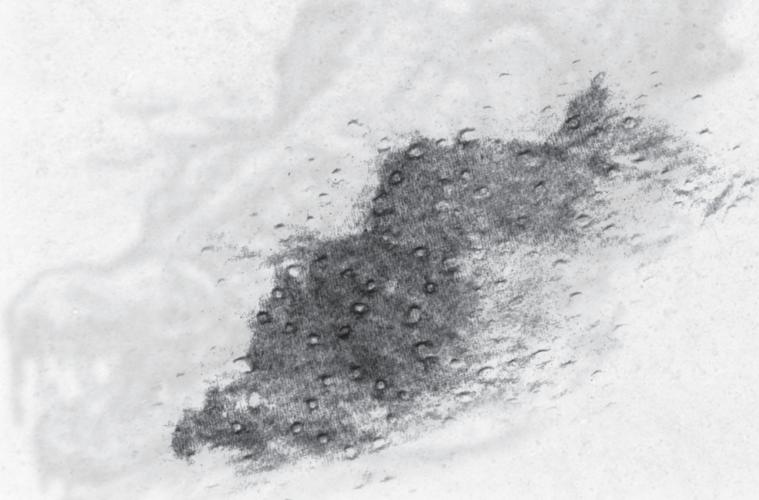
the silence. At times, every few weeks or months the crocodile springs into motion, suddenly needing to be somewhere or do some task that only its mind comprehends. But there are no warning signs of when it's about to make these sudden violent movements, so more than one fisherman has been crippled or killed when what he thought was a log floating nearby suddenly became a flurry of motion with its 2,000-pound frame bull rushing on its way, heedless of its surroundings. Also, after reports of the crocodile's sudden thrashing appearances and subsequent disappearances, inevitably a citizen or two of the district will go missing. No one knows for sure if these disappearances are connected to the activities of the crocodile, but the missing are never found and speculation tends to run in that yein.

What the Hollow and Broken Hills Crocodile sees with its gemstone eyes remains a mystery to all, but those who study things esoteric speculate as to the nature of the secrets that they might reveal. That the creature has been to Between and back, beginning as an ordinary animal and returning as something else entirely further fuels interest among those who practice strange, arcane arts. Because the Hollow and Broken Hills Crocodile does not seem to actively prey upon the folk of Castorhage, the city has taken a more ambivalent approach toward its existence. There is only a 1,000-gp reward for its capture or death, but the Illuminati have discreetly offered 10,000 gp to anyone who can bring it to them alive and intact.

The Hollow and Broken Hills Crocodile is 23 feet long and weighs 2,000 pounds. Other than its strange eyes and mannerisms, it physically resembles a massive saltwater crocodile, though it flourishes as well in the brackish waters of the district and the Lyme. Though it carries the Between-touched template from the time it spent in that realm, it long ago lost its temporary hit points associated with that template and has never been able to return to Between to replenish them.

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## Hooded Raven

This ash-gray raven is as large as an eagle, and has glossy black plumage over its head as well on the backs of its wings and tail, which give it an appearance of wearing an executioner's hood and robes. Its eyes are unusually large for a raven, and seem to be almost mesmerizing in their depths.

CR 1

XP 400 N Small magical beast

Init +1; Senses darkvision 60 ft., low-light vision; Perception +5

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 13 (2d10+2)

Fort +4; Ref +4; Will +1

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

Melee bite +4 (1d4-1), 2 talons +4 (1d4-1)

Str 8, Dex 13, Con 12, Int 3, Wis 13, Cha 8

Base Atk +2; CMB +0; CMD 11 Feats Weapon Finesse

Skills Acrobatics +1, Fly +9, Perception +5

**SQ** prognostication

**Environment** any land (temperate) **Organization** solitary, pair, flock (3–7),

or unkindness (8–16)

Treasure standard

Prognostication (Ex) Hooded ravens have a natural ability to predict the immediate future. Once per day, they gain a +10 insight bonus to an attack roll, a damage roll, an initiative roll, AC, or a Sense Motive check. To use this bonus, it must be declared before the result of the action is determined.

The sight of the hooded raven flying overhead is seen as an ill omen and that someone soon will perish. These creatures, like all carrion birds,

have clawed talons and sharp beaks perfect for tearing flesh. Their enhanced eyesight allows them to spot a meal from great distances, and they typically swoop down the wide lanes of city streets high above the ground in search of a ripening carcass or a live mouse.

The hooded raven is omnivorous, with a diet similar to that of the carrion crow, and is a constant scavenger. It drops mollusks and crabs to break them after the manner of the crow, and the common name for empty sea urchin shells is "crow's cups." It also feeds on small mammals, scraps, smaller birds, and carrion. The raven has the habit of hiding food, especially meat or nuts, in places such as rain gutters, flowerpots, or in the earth under bushes to feed on later, and sometimes on the insects that have meanwhile been attracted to it.

These large cousins of normal ravens generally weigh between 6 and 8 pounds, with a wingspan of up to 4 feet.

**Improved Familiar:** A hooded raven can serve as the familiar for a 5th-level spellcaster with the Improved Familiar feat.

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#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

## Horde, Larva

This hideous mass is composed of bloated, human-size maggots that curl and twist in a tangle of disgusting bodies. Worse is the fact that each of these worm-things has a human face — that of a man or a woman, mouth agape, and distorted into an expression of utmost horror and suffering.

#### LARVA HORDE XP 19,200

CR 12

CE Medium outsider (chaotic, evil, extraplanar, horde) Init +4; Senses darkvision 60 ft.; Perception +19

AC 12, touch 10, flat-footed 12 (+2 natural)

**hp** 120 (16d10+16 plus 16) **Fort** +13; **Ref** +10; **Will** +5

Immune mind-affecting effects; **Resist** cold 10, electricity 10, fire 10

the horde remain and may continue to attack (depending on the type of creature of which the horde was composed), though now only as individual creatures. Otherwise, a horde conforms to all of the other swarm traits as described in the Pathfinder Roleplaying Game Bestiary.

Larva Traits Larvae are perhaps the most hideous of petitioners — they appear as pallid, maggot-like creatures with heads

similar to those they possessed in life. Larvae that feed long

enough on Abyssal filth eventually transform into demons.

creatures are in a horde. When the horde is reduced to 0 hit

points or fewer and breaks up, unless the damage was dealt

by area-affecting attacks, then 2d6 surviving members of

Speed 30 ft. Melee horde attack (6d6 plus overwhelming Space 30 ft.; Reach 5 ft. **Special Attacks** feral rage, suffocation Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 10 Base Atk +16; CMB +24 (+32 grapple); CMD 34 (can't be tripped) Feats Endurance, Great Fortitude, Improved Initiative, Improved Natural Armor (2), Lightning Reflexes, Skill Focus (Stealth), Toughness Skills Bluff +19, Craft (any one) +19, Knowledge (planes) +19, Perception +19, Sense Motive +19, Stealth +25 Languages Abyssal (cannot speak) SQ horde traits, larva traits **Environment** any (Abyss) Organization solitary, (2-4 hordes), or judgment (5 or more

Feral Rage (Ex) The horde attacks as a ruthless mob, intent only on tearing apart those that fall into their clutches. This frenzy prevents them from using any sort of tactics, and frees them from any form of control by other beings. However, the sheer force of the wave attack allows them to deal 6d6 points of damage to any creature whose space they occupy at the end of their turn. This ability is lost if the horde is broken up.

hordes)
Treasure none

Horde Traits (Ex) Unlike swarms, hordes are composed of Medium creatures which otherwise behave in a swarmlike manner. Usually around 50



Overwhelming Grapple (Ex) The writhing limbs and gnashing teeth of a larva horde attempt to grapple anyone unfortunate enough to be in a space they occupy at the end of their turn. The horde can attempt to start a grapple against such individuals as a free action, without provoking attacks of opportunity, and gains a +8 bonus to its CMB for grappling. A larva horde does not gain the grappled condition when grappling and can attempt to grapple as many opponents as occupy its space, though a horde cannot attempt to move a grappled opponent and must release such an individual if it chooses to move from the square it occupies. A horde automatically deals its horde damage each round to anyone in its space and does not need to make a grapple check to do so.

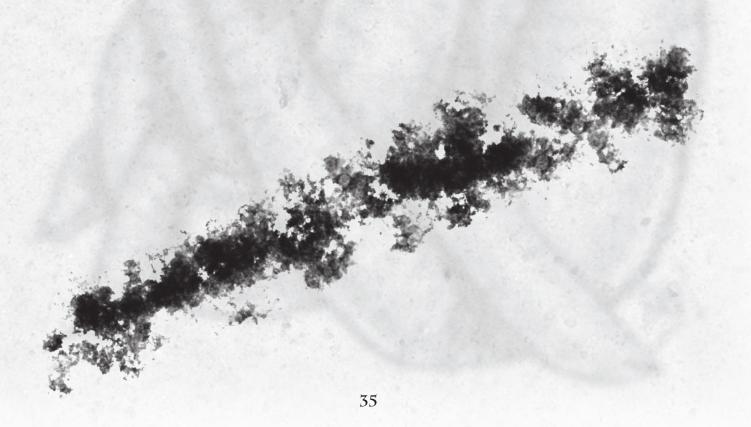
This ability is lost if the horde is broken up.

**Suffocation (Ex)** The worm-like nature of the larvae bodies allows them to compress much more tightly than is usually encountered in a horde of humanoid creatures. Anyone caught within a horde's overwhelming grapple must hold his breath to avoid suffocation. See the suffocation rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

The souls of chaotic evil peoples find their way to the Abyss where they become a type of petitioner called a larva. Though sentient, these wormlike proto-demons find themselves subjected to every form of degradation imaginable, until their minds break and they become little more than animalistic embodiments of torment and rage. Those that survive being devoured by demons, stolen by night hags, sacrificed by liches, or struck down by the myriad unnatural hazards of that realm are forced to sup upon the foul effluvia that drains to its lowest gutters, unfit even for the demons' guard beasts. Those larvae that are able to endure these torments and that consume enough of this Abyssal filth eventually find themselves transformed into the lowest of demons from where they can begin their improbable opportunity to rise to power within the Abyss. Most never last that long, and on many occasions when large numbers of larvae are present, they gather together into a massive tangled horde both for mutual defense and to feed upon each other as a pleasant change from their normal diet. On some occasions, a larva that is able to fend off and consume an entire horde of its brethren may find itself elevated to the ranks of demons much sooner than would otherwise be possible, so larvae attempt to form a horde whenever possible in order to increase that possibility.

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CR 9

### Aydra-Hag

She could be one of the many destitute poor found in the many alleys and doorways of the city except for the five snakelike necks protruding from her shoulders, each of which ends in the head of a ghastly crone.

HYDRA-HAG XP 6,400

CE Medium aberration (aquatic)

Init +2; Senses darkvision 90 ft., low-light vision; Perception +19 Aura horrific appearance (60 ft., DC 18)

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) **hp** 76 (9d8+36)

Fort +7; Ref +7; Will +9

Defensive Abilities all-around vision; SR 20

Speed 20 ft., swim 30 ft.

**Melee** 2 claws +10 (1d6+4), bite +10 (1d6+4), bite +10 (1d6+4) plus 1d6 fire)

Space 5 ft.; Reach 5 ft. (10 ft. with bite) Special Attacks hag heads, searing bite

Str 19, Dex 14, Con 18, Int 15, Wis 13, Cha 18 Base Atk +6; CMB +10; CMD 22

**Feats** Alertness, Combat Reflexes, Deceitful, Iron Will, Lightning Reflexes

**Skills** Bluff +15, Disguise +15, Perception +19, Sense Motive +12, Stealth +14, Swim +20; **Racial Modifiers** +4 Perception

Languages Aklo, Common, Giant

**SQ** amphibious, hydra traits

Environment urban (The Blight)
Organization solitary
Treasure standard

Hag Heads (Su) The hydra-hag has the heads of five different kinds of hags, and each head retains the special abilities of its type. Though the creature has five heads, one is dominant at any given moment, so the hydra-hag is not able to take extra actions in a round. The creature can use only one of the heads' special attacks per round. All saving throws against the effects of these heads are DC 18. The five heads and their attacks are: sea hag — evil eye; green hag — mimicry; winter hag — breath weapon; flue hag — burst of soot; and mute hag — shaping touch. All are described below. The save DC for the heads' abilities are Charisma-based.

- **Breath Weapon:** The winter hag head can emit a 30-foot cone of frost as a breath weapon that deals 4d6 points of cold damage. The target is blinded for 1d6 rounds. A successful Reflex save causes the target to take only half damage, and it is not blinded. This head's breath weapon is usable once every 1d4 rounds.
- **Burst of Soot:** Twice per day, the flue hag head can belch forth a gout of blinding and choking soot as a standard action. Any creature within a 20-foot-radius burst must succeed at a Fortitude save or become blinded and sickened for 2 rounds. Hags are immune to this effect.
- Evil Eye: Three times per day, the sea hag head can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If the sea hag head uses her evil eye on someone already afflicted by this curse, the victim must make a Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days.

Each day that passes, the comatose victim must make a Fortitude save or perish. The evil eye is a mind-affecting fear effect.

Evil Eye Curse: Gaze—failed save; save Will DC 18; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

- Mimicry: At will, the green hag head can imitate almost any sound it has heard whether it is caused by a living creature or some other source (such as wind blowing, footfalls, etc.). It cannot mimic the damaging or other extraordinary effects of sounds (like the captivating song effects of a harpy) but does provide a +20 competence bonus on Disguise checks to pass for the actual sound being imitated. The green hag head can also throw the mimicked sound to make it seem as if it is originating from somewhere else. This functions like a ventriloquism spell (caster level 9), but if used in this way, does allow a Will save to disbelieve its source.
- Shaping Touch: The mute hag head can allow the hydra-hag's touch to twist flesh like clay. As a full-round action that draws an attack of opportunity, this may change the appearance of a grappled or helpless victim. The effect acts as a permanent alter self spell. Unwilling victims may resist the transformation with a Fortitude save. If the hydra-hag is allowed to work for 10 minutes, it may also increase a victim's age category by one step; doing so does not grant mental ability score boosts but does inflict physical ability score penalties as normal. Creatures affected by this power or that successfully save against it cannot be affected by the same hydra-hag's shaping touch for one month. Hags are immune to this effect.

Horrific Appearance (Su) The sight of the hydra-hag is so revolting that anyone within 60 feet (other than a hag) who sets eyes upon one must succeed on a DC 18 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures affected by this power or that successfully save against it cannot be affected again by the same hydra-hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based. Hydra Traits (Ex) A hydra-hag can be killed by severing all of its heads or by slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra-hag's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra-hag's body equal to the hydra-hag's HD. A hydra-hag can't attack with a severed head, but takes no other penalties.

**Searing Bite (Su)** The flue hag head has jagged, supernaturally hot teeth. These allow the hydra-hag to make a bite attack that deals an additional 1d6 points of fire damage.

Considered a "successful" experiment in the unnatural manipulation of living flesh, the hydra-hag is a truly horrifying creature. The fact that it has managed to breed true is additionally disturbing, especially when one stops to consider what serves as its breeding stock. Not many such creatures are known to prowl the byways of the city, but those who do know are well advised to stay clear. The personalities of the different heads of a hydra-hag vie for control, and while one day a hydra-hag may feel content to root through the garbage of a landfill or simply enjoy the eddies and currents of Sister Lyme, it is just as likely to unleash its powers at any moment upon those who had previously allied with it. The fact that the

#### THE TOME OF BLIGHTED HORRORS

hydra-hag's diet other than rats and stray cats is humanoids — especially street urchins — is not lost on most who encounter them and live to tell of it. However, despite their abominable appearance, hydra-hags are adept at staying out of sight during the day, so the half-hearted efforts made in the past to find them and round them up have met with limited success.

The five differing heads of the hydra-hag make its daily life a constant battle for control and does a lot to ensure that the creatures not truly rise to power in the city's underworld. They are too fractured within their own minds to manage much in the way of an organized plan. The heads of a hydra-hag cannot constitute a coven on their own, and multiple hydra-hags together have proven unable to do so either because of the chaos inherent to that many disparate personalities.

without the massive body or metabolism of a true hydra, they are simply not able to handle their intake. It is not at all uncommon to find a hydrahag vomiting its last meal from multiple heads as its gastric system rebels at the abuse. Whether this contributes to their overall surliness is suspect, but they clearly lead a very uncomfortable existence in the unnatural form they were given. Despite their notoriously voracious appetites, hydra-hags actually have bite attacks only with two of their heads — the mute hag head and the flue hag head hos the searing bite.

Hydra-hags stand about 6 feet high at the shoulder with another 3 feet of neck and head. They typically weigh close



### Living Disease, Bloody flux

CR 4

A dark mist roils and retracts, probing its environment with ephemeral tendrils.

#### BLOODY FLUX XP 1,200

N Medium vermin (aquatic, swarm)

Init +7; Senses lifesense 60 ft.;

Perception +0

AC 17, touch 17, flat-footed 10 (+7 Dex)
hp 17 (5d8–5); fast healing 10
Fort +4; Ref +10; Will +3
Defensive Abilities evasion; Immune
mind-affecting effects, weapon damage,
swarm traits, vermin traits

**Weaknesses** swarm traits, vulnerability to remove disease

Speed fly 10 ft. (perfect), swim 10 ft.Melee swarm (disease)Special Attacks disease, distraction (DC 11)

Space 5 ft.; Reach 0 ft.

Str —, Dex 24, Con 8, Int —, Wis 10, Cha 1 Base Atk +3; CMB —; CMD — Feats Ability Focus (disease)^B Skills Fly +15, Stealth +7 (+23 in darkness or water), Swim +15; Racial Modifiers +16 Stealth in darkness or water, uses Dex to modify Swim

**Environment** urban, temperate or warm rivers/lakes

Organization solitary Treasure none

Disease (Ex) Any creature whose space is occupied by the living disease at the end of its move is exposed to the form of disease of which the swarm is composed. Such a creature must succeed at a Fortitude save each round that it is in the swarm or take ability damage for that round as indicated under the disease type. There is no incubation period for this type of exposure, and its method of delivery is irrelevant due to the sheer

concentration of disease organisms present. Even after a creature leaves the area of a swarm, it must make the appropriate Fortitude save or continue to take ability damage each day as indicated by the disease. At this point, two successful saving throws in a row indicate that the creature has fought off the disease and recovers, taking no more damage. However, the disease can be contracted again through regular exposure or another encounter with a living disease. Once a creature has made a successful saving throw against the disease of a living disease, it is immune to future bouts of disease of that particular living disease for 1 year.

**Bloody Flux:** This disease is endemic to the Sinks district of Castorhage, with a major outbreak occurring every few years though largely remaining contained to that portion of the city. On occasion, it spreads to other poor, overcrowded areas of the city where clean water is in short



supply. Bloody flux is generally contracted through exposure to contaminated water either through the presence of fecal matter from someone who is already suffering from the disease or, as is the case in the Sinks, the presence of one or more bloody flux living diseases that travel through various water sources there. The disease enters the intestinal tract of the victim and causes a great deal of inflammation resulting in fever, painful cramping, and frequent bloody diarrhea that can lead to severe dehydration and death.

Bloody Flux: Swarm—contact; save DC 21 Fort; onset immediate; frequency 1/day; effect 2d6 nonlethal damage, fatigued, and staggered; cure 2 consecutive saves. When the victim's nonlethal damage matches his maximum hit points, all future damage is lethal damage. The save DC is Dexterity-based and includes a +2 bonus for the Ability Focus feat.

Lifesense (Ex) The overpowering drive to propagate itself

#### THE TOME OF BLIGHTED HORRORS

gives a living disease the ability to notice and locate living creatures within 60 feet as if it possessed the blindsight ability.

**Vulnerability to Remove Disease (Ex)** If a remove disease or similar spell is cast on a living disease or a victim currently in a space occupied by a living disease and the living disease fails a Fortitude save against the spell, it deals 5d10 points of damage to the living disease. A creature that has remove disease cast on it is not cured unless outside of the swarm's area when the spell is cast or unless the living disease was destroyed by the casting of the spell. Otherwise, an infected creature requires an additional remove disease upon leaving the living disease's space if it contracted the disease while within.

Living diseases are swarms of microscopic organisms, harmful bacteria or viruses that have supernaturally gained limited sentience as a cohesive swarm under certain exceedingly foul or magical conditions. They seek out hosts through which to propagate their contagion. Though they are considered swarms, their individual components are so small as to be invisible to unaided sight, exponentially smaller than even Fine creatures, and they are thus considered one Medium creature. They are only visible at all due to the sheer number of individual organisms that comprise the swarm; literally billions of them make up a single living disease.

Living diseases offer no resistance to items or creatures entering their midst and cannot be physically felt. They make no sound whatsoever. A living disease in the dark is terrible indeed, as there is no indication it is present until its effects are first felt.

Living diseases neither see nor sleep. Their movements are by pure instinct, and they locate potential hosts with their lifesense. Because of their resilience and extremely high reproductive rate, the microorganisms of a living disease give it fast healing 10.

Though extremely rare, there are many different kinds of living diseases — potentially as many kinds as there are diseases. Only one is described here: bloody flux.

A living disease seeks to surround any potential host it senses. It instinctively avoids undead, oozes, plants and constructs, which do not make suitable hosts for the spreading of disease. Unlike normal swarms, a living disease does not deal physical damage. Instead, it exposes any creature whose space it occupies at the end of its move to its form of disease.

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### Lyme Walrus

Thick folds of fleshy blubber encase this massive sea creature. Yet despite its bestial appearance, its eyes reveal calculating intelligence, and it holds itself upright with unusual dignity. The illusion of a man would almost be complete were it not for the long tusks that protrude from its whiskered mouth.

#### LYME WALRUS XP 3,200

CR 7

CN Large magical beast (shapechanger)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +7

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 76 (9d10+27) Fort +11; Ref +6; Will +6 DR 10/slashing; Resist cold 10

Speed 20 ft., swim 40 ft. Melee bite +14 (3d6+9) Space 10 ft.; Reach 10 ft.

**Special Attacks** fascinating story **Spell-like Abilities** (CL 9th):

At will—ghost sound (DC 13)

3/day—disguise self, silent image (DC 14)

1/day—hallucinatory terrain (DC 16), minor image (DC

15)

Str 22, Dex 11, Con 17, Int 10, Wis 16, Cha 17

Base Atk +9; CMB +16; CMD 26 (can't be tripped) Feats Deceitful, Endurance, Great Fortitude, Im-

proved Initiative, Persuasive

Skills Bluff +7, Diplomacy +7, Disguise +5, Intimidate +5, Knowledge (arcana) +4, Knowledge (history) +4, Perception +7, Sense Motive +5, Survival +4, Swim +14

Languages Common

**SQ** amphibious, change shape (human and walrus; *polymorph*), hold breath

**Environment** coastline

**Organization** solitary or team (1 Lyme walrus with 1–3 humanoid rogues of 4th–8th level)

Treasure standard

**Fascinating Story (Su)** A lyme walrus can manipulate its guttural

voice to weave an oral story that can cause one or more creatures to gain the fascinated condition. Each creature to be

fach creature to be fascinated must be within 60 feet, be able to see and hear the Lyme walrus, and be capable of paying attention to him.

The listener does not,

however, have to be able to understand the language that the Lyme walrus speaks,

as the magic lies in the creature's voice modulation rather than the actual substance of

the story. The Lyme walrus must

have at least 1 minute in which to tell its story uninterrupted. Distraction caused by nearby combat or other dangers prevents the ability from working.

Each creature within range receives a DC 19 Will save to negate the effect. If a creature's saving throw succeeds, the Lyme walrus cannot attempt to fascinate that individual again for 24 hours. If the creature's saving throw fails, the creature sits quietly and listens to the tale for as long as the Lyme walrus continues to speak. Once a Lyme walrus begins a story and fascinates at least one listener, it can maintain the story as a move action in each round following. If the Lyme walrus ends the story or is interrupted, it must use a standard action to start a new one. While fascinated, a victim takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinating story is an enchantment (compulsion), mind-affecting ability and relies on audible and visual components in order to function. The save DC is Charisman based

ma-based.

A child of Between that has lived so long in the mundane lands that it has literally shed its Between skin, a Lyme walrus is disturbingly human. The human aspects have been absorbed by mingling with men in its own lands through the creature's ability to polymorph itself into a human form. The walrus delights in the manners and appetites of men and feels itself to be at least partly human.

Named for Sister Lyme where these creatures were first encountered by the humanoid races of the mundane world, Lyme walruses can be found in other locales though they prefer to remain near a body of water to which they can retreat and move with the most freedom if necessary. The Lyme walrus often seeks out the

them and to indulge in their appetites — particularly those of feasting. A Lyme walrus often wants only to hide itself in human lands, and eat. In this regard, it is generally harmless. However, they are possessed with a strong acquisitiveness and insatiable appetites, and often find themselves in the company of those who use their fascinating story ability as a distraction in order to perform

company of people to learn tales and stories from

darker acts undetected. The Lyme walrus is usually an innocent in this regard, and sees all such acts as simply the ways of the humanoids of the mundane world.

The Lyme walrus's thick layer of blubber serves as protection from both predators and cold. A typical Lyme walrus weighs 1 to 2 tons and measures 10 feet in length with tusks up to 3 feet long.

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### Moon Angel

This thin, stretched creature has gangly, long limbs that bend in unusual ways. Its skin is pale and sickly with its face shrunken in its drooping, hairless head. Pointed ears rise high above the crown of its head, and its eyes are sunk deep beneath its brow like two bottomless pits. Its toothless mouth hangs open, jaw slack, as it incessantly licks its withered lips.

#### **MOON ANGEL**

CR 6

XP 2,400

NE Large fey (aquatic, cold)

Init +6; Senses darkvision 60 ft., low-light vision; Perception

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

**hp** 65 (10d6+20 plus 10) Fort +5; Ref +9; Will +7

Immune cold, disease, poison; DR 10/cold iron

Weaknesses vulnerability to fire, vulnerability to sunlight

Speed 30 ft., swim 30 ft.

Melee 2 slams +8 (1d8+4 plus 1d6 cold and paralysis)

Space 10 ft.; Reach 10 ft.

Special Attacks drowning kiss, hypnotic song, paralysis

(1d4+1 rounds, DC 17)

Str 18, Dex 15, Con 15, Int 8, Wis 10, Cha 12

Base Atk +5: CMB +10: CMD 22

Feats Blind-fight, Combat Reflexes, Improved Initiative,

Stealthy, Toughness

Skills Acrobatics +8, Climb +17, Intimidate +10, Perception +10, Sense Motive +11, Stealth +15, Swim +18

Languages Aklo, Common

**Environment** temperate and cold rivers/

**Organization** solitary Treasure standard

#### Drowning Kiss (Su)

A moon angel can flood the lungs of a will-

ing, sleeping, helpless, or hypnotized creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 17 For-

titude save to cough up this water, which snaps the victim out of a hypnotic trance; otherwise, it falls unconscious at 0

hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round, it must save again or die. The save DC

is Constitution-based.

Hypnotic Song (Su) A moon angel's song has the power to hypnotize those that hear it, putting them in a trance. All creatures aside from other moon angels within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same moon angel's song for 24 hours. A victim that falls under the effects of the moon angel's

hypnotic song becomes entranced and instantly stands still. They become susceptible to the angel's verbal commands as the spell command and, if these orders involve any action the creature would not normally take, that creature receives a second saving throw to end the effect. Hypnotized creatures can take no actions other than to defend themselves. This effect continues for as long as the moon angel sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex) A moon angel takes 1 point of Con damage after every hour it is exposed to sunlight as its pale skin blisters and burns from the harsh rays.

Oftentimes folk who fall into the river, even in the relative shallows, are never seen again even if help was close at hand. At such times, folk who dwell near the riverside make the sign against the evil eye and blame the disappearance on hidden currents carrying the victim into the depths or the normal fauna that makes the Great Lyme a graveyard for hundreds of citizens of Castorhage every year. However, sometimes the cause of the disappearance is more sinister than either of those. Sometimes it is the work of a moon angel. The moon angel is a rare creature that lurks in the deepest, coldest waters of the Lyme, fond of rising to the surface and quietly watching the goings-on ashore, waiting for the unfortunate soul who loses his footing or is more drunk than careful and falls into the dark waters of the river. When it locates such a victim, it quickly moves to hypnotize him and draw him deeper into the waters where it can feed at its leisure.

A creature of the coldest fathoms of the river where depth and pollution block the sun, a moon angel cannot stay long near the warm surface while it waits for prey. It becomes uncomfortable from the heat and light, and can even develop severe sunburns on its pale skin when

remaining too close to the surface for long. For this reason, the depredations of the moon angels remain relatively rare. The occurrences do increase in the winter months when a thin sheet of ice often covers the river's edges, though they still love the daylight no better then than they do in summer.

Occasionally on moonless nights, a moon angel may leave the river under the cover of darkness to hunt additional victims on land. At these times,

> such a creature tends to clamber along the rooftops to find open windows to take meat from within, with any household survivors the next morning describing only dreams of a strange crooning song echoing through their sleep. As with those who disappear into the river when a moon angel pays a visit, the unfortunate soul that has garnered its attention is never seen again. It for these incidences that the twisted fey known as moon

angels gain their name, though few if any folk have made a connection between these nighttime disappearances and those that occur more frequently in the river.

Extremely tall and awkwardly gangly, the moon angel stands eight feet in height but weighs barely 250 lbs.

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### Maga, Blight

An exotically featured woman's head tops this snake-like creature. Its scales range in color from deep purple to black, with the creature's underside colored a lighter shade of violet. Ten arms protrude from the snake body's flanks, though they are spindly and frail in their musculature.

CR 6

#### **BLIGHT NAGA** XP 2,400

CN Large aberration Init +1; Senses darkvision 60 ft.; Perception +6

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 45 (10d8)

Fort +5; Ref +4; Will +7 Immune poison; SR 17

Speed 30 ft.

Melee bite +7 (1d8–1 plus poison)

Space 10 ft.; Reach 5 ft. Special Attacks poison Spell-Like Abilities (CL 6th):

At will—detect magic, read magic 3/day—dispel magic, magic aura 1/day—glibness, identify, minor creation

Str 8, Dex 12, Con 11, Int 16, Wis 7, **Cha** 19

Base Atk +7; CMB +7; CMD 18 Feats Great Fortitude, Iron Will, Magical Aptitude, Skill Focus (Craft [any one form of artwork]), Weapon Finesse

Skills Appraise +13 (+18 artwork), Bluff +6, Craft (any one form of artwork) +19, Diplomacy +6, Knowledge (arcana) +16, Perception +6, Sense Motive +3, Spellcraft +20, Use Magic Device +19; Racial Modifiers +5 Appraise artwork, +4 Use Magic Device

Languages Aklo, Common, Meeruwhan **SQ** change shape (humanoid; alter self)

**Environment** urban (The Blight) Organization solitary, pair, or family (2-4 adults and 1-3 young)

Treasure standard

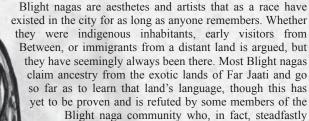
#### Change Shape (Su)

A Blight naga can take the form of a human. However, the trans-

formation lasts only for a number of minutes per day equal to the creature's Hit Dice (10 for most Blight nagas).

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round

for 6 rounds; effect 1d2 Wis; cure 1 save.



deny this origin. The fact that members of the race can move among the humanoid populace indistinguishably in humanoid form further lends to this confusion.

Blight nagas relish the arts, including the arcane arts. They have a propensity for identifying magical items, as well as the skill and capriciousness to fabricate such items (or fake versions of them to foist upon the unwary). Likewise, many a Blight naga has

coaxed or cajoled a fine piece of artwork or rare magical item out of the hands of its owner, augmenting their skills in such tasks with magic as necessary. When rolled together, this means Blight nagas are sought out for the keen ability to identify and appraise artwork and magical trinkets, yet held at arm's length once the object is identified.

Blight nagas are frailer than their more common cousins. However, they make up for this frailty, at least in part, with an odd evolutionary feature other types of nagas lack — arms. While the arms of a Blight naga don't have much in the way of musculature, they are well suited to fine craftwork and the ability to wield magical

items such as wands and staves. Blight nagas delight in hiding in plain sight among the humanoids of the city, usually using their change shape ability to take the form of a humanoid female so as to mingle freely. Still, while using this ability they must be wary of the passage of time lest they find themselves

transforming back to their natural state at an awkward moment. A typical Blight naga is 12 feet long, resting on a coil of two-thirds of its body so that it stands only around 6 feet in height, and weighs

275 pounds on average.

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#### THE TOME OF BLIGHTED HORRORS

# Alight-Glug

The creature is roughly the size of a halfling. Its skin is a blotchy gray color with a few sporadic tufts of muddy-brown hair. The scraps of ragged clothes it wears are covered in filth, clearly not having been washed in weeks — if ever. Its arms are thin and elongated, hanging almost limp.

NIGHT-SLUG XP 200 CR 1/2

Night-slug rogue 1 N Small humanoid (skulk)

Init +4; Senses low-light vision; Perception +5

**Defensive Abilities slime coat** 

AC 18, touch 15, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 size)

**hp** 10 (1d8+2)

Fort +2; Ref +6; Will +1

Speed 20 ft.

**Melee** dagger +5 (1d3+1/19-20) **Ranged** dagger +5 (1d3+1/19-20)

Special Attacks sneak attack +1d6

**Str** 12, **Dex** 19, **Con** 14, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +0; CMB +0; CMD 15 Feats Weapon Finesse Skills Acrobatics +8 (+4 jump-

ing, +16 tumbling), Climb +5, Disable Device +8, Escape Artist +16, Perception +5, Sleight of Hand +8, Stealth +12, Survival

+2; Racial Modifiers +8 Escape Artist, +8 Acrobatics (tumbling)

Languages Common

**SQ** compression, fast crawler, trapfinding +1

Gear leather armor, dagger,

thieves' tools

**Environment** urban **Organization** solitary, pair, or gang (3–6)

Treasure NPC gear

Fast Crawler (Ex) While prone, a night-slug can move at half speed. While squeezing, a nightslug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other

aspects of it can, such as moving through a

threatened square, retreating from an opponent

without using the withdraw

action, etc. A night-

slug can take a 5-foot step while crawling or squeezing.

Slime Coat (Ex) The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leaves an off-color stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its CMD as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

None are as naturally capable of the fine art of breaking and entering as the night-slug. Fortunately for society, few are also as cowardly. Night-slugs maintain their existence simply by avoiding notice. They often reside in small crawlspaces or even the hollows between the outer masonry and inner plaster and lathe of a house. Those who are not lucky enough to acquire such grand accommodations typically live in places that allow them to avoid notice — the city dump, a gable hanging over a small alleyway, and so forth.

Night-slugs are capable of maneuvering their bodies through seemingly impossible spaces. Their ligaments and tendons are exceptionally elastic, allowing a night-slug to elongate its arms and legs, and in the process pulling what muscle it has closer to its frame. In addition, night-slugs have a "collapsible" skeleton; its bones are composed primarily of cartilage, allowing the creature to squeeze into incredibly small areas.

A typical night-slug stands around 3-1/2 feet tall and weighs 40 pounds.



#### Alight-Glug Gociety

Night-slugs are true scavengers living on the fringes of the societies of others. They usually prefer densely populated urban areas for the increased number of hiding places and resources from which to scrounge their needs. Most night-slugs are loners because of the limited resources available to them, mated couples rarely staying together beyond the birth of a brood of whimps (as their young are called), and mothers generally abandoning their young as soon as they reach maturity after 3 years.

While most humanoids despise night-slugs and find their presence loathsome, few actually fear the creatures. More than one urban goodwife has walked into a room of her house at night to find a night-slug crouched in the corner chewing on a lace table runner and staining the rug with its noxious skin secretions. While the typical reaction certainly includes a scream, rather than flight it just as often concludes with her grabbing a broom and chasing the creature until it manages to squeeze back through a crack in the baseboards to the safety of the inner walls. In some cities plagued by these creatures, there is an entire industry for exterminators hired to enter homes and buildings to clear out night-slug infestations.

Unlike their skulk cousins, who possess a more violent bent, nightslugs are inherently cowardly and rarely a threat to even those who would otherwise find themselves at their mercy. There are examples, however, of individuals who have overcome this innate fearfulness and gone on to become highly proficient thieves and even assassins, in some cases.

#### Alight-Glug Characters

Night-slugs are defined by their class levels — they do not possess racial Hit Dice. Night-slugs have the following racial traits.

+4 Dexterity, -2 Intelligence, -4 Charisma: Night-slugs are nimble and highly flexible, but generally lack in formal education and suffer severe prejudice from most other races.

Small: Night-slugs are Small creatures and gain a +1 size bonus to their AC, a + 1 size bonus on attack rolls, a - 1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Low-light Vision: Night-slugs have low-light vision.

Fast Crawler: While prone, a night-slug can move at half speed. While squeezing, a night-slug can move at its normal speed. The crawling movement of a night-slug does not provoke attacks of opportunity as normal, though other aspects of it can, such as moving through a threatened square, retreating from an opponent without using the withdraw action, etc. A night-slug can take a 5-foot step while crawling or squeezing.

Slime Coat: The skin of a night-slug constantly secretes a thin fluid most resembling a slightly slimy version of perspiration that leave an offcolor stain on most fabrics and has a musty odor. This constant coating gives the night-slug a +1 natural armor bonus that applies to its CMD as well and a +8 racial bonus on Escape Artist checks and Acrobatics checks to move through a threatened or enemy square. However, it also provides a +4 circumstance bonus to those using Survival to track a night-slug as well as Perception checks to locate a night-slug's trail.

Compression: Night-slugs gain the compression ability (see the "Universal Monster Rules" section in Appendix 3: Glossary of the Pathfinder Roleplaying Game Bestiary 3).

Languages: Night-slugs begin play speaking Common. Night-slugs with high Intelligence can choose bonus languages from the following: Dark Folk, Goblin, Halfling, and Undercommon.

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### Primate, Blight

Two different species of primate call the streets and rooftops of the city of Castrohage home. Whether they were once truly wild animals or not is unknown, but what is known is that, whether through the corruption or the sophistication of the city, each has developed very differently into something else.

#### Blight Ape

This creature looks like a strange caricature of a gorilla. Standing barely 4 feet tall, it superficially resembles a tawny-colored version of that animal save for its height. However, the resemblances end there. Rather than the look and posture of an animal, the creature carries itself with a sense of dignity. It stands straight (or as straight as possible for a creature whose knuckles drag the ground), and it wears a formal black vest. Its simian face is carefully composed, with its eyes bearing the look of long-suffering patience of a professional manservant.

**BLIGHT APE** CR 1 XP 400

LN Small monstrous humanoid

(1d3+1)

Cha 10

itary

Blight ape suffers a -4

penalty to the Fortitude

Init +3; Senses low-light vision, scent; Perception +7

recover from the disease. In addition, a Blight ape suffers double the normal ability damage from the disease. If a Blight ape becomes infected with Blight monkey mange, it loses great patches of its fur as the disease's characteristic rash spreads across more and more of its body, even infiltrating the ape's respiratory system. If a Blight ape sustains ability damage in excess of an ability score as a result of the disease, it dies as it slowly suffocates due to its compromised airways and lungs. Stolid Character (Ex) Blight apes are the epitome of reliable

save to resist contracting the disease and to the saves to

unflappability. They receive a +2 racial bonus to saving throws versus fear effects, enchantments, and illusions.

It is speculated that Blight apes probably originated as some species of Libynosi ape transported en masse over the years to Castorhage to serve in assorted menageries of the well-to-do, circuses for the common folk, and as game animals in the hunting preserves of the truly decadent. Whatever type of ape they are descended from is unknown because no further specimens have been found in recent centuries, and they are presumed to be extinct in their natural habitat due to hunting as well as the wholesale capture and exportation of them. Over the years, their numbers proliferated in the city of Castorhage, and they took readily to

> the ways of their captors, literally aping their mannerisms and habits. At some point in the last century, bored nobles who had long ago taken to dressing them in finery in mockery of their near-human appearance realized that the Blight apes were no longer simply mimicking their human masters, they were in fact carrying out their own activities in the same manner as

> > had evolved into an entirely new species, no longer truly animals.

> > > With the realization of the evolution of the Blight ape came the discovery that they were both intelligent (if not truly smart) but also of an extremely lawful and peaceful nature. Likewise, though they can understand the Common tongue well enough, they developed ability to use language of their own beyond a few simple grunts and hand motions. It soon became in vogue to keep the creatures as scullions and servants, which developed over time into actually hiring them into trusted positions as butlers and governesses with a known penchant keeping their mouths shut about any internal secrets they might learn. By whim of Castorhage law, Blight apes receive

the same wage as any

other hireling in their



45

position and are now often seen as actual family members by some of the more benevolent folk of the city. However, there are far more Blight apes than there are staff positions in well-to-do households, so most Blight apes find themselves relegated to menial jobs and poor treatment. Most are actually employed by the city, since few businesses choose to hire a Blight ape over a human or other humanoid race if they're going to have to pay the same rate anyway, but there are some exceptions — particularly for jobs where a combination of extreme loyalty and extreme discretion are desirable.

Blight apes despise Blight monkeys with a passion, and the little cretins are one of the few things that can truly rouse a Blight ape to anger. Some of the Blight apes hired by the city are actually armed for the purpose of hunting down and exterminating nests of Blight monkeys among the city rooftops, an occupation which they pursue with relish. For their part, Blight monkeys enjoy humiliating and even killing a Blight ape whenever possible.

Improved Familiar: A Blight ape can serve as the familiar for a 5thlevel spellcaster with the Improved Familiar feat.

#### Blight Monkey

This dark-furred monkey has slightly lighter fur around its face and chest, but all of it is matted with reeking filth. It hangs by its prehensile tail as it prepares to throw a handful of the filth that it wears so copiously.

**BLIGHT MONKEY** XP 200

CR 1/2

CE Tiny monstrous humanoid

Init +4; Senses low-light vision, scent; Perception +2

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

hp 5 (1d10)

Fort +0; Ref +6; Will +0

**Immune** fear

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d3-2 plus disease)

Ranged excrement +7 touch (disease)

Special Attack enraged screech

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

Str 6, Dex 18, Con 10, Int 3, Wis 6, Cha 10

Base Atk +1; CMB +3; CMD 11

Feats Weapon Finesse

Skills Acrobatics +12, Climb +12, Perception +2; Racial

Modifiers +8 Acrobatics

**Environment** urban (The Blight)

**Organization** solitary, pair, band (3–9), or troop (10–40)

Treasure incidental

Disease (Ex) Blight monkey mange: Bite—injury or excrement—contact; save Fort DC 10; onset 1 day; frequency 1/ day; effect 1d2 Dex damage and 1 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Enraged Screech (Ex) When angry or frightened, a Blight monkey emits a harsh, grating screech as a standard action. Any creature other than another Blight monkey within 30 feet when this occurs must make a DC 12 Will save or be shaken for 1d3 rounds. An individual who makes a successful save against the Blight monkey's screech is immune to the effects of any Blight monkey's screech for 1 day. The save DC is Charisma-based and includes a +2 racial bonus. Excrement (Ex) Blight monkeys are able to fling their own excrement as a ranged touch attack with a range of 30 feet. On a successful attack, the victim is exposed to the Blight monkey's mange as described above.

Like the Blight apes, these little beasts are believed to have originated in distant Libynos and were originally brought to Casterhage as part of menageries, but unlike the apes no one wanted to continue importing the creatures after their nasty disposition was discovered. Somehow, it seems, they just kept creeping unseen onto ships in Libynosi ports and disembarking upon reaching the city. There was a time when seeing dozens of the things scampering across yardarms and hawser lines to reach the docks from ships newly arrived from the East was a common sight. When the true extent of their colonization of Castorhage was realized and their disease-ridden nature fully grasped, the city took steps to curtail this mass immigration. However, despite its best efforts the city's efforts were far too late, and now thousands, if not tens of thousands, of the creatures clamber unseen — though certainly not unheard — across the city's maze of rooftops.

Something about the city's influence appears to have corrupted the creatures and changed them from previously mischievous and unruly animals to actual beasts with just enough intelligence to have a taste for cruelty and a strong penchant for chaos. Despite their nimbleness and glimmerings of intelligence, all attempts by folk to domesticate them and spellcasters to take them as familiars have failed as they invariably turn against their would-be masters at the first chance. They routinely destroy books and valuables, and attack family pets. Their habit of biting off the fingers and toes of humanoid infants sleeping in their cribs has earned them the eternal ire of Blight apes everywhere who always attack them on sight. Blight monkeys share this animosity, going out of their way to ambush or abuse Blight apes at every opportunity even flinging themselves into suicidal attacks in their attempts to bring harm to the apes. They are truly fearless in their stupefying anarchy and attack a creature much larger than themselves, using their grating screech to summon more of their kind to join in the attack. It is fortunate for the city that Blight monkeys appear to be a favored prey of gable spiders and festering Lyme rats, because otherwise the fecund beasts would likely plague the city to an even greater degree.

All Blight monkeys are a carrier of a disease that is transmitted through their bite and through contact with their excrement. This disease causes the disgusting monkeys to lose patches of fur in clumps, but otherwise appears to cause them no harm. To others infected with Blight monkey mange, it causes a red, scaly rash in the crooks of elbows and knees and in the armpits. The rash is itchy and raw, causing pain and limiting movement until it clears up. Blight apes are known to be particularly susceptible to the ravages of this disease (see Blight ape).

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## Protyugh

The creature is a horrible mix of otyugh and ... something. It has the basic tripod shape of an otyugh with its fanged maw on the side of its central body, but instead of a tentacle and an eyestalk, it has an arcing tail with thick spikes down its entire length. In addition, two arms ending in wicked claws emerge from the mouth of the beast to grope at whatever it can make its next meal.

**PROTYUGH** XP 3,200

CR 7

CN Large aberration (chaotic)

Init +6; Senses blindsense 30 ft., darkvision 60 ft., scent; Perception +11

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size) **hp** 85 (10d8+30 plus 10); fast healing 3

Fort +6; Ref +5; Will +8

Defensive Abilities amorphous, corporeal plasticity; Immune acid, chaos effects, disease; Resist electricity 5

Weaknesses vulnerability to law

Melee bite +11 (2d6+5), 2 claws +11 (1d6+5 plus grab), tail

slap +10 (1d8+2 plus confusion)

Space 10 ft.; Reach 10 ft. (15 ft. with tail) Special Attacks adaptive strike, swallow whole (5d6 acid

Speed 20 ft., swim 20 ft.

damage, AC 16, 8 hp) Str 20, Dex 14, Con 17, Int 5, Wis 13, Cha 10 Base Atk +7; CMB +13 (+17 grapple); CMD 25 (27 vs. trip) Feats Alertness, Improved Initiative, Multiattack, Toughness, Weapon Focus (tail slap) Skills Perception +11, Sense Motive +3, Stealth +13, Swim +13; Racial Modifiers +4 Stealth

**Environment** underground (The Blight) **Organization** solitary Treasure incidental

Languages Common

Adaptive Strike (Su)

A protyugh's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a protyugh may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Confusion (Su) A creature struck by a protyuah's tail slap attack is infused with raw chaos, and must make a DC 18 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype

are immune. This is a mind-affecting effect. The save DC is Constitution-based.

Corporeal Plasticity (Su) The physical body of the protyugh is composed of matter that is not entirely stable. It constantly separates and reforms in different configurations on a cellular level. As a result, the protyugh has fast healing 3 when wounded. In addition, the creature is immune to transformation such as polymorph or petrification and to any spell or effect that has the chaos descriptor.

Swallow Whole (Ex) A protyugh that begins its turn with an opponent grappled in its arms can transfer it to its mouth as a free action. There it makes a new combat maneuver check to (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. It can swallow a creature of size Large or smaller due to its corporeal plasticity. A swallowed creature takes acid damage each round it remains in the protyugh's stomach.

Vulnerability to Law (Su) Spells or effects with the law descriptor or the axiomatic special quality deal an additional 50% damage to a protyugh.

Outsiders are notoriously difficult for physicians to use in experiments, but their discovery of the unique chaos properties of proteans and the everendurable pliability for which otyughs are known within their

> ranks proved to be the key to finally crafting a mortaloutsider cross. The resulting protyugh, an otyugh with an infusion of naunet protean, has bred true and become an extremely interesting experiment, even if its utility is somewhat limited by the randomness that is inherent to its very nature. Even the feasibility of using otyugh as guard beasts in sewers and abattoirs is somewhat lost since the protyugh gained none of the naunet's intellect but also lost the otyugh's territorial instincts. A protyugh is just as likely to wander away as to establish a lair in any given location. Despite these setbacks, the physicians still consider its existence to be one of their greatest successes and continually seek ways to further enhance the species.

Like otyughs, protyughs are primarily offal eaters. However, unlike otyughs, their palate is even less refined, causing them to try to ingest anything from garbage and corpses to former

allies and even furniture and large pieces

of masonry. The result is that protyughs manage to keep few allies (most either flee or are eventually eaten), and they are continually regurgitating previous meals because of the inedible nature of so much that is placed in their maws. Certain scavengers have learned that if one is cautious enough, it is often beneficial to follow behind a protyugh and search through its regurgitated past meals because there are often items of value that it has ingested and then left carelessly behind after they proved to be indigestible.

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### Rat, Festering Lyme

This revolting, diseased-looking rat is the size of a small dog. It is covered in lice that visibly swarm in its filthy, matted fur.

#### **FESTERING LYME RAT**

CR 1/2

**XP 200** 

N Small magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; Per-

**Aura** delusional infestation (5 ft., DC 12)

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 10 (1d10+2 plus 3) Fort +4; Ref +5; Will +1

Immune disease; Resist acid 2

**Speed** 40 ft., climb 20 ft., swim 20 ft. Melee bite +2 (1d4 plus disease)

Str 10, Dex 17, Con 15, Int 2, Wis 13, Cha 4 Base Atk +1; CMB +0; CMD 13 (17 vs. trip)

Feats Toughness

Skills Acrobatics +3 (+7 to jump), Climb +11, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and

#### Treasure none

**Delusional Infestation (Su)** Living creatures that are adjacent to a festering Lyme rat and which gaze upon it must succeed on a DC 12 Will save or be nauseated for 1d4 rounds as they suffer the hallucination of bugs crawling over and under their skin. Each round at the start of its turn, an affected creature may attempt a new saving throw to end the effect. Once a creature makes a saving throw against a particular festering Lyme rat's delusional infestation, that creature is immune to the delusional infestation of all festering Lyme rats for 24 hours. This is a mind-affecting phantasm. The save DC is Constitution-based.

Disease (Ex) Filth fever: Bite—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Festering Lyme rats inhabit the sewers, canals, and subterranean waterways of the blighted city of Castorhage. Similar in appearance to dire rats, the Lyme rat, possibly through the Blight's proximity to Between, can affect those who see it with a short-lived delusion of parasitic infestation.

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# Rat, Giant Rat of Shabbis

This black-furred rat is the size of a bear. It has a long, hairless tail, and its oversized jaws are crammed with yellow fangs pitted with decay, and tangled with strands of hair and filth caught between them.

CR 4

**GIANT RAT OF SHABBIS** XP 1,200

N Large magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent;

Perception +5

AC 18, touch 11, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, -1 size)

hp 47 (5d10+20) Fort +8; Ref +5; Will +2

Immune acid, disease

Weaknesses vulnerability to cold

**Speed** 40 ft., climb 30 ft., swim 30 ft. Melee bite +9 (2d8+6 plus disease)

Special Attacks were rage

Str 19, Dex 13, Con 19, Int 3, Wis 13, Cha 6 Base Atk +5; CMB +10; CMD 21 (25 vs. trip)

Feats Dodge, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Acrobatics +2 (+6 to jump), Climb +12, Perception +5,

Stealth +6, Swim +12 **SQ** compression

**Environment** urban (The Blight)

**Organization** solitary **Treasure** incidental

secutive saves.

Disease (Ex) Shabbisian Plague: Bite—injury; save Fort DC 18; onset 3d4 hours; frequency 1/ day; effect 1d4 Con damage, 1d4 Dex damage (1 point is drain on a roll of 4), 1d2 Cha drain, fatigue, and staggered; cure 2 con-

Victims who recover from the Shabbisian Plague experience a recurrence 2d4 days later unless an additional DC 18 Fortitude save is made. Recovery from this recurrence requires only 1 more successful save, and ability damage and drain of the recur-

rence are only half that of the original outbreak (though 1 point of Dex damage is still drain on a roll of 4). However, the disease continues to recur every 2d4

days until successful saves have been made to avoid or recover from three such recurrences or until the disease is cured by magical means such as a remove

disease spell (see sidebox below). The save DC is Constitu-

tion-based and includes a +2 racial bonus.

Wererage (Su) Whenever a Giant Rat of Shabbis is reduced to half or fewer hit points, on its next turn it can fly into a were rage as a free action. It gains a +2 bonus on melee attack rolls, melee damage rolls, and DR 10/silver,

but takes a -2 penalty to Armor Class. It also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when the Giant Rat takes damage, disappear when the wererage ends, and are not replenished if it enters a wererage again within 1 minute of its previous were rage. In addi-



tion, the bite of a Giant Rat of Shabbis in were rage infects a Medium, Small, or Tiny humanoid target with were rat lycanthropy (Fortitude DC 15 negates). The giant rat's were rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its were rage voluntarily.

Fabled Shabbis-Beyond-The-Sea, the Green City of Jasper, is said to be the home of a thousand wonders, and feared as the source of a thousand plagues. Shabbis, recognized by many, yet known to few, is a port of distant Libynos, whose wharves lie among malarial swamps and whose ships ply the tepid coastal waters of the Boiling Sea. Shabbis provides a direct, unrestricted route to access the riches of the central lands of Libynos without interference by a major local power such as Khemit or Alcaldar, and has long proved a tempting destination for traders seeking to make a quick fortune on a risky venture. The fact that it is also known as a haven of unimaginable disease only adds to the allure of those adventure-seekers who would risk all at one roll of the dice. Because of its extremely remote location, few states of Akados have managed to successfully establish trade with this distant cornucopia, which is all well and good, because those few who do inevitably receive an unwanted visit by the hideous Shabbisian Plague.

The equally fabled Giant Rat of Shabbis is, mercifully, a rare visitor to the city of Castorhage. Many argue whether there is a single Giant Rat that populates all of their tales or whether it is an entire species of gargantuan rats from that distant land. Though the latter is likely the truth, thankfully their appearance is rare to the point that there has never been more than one seen at a time. It is thought that if a true species, the giant rat must not be so large in its distant homeland or it would have long ago either decimated the human population or been hunted to extinction. Most proponents of the "rat species" theory assume that some quality of either a shipborne voyage to or taking up residence in western lands that somehow agrees with their foreign physiology causes them to thrive to the point that they grow to such prodigious size. Those more in the know whisper one word to account for their theory of unnatural growth: "Between ..."

Despite its size, a Giant Rat of Shabbis is able to squeeze into tiny spaces and is therefore found in the same sorts of places as other rats: sewers, disused subterranean structures and caverns, and in the holds and bilges of ships from where it swims to enter new ports. They are greatly feared as they are known to spread plague and the curse of lycanthropy, even though they are not lycanthropes themselves. This strange fact has led some scholars to speculate that the Giant Rat of Shabbis may be the original source of wererat lycanthropy. Whatever the case, those who succumb seem to become only hybrids of dire rats or festering Lyme rats, and not of a Giant Rat of Shabbis itself.

Shabbisian Plague has long been a scourge of the city-states of the Boiling Sea so that most have enforced a trade embargo of the Libynosi nations against the Green City of Jasper. This is primarily enforced by the Kingdom of Khemit by land and the Empire of Alcaldar by sea. This has, in turn, resulted in even greater access to ships of Akados for the tradehungry merchant lords of Shabbis who, as said traders, likewise risk the life and limb of all to enrich themselves and their houses.

The teeming swarms of rats and foul insects that infest the tidal swamps and dismal slums of Shabbis are known to be carriers of Shabbisian Plague, but prove incredibly difficult to root out or eradicate from ships that make port in the Green City. The priesthood of the deity Bast conducts an ongoing, almost crusade-like, campaign against the folk of that city who travel abroad, and their multitude of feline minions have done more to stem the tide of plague in locations as far away as Bard's Gate than any other measures ever taken. But even they at best can only keep the omnipresent threat of plague in Castorhage temporarily at bay, as it waits for just a moment of lassitude to unleash its foul effects upon the unsuspecting populace. For their part, the merchant lords of Shabbis see the waves of plague that sweep through the overflowing shanty towns within their city as a sort of urban renewal. What the royal family of Castorhage thinks of such events remains speculative at best, but it is unlikely to be far from a similar mindset.

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#### Alew Disease: Ghabbisian Plague

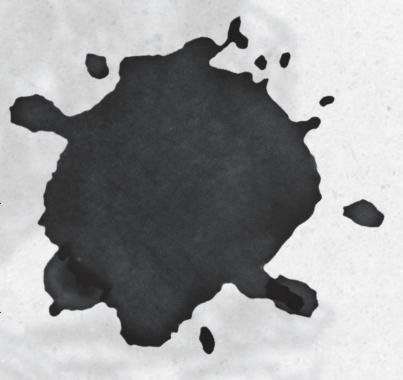
Victims of Shabbisian Plague usually begin to experience symptoms within hours of being bitten by the carrier, whether it be a rat or some tiny insect such as a flea or mosquito. Its victims experience high fevers and suffer teeth-rattling chills while at the same times their muscles spasm painfully and tendons tighten, causing limbs to draw up into an almost fetal position. In addition, the victim suffers a purplish rash upon his cheeks, forehead, neck, armpits, and groin that eventually blisters and breaks open, causing oozing wounds that leave scars and can lead to further serious infections. Those that recover from the plague usually bear discolored scars from this rash as a memento, and frequently move with an uneven gait or have a slightly twisted arm due to permanent tendon damage.

#### SHABBISIAN PLAGUE

Type disease, injury; Save Fortitude DC 18 Onset 3d4 hours; Frequency 1/day

**Effect** 1d4 Con damage, 1d4 Dex damage (1 point is drain on a roll of 4), 1d2 Cha drain and victim is fatigued and staggered; **Cure** 2 consecutive saves (see below)

**Note** Victims who recover from the Shabbisian Plague experience a recurrence 2d4 days later unless an additional DC 18 Fortitude save is made. Recovery from this recurrence requires only 1 more successful save, and ability damage and drain of the recurrence are only half that of the original outbreak (though 1 point of Dex damage is still drain on a roll of 4). However, the disease continues to recur every 2d4 days until successful saves have been made to avoid or recover from three such recurrences or until the disease is cured by magical means such as a remove disease spell.



# Gatyrmouther

This hairless, gray-skinned man with goat-like legs and horns like a rams is covered in a mass of staring eyes and countless, fanged maws that yammer ceaselessly.

**SATYRMOUTHER** 

CR 7

XP 3,200

CE Medium aberration

Init +7; Senses darkvision 60 ft., low-light vision; Perception +25

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natu-

hp 82 (11d8+33)

Fort +6; Ref +6; Will +10

Defensive Abilities all-around vision; DR 5/cold iron

Speed 40 ft.

Melee 2 claws +10 (1d4+2 plus grab), gore +10 (1d6+2)

Ranged composite short bow +11 (1d6+2)

Special Attacks suasive song, ravenous embrace, spittle (+11 ranged touch)

Str 14, Dex 17, Con 17, Int 12, Wis 12, Cha 17

Base Atk +8; CMB +10 (+14 grapple); CMD 24

Feats Dodge, Deadly Aim, Improved Initiative, Iron Will, Lunge, Skill Focus (Perception)

Skills Bluff +14, Intimidate +17, Perception +25, Perform (sing) +18, Stealth +21; Racial Modifiers +4 Perception, +4 Perform (sing), +4 Stealth

Languages Aklo, Common

Gear composite short bow (+2 Str) with 20 arrows

**Environment** underground (The Blight) **Organization** solitary

Treasure standard

Ravenous Embrace (Ex) When a satyrmouther successfully initiates or maintains a grapple, the maws on its arms and body bite its victim. This deals 4d4 points of damage and 1 point of Constitution damage as the satyrmouther drains its victim's blood and other vital fluids.

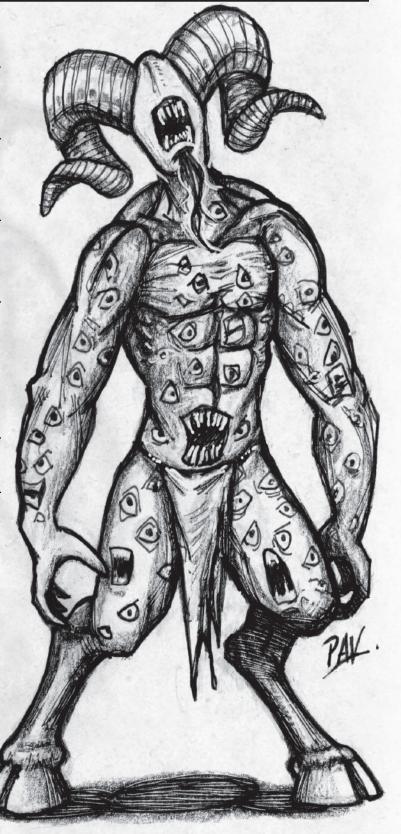
Spittle (Ex) Each round as a free action, a satyrmouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless it succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Suasive Song (Su) As a free action, a satyrmouther can emit a cacophony of maddening sound. All creatures other than aberrations within 60 feet must succeed on a DC 18 Will save or be affected by confusion, crushing despair, deep slumber, or fear (roll 1d4 to determine the effect for each creature that fails its save). This is a mind-affecting compulsion effect. A creature that saves cannot be affected by that effect of that satyrmouther's song for 24 hours. The save DC is Charisma-based.

The satyrmouther is a strange and rare mix of aberration and fev that sings songs that madden, sadden, lull, and terrify. Unlike a satyr, the creature is interested only in fostering negative emotions, lying and bullying; it disdains charm and diplomatic persuasion. And unlike a gibbering mouther, it is a being of insidious intellect whose mouths sing and manipulate rather than simply induce temporary insanity.

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# Skulking Manticore (Mulk)

No larger than a mountain lion, these dusky gray, leonine creature slinks through the shadows, its human-like head set in a scowl of concentration, its bat-like folded neatly against its flank. It holds its tail aloft, and the tip of it gleams with the dull glint of unpolished iron.

**SKULKING MANTICORE** XP 2,400

LE Medium magical beast

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 51 (6d10+18) Fort +8; Ref +9; Will +3

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +9 (1d6+3), 2 claws +9 (2d3+3)

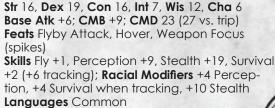
Ranged 4 spikes +11 (1d4+3)

The successful infusion of the chameleon-like abilities of a skulk into a line of manticores has proven to be a useful and popular experiment in Castorhage. The resulting breed is smaller than a typical manticore and much more discreet in its presence. The inherent cowardliness of skulks seems to also have had an effect, removing much of the wildness found in manticores and making then much more biddable and useful as guardian beasts but without making them craven or too skittish to fight off intruders if needed. Oftentimes owners have them broken (see the Broken Creature template in **Appendix C**) to ensure their docility toward their masters.

A skulking manticore has a featureless gray hide that is able to adopt the color of its surroundings like a chameleon. A typical skulking manticore is 4 feet long and weighs 120 pounds.

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**Environment** temperate or warm hills and swamps, urban (The Blight)

SQ chameleon blend, untrackable

**Organization** solitary Treasure standard

Chameleon Blend (Ex) Skulking manticores have the ability to match their skin coloration to the surrounding environment, not unlike a chameleon. This grants them a +10 racial bonus on Stealth checks. Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in

any 24-hour period. Untrackable (Ex) A skulking manticore can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).



# Glithering Busette

The massive creature has four legs thick as a tree trunk and the vague suggestion of armored plates over its head and back. A great, toothless maw opens at the front of its head. Its back plate rises up between its shoulders into a fin-like dorsal hump. Even stranger, however, the entire creature appears to be composed entirely of some transparent gelatinous substance that has difficulty holding its form.

#### SLITHERING BULETTE

CR 5

XP 1,600 N Huge ooze

Init +6; Senses blindsight 60 ft., tremorsense 60 ft.; Perception +4

**AC** 12, touch 10, flat-footed 10 (+2 Dex, +2 natural, -2 size) **hp** 100 (8d8+64)

Fort +10; Ref +4; Will +2

Defensive Abilities sealed mind; Immune ooze traits

Speed 30 ft.

Melee 2 slams +10 (1d8+6 plus paralysis)

Space 15 ft.; Reach 10 ft.

Special Attacks engulf, engulfing charge, plasma drain

Str 23, Dex 15, Con 26, Int 7, Wis 10, Cha 1 Base Atk +6; CMB +14; CMD 26 (30 vs. trip)

**Feats** Improved Initiative, Improved Natural Armor (2), Skill Focus (Perception)

Skills Perception +4, Stealth +1 (+13 in dim light), Survival

(tracking) +1 (+9 tracking); **Racial Modifiers** +4 Stealth (+12 in dim light), +8 Survival when tracking

**SQ** transparent

**Environment** underground (The Blight) **Organization** solitary

Treasure incidental

nation before it is unable to hold any more, though it seldom reaches this maximum capacity before ejecting drained husks. The save DC is Strength-based.

**Engulfing Charge (Ex)** As a part of a charge, a slithering bulette can engulf (see above) an opponent with a successful CMD check against the opponent's CMD. This attack does not provoke an attack of opportunity from the creature being charged, but attacks of opportunity for other opponents apply as normal.

Paralysis (Ex) A slithering bulette secretes an anesthetizing slime. A target hit by a slithering bulette's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based. Plasma Drain (Ex) A slithering bulette drains the bodily fluids from an engulfed opponent. Each round an opponent is engulfed, it takes 1 point of Constitution damage as its fluids are drawn forth through its skin. After an opponent is completely drained of fluids, the slithering bulette ejects to the withered husk from its body.

**Sealed Mind (Ex)** Even though a slithering bulette has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

**Transparent (Ex)** Due to its lack of coloration, when a slithering bulette is standing motionless, it can be hard to discern. A motionless slithering bulette receives a +12 bonus to Stealth checks in dim light. If the slithering bulette has engulfed an opponent, this bonus is lost.

The slithering bulette is a great oddity among the work of the physicians in that while it appears to have the form of one creature — a bulette, to be precise — it is entirely composed of the ooze-like proto-matter of a slithering tracker. Somehow, the strange creature retains the intelligence and tracking acumen of the slithering tracker and the instincts of a bulette. The creature's preferred attack is to charge an opponent and then engulf him into its body to begin draining its plasma. It then continues fighting while any

creature trapped within is carried along for the ride as it fights.

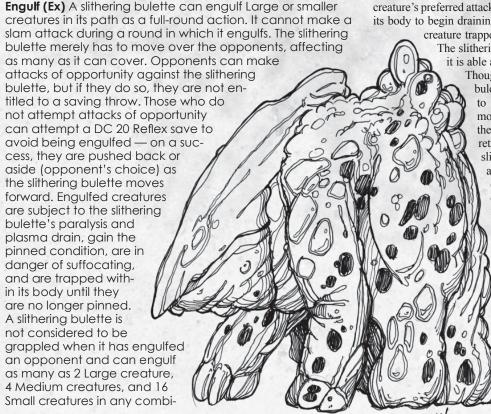
The slithering bulette continues to favor this tactic as long as it is able and is generally too dumb to retreat from a battle.

Though a slithering bulette retains the tremorsense of a

Though a slithering bulette retains the tremorsense of a bulette, it does not possess its burrowing ability due to its lack of a rigid form. However, if it sustains more than 50 points of damage in a single attack, the dim intellect that drives it kicks in and it tries to retreat. If this occurs, there is a 20% chance that a slithering bulette spends a full round unsuccessfully attempting to burrow into whatever surface it currently occupies. This does provoke attacks of opportunity from foes that threaten the squares it occupies. After 1 round of fruitless efforts, the slithering bulette realizes its error and attempts to make a run for it, possibly provoking further attacks of opportunity. If an opponent manages to escape a battle in which the slithering bulette was not killed or forced to retreat, its instinct to track take over and for the next 1d4 days it attempts to follow the trail of the escaped opponent in order to finish the kill.

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# Glithering Tangle

A sinister serpentine tangle of rotting vines ends in an approximation of a humanoid head, its maw lined with slime-dripping thorns.

SLITHERING TANGLE

XP 9,600

CE Large plant

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

Perception +24

**AC** 24, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)

**hp** 119 (14d8+56) **Fort** +13; **Ref** +11; **Will** +9

Immune electricity, plant traits; Resist fire 10

Speed 40 ft., swim 20 ft.

Melee bite +15 (2d6+7 plus grab and poison)

Space 10 ft.; Reach 5 ft.

Special Attacks fascinating cloud, constrict (2d6+5)

Sorcerer Spells Known (CL 7th):

3rd (4/day)—lightning bolt (DC 15), stinking cloud (DC 15)

2nd (7/day)—accelerate poison^{APG} (DC 14), pernicious poison^{UM}, see invisibility

1st (7/day)—ear-piercing scream^{UM} (DC 13),

shock shield^{uc}, shocking grasp, silent image (DC 13), vanish^{APG} (DC 13)

0 (at will)—dancing lights, ghost sound (DC 12), jolt^{um}, light, mage hand, open/close, touch of fatigue

Str 21, Dex 20, Con 19, Int 11, Wis 16, Cha 14 Base Atk +10; CMB +16 (+20 grapple); CMD 31 (can't be tripped)

Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials⁸, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (bite) Skills Escape Artist +7, Perception +24, Stealth +26 (+38 in swamps or forests), Swim +13; Racial Modifiers +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common SQ electric fortitude

**Environment** temperate and warm swamps, and underground (The Blight)

Organization solitary or nest (2–4)

Treasure standard

Fascinating Cloud (Su) Once per day as a swift action, a slithering tangle can emit a transparent cloud of pollen in a 20-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by moderate or stronger wind. All creatures in the cloud must succeed on a DC 23 Will saving throw each round or become fascinated. This effect persists for as long as the creature remains in the cloud and for 1d6 rounds thereafter (but it can be ended by the normal methods of defeating the fascinated condition). This is a mind-affecting effect. The save DC is Constitution-based.

**Electric Fortitude (Ex)** Slithering tangles take no damage from electricity. Instead, any electricity attack used against a slithering tangle temporarily increases its Constitution score by 1d4 points. The slithering tangle loses these temporary points at the rate of 1 per hour.

Poison (Ex) Bite—injury; save Fort DC 21; frequency 1/round



for 6 rounds; effect 1d4 Con damage; cure 1 save. **Spells** A slithering tangle casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a slithering tangle.

Slithering tangles appear to be snake-like tangles of rotting vegetation, but like shambling mounds, they are actually intelligent, carnivorous plants akin to animate tangles of creeping parasitic vines. Like spirit nagas, they are morbid, hateful creatures shunned for their loathsome sorcerous powers.

These repulsive creatures lair in despoiled forests and fetid swamps where they blend in with the surrounding terrain while they wait to ambush their prey. They also can be found underground living among damp fungal thickets. They are able to draw sustenance by parasitizing other plants and by sending rootlets into the soil to absorb raw nutrients, but they prefer to consume flesh and bone from animals crushed in their coils.

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# Spider, Chymic

The body of this spider-like creature is a mass of humanoid faces caught in drawn-out hideous screams. Ten spindly legs rise unevenly from the bulbous mass. Between tufts of bristly hair hang needle-sharp fangs that drip with a bitter-smelling, thick red liquid.

CHYMIC SPIDER

CR 5

XP 1,600

NE Small aberration

Init +3; Senses darkvision 60 ft.; Perception +12

Aura arachnophobia (1-mile)

**AC** 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size) **hp** 52 (7d8+14 plus 7)

Fort +4; Ref +4; Will +8

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6 plus poison)

**Special Attacks** chyme spray, egg implantation, nightmare projection

Str 10, Dex 15, Con 15, Int 9, Wis 16, Cha 10 Base Atk +5; CMB +4; CMD 16 (32 vs. Trip)

**Feats** Blind-Fight, Death From Above^{UC}, Toughness, Weapon Finesse

**Skills** Climb +8, Escape Artist +9, Perception +12, Stealth +14, Survival +12

Languages Common (can't speak)

SQ dream telepathy

^{UC} See Pathfinder Roleplaying Game Ultimate Combat

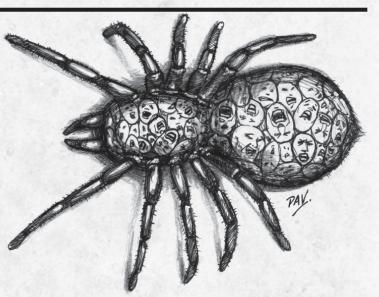
Environment urban (The Blight)
Organization solitary
Treasure incidental

**Arachnophobia Aura (Su)** Somehow born of nightmares of those who fear spiders, a chymic spider is inherently linked to the fabric of fear. The creature exudes this latent terror deep within the psyche of all creatures within a 1-mile radius. Any creature that is stated as having a fear or special enmity with spiders (such as a ranger with vermin as a favored enemy) makes saves against the chymic spider's nightmare projection at a penalty of -2.

Chyme Spray (Ex) Once every 1d4+1 rounds, as a standard action a chymic spider can expel the chymic juices from its stomach in a 15-foot cone that deals 7d6 points of acid damage to all creatures in the area. The chymic solution is thick and sticky, and clings to a creature that is struck, dealing an additional 3d6 points of acid damage for the next 2 rounds unless washed off with some solvent solution such as vinegar or alcohol or neutralized with an alkaline substance such as the potash used by glassmakers or the lye used in soaps. Application of at least 1 lb. of one of these or a similar substance ends the damage-causing effects of the chyme immediately. A successful DC 15 Reflex save results in half damage from the chyme projection and prevents any damage from occurring in the following rounds. The save DC is Constitution-based.

**Dream Telepathy (Su)** The chymic spider is able to use telepathy up to 400 feet and can communicate with any creature, so long as they have an Intelligence of 1 or higher and are in a dream state while sleeping.

**Egg Implantation (Ex)** A chymic spider does not simply devour a paralyzed victim, but instead implants a clutch of eggs within its abdominal cavity. Implantation delivers 1d4 eggs that can be removed from the host body only by cutting them from the victim (dealing 1d2 points of Constitution



damage each) or by powerful spells such as *miracle* or *wish*. Likewise, death affects can destroy the eggs (the clutch is considered to possess 1 HD collectively), even if the victim successfully saves against them or is too powerful to be affected by them. After 24 hours, the eggs hatch inside and begin feeding. Each round these newborns remain inside the victim they deliver a new dose of chymic spider poison damage, attempting to paralyze the host as they feed. When the host's Constitution reaches 0, he dies and 1d4 new chymic spiders emerge from the corpse.

**Nightmare Projection (Sp)** A chymic spider can project a nightmare into any sleeper with whom it has established dream telepathy contact. This nightmare is so powerful that it can paralyze its victim for 1d4 rounds unless he succeeds at a DC 16 Will save. The victim is allowed a new save each round. This is a mind-affecting fear effect. The save DC is Wisdom-based.

**Chymic Spider Poison (Ex)** Bite—injury; save Fort DC 15; frequency 1/round for 1 round; effect 1 Con and paralyzed 1d6 rounds; cure 1 save. The save DC is Constitution-based.

Chymic spiders are not true spiders, but rather born from the fear that spiders instill within many intelligent humanoids. Cunning, these aberrations sneak through the city rooftops and await their prey for days on end. Anyone who wanders into the chymic spider's 1-mile radius that might be the least bit fearful of spiders is quickly identified, and the chymic spider begins methodically stalking the victim, waiting for its chance to make dream contact.

These rare creatures lurk along the edges of Sister Lyme, hiding in gables, chimneys, and under eaves and seemingly found nowhere else in the world. Composed from the latent fears of arachnids somehow given life, the creature is able to project these primal fears into any living creature. It simply prefers to stalk and prey on those who fear it most. It is able to project these nightmares and can cause victims to be paralyzed while it enters their lairs, and lays its eggs within them. The baby spiders within whisper to their new host, wanting to be fed, obsessing about food, and within 24 hours they erupt to feed on their host before separating to make their own lairs. After a chymic spider successfully reproduces, it quickly withers and dies, leaving behind only a spider-like husk that the crows and vermin of the city quickly consume. Newborn chymic spiders don't begin their own reproduction hunts for 1d3 years after birth.

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## Spider, Gable

A spider the size of an alley cat scampers up the side of a tenement building. In its mandibles, it drags what appears to be a clothesline, with many of the garments still dangling limply behind.

#### **GABLE SPIDER**

**Environment** urban (The Blight) **Organization** solitary, pair, or colony (3–10) **Treasure** incidental

**Poison (Ex)** Bite—injury; save Fort negates; frequency 1/round for 4 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution-based.

**Sticky Globule (Ex)** Once every other round, a gable spider can project a globule of the substance it uses to coat its webs as a ranged touch attack. The attack functions like a tanglefoot bag, except the sticky globule has a range equal to the gable spider's climb speed. The save DC is Constitution-based and includes a +2 racial bonus.

**Web Construct (Ex)** Gable spiders are not web spinners but rather construct great, elaborate webs from the materials and debris they have available. They coat these web constructs with their sticky fluids so that even though these tangled constructions are easily seen, actually stumbling or falling into one still causes the creature to become trapped. A trapped creature is entangled and can escape with a successful Escape Artist check or tear free with a Strength check. Both are standard actions with a DC equal to 1/2

creature's HD + creature's Con modifier. Attempts to tear a character free from a web construct by a character who is caught in it suffers a –4 penalty. The trapped character gains a +5 bonus if he has something to walk on or grab while pulling free. Each 5-foot-square section of a web construct has a number of hit points equal to the Hit Dice of the gable spider that created it and DR 3/—.

A gable spider can move across its own web construct or that of another gable spider at its climb speed and can pinpoint the location of any creature touching the web construct.

#### Gable Spider Gizes

Size	Globule Save DC	Web Construct Save DC	Poison Save DC
Small	13	13	11
Medium	15	15	13
Large	18	18	16

#### SMALL GABLE SPIDER

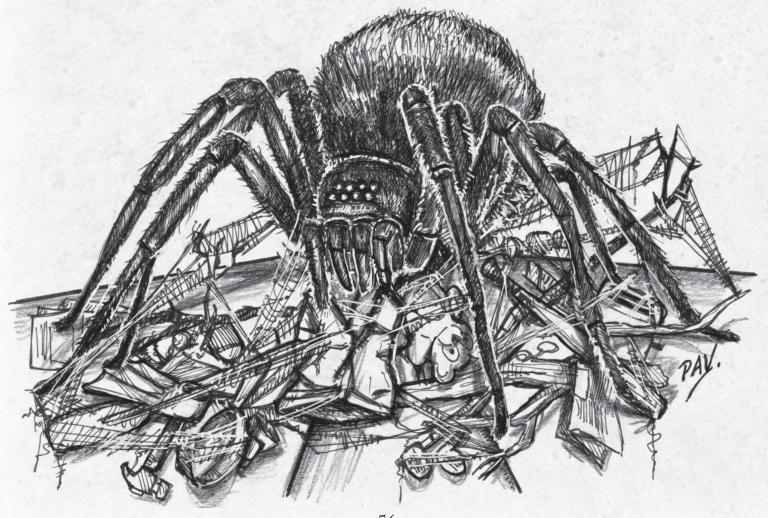
CR 1/2

XP 200

N Small vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)



#### THE TOME OF BLIGHTED HORRORS

hp 5 (1d8+1)

Fort +3; Ref +3; Will +0 Immune mind-affecting effects

Speed 20 ft., climb 15 ft.

Melee bite +4 (1d4-3 plus poison)

Special Attacks poison (DC 11), sticky globule (DC 13)

Str 5, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +0; CMB -4; CMD 9 (21 vs. trip)

Feats Weapon Finesse^B

Skills Climb +13, Perception +4, Stealth +11 (+15 in webs);

Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Climb

**SQ** web construct

MEDIUM GABLE SPIDER

CR 2

XP 600

N Medium vermin

Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

**hp** 19 (3d8+6)

Fort +5; Ref +5; Will +1

**Immune** mind-affecting effects

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6-1 plus poison)

Special Attacks poison (DC 13), sticky globule (DC 15)

Str 9, Dex 19, Con 15, Int —, Wis 10, Cha 2

Base Atk +2; CMB +1; CMD 15 (27 vs. trip)

Feats Weapon Finesse^B

**Skills** Climb +15, Perception +4, Stealth +8 (+12 in webs);

Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

**SQ** web construct

LARGE GABLE SPIDER XP 1,200

CR 4

N Large vermin

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 16, touch 14, flat-footed 11 (+5 Dex, +2 natural, -1 size)

**hp** 42 (5d8+20)

Fort +8; Ref +6; Will +1

**Immune** mind-affecting effects

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d8+3 poison)

Space 10 ft.; Reach 5 ft.

Special Attacks poison (DC 16), sticky globule (DC 18)

Str 15, Dex 21, Con 19, Int —, Wis 10, Cha 2

Base Atk +3; CMB +6; CMD 21 (33 vs. trip)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +0 (+4 in webs);

Racial Modifiers +4 Perception, +4 Stealth (+8 in webs)

**SQ** web construct

Gable spiders are different from other varieties of giant spiders, and it is for this reason that the whole of the city isn't shrouded in endless sheets of webbing. Gable spiders are not web spinners. They are still agile climbers like normal spiders and still live in web-like structures, but they lack spinnerets of their own. Rather, they are instinctively master builders when it comes to stringing together the detritus found in the city's dumps and alleys: frayed ropes, sail cordage, clotheslines, lengths of twisted rags, curtains, sailcloth, and more. Even lengths of chain and bits of lumber construction can be found in the web-like contrivances that the gable spiders build. They combine these myriad materials in twisting, knotted mazes of suspended lines that can shame the largest of spider webs for complexity. They knot and anchor these mismatched lines among the rooftops and with each other to create these swaying-but-stable webs of junk.

However, just because they are not web spinners does not mean the gable spiders are not masters of their domain. Rather than spinnerets, gable spiders have large swollen glands that secrete a sticky fluid they use to coat their rope and cloth constructions to provide the same benefits of a natural web. Creatures stuck within their depths become easy prey for the gable spiders who are able to move in and among these artificial webs with great agility and speed.

**Animal Companion:** A druid or other character with the ability to select a vermin as an animal companion may gain a gable spider with the following statistics:

Starting Statistics: Size Small; Speed 30 ft., climb 20 ft.; Attack bite (1d4); Ability Scores Str 5, Dex 17, Con 12, Int —, Wis 10, Cha 2; Special Attacks sticky globule (DC 13); Special Qualities darkvision, tremorsense 30 ft.; CMD trip +12.

**4th-Level Advancement: Size** Medium; **AC** +1 natural; **Attack** bite (1d6); **Ability Scores** Str +4, Dex +2, Con +2.

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# Gquarpy (Gessile's Ginging Terror)

At first glance, this creature looks like an ordinary giant squid of prodigious size. However, a closer look shows a small, beaked mouth near the tip of each of its tentacles, and its two longer arms each end in great, bird-like talons.

SQUARPY

**CR 10** 

XP 9,600

CE Huge aberration (aquatic)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +25

**AC** 24, touch 12, flat-footed 20 (+3 Dex, +1 dodge, +12 natural, -2 size)

hp 127 (15d8+60)

Fort +11; Ref +10; Will +12

**Defensive Abilities** ink cloud (20-ft. radius, DC 21)

**Speed** 60 ft., jet 260 ft.

**Melee** bite  $\pm 16$  (2d8+7/19-20), 2 talons  $\pm 16$  (1d8+7), tenta-

cles +14 (4d6+3 plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with talons and tentacles) **Special Attacks** constrict (4d8+10), captivating song

Str 25, Dex 17, Con 19, Int 7, Wis 12, Cha 17

**Base Atk** +11; **CMB** +20 (+22 grapple); **CMD** 34 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Multiattack^B, Skill Focus (Perception)

Skills Perception +25, Swim +33

Languages Common

**Environment** any ocean (The Blight)

**Organization** solitary

Treasure none

Captivating Song (Su) The beaked tentacles of the squarpy each sing with the song of harpies. However, the combination of eight such voices and the strange way that the sound travels through the water causes the captivating harmony to become even more haunting and strange. All creatures within 300 feet (whether underwater or out of the water) must succeed on a DC 20 Will saving throw or become captivated. A creature that successfully saves is not subject to the squarpy's song for 24 hours. A victim under the effects of the captivating song moves toward the squarpy using the most direct means available. If the creature is unable to breathe underwater and the squarpy is underwater while using the captivating song, the creature does even attempt to hold its breath and begins drowning (see Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook immediately upon entering the water). Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the squarpy simply stands and offers no resistance to the squarpy's attacks. This effect continues for as long as the squarpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Constrict (Ex) The tentacles of the squarpy each bears a beaked mouth on its underside. Whenever the squarpy uses its constrict ability, it deals 4d8+10 points of damage, half of it bludgeoning from these beaks.

**Ink Cloud (Ex)** The squarpy can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater.

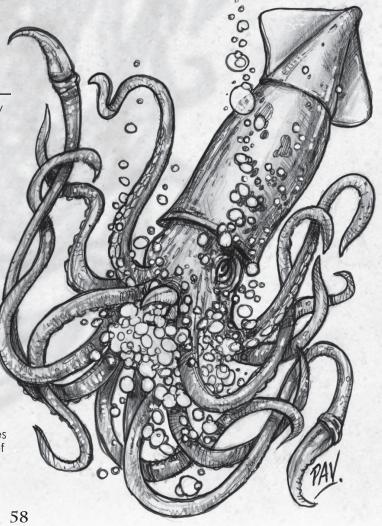
This cloud provides total concealment. Any water-breathing creature in a square that the ink cloud enters must make a DC 21 Fortitude save or be nauseated for as long as it remains in the cloud and 1d6 rounds after it leaves the cloud. On a successful save, the creature is just sickened for 1 round. The ink persists for 1 minute. The save DC is Constitution-based.

**Jet (Ex)** The squarpy can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Perhaps the most infamous creation of the Physician Simon Sessile, this great beast is kept in the great aquarium at the Capitol, where its huge water tank enclosure is encased in thick, iron-reinforced, soundproof glass. The only access is through a second room on the floor above, which is simply a small metal cage with tightly spaced bars in which food-carcasses can be loaded and then dropped into the tank by pulling a lever to release the bottom of the cage. Nevertheless, despite all of these precautions, it seems that an aquarium keeper or night watchman disappears in the vicinity of the aquarium at least once a year. Sometimes some remnant of the missing person's clothing is spotted resting at the bottom of the great tank, but usually there is no evidence of their fate other than, perhaps, a faint red haziness in the water the next morning. How the squarpy is able to lure these individuals into its sealed tank is unknown, but few doubt that it is doing just that.

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### Stegocentroper

A massive lump-like creature bursts from the cavern floor. It is has a great fanged maw flanked by large mandibles above which is a single insect-like eye. Four chitinous tentacles emerge from its body behind its head, and the body itself is covered in bony plates with a double row of sharpened crests running down its back. Numerous centipede legs propel it forward as it continues to emerge from its burrow.

#### STEGOCENTROPER XP 76,800

CR 16

CE Huge aberration

Init +6; Senses darkvision 60 ft., low-light vision; Perception +23

**AC** 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, -2 size) **hp** 420 (24d8+312)

Fort +23; Ref +12; Will +16

**Defensive Abilities** spines; **Immune** electricity; **Resist** cold 10; **SR** 27

**Speed** 30 ft., burrow 20 ft., climb 20 ft. **Melee** bite +31 (4d8+14/19–20 plus grab), sting +31 (2d6+14 plus poison), 4 tentacles +29 (1d8+7)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)

**Special Attacks** swallow whole (8d6 acid, AC 20, 42 hp)

Str 38, Dex 15, Con 36, Int 1, Wis 10, Cha

Base Atk +18; CMB +34 (+38 grapple); CMD 46 (can't be tripped)

Feats Blind-Fight, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiatack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite), Weapon Focus (sting), Weapon Focus (tentacles)
Skills Climb +26, Perception +23, Stealth +17 (+25 in stony areas); Racial Modifiers +4 Climb, +4 Perception, +8 Stealth in stony

Environment underground (The Blight)
Organization solitary
Treasure incidental

**Poison (Ex)** Sting—injury; save Fort DC 35; frequency 1/round for 6 rounds; effect 1d6 Str; cure 2 consecutive saves. The save DC is Constitution-based.

**Spines (Ex)** A stegocentroper raises its spine-plates during combat, and moves rapidly back and forth while attacking. Creatures in a space adjacent to a stegocentroper must succeed on a DC 35 Reflex save each time they attack it or take 2d8+7 points of damage from the spine-plates, whether the attack was successful or not. The save DC is Constitution-based.



This abominable cross between a roper and a stegocentipede is a true nightmare of the deep places of the earth. It inherited the fierceness and strength of both species, magnified in its combination. Fortunately, it did not inherit the roper's intelligence, having only the dim awareness of the lower forms of life. It lives to eat and believes virtually anything it meets to be potentially edible. Its first instinct in combat is always to try to swallow opponents in its ceaseless hunger. Fortunately, the aggressiveness of these creatures prevents them from mating very frequently, so while they are naturally long-lived, they seldom reproduce.

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### Stircatrice

The creature flaps its bat-like wings awkwardly through a series of bounding leaps, its red-rimmed eyes fixated in rage upon its target. Beneath these eyes in its insectoid head, a long beak-like proboscis extends forward seemingly testing the air, with a pitch-black wattle dangling below. The body of the creature is lean like that of a cockerel with feathers as black as its wattle and six insect-like legs with jagged grasping claws. A long serpentine tail extends behind the creature, also feathered in the same inky plumes. STIRCATRICE CR4 XP 1,200 NE Small aberration Init +3; Senses darkvision 60 ft.; Perception +8 AC 16, touch 15, flat-footed 12 (+3 Dex, +1 dodge, +1 natural, +1 size) **hp** 23 (5d8) Fort +1; Ref +4; Will +3 Speed 20 ft., fly 40 ft. (clumsy) Melee bite +7 (1d4 plus poison), tail slap +2 (1d4 plus grab) Special Attacks blood drain, blood rage, leaping lunge Str 10, Dex 17, Con 11, Int 1, Wis 9, Cha 8 Base Atk +3; CMB +2 (+6 grapple); CMD 16 (24 vs. trip) Feats Dodge, Skill Focus (Perception), Weapon Finesse Skills Fly +2, Perception +8 Environment temperate plains or urban (The Blight) Organization solitary, pair, flight (3-5), or flock (6-12) Treasure none Blood Drain (Ex) A stircatrice drains blood in any turn where it is successfully grappling a foe, inflicting 1d2 points of Constitution damage. The use of this ability requires the victim to make a new saving throw against the stircatrice's poison even if a previous save was already successful. of cardiac arrest. The poison is spread by the stircatrice's Leaping Lunge (Ex) If a stircatrice charges, bite and requires a new saving throw in any round that the it can make a leaping lunge at its target stircatrice uses its blood drain on the victim. The save DC is using its fly speed for its movement. In Constitution-based. addition to the normal +2 attack bonus for the charge, the stircatrice makes These aberrant creatures are prone to sudden rages and are nearly its tail slap attack as a free action with an mindless in their aggression. They routinely attack creatures larger additional +4 attack bonus and a +4 bonus to its CMB to than themselves in order to feed on their blood. They are clumsy flyers start a grapple (+10 CMB total). If the grapple is successful, at best, preferring to move about in great leaping hops that appear the stircatrice continues to benefit from this +4 bonus to CMB gangly and uncoordinated but actually cover distance very quickly. until such time as its grapple is broken. Once the grapple is Kept in menageries throughout the city, stircatrices are usually kept broken, the stircatrice receives only its normal CMB modifier in double-walled cages since even a peck of their long, slender beak unless it makes another leaping lunge. A leaping lunge is the can spread a fatal infection. Some yogis and entertainers of a more favored form of attack for a stircatrice in a blood rage. dramatic nature enter a stircatrice's cage to meditate or prove their Poison (Ex) Bite/blood drain—injury; save Fort DC 12; fremastery over the fearsome creature. An equal number of these have quency 1/round for 6 rounds (plus see below); effect 1d3 ended up as bloodless corpses as have emerged alive — to the raucous Dexterity damage; cure 1 save. approval of their audience.

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The saliva of a stircatrice contains an enzyme that causes a victim's veins and muscles to calcify, reducing its mobility.

A victim whose Dexterity is reduced to 0 by this poison dies

# Gwarm, Blindingerow

This screeching whirlwind is a tumultuous mass of black feathers, talons, and pecking beaks.

BLINDINGCROW SWARM

CR 4

XP 1,200

N Tiny animal (swarm)

Init +7; Senses low-light vision; Perception +10

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

**np** 27 (608)

Fort +5; Ref +8; Will +3

**Defensive Abilities** all-around vision, swarm traits; **Immune** blindness

**Speed** 10 ft., fly 40 ft. (average)

Melee swarm (2d6 plus disease plus eye-rake)
Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), eye-rake

**Str** 2, **Dex** 17, **Con** 10, **Int** 3, **Wis** 13, **Cha** 7

Base Atk +4; CMB —; CMD — Feats Improved Initiative, Skill Focus (Perception), Weapon Finesse

**Skills** Fly +13, Perception +10 **SQ** third eye

**Environment** any temperate land

**Organization** solitary, flock (2–4 swarms), or murder (5–10 swarms)

Treasure none

Disease (Ex) Blinding sickness: Bite—injury; save Fort DC 15; onset 1d3 days; frequency 1/day; effect 1d4 Str damage, if more than 2 Str damage victim must make an additional Fort save or be permanently blinded; cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Eye-Rake (Ex) Any living creature damaged by a blindingcrow swarm must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with a remove blindness/deafness or a successful DC 13 Heal check. The save DC is Constitution-based.

**Third Eye (Su)** Although a blindingcrow has two functional eyes, it actually sees

through the tips of its feathers as well. This enhanced sensory perception grants it all-around vision, and it is immune to the blind condition.

A blindingcrow swarm is a mass of such birds mobbing together to defend against a predator or some other individual that has sufficiently antagonized them, usually through approaching too near a roosting murder of the birds or with loud noises. Only when blindingcrows mob something and form a swarm does the threat of blinding through their eye raking attacks occur. Blindingcrow swarms have the same general characteristics and habitat of normal blindingcrows.

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### Doerm

This worm-like monster's eyeless head has a hooked jaw and large, pointed ears. Its scaly hide is dull gray with a crest on its head and along its back to its tail, along which its shrunken, vestigial legs hang limply. Its long, multi-jointed arms are like slimy spider-legs tipped with elongated, clawed hands.

WOERM XP 1,200 CR 4

CE Medium aberration

Init +7; Senses blindsense 30 ft.; Perception +10 Aura stench (30 ft., DC 15, 10 rounds)

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) **hp** 45 (7d8+14); regeneration 2 (acid, fire, or sun-

Fort +4; Ref +7; Will +7

Weaknesses sunlight vulnerability

Speed 50 ft., burrow 10 ft., climb 30 ft., swim 30 ft. Melee bite +8 (1d6+3 plus disease), 2 claws +8 (1d4+3)

Special Attacks disorientating scream, swarming

Str 16, Dex 17, Con 15, Int 10, Wis 11, Cha 10 Base Atk +5; CMB +8; CMD 21 (can't be tripped) Feats Blind-Fight, Improved Initiative, Iron Will, Lightning Reflexes, Spring Attack^B Skills Acrobatics +17 (+25 to jump), Climb +29, Per-

ception +10, Stealth +17, Swim +11; Racial Modifiers +4 Acrobatics, +8 Climb, +4 Stealth (+8 in rocky areas)

Languages Undercommon SQ blind, compression

**Environment** underground Organization solitary, pair, gang (3–12), or cult (13+)

**Treasure** standard

Blind (Ex) Woerms are blind. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Disease (Ex)** Virulent Filth Fever; Bite—injury; save Fort DC 15; onset 1d3 hours; frequency 1/hour; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Disorientating Scream (Su) Woerms communicate with their own kind via a highly pitched scream. Creatures other than other woerms within 15 feet of a screaming woerm must succeed at a DC 15 Will save or be confused for 1 round, as per lesser confusion. A character who succeeds at this saving throw is immune to that woerm's disorientating scream for 24 hours. This is a mind-affecting sonic effect. The save DC is Constitution-based.

Swarming (Ex) Woerms dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Two woerms, or a woerm and a morlock, can share the same square at the same time. If they attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Sunlight Vulnerability (Ex) A woerm's regeneration is suppressed each round it is exposed to sunlight. In addition, after every hour of such exposure, a woerm takes 1d4 points of Constitution damage.



Woerms are an aggressive, insular race who constantly hunger for flesh and who have become adept at survival in the crippling and stifling confines of the Underneath. Originally spawned of cursed unions between morlocks and troglodytes, they are rarely encountered and never above ground, as sunlight repels them.

Woerms are cautious when hunting, striking prey as they rush forth from hidden holes and disappear into others. This tactic has led to an impression that they enjoy playing with their prey — earning them the name "Welcomers Below" — but woerms delight only in eating.

Woerms are surprisingly sophisticated and intelligent, and have complex and powerful clans and groups; two opposing groups of woerm never work together, but occasionally a great leader forges a larger kingdom of the creatures. These clans can last for decades — centuries even — and the feasting halls that rarely have been discovered have shown their appetites and successes. Occasionally, the insular woerms form an alliance with, or more often enslave, a race of subterranean dwellers, typically their morlock or troglodyte forebears.

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# Appendix A: Animals

This vicious-looking dog is heavily muscled and scarred from many battles.

**BLIGHT-BULL (LIGHT FIGHTING DOG) XP 200** 

CR 1/2

N Small animal

Init +2; Senses low-light vision, scent; Perception +5

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

Fort +5; Ref +5; Will +1

**Defensive Abilities** ferocity

Speed 40 ft.

Melee bite +5 (1d4+3 plus jaw lock)

Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 8

Base Atk +1; CMB +2 (+6 grapple); CMD 14 (18 vs. trip)

Feats Weapon Focus (bite)

Skills Acrobatics +6 (+14 jumping), Perception +5; Racial

Modifiers +4 Acrobatics when jumping

**SQ** tricks (attack, defend, down, exclusive, flank, menace)

Gear leather barding

PPC:AA See Pathfinder Player Companion: Animal Archive

**Environment** urban

Organization solitary, pair, or pack (3–12)

Treasure none

Jawlock (Ex) A fighting dog can lock its jaws when it hits with a bite attack. This works like the grab special ability for creatures up to its size and the attach special ability for larger creatures. Each round the dog successfully maintains

CR 2

its grapple, the creature it is locked onto takes bite damage.

**PIT-MASTIFF** 

(HEAVY FIGHTING DOG)

XP 600

N Medium animal

Init +2; Senses low-light vision,

scent; Perception +8

AC 16, touch 12, flat-footed 14

(+3 armor, +2 Dex, +1 natural)

hp 26 (4d8+8)

Fort +6; Ref +6; Will +2

**Defensive Abilities** ferocity

Speed 40 ft.

Melee bite +7 (1d6+4 plus jaw lock)

Str 16, Dex 15, Con 15, Int 2, Wis 12,

Cha 8

Base Atk +3; CMB +6 (+10 grapple); CMD

18 (22 vs. trip)

Feats Light Armor Proficiency, Weapon

Focus (bite)

Skills Acrobatics +6 (+14 jumping), Per-

ception +8; Racial Modifiers +4 Acrobatics

when jumping

SQ tricks (attack, defend, down, exclu-

sive, flank, menace) PPC:AA

Gear studded leather barding

PPC:AA See Pathfinder Player Companion: Animal Archive

**Environment** urban

Organization solitary, pair, or pack (3–12)

Treasure none

Dogs bred and trained specifically to fight are much tougher than normal breeds. They are typically garbed in light barding and have been taught to lock their jaws to bring opponents down. Their training has suppressed some of their natural instincts and rendered them quite specialized; consequently, they aren't of much use for other activities, such as tracking, but continue to fight well past the point when other dogs would no longer be able to continue.

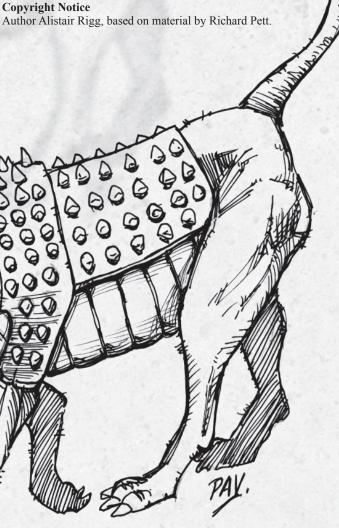
Animal Companion: A druid or other character with the ability to select an animal companion may gain a fighting dog with the following

Starting Statistics: Size Small; Speed 40 ft.; AC +2 natural; Attack bite (1d4); Ability Scores Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 8; Special Attacks jawlock; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6); Ability Scores Str +4, Dex -2, Con +2.

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# Lyme Angler (Glop-Ghark)

This massive bloated fish has a glowing, fleshy protrusion that extends from the top of its skull and dangles in front of its wide mouth filled with needlelike fangs.

LYME ANGLER XP 1,600

CR 5

N Huge animal (aquatic)

Init +2; Senses blindsense 30 ft., low-light vision; Perception

AC 20, touch 8, flat-footed 18 (+12 natural, -2 size) hp 52 (7d8+21)

Fort +8; Ref +7; Will +4 Immune disease, poison

Speed swim 30 ft.

Melee bite +12 (2d8+12 plus disease)

Space 15 ft.; Reach 10 ft. Special Attacks lantern lure

Str 26, Dex 11, Con 17, Int 1, Wis 14, Cha 2 Base Atk +5; CMB +15; CMD 25 (can't be tripped)

Feats Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (bite) Skills Perception +13, Stealth -8, Swim

**Environment** temperate ocean Organization solitary, pair, or school (3-6) Treasure none

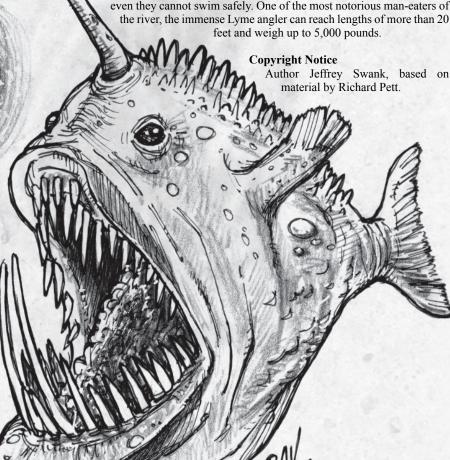
Disease (Ex) Brine misery: Bite—injury; save Fort DC 16; onset 1d4 rounds; frequency 1/day; effect 1d4 Dex plus staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Brine misery causes an extremely irritating stinging itch at the point of the wound that causes the victim to have the staggered condition until the disease is

Lantern Lure (Ex) As a free action, a Lyme angler can illuminate the dangling lure on its forehead with a phosphorescent glow that gives off light equal to a candle. All creatures with an Intelligence of 2 or less within 20 feet on which the Lyme angler has gained surprise must make a DC 13 Will save or become fascinated for 1 round. A creature that is not surprised has spotted the angler and is not fooled by the angler's lantern display. Once fascinated, a victim can make a new save each round that the lantern lure remains in view to break the effect. However, while fascinated, the victim does not view the angler as a potential threat and remains fascinated until it actually attacks, which automatically breaks the effect. The save DC is Dexterity-based.

Also known as a slop-shark to those along the River Lyme, the Lyme angler is among the largest of predatory fish in and around that waterway. Lyme anglers have a luminescent organ called its lantern lure at the tip of a modified dorsal ray (or fishing rod). The organ primarily serves to lure prey into the warm, shallow, polluted waters of the Lyme, but also serves to call the males' attention to the females to facilitate mating. The source of luminescence in this organ is a species of nearly microscopic symbiotic brine shrimp that lives in and along the Lyme and has an affinity for the lantern lure organ of the Lyme angler. Through a complex chemical reaction, the Lyme angler is able to agitate these brine shrimp and cause them to illuminate its lure at will.

These diseased things of corruption and toxin are common in the Lyme. They have enormous fanged-filled mouths, and their bodies are riddled with sores, infestations, and chemical burns — proof that there are places even they cannot swim safely. One of the most notorious man-eaters of



# Gough-Ees

This massive eel, nearly 20 feet long, has a pale hide that is almost translucent like a fish's belly, but marred by great areas of sloughing flesh that hang loose in rotten folds. It is eyeless, with a row of small black nodules extending back from its snout, and has several small vestigial fins growing sporadically along the length of its body. Its mouth, however, is the most noticeable feature, occupying nearly a quarter of its length, and splayed wide with a crowd of jagged fangs.

SOUGH-EEL XP 2.400 CR 6

N Huge animal (aquatic)

Init +4; Senses blindsense 90 ft., blindsight 30 ft., scent; Perception +7

**AC** 19, touch 8, flat-footed 19 (+11 natural, -2 size) **hp** 76 (9d8+36)

Fort +10; Ref +8; Will +4

**Defensive Abilities** loose flesh; **Immune** disease, poison, vision-based attacks

Weaknesses water dependency

Core Rulebook).

These vile predators are found exclusively in the dark, filthy waters of the Great Lyme River and Fetid Sea in the vicinity of the City-State of Castorhage. Some have speculated that they were once a temperate water variety of moray eel that was indigenous to the area until the Lyme was tainted by the noxious effluvia from the metropolis known colloquially as the Blight. Unlike most aquatic species that were unable to survive the poisoning of the waters, the sough-eel population managed to endure the deadly influx but was changed in the process. Immune to most disease and poison, the sough-eels — carriers of their own endemic pathogen — are now affected by it chronically so that their hide is in a constant state of dying and sloughing off in large swaths and layers. This has not seemed to affect their ability to survive in their harsh environment, and every native of the Blight knows better to enter the water of the Lyme for fear of the voracious attacks of the ever-present sough-eels.

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Speed 10 ft., swim 30 ft.

Melee bite +13 (2d8+12 plus disease and grab)

Space 15 ft.; Reach 10 ft.

Special Attacks gnaw, swallow whole (4d6 acid

damage, AC 15, 7 hp)

Str 26, Dex 10, Con 19, Int 1, Wis 12, Cha 8
Base Atk +6; CMB +16 (+20 grapple); CMD 26
(can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Stealthy,

Weapon Focus (bite)

**Skills** Escape Artist +12, Perception +7, Stealth +9, Swim +20; Racial Modifiers +4

Stealth, +12 Escape Artist

Environment temperate ocean Organization solitary or school (4–8) Treasure none

**Disease (Ex)** Flesh Rot: Bite—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based

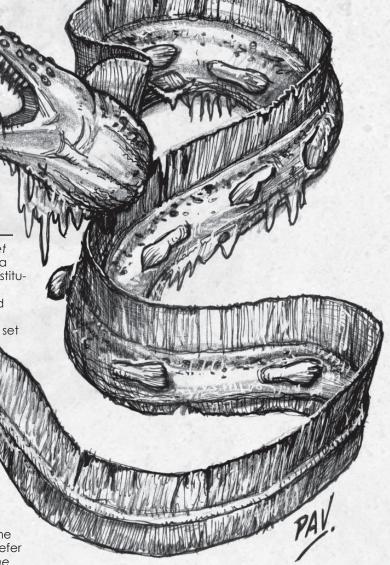
Gnaw (Ex) If a sough-eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d8+12 points of damage). A sough eel possesses a second

damage). A sough-eel possesses a second of jaws in its throat that aid in swallowing — it can make a second bite attack (+11 attack, 1d8+6) against a foe it has already grabbed. After a sough-eel uses its gnaw attack against a grabbed foe for 1d3 rounds, it attempts to swallow that foe on

its next attack.

Loose Flesh (Ex) The rotten, loose folds of flesh that continually slough off of a sough-eel provide it with a measure of protection against certain attacks. In addition to providing it with its racial bonus to Escape Artist checks, it gives the sough-eel immunity to bleed damage and precision damage such as that dealt by sneak attacks.

Water Dependency (Ex) Sough-eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the drowning rules in the Pathfinder Roleplaying Game



# Appendix B:

Between Creatures

### Between Dream

This ghost-like figure is composed of nightmarish imagery and screaming faces.

BETWEEN DREAM

XP 1,200

NE Small outsider (Between, incorporeal, native)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 18, touch 18, flat-footed 14 (+3 deflection, +3 Dex, +1 dodge, +1 size)

**hp** 47 (7d10–7 plus 16) **Fort** +4; **Ref** +5; **Will** +7

Defensive Abilities incorporeal; DR 2/cold iron; SR 15

Speed fly 40 ft. (perfect)

**Melee** incorporeal touch +11 touch (3d8 negative energy plus nightmare curse)

Spell-Like Abilities (CL 7th):

3/day—lesser confusion (DC 15), scare (DC 15), vanish

1/day—deep slumber (DC 16), dimension door, greater oneiric horror^{OA} (DC 17)

Str —, Dex 17, Con 8, Int 10, Wis 15, Cha 17 Base Atk +7; CMB +8; CMD 23 (can't be tripped)

Feats Blind-Fight, Combat Casting, Dodge, Improved Initiative^B, Mobility, Spring Attack^B Skills Bluff +13, Fly +13, Intimidate +13, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +17

Languages telepathy 100 ft.

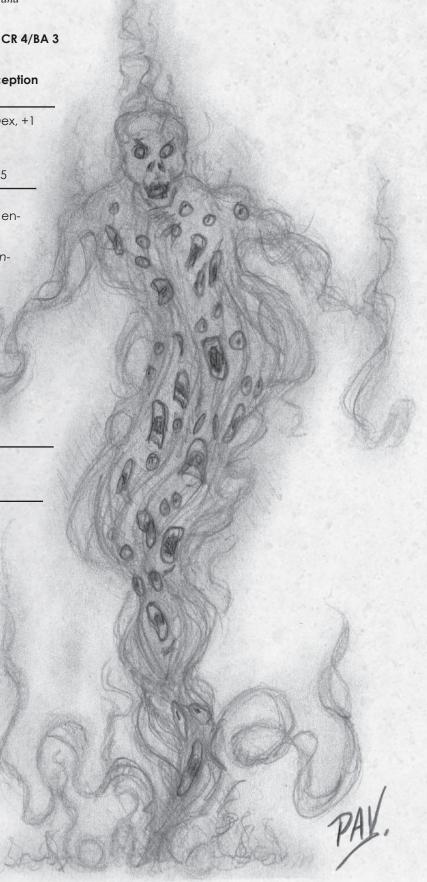
Environment any (Between)
Organization solitary
Treasure none

Nightmare Curse (Ex) A Between dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; save Will DC 16; frequency 1/day; effect 1d4 Wisdom damage and target is fatigued; cure 2 consecutive saves or dispel evil, dream, or remove curse. The save DC is Charisma-based.

Between dreams are weaker versions of animate dreams that form in Between rather than on the Ethereal Plane. Like animate dreams, their true appearances are vague and nebulous, but they react to the fears and emotions of those around them, taking on increasingly nightmarish appearances that differ for each viewer. Between dreams sometimes cooperate with other Between creatures such as Between vampires and gloams that have associations with dreams and nightmares.

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#### THE TOME OF BLIGHTED HORRORS

### Between-Cat

Vaguely feline, this hairless, pale creature has wrinkled, flaccid skin, a pair of stunted vestigial limbs extending from its flanks, and a ring of small tentacles around its neck. Its clawed forepaws each bear one wickedly hooked claw much larger than the others. Its eyes are dark voids, and a long, prehensile tongue extends from its mouth.

**BETWEEN-CAT** 

CR 3/BA 3

**XP 800** 

N Tiny magical beast (Between)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +10

AC 20, touch 20, flat-footed 15 (+3 deflection, +4 Dex, +1 dodge, +2 size)

hp 21 (1d10 plus 16) Fort +2; Ref +6; Will +2

Defensive Abilities dislocated (blurred movement^{ACG}); DR 2/ cold iron; Immune disease, mind-affecting effects, poison; Resist cold 5, electricity 5, sonic 5; SR 9

ACG See Pathfinder Roleplaying Game Advanced Class Guide

Speed 30 ft., climb 20 ft.

Melee 2 claws +7 (1d3-2), tongue +7 (1d2-2 plus grab)

Space 2-1/2 ft.; Reach 0 ft. (5 ft. with tongue)

Special Attacks nulltropic scratch

**Spell-like Abilities** (CL 3rd):

At will—read magic

1/day—comprehend languages

Str 6, Dex 18, Con 10, Int 20, Wis 14, Cha 16

Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip)

Feats Dodge^B, Mobility^B, Weapon Finesse

Skills Acrobatics +8, Climb +16, Knowledge (arcana) +6, Knowledge (Between) +6, Linguistics +8, Perception +10, Stealth +20, Swim +4; Racial Modifiers +2 Linguistics, +4 Perception, +4 Stealth; uses Dexterity to modify Climb and Swim checks

Languages Abyssal, Aklo, Celestial, Common, Daemonic, Infernal, Protean; telepathy 50 ft.

SQ change shape (alter self), dual existence

**Environment** any land (Between)

**Organization** solitary, pair, pack (3–6), hunt (7–10), brood (11-15), coven (16-30), or council (31-56)

**Treasure** standard

Dual Existence (Su) A Between-cat exists simultaneously in Between and in the mundane world, and is capable of traveling back and forth between them as a move action. When a Between-cat moves between these worlds, it is able to choose a general location in which it arrives (within 1d10x10 feet of its intended destination) but is not accurate enough for a more precise arrival point. The creature's existence between two worlds yet completely connected to neither gives the Between-cat a deflection bonus to AC equal to its Charisma modifier.

In the mundane world, a Between-cat's change shape ability causes it to appear as a specific normal cat (always the same general appearance, coloration, etc.), though the Between-cat can suppress this as a free action and instead appear in its natural form. It can resume its normal cat appearance as a move action. In Between, the Between-cat always assumes its natural form, though it can take on its normal cat form as a move action and maintain this appearance each round as a free action. Regardless of which form it is in, a Between-cat always has access to all of its special abilities.

Nulltropic Scratch (Su) Each round as a swift action before making its attack roll, a Between-cat can designate one of its claw attacks to cause nulltropic damage rather than normal damage. This unique damage induces a loss of order and energy in the target, producing an overall breakdown



of its substance toward nothingness. More than mere entropy, which simply describes the loss of order and cohesion, the nulltropy of the Between-cat brings about a complete loss of existence in any form, albeit on a minuscule scale.

A single Between-cat's nulltropic scratch deals only 1 point of nulltropic damage on a successful attack and is not modified by Strength or other modifiers. However, this damage scales upward in the presence of multiple Between-cats. If more than one Between-cat is present, any others within 100 feet that have line of effect with the attacking Between-cat can, as a standard action, choose to bolster the nulltropic damage of the designated attacker. Every Between-cat that opts to do so provides a cumulative +1 bonus to the attack roll of the nulltropic scratch and increases the damage dealt as indicated in the table below. More than one Between-cat in a battle can have its nulltropic attack bolstered in this way, but each Between-cat present can bolster only one nulltropic attack per round.

# Between-Cats	Nulltropic Damage	
1	1	
2	1d3	
3	1d4	
4	2d3	
5–6	2d4	
7–9	2d6	
10	3d6	
11–14	3d8	
15	3d12	
16	5d10	
17–30	6d12	
31–55	10d12	
56+	20d10	

This nulltropic damage ignores all hardness, damage reduction, immunities, or special qualities of the targeted victim or object. It also ignores the distinction between corporeal and incorporeal and the associated miss chance, always dealing damage to its target on a successful attack. Miss chances due to concealment still apply normally as they signify the chance of the attack missing altogether rather than just being unable to hit due to some inherent quality of the target. Even creatures or objects made entirely of negative energy take damage from a nulltropic scratch. A creature slain by the nulltropic scratch of a Between-cat (or cats) can return to life only with a miracle or wish spell.

Cats have often enjoyed a vaguely mysterious and sinister reputation throughout many cultures, and the Between-cat may be the most deserving of this reputation. Cat-like in name only due to its vaguely feline appearance, some scholars question whether Between-cats began as normal cats and were changed through exposure to the Between. Others think they are actual creatures of the Between that managed to gain a cat-like appearance through their intimate contact with the mundane world, while some believe they are some entirely unrelated species that simply evolved concurrently to resemble the more mundane varieties of cats. Whatever the case, it seems that Between-cats hold no special affinity for true felines, and yet are able to move among them completely unnoticed by other cats without raising any alarm when in their mundane cat forms. Whatever the reason for their existence and their relationship to mundane felines, Between-cats are one of the few creatures that enjoys seemingly complete freedom in moving between the natural world and Between.

While their full agenda is not known, two facts about Betweencats are recognized among the most learned of scholars. First, they ceaselessly search through venerable tomes, petroglyphs, and other ancient writings in search of some unknown secret or secrets that they have revealed to no one. Second — whether related to the first item or not Between-cats seek to completely unmake reality for their own hidden reasons. Because Between-cats possess their strange nulltropic attack, they are literally able to accomplish this latter goal one tiny piece at a time. Fortunately for the sake of reality and all who live in it, the nulltropic damage caused by a single Between-cat is minuscule, and they are loath to use it indiscriminately. They instead save it for enemies in battle or for certain artifacts and writings they have found over the years, as well as for aboleths, whom they consider bitter enemies. However, when more Between-cats get together, they are able to bolster their nulltropic attack to a terrifying degree. The scale of this damage begins to become truly devastating when 16 of the creatures (or a full coven, as they classify their gatherings) come together, and thankfully, no one has ever reported more than 56 Between-cats congregating in one place. There is speculation, however, that if more did gather, then the nulltropic damage they could cause would continue to scale to an ever-accelerating degree. Most soberminded theoreticians refuse to think too long on the dreadful implications of this line of thought.

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### Caul-Cuckoo

This is no ordinary human child, but an infection, something that Horrific Appearance (Su) Creatures within 30 feet who leeched upon a living babe whilst in the womb and smothered it, see a caul cuckoo in its natural form are sickened for becoming something partly human and partly from Between. 1d6 rounds (DC 15 Will save negates). This ability Its form is fluid, oily almost, and the disturbing mixture of is a mind-affecting fear effect. The save DC is human and slug is revolting to behold. Charisma-based. Lullaby (Su) A caul cuckoo's lullaby **CAUL CUCKOO** CR 5/BA 3 has the power to disorient the minds XP 1,600 of those that hear it. When a caul N Small aberration (Between) cuckoo sings, all creatures aside Init +9; Senses darkvision 60 ft., low-light vision; from other caul cuckoos within Perception +9 a 300-foot spread must succeed Aura horrific appearance (30 ft., DC 15) on a DC 15 Will saving throw or become confused. A creature AC 18, touch 16, flat-footed 13 (+5 Dex, that successfully saves is not +2 natural, +1 size) subject to the same caul hp 45 (5d8+10 plus 13); fast cuckoo's song for 24 hours. healing 5 This effect continues for as Fort +3; Ref +8; Will +7 long as the caul cuckoo **Defensive Abilities** distortsings and for 1 round ed (25%); DR 2/cold iron; thereafter. This is a sonic mind-affecting compulsion Immune acid Weaknesses salt effect. The save DC is vulnerability Charisma-based. Salt Vulnerability (Ex) A handful Speed 10 ft., burof salt burns a caul cuckoo as row 5 ft., climb though it was alchemist's fire, 10 ft., swim 10 ft. dealing 1d6 points of damage on the first and Melee 3 tonques following rounds. +9 (1d4+3 plus 1d6 acid) Special Attacks lullaby Caul cuckoos are the tragic result of an unborn (DC 15) child corrupted by a caul cuckoo syre while still in Spell-Like Abilities (CL its mother's womb. When birthed by its 5th): human parent, a caul cuckoo is Constant—detect Tiny and has the young simple thoughts (DC 15) 3/day—seek thoughts^{APG} (DC 16) Str 16, Dex 21, Con 15, Int 14, Wis 12, Cha 17 Base Atk +3; CMB +5; CMD 20 (can't be Feats Go Unnoticed^{APG}, Imto either escape into the night, or proved Initiative, Iron Will^B, Lightmurder its sleeping parents and then ning Reflexes^B, Weapon Finesse escape into the night. If born in its slug-like Skills Acrobatics +13 (+5 to jump), Bluff +12, Climb +11, Inform, it immediately attacks its mother and any others present in an timidate +11, Perception +9, Sense Motive +10, Stealth +17, attempt to escape. Though the birth of these creatures is a rare occurrence, Swim +11; Racial Modifiers +4 Bluff, +4 Sense Motive there is a reason that many old midwives carry a bag of salt with them

**Environment** any land (Between) Organization solitary, pair, gang (3-8), or cult (9-20) Treasure standard

Languages Aklo, Common, Sylvan

**SQ** change shape (humanoid; polymorph)

Change Shape (Su) A caul cuckoo has two forms. Its natural form is that of a vile slug-like thing with a distorted humanoid head, but it can also take the form of a humanoid. A caul cuckoo's humanoid form is fixed by its humanoid mother it cannot assume different humanoid forms. A caul cuckoo retains its immunity to acid and its tongue attacks while in its humanoid form, and can shift into either of its forms as a move action. Equipment worn or carried in its humanoid form melds with its body when assuming its natural form.

Caul Cuckoo Gyre

whenever they attend a new delivery.

This creature is a pallid pupa, no larger than a finger, with a tiny, twisted humanoid face.

template

#### **CAUL CUCKOO SYRE XP 400**

CR 1/BA 1

(see Pathfinder

Roleplaying Game Bestiary) but otherwise has all of its normal abilities. A caul

cuckoo has a 50% chance

of being in either of its

two forms at birth. If in

its human form, it usually waits until after nightfall

N Fine aberration (Between)

Fort -3; Ref +1; Will +3

Init +1; Senses darkvision 60 ft., low-light vision, pregnancy scent; Perception +5

**AC** 19, touch 19, flat-footed 18 (+1 Dex, +8 size) **hp** 5 (1d8–3 plus 4)

#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

**DR** 2/cold iron; **Immune** acid **Weaknesses** salt vulnerability

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

Space 1/2 ft.; Reach 0 ft.

Special Attacks implant, lullaby (DC 13)

Spell-Like Abilities (CL 1st):

Constant—detect thoughts (DC 15) 3/day—seek thoughts^{APG} (DC 16)

Str 1, Dex 13, Con 5, Int 6, Wis 12, Cha 17
Base Atk +0; CMB -7; CMD -2 (can't be tripped)
Feats Go Unnoticed^{APG}, Skill Focus (Stealth)^B
Skills Bluff +7, Climb +3, Perception +5, Sense Motive +5,
Stealth +24, Survival +1 (+5 scent tracking), Swim +3; Racial
Modifiers +4 Bluff, +4 Sense Motive, +4 Survival when tracking
by scent
Languages Aklo

Environment any land (Between)
Organization solitary
Treasure none

Implant (Ex) As a full-round action, a caul cuckoo syre can crawl into the birth canal of a helpless (including sleeping) humanoid female (no more than four size categories larger than itself) and implant itself into her womb. Once implanted, each time the host sleeps for a full night, the syre bathes the host's developing embryos or fetuses in unnatural hormones and other chemicals leeched from its own body. As a result of this process, every following morning, the host is automatically sickened for 1 hour. After 5 nights of this process, the host's developing embryos or fetuses are transformed into caul cuckoo fetuses (which take the subtype of the host as their alternate form), and the syre fully dissolves and is destroyed.

If the presence of the syre is somehow detected or suspected, it can be removed from the host with a successful DC 20 Heal check. When a Heal check made for this purpose fails by 5 or more, the host takes 1d6 points of damage. If the Heal fails by less than 5, the syre is removed but the host also miscarries. A remove disease spell cast on the host creature automatically renders the syre unconscious for 1 minute. If the syre dies or becomes unconscious, it is immediately ejected into the birth canal, where it is automatically detected by the host and from where it can be removed safely as a full-round action. While implanted, a syre is considered helpless.

**Lullaby (Su)** When a caul cuckoo syre sings, it may target one creature within 30 ft. which must succeed on a DC 13 Will save or fall asleep for 1 minute, as per the sleep spell. Creatures with more than 4 HD are immune. A creature that successfully saves is not subject to the same syre's song for 24 hours. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Pregnancy Scent (Ex) A caul cuckoo can detect pregnant humanoids within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the expectant mother is upwind, and decreases to 30 feet if downwind. Strangely, the presence of a gravid ghoul tricks the caul cuckoo syre into believing it is also a normal pregnancy, and it is unwittingly drawn toward the foul undead beings, who consider caul cuckoo syres to be quite the delicacy.

Salt Vulnerability (Ex) A handful of salt burns a caul cuckoo syre as though it was alchemist's fire, dealing 1d6 points of damage on the first and following rounds.

Caul cuckoo syres are the progenitors of caul cuckoos. They spend the majority of their lives stealthily searching out pregnant humanoid females to infest, corrupting their unborn children into caul cuckoos.

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This black humanoid doesn't appear to have eyes, a nose, or ears, but its mouth, set in a permanently too-wide rictus smile, is filled with awful, jagged teeth which, just like its claws, appear to be composed of fragments of mirror.

GLOAM XP 25,600 CR 13/BA 10

NE Medium outsider (Between, native)

Init +14/-6, dual initiative; Senses blindsense 60 ft., darkvision

90 ft., low-light vision; Perception +14

Aura unnatural aura (30 ft.)

**AC** 27, touch 21, flat-footed 16 (+10 Dex, +1 dodge, +6 natural)

**hp** 159 (11d10+44 plus 55); regeneration 15 (cold iron)

Fort +7; Ref +17; Will +7

Defensive Abilities dislocated (displacement), distorted (75%), improved evasion, incorporeal step; DR 15/cold iron and magic; Immune fear, mind-affecting effects, poison; Resist cold 20,

electricity 20; SR 28

Speed 80 ft.; spider climb

Melee bite +21 (2d6+3/19-20 plus 1d4 bleed), 2 claws +22 (1d8+10/17-20 plus 1d4 bleed)

**Ranged** mirror shards +21/+16+11 (1d4+3/19-20 plus 1d4 bleed)

**Special Attacks** fear gaze (DC 23), sneak attack +5d6

Spell-Like Abilities (CL 10th):

Constant—spider climb (self only) 3/day—dimension door (self plus 50 lbs. of objects only), shadow walk

Str 16, Dex 31, Con 18, Int 15, Wis 10, Cha 27

Base Atk +11; CMB +21; CMD 34

**Feats** Agile Maneuvers^B, Bleeding Critical^B, Blind-Fight^B, Critical Focus^B, Dastardly Finish^{APG}, Improved Blind-Fight^{B, APG}, Improved Critical (claw), Improved Initiative, Power Attack, Shadow Strike^{B, APG}, Slashing Grace^{ACG} (claw), Weapon Finesse, Weapon Focus (claw)

**Skills** Acrobatics +24 (+44 when jumping), Climb +17, Escape Artist +24, Knowledge (Between) +13, Perception +14, Sense Motive +14,

Stealth +24, Survival +14 Languages Aklo, Common, Under-

common

**SQ** mirror shards

**Environment** urban (Between) **Organization** solitary

**Treasure** standard

Fear Gaze (Su) A creature that sees the gloam's face must succeed on a DC 23 Will save or cower in fear for 1d6 rounds. This is a mind-affecting fear effect. The DC is Charisma-based. Incorporeal Step (Su) While a gloam

moves, it gains the incorporeal subtype and quality, including

a deflection bonus to AC equal to its Charisma bonus (+6 for most gloams). It loses the incorporeal subtype and special ability when it stops moving.

Mirror Shards (Ex) A gloam's teeth and claws are razor-sharp shards of mirrors, and it can conjure additional mirror shards at will to use as ranged weapons (treat as shuriken). These mirror shards have a critical threat range of 19–20 and inflict 1d4 points of bleed damage on a successful attack. This bleed damage stacks with itself.

A gloam embodies the paralyzing terror of the unknown "thing in the darkness" combined with a stalking murderer. It is an emotionless entity composed of alien flesh and shadow that steps from Between to terrorize communities with serial killings. Its imaginative dismemberment and placing of it victims' bodies conveys the horror they experienced when they encountered it and the fear that ripples outward from a gloam's presence in the mundane world.



# Berald at the Threshold

A thing of sublime chaos, this creature seems to have no set form yet is composed of flaccid skin and a trio of grasping, tentacle-like limbs. Its form is partially made of boiling emotions that clothe the thing in waxy flesh. Its great limbs grip at its surroundings, lacerating stone in its grasp, while some sort of fetid opening surrounded by moist bones rises to a set of horns like demented curved instruments through which an agonizing, grating scream tears.

#### HERALD AT THE THRESHOLD XP 9.600

CR 10/BA 7

N Large aberration (Between)

Init +8; Senses blindsight 90 ft.; Perception +17

Aura preternatural horror (DC 19)

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size) **hp** 113 (11d8+33 plus 31)

Fort +6; Ref +9; Will +10

Defensive Abilities amorphous, freedom of movement; DR 5/cold iron and magic; Immune mind-affecting effects,

transformation: SR 23

Speed 30 ft., climb 30 ft.

Melee 3 claws +15 (2d6+7/19-20 plus 1d4 Str) Space 10 ft.; Reach 10 ft. (30 ft. with claws)

Special Attacks absorb, overwhelming mind, rend (2)

claws, 2d6+10 plus 1d4 Str drain), screaming pipes

Spell-Like Abilities (CL 18th):

Constant—freedom of movement

At will—dimension door

3/day—quickened blink, quickened dimension door,

quickened dimensional anchor

Str 24, Dex 19, Con 17, Int 8, Wis 17, Cha 18

Base Atk +8; CMB +16; CMD 30 (can't be tripped)

Feats Combat Reflexes, Improved Critical (claw), Improved Initiative, Lightning Reflexes^B,

Power Attack, Quicken Spell-Like Ability (blink, dimension door, di-

mensional anchor)^B, Stand Still, Weapon Focus (claw)

Skills Climb +29, Perception +17, Stealth +14

Languages Aklo (cannot speak)

**SQ** dimensional mastery

**Environment** any (Between) **Organization** solitary

Treasure double

Absorb (Su) A herald at the threshold can absorb any creature reduced to 0 Strength by moving into the same space. A creature that fails a DC 22 Fort save dies and is absorbed into the herald. This heals the herald by a number of hit points equal to the creature's Constitution score. Excess hit points above the herald's normal maximum are gained as temporary hit points up to the maximum temporary hit points it can gain from the Between subtype (56 for most heralds). Absorbed corpses can't be resurrected by any effect short of a mir-

destroyed. The save DC is Strength-based. Dimensional Mastery (Su) After using dimension door, a herald at the threshold can take any actions it still has remaining on its turn. A herald at the threshold can use its dimension door ability even while affected by dimensional anchor,

acle or wish until the herald that absorbed them has been

dimensional lock, or a similar spell or effect if it succeeds at a DC 25 caster level check.

**Immune to Transformation (Ex)** A herald at the threshold is immune to transmutation effects such as polymorph or petri-

fication that would force it into a new form.

Overwhelming Mind (Ex) A herald at the threshold's mind is overwhelming in its power and alien structure. Three times per day, a herald can project its mind in a telepathic assault on all creatures within a 30-foot cone. Such creatures must succeed at a DC 19 Will save or be confused (as per the confusion spell) for 2d4 rounds. In addition, creatures that attempt to make mental contact with a herald, including via such spells as detect thoughts or dominate monster, are immediately subject to this attack. This is a mind-affecting

effect. Aberrations and outsiders (excluding native outsiders), and creatures with the Between subtype, are immune. The save DC is Charisma-based.

> Preternatural Horror (Su) The biology, sounds, and very existence of a herald causes those within line of sight of them to succeed on a DC 19 Will save or be struck with a malady (see The Blight:

Richard Pett's Crooked City by Frog God Games). This is a mind-affectina attack. The save DC

> is Charisma-based. **Screaming Pipes** (Su) Three times per day, a herald can emit a deafening scream through its hornlike appendages. All creatures within 30 feet

of the herald must make

a DC 18 Will save or be permanently deafened and stunned for 1d4 rounds. Those who succeed on the saving throw

are deafened for 1d4 rounds and staggered for 1 round. This is a sonic effect. The save DC is Constitution-based.

Born by the Beautiful to serve her needs as keepers of her thresholds from Between, the heralds are creatures that defy mortal and mundane reference.

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Superficially it could be a horse — certainly there is some horse in it — but the resemblance is unnatural. It is a dark thing, a thing the eye finds difficult to rest upon, with the anger and musk of a horse, but the shape is wrong. Its head is dark and long, and slaver droots from it onto the ground. And though it tosses its head like a horse, it has barbed teeth within its jaw.

HYME XP 2,400 CR 6/BA 3

N Large magical beast (Between)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +9 Aura musk of fear (60 ft., DC 16)

**AC** 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size) **hp** 67 (6d10+18 plus 16); fast healing 5

Fort +8; Ref +9; Will +4

**Defensive Abilities** dislocated (blurred movement), distorted (25%); **DR** 2/cold iron

a foal but was certainly not of this world. The hunters went back to their

original purchaser with their new creatures and sold them. These were the first hymes.

A bastard union of the Between and the horse, the hyme combines the qualities of a horse with the aggression of a Between creature. They are hard to tame, but not impossible, and broken ones now regularly pull coarse cabs around the city. Initially, such terrible dray were the exclusive property of those aristocrats who could afford them, but their prodigious appetites created more hymes from unions with mares (hymes are born to both hyme-hyme and hyme-horse parents). They are now seen regularly, but most often on dark nights.

Hymes command very high prices, and are extremely rare to find for sale. Occasionally, one becomes available, but generally only particular dealers — such as Groppit, Swift & Humb: Hyme Dealers by Royal Appointment — sell them. A hyme sells for 6,500 gp.

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# Mantis-Ching from Between

It is fleshy, but in a revoltingly waxy, insectoid way. It staggers on several insect legs and drags itself along on two long limbs, making the thing look like it is obsequiously praying to some demented god as it moves. It has a vast bloated head riddled with teeth, but moves with appalling speed despite its large size. As it moves, sinews, faces and limbs of people bloat its flesh, and horribly distorted hands grope outward from this vile host. Wreathed about its sickening flesh are palpable manifestations of misery, regret, and bitter, dashed hope.

#### MANTIS-THING FROM BETWEEN XP 3,200

**CR 7/BA 5** 

CN Large magical beast (Between)

Init +9; Senses darkvision 60 ft., low-light vision; Perception

Aura despair (10 ft., DC 17)

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size) **hp** 86 (7d10+21 plus 27)

Fort +8; Ref +10; Will +4

DR 5/cold iron: Immune transformation: SR 19

Speed 40 ft., climb 40 ft.

Melee 2 claws +13 (2d6+6 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks implant, lunge, proboscis, sudden strike

Str 23, Dex 21, Con 16,

Int 5, Wis 14, Cha 14

Base Atk +7; CMB +14 (+18 grapple);

CMD 29 (33 vs. trip)

Skills Climb +14, Perception +10,

Stealth +19; Racial Modifiers +8 Perception,

+8 Stealth

Feats Acrobatic Steps^B, Combat Reflexes, Improved Initiative, Nimble Moves, Outflank^B, Pack Attack^B, Weapon Focus (claw)

Languages Between Mantis

SQ cocoon

**Environment** any land (Between) Organization solitary, pair, or nest (3-8)

Treasure standard

Aura of Despair (Su) All creatures other than

Between creatures

within 30 feet of a mantis-thing must make a successful DC 17 Will save or take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for as long as they remain within the aura. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus. Cocoon (Ex) Once per day, a mantis-thing can encase a creature of up to Medium size in a dense cocoon (hardness 5, 30 hp, break DC 23) composed of fibrous material excreted from its mouth. The process, throughout which the victim must be helpless, takes 1 minute for creatures less than size Small, 2 minutes for Small creatures, and 3 minutes for Medium creatures.

**Immune to Transformation (Ex)** A mantis-thing is immune to transmutation effects such as polymorph or petrification that would force it into a new form.

**Implant (Ex)** A mantis-thing grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that keep the victim in a state of perpetual paralysis but also keep it nourished and alive. This condition lasts until the egg hatches in 1d4 days, at which point the young mantis-thing consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but immunity to paralysis or disease does not offer protection.

**Lunge (Ex)** A mantis-thing's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach (20 feet). When a mantis-thing attacks in this manner, it gains a +4 bonus on its attack roll and deals 2d6+9 points of damage. A mantis-thing cannot make attacks of opportunity with its lunge.

Proboscis (Ex) A mantis-thing that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis-thing's bite is a +8 melee attack that deals 1d4+3 points of damage and subjects the victim to a paralytic venom.

Mantis-Thing Venom (Ex): Proboscis—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect paralysis for 1 round; cure 1 save. The save DC is Constitution-based. **Sudden Strike (Ex)** During a surprise round, a mantis-thing may act as if it had a full round to act, rather than just one standard action.

Mantis-things are exaggerated versions of insects, distorted by the horror of parasitic infestation and the misery of hopelessness. They are semi-intelligent, and communicate via a language composed of clicks from their mouthparts, and the position and trembling of their patterned forelimbs.

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## Mockingbeast

This creature's former body is now a collapsed tangle of rubbery limbs and gnashing teeth that thrashes and gurgles as it drags itself about with claws and tentacles that have sprouted from random locations.

MOCKINGBEAST

CR 9/BA 1

XP 6,400

CN Large aberration (Between)

Init +7; Senses darkvision 60 ft., low-light vision;

Perception +13

alter its statistics in small ways. Each round, at the start of a mockingbeast's turn, roll on the following table to see what additional effect the between flux has on it — all of the following mutations last until the end of the combat, and for 1d4 minutes thereafter. The save DCs are Constitution-

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size) hp 127 (13d8+65 plus 4); fast healing 5

Fort +11; Ref +7; Will +11

Defensive Abilities all-around vision, amorphous, insanity, resistant to transformation; DR 2/cold iron; Immune mindaffecting effects; SR 15

Speed 20 ft., climb 10 ft.

Melee bite +15 (1d8+7/19-20 plus disease), 2 claws +15 (1d6+7/19-20 plus disease), 3 tentacles +10 touch (grab)

Special Attacks tentacle

Space 10 ft.; Reach 10 ft. (20 ft. with tentacles)

Str 24, Dex 17, Con 21, Int 8, Wis 5, Cha 16 Base Atk +9; CMB +17 (+21 grapple);

CMD 30 (immune to trip)

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (bite, claw), Improved Initiative, Lunge^B, Power Attack

Skills Climb +23, Perception +13,

Stealth +15

Languages Common **SQ** Between flux

**Environment** any (Between) Organization solitary, pair, or haunting (3-8) Treasure none

Disease (Su) Mocking Plague (Between)—bite, claw, or grab; save Fort DC 15 negates, Fort DC 19 to avoid effects; onset 1d6 hours; frequency 1/6 hours; effect 1d4 Con, 1d4 Cha, and target is fatigued; for every 4 points of Con damage, 1 point of the Cha damage is drain; cure 2 consecutive saves. A victim who would die as a result of the mocking plague's effects must make a final DC 15 Fortitude save. A creature that succeeds on this saving throw does not die and is instead transformed into a mockinabeast.

Between Flux (Su) A

mockingbeast's body constantly shifts and changes in response to the Between plague that infuses it, reshaping and rebuilding it in minor but hideous ways. Once a mockingbeast enters combat, these mutations begin to



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1.40	ITE BLIGHT: RICHARI
1d8	Result
1	If the mockingbeast has been damaged by a melee attack within the last minute, its DR increases by 6 (max DR 20). If not, or if all weapon damage ignored its DR, it gains a +2 bonus on melee attack rolls, melee damage rolls, and CMB checks (max +6).
2	If the mockingbeast has been injured by an energy attack within the last minute, its resistance versus the energy type that dealt the most damage within that time increases by 10 (max 30). If not, all creatures adjacent to the mockingbeast whenever it is damaged by a piercing or slashing weapon are sprayed with digestive fluid and take an additional 1d6 points of acid damage (max 3d6).
3	If the mockingbeast has been struck by a weapon within the last minute (whether it was damaged or not), its natural armor bonus increases by +2 (max +6). If not, it gains an extra melee attack. Roll 1d6: 1—bite; 2–3—claw; 4–6—tentacle.
4	If the mockingbeast has been damaged by a ranged attack within the last minute, it gains a breath weapon usable once every 1d4 rounds (60-ft. line, DC 21, 6d8 acid). Otherwise, the mockingbeast grows agile appendages that increase its speed and climb speed by 20 feet (increase of 40 ft. to each maximum). If the mockingbeast already has a breath weapon, its breath weapon is immediately reusable whenever this result is rerolled.
5	If the mockingbeast has taken at least 25 points of damage, it immediately heals 3d8+10 points of damage and gains any excess as temporary hit points that last for 1 hour or until depleted. If not, its melee attacks double their critical threat range or, if this enhancement has already been acquired, deal an additional 1d4 bleed damage.
6	If the mockingbeast has received any harmful effects from poison within the last minute, its saving throws versus poison effects increase by +4. If not, it gains an aura of foul vapors that cause adjacent creatures to succeed on a DC 21 Fort save at the start of their turns or be sickened for 1 minute. If this enhancement has already been acquired, sickened creatures that fail on their saving throws are nauseated for 1 round. This is a poison effect.
7	If the mockingbeast has been attacked by an opponent with total concealment against it within the last minute, it gains blindsense +30 ft., and an additional roll on a miss with its Blind-Fight feat. If not, it gains a constant blur effect.
8	If the mockingbeast's SR has been penetrated within the last minute, its SR increases by 5 (max 25) and it may immediately reapply its SR versus any effect that is currently affecting it. If not, it gains a spell-like ability. Roll 1d10: 1—unnatural lust ^{UM} (at will, DC 15); 2—reckless infatuation ^{UM} (at will, DC 16); 3—unadulterated loathing ^{UM} (at will, DC 16); 4—crushing despair (3/day, DC 17); 5—fear (3/day, DC 17); 6—overwhelming grief ^{UM} (3/day, DC 17); 7—terrible remorse ^{UM} (3/day, DC 17); 8—smug narcissism ^{UM} (1/day, DC 18); 9—envious urge ^{UM} (1/day, DC 19); 10—vengeful outrage ^{UM} (1/day, DC 19). Reroll if the mockingbeast has already acquired the indicated spell-like ability.

**Insanity (Ex)** A mockingbeast's mind is a raw chaos of madness. It uses its Charisma modifier on Will saves instead of its Wisdom modifier, and it is immune to mind-affecting effects. Any attempt to contact a mockingbeast telepathically (including using spells such as *detect thoughts* and *dominate monster*) produces a backlash effect, dealing 1d4 points of Charisma damage to the one attempting the contact (DC 19 Will save negates). The save DC is Charisma-based.

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorph or petrification, force a mockingbeast into a new form, but at the start of its next turn it immediately returns to its normal form as a free action.

**Tentacle (Ex)** A mockingbeast can grab foes with its tentacles and draw them adjacent. This tentacle attack has a reach of 20 feet. The attack does no damage, but allows the mockingbeast to grab and exposes a grabbed creature to mocking plague. A mockingbeast does not gain the grappled condition while using a tentacle to grapple. The tentacle can be removed by making an opposed grapple or Escape Artist check or by dealing 5 points of slashing damage to sever the tentacle (AC 17; DR 2/cold iron; damage does not reduce the mockingbeast's actual hp). A severed tentacle regenerates after 1 minute.

The mocking plague is a supernatural Between disease spread by Between vampires and some other Between creatures. Most creatures that contract this horrific infection die from the mutations it causes, but some are instead transformed into aberrations known as mockingbeasts. These monsters embody the biological chaos that the mocking plague causes, changing their forms to survive attacks they are subject to or to better spread the disease that created them.

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# Alightmare Choir (Between Peacock)

A fleshy sack, discolored with veins, sits amid and beneath a trio of gangling legs that bend in all the wrong places. A head is thrust back that looks part bird, part cockroach; its beak more akin to a stinger. Its peacock-like plume is littered with wretched-looking scraps of flesh topped by a grisly collection of severed harpy heads, the eyes of which watch you with tortured expressions.

#### **NIGHTMARE CHOIR**

CR 11/BA 7

XP 12,800

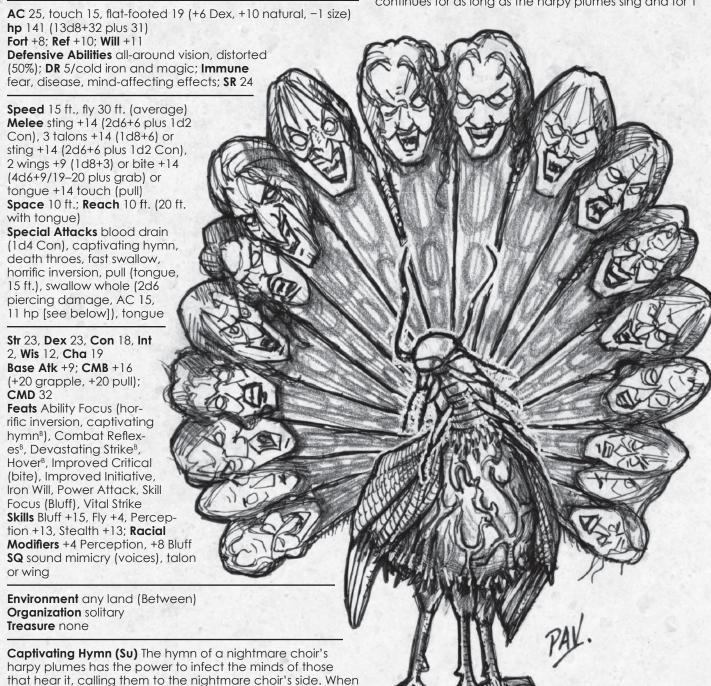
N Large aberration (Between)

Init +10; Senses darkvision 90 ft., low-light vision, scent;

a nightmare choir raises its harpy plumes as a move action, the plumes begin singing, and all creatures aside from other

Perception +13

nightmare choirs within a 300-foot spread must succeed on a DC 22 Will save or become captivated. A creature that successfully saves is not subject to the same nightmare choir's hymn for 24 hours. A victim under the effects of the captivating hymn moves toward the nightmare choir using the most direct means available. If the path leads them into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the nightmare choir simply stands and offers no resistance to the nightmare choir's attacks. This effect continues for as long as the harpy plumes sing and for 1



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round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

**Death Throes (Ex)** When killed, a nightmare choir explodes in a mass of thorny, fleshy limbs riddled with teeth and hundreds of tiny filaments that hook into clothing, skin, and flesh, creating a web of wounding sinews. Creatures within a 20-foot-radius burst take 6d6 piercing damage and are grappled (DC 20 Reflex halves the damage and negates the grappled condition). The area is thereafter treated as under the effects of a web spell, except that the sinews are not flammable and any failed check to escape or move results in 1d6 damage to the creature. The save DC is Constitution-based.

Horrific Inversion (Su) As a standard action, a nightmare choir can invert itself, forming a huge maw filled with hundreds of quivering, needle-like teeth, and make a bite or tongue attack as a part of the same action. Creatures within 30 feet who witness this transformation must succeed on a DC 22 Will save or become confused (as the confusion spell) for 2d4 rounds, and gain a malady (see The Blight: Richard Pett's Crooked City by Frog God Games). Creatures that succeed on this saving throw cannot be affected by the same nightmare choir's horrific inversion for 24 hours. This is a mind-affecting insanity effect. The save DC is Charismabased.

An inverted nightmare choir cannot use its wings or its captivating hymn but can revert to its normal form as a free action, dropping any creatures in its stomach prone in an adjacent square of its choosing.

**Swallow Whole (Ex)** A creature swallowed by a nightmare choir remains subject to the nightmare choir's blood drain. If a swallowed creature successfully cuts its way free, it forces the nightmare choir to revert to its normal form, dropping

the swallowed creature prone in an adjacent square of the nightmare choir's choosing. A nightmare choir with a full stomach must revert to its normal form to eject its stomach's contents before it can swallow whole again.

**Talon or Wing (Ex)** A nightmare choir cannot use its wing attacks while flying, and cannot use its talon attacks while not flying.

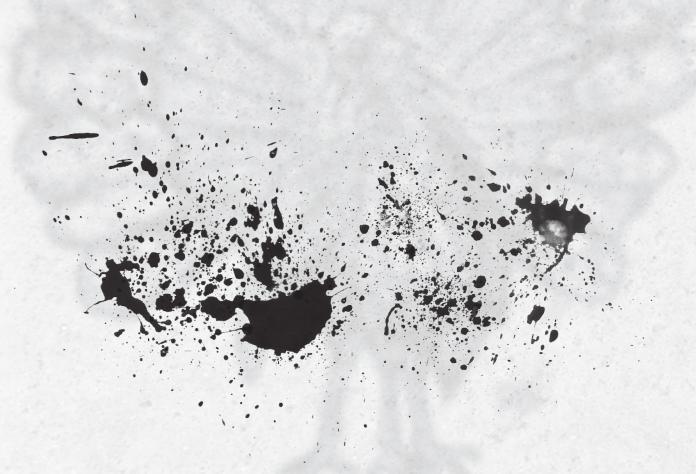
**Tongue (Ex)** A nightmare choir's tongue is a primary attack with a reach of 20 feet that deals no damage but can pull creatures into the nightmare choir's mouth. A nightmare choir can make an immediate bite attack against a creature that it pulls adjacent with its tongue.

A nightmare choir is an animalistic predator that uses the mesmerizing songs of harpies to lure prey to its side. When prey is near — and prey is anything that the nightmare choir can drain blood from — the monster suddenly inverts its body to make a surprising attack. In its usual form, it appears as a veiny sack of rubbery, feather-flecked skin, with bony, feathered wings, a swan's neck tipped with a beak-like stinger, three skinny, multi-jointed legs tipped with talons, and long, peacock-like plumes tipped with the severed heads of harpies. When the monster inverts, it suddenly bloats into a balloon of flesh that rips apart to allow a great maw of hooked teeth to burst forward, and a long, sticky tongue to shoot out to draw its prey in. The collapsed flesh sack envelops its stinger, wings, and plume, which become unusable in this alternate form.

The thirteen eye-feathers of the nightmare choir's plume are worth 100 gp each. If an eye-feather is used as an additional material component for a divination spell, the spell is affected as though by the Extend Spell metamagic feat.

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## Alimb

A shimmering in the air, like a heat haze, describes the silhouette of a humanoid form.

NIMB **XP 800**  **CR 3/BA 3** 

N Medium outsider (Between, incorporeal, native) Init +6; Senses darkvision 60 ft., low-light vision, thoughtsense^{OA} 60 ft.; Perception +6

AC 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex) **hp** 29 (2d10+2 plus 16) Fort +1; Ref +5; Will +6

Defensive Abilities incorporeal; DR 2/cold iron; Immune bleed, disease, paralysis, poison, sleep effects, stunning; SR 9 Weaknesses cold iron

Speed fly 30 ft. (perfect) Melee incorporeal touch +4 (identity absorption)

Str —, Dex 15, Con 12, Int 13, Wis 12, Cha 16

Base Atk +2; CMB +4; CMD 17 Feats Improved Initiative^B, Iron Will, Skill Focus (Sense Motive)^B Skills Bluff +8, Diplomacy +8, Fly +10, Intimidate +8, Knowledge (between) +6, Perception +6, Sense Motive +9, Stealth +15; Racial Modifiers +8 Stealth Languages Aklo, Common (cannot speak); telepathy

100 ft. SQ bond

**Environment** any (Between) **Organization** solitary Treasure none

Bond (Su) As a full-round action, a nimb can bond itself with a willing or helpless humanoid whose square it is inhabiting. This functions as greater possession^{OA}, except the host is still in full control of its body. The nimb and the host can communicate telepathically as if they shared a common language. Protection from evil

and similar effects do not expel the nimb from its host nor limit its abilities. A host bonded with a nimb gains the nimbated template (see Appendix C). The nimb can sever the bond as an immediate action, whereupon it appears in the closest empty square. If a nimb bonds with

host that has been reduced to 0 Charisma, the nimb may immediately heal any amount of Charisma damage to the host that it dealt within the last minute. Each point of Charisma damage healed in this way deals 2 points of damage to the nimb.

If the host dies, the bonded nimb is ejected to the closest empty square where it immediately replicates, sacrificing half of any remaining temporary hit points to the new nimb. Cold Iron Weakness (Ex) A cold iron weapon is considered to be magical when used against a nimb. A magic cold iron weapon functions as a ghost touch weapon when used against a nimb.

Identity Absorption (Su) Creatures hit by a nimb's touch attack must succeed on a DC 14 Will save or take 1d6 points of Charisma damage. On each successful attack, the nimb heals 2 points of damage for each point of Charisma damage it deals. Healing in excess of the nimb's maximum

> hit points. Such healing cannot increase the nimb's temporary hit points higher than the maximum temporary hit points it can gain from the Between subtype (30 for most nimbi). The save DC is Charisma-based.

hit points is added to the nimb's temporary

The nimbi are incorporeal creatures from Between that appear as shimmering silhouettes of humanoid forms. They are strongly drawn to other intelligent beings, and step

> through mirrors and other reflective portals between the dimensions to follow those they feel connected to. Sometimes, a nimb telepathically communicates with its target, attempting to negotiate a bonding. Often, however, their alien mindsets and troubling requirements prove an insurmountable barrier to such discussions, and they resort to force, hoping that an agreement can be made after the bond has formed.

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#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

# **Spiboleth**

A hideous, three-eyed fish creature with a lobster-like tail, eight long spider legs extending from its flanks ending in sharp claws, and a strange globular gland just beneath its head drips a thick slime.

SPIBOLETH XP 2,400 CR 6/BA 1

LE Large aborration (

LE Large aberration (aquatic, Between)

**Init** +8; **Senses** darkvison 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +15

**AC** 22, touch 13, flat-footed 18 (+4 Dex, +9 natural,-1 size) **hp** 56 (5d8+30 plus 4)

Fort +7; Ref +7; Will +7

Defensive Abilities all-around vision; DR 2/cold iron; SR 12

Speed 40 ft., climb 40 ft., swim 60 ft.

**Melee** 2 claws +7 (1d6+5 plus poison), tail slap +6 (2d6+7)

Space 10 ft.; Reach 10 ft.

**Special Attacks** mucus web (+6 ranged touch plus poison), powerful tail slap

Spell-like Abilities (CL 12th):

At will—hypnotic pattern (DC 15), illusory wall (DC 15), mirage arcana (DC 18), persistent image (DC 18), programmed image (DC 19)

3/day—charm monster (DC 17), dominate person (DC 18)

Str 20, Dex 19, Con 22, Int 15, Wis 17, Cha 16 Base Atk +3; CMB +9; CMD 23 (35 vs trip)

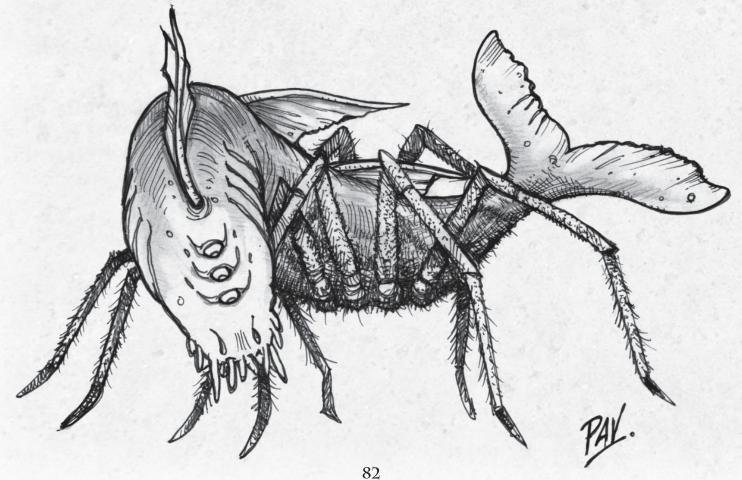
**Feats** Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (tail slap)^B

**Skills** Climb +21, Escape Artist +12, Knowledge (any one)

+10, Perception +15, Spellcraft +10, Stealth +12 (+20 in mucus web), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in mucus webs), +16 climb **Languages** Aboleth, Aklo, Common **SQ** amphibious

Environment any ocean and coastline (Between)
Organization solitary, pair, or colony (3–8)
Treasure double

Mucus Web (Ex) Spiboleths have spinneret like organs located beneath their heads from which specialized glands secrete a thick mucus. This mucus is thicker than typical aboleth mucus and does not form a cloud when underwater or cause creatures to lose the ability to breathe air. Rather, this mucus can be drawn forth from the gland that produces it by the spinnerets and formed into web-like strands. Once woven by the spinnerets, the mucus becomes locked in its shape and is extremely tough though still extremely flexible. With these mucus strands, a spiboleth can create a mucus web to support itself and up to one additional creature of the same size, though multiple spiboleths can combine their output to create a single much larger web. Like any web, these must be anchored on at least two solid surfaces, but unlike a normal web, these can be created both in the air or underwater. They tend to dry out and deteriorate faster in air (requiring replacement every 1d4+1 days), but underwater they can last for weeks. Because of the nature of the web's construction, a spiboleth can cause a large air bubble to be attached to all or a part of a mucus web that is underwater. Air-breathing creatures can be captured and



held without drowning in these air bubbles, though each 5-foot square of air bubble only contains enough air to support a single Medium air-breathing creature for 2 hours before slow suffocation sets in (see Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). By capturing air from the surface in the slime coating of its underbelly, a spiboleth can replenish the air for a single 5-foot-square air bubble with each trip to the surface.

In addition to the creation of this webbing, a spiboleth can throw a strand of mucus web up to eight times per day. This is similar to an attack with a net but has a maximum range (in the air or underwater) of 50 feet with a range increment of 10 feet, and is effective against targets up to one size category larger than the spiboleth.

Spiboleths can also create sheets of mucus webbing up to three times their own size. They usually position these to snare unwary creatures. Normally, approaching creatures could see one of these webs easily, but spiboleths usually camouflage them with *mirage arcana*, causing victims to unknowingly stumble into them and be affected as if by a successful mucus web attack.

Mucus webs are somewhat sticky to all creatures other than spiboleths, aboleths, and skum, so that any creature struck by a mucus web attack or that stumbles into web sheeting becomes entangled. An entangled creature can escape with a successful DC 14 Escape Artist check or burst the mucus web with a DC 14 Strength check. Attempts to burst a mucus web by those caught in it suffer a –4 penalty. Attempts to escape or burst mucus web sheeting gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of mucus web has a number of hit points equal to the Hit Dice of the spiboleth that created it (5 hp for most spiboleths) and DR 2/cold iron. The save and burst DCs are Constitution-based and include a –4 penalty due to the inherent nature of the mucus.

In addition to the threat of becoming stuck in a spiboleth's mucus web, if a creature stumbles into a mucus web or is struck by a successful web attack, it is also exposed to the spiboleth's poison (see below) each round in which contact with the webbing continues.

A spiboleth can move across its own mucus web as its climb speed and can pinpoint the location of any creature touching its web.

**Poison (Ex)** A spiboleth constantly coats its front claws in the slimy mucus secreted by its spinneret glands.

Claw—injury or web—contact; save Fort DC 20; frequency 1/round for 2 rounds; effect paralysis for 2d6 rounds or 1d6 Dex damage on a successful saving throw is made; cure 1 save. Dexterity damage is recovered after 2d6 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

If a creature makes three successful saving throw against the poison mucus, it is immune to the mucus poison of that spiboleth for 24 hours.

**Powerful Tail Slap (Ex)** A spiboleth has a lobster-like tail that it can coil up over its back to use its tail slap. This puts a great deal of tension on the tail and causes its tail slap attack to deal 2d6 points of damage + 1-1/2 times the spiboleth's Strength modifier.

It is unknown whether the physicians stole their ideas from the aboleths of the Unsea or the aboleths of the Unsea stole their concept from the physicians of Castorhage. What is known is that the spiboleths are essentially a golem-stitched mixture of aboleth and giant spider and that the physicians didn't create them. The spiboleths dwell primarily in the shallows of the Unsea where they work with the vile aboleths of that realm as almost-equal partners. They possess the same intellect and massive egos as the aboleths, but are slightly inferior in magical aptitude and physical prowess, a fact not lost on the aboleths who claim to be their original creators. The aboleths do not outright enslave the spiboleths, however, because the spiboleths are still relatively powerful and far too egocentric to accept such an arrangement without an outright rebellion. The spiboleths are much too useful to the aboleths as spies and agents to be sent to the mundane world. In the eyes of the aboleths, the spiboleths have value and they, therefore, bite back their prejudice and paternalism toward them, limiting it to occasional small hints of superiority and a secret knowledge among their own as to the truth of the matter. The spiboleths are well aware of the aboleths' thoughts on the matter, but they have not yet bred in numbers sufficient to overthrow the more-powerful aboleths. For now, it behooves both sides to cooperate and at least appear gracious toward one another even if always looking for some sign of weakness to exploit. This constant tension between aboleth and spiboleth is perhaps the greatest asset that the peoples of the mundane world have against their machinations.

Spiboleths superficially resemble a smaller version of the aboleths, but with chitin-covered, spider-like legs instead of tentacles. In addition, though they have the same vertical arrangement of eyes, those of the spiboleth are actually multifaceted and provide the spiboleth with a greater field of vision. Though powerful in their own right, the spiboleths are still less powerful than their aboleth cousins, and they do not possess the same form-altering slime and mucus cloud as the aboleths. Instead, the spiboleths have the ability to live indefinitely out of the water, though they are more comfortable in damp places where they can keep their bodies moist, and they possess the ability to secrete a thick mucus from which they can construct great webs made from thick strands of the nearly translucent substance. The webs are somewhat sticky, but the mucus also has a paralytic poison that makes them much more dangerous.

Though spiboleths hail from Between, many of them find their way into the mundane world and set up hidden lairs in the waters and along the coasts. There is no telling how many of the great docks or blind riverside alleys that seem empty at a glance actually hold the web-strung lairs of these spider-like aberrations hidden behind the camouflage of *mirage arcana* or *illusory walls* as they watch their oblivious prey wandering by mere yards away and contemplate their murky thoughts of conquest.

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# Spite-Waif

The figure is child-like, but any sense of innocence is immediately overshadowed by the aura of malevolence that seems to almost palpably exude from it. Its flesh is gray and pasty, seemingly too loose for its body. Its head is hairless with a wide mouth and distended jaw full of needlesharp teeth, and, though humanoid in shape, when it moves it scuttles about on all fours like some kind of insect with too many joints.

#### SPITE-WAIF XP 800

CR 3/BA 1

NE Small monstrous humanoid (Between, shapechanger)
Init +4; Senses darkvision 60 ft.; Perception +7

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

**hp** 24 (3d10+3 plus 5) **Fort** +4; **Ref** +7; **Will** +5

DR 2/cold iron; Immune charm, magical sleep; SR 9

Speed 20 ft.

Melee bite +6 (1d6+2 plus grab), 2 slams +6 (1d6+2) Special Attacks swallow whole (1d4 acid, AC 10, 2 hp) Spell-like Abilities (CL 3rd): 1/day—sleep (DC 12)

Str 15, Dex 18, Con 12, Int 11, Wis 14, Cha 13 Base Atk +3; CMB +4 (+8 grapple); CMD 19

**Feats** Dodge, Great Fortitude, Improved Natural Attack (slam)^B **Skills** Bluff +7 (+11 while using change shape ability), Diplomacy +3, Disguise +7 (+27 while using change shape ability), Perception +7, Sense Motive +4, Stealth +13; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

**SQ** change shape (alter self), create mirror-portal, perfect copy

**Environment** any land (Between) **Organization** solitary or gang (3–6) **Treasure** incidental

Create Mirror-Portal (Su) A spite-waif can, once per day, turn a normal mirror into a portal between the Material Plane and Between. To use this ability. a mirror must be obtained from the Material Plane and taken to Between where the spite-waif must first conduct a 1-hour ritual to attune the mirror and turn it into a device for scrying. It is then able to scry through any Material Plane mirror for a suitable location to use as a portal. Once a location is determined, the spite-waif creates the mirror-portal and fixes it between the two mirrors. The spite-waif cannot attune its mirror to any other mirror. Once the mirrors are attuned, the portal can be opened from either end by simply sliding the mirror aside as a move action and revealing the extradimensional portal behind it. Anyone can pass through the mirror-portal as long as they can fit through the dimensions of the mirror's pane. Once created, a mirror-portal remains open indefinitely until closed. If closed, it can no longer be opened except by the spite-waif that created it. If either mirror is destroyed, the mirror-portal is closed permanently.

Perfect Copy (Su) When a spite-

waif uses change shape, it can assume the appearance of a specific individual. Unlike a doppelganger, when a spitewaif is killed it remains in its assumed form unless a *dispel* magic or break enchantment is cast on the corpse.

These creatures are insidious changelings and infiltrators from Between. Spite-waifs are an immature stage in the development of a doppelganger that are native to that bizarre realm. While they have the doppelganger's ability to change shape, they lack its physical power and ability to read minds. As a result, they are used primarily as changelings to replace children of the Material Plane, and then grow up within that child's household and live its life. The reasons for these switches are manifold, but they are universally of malign intent. This is especially evident in the fact that unlike hags, who swap changelings out for real children and then raise the true child as its own, the spite-waif usually devours the child at the time of the switch.

Superficially, spite-waifs physically resemble a small humanoid child but with a doppelganger's characteristic gray and formless skin and features. Its jaw is able to distend to allow it to swallow creatures of up to Tiny size, and a mouthful of needle-sharp teeth help it grip its prey. Internally, the spite-waif's abdomen is almost entirely occupied by a greatly elastic stomach that allows it to hold swallowed prey, and the corrosive digestive acids dissolve it quickly to prevent any telltale distention to give away the truth of its recent meal. Horrifically, the parents of switched children are frequently concerned about a possible stomach ailment afflicting their "child" when they change its bedclothes, not aware of the true source of its exceptionally soiled and sometimes bloody diapers.

A spite-waif can maintain its charade for years, keeping its altered form continuously, and usually does so for the entire childhood and adolescence of the replaced child. In many ways, they become that child, assuming all of its roles and eventual responsibilities, though it always maintains some form of contact with its own kind — even if only a quick meeting once every few years — to stay current on the planned reasons for the switch. The reasons and plans for a changeling switch are always extremely farreaching, taking decades to develop, and frequently involve replacing a child from a prominent family in order to attain a powerful position in government later in adulthood.

While a spite-waif remains in Between, it doesn't mature physically or in Between Age (BA) until 80 years (+/- 1d10 years) have passed. At that point, it immediately matures into either a doppelganger with the Between subtype (BA 7) or a Between-grown doppelganger and loses its spite-waif abilities. Conversely, a spite-waif that dwells on the Material Plane no longer advances in Between Age but rather appears to grow at a rate comparable to the species it mimics. When a Material Plane-dwelling spite-waif reaches physical maturity (usually within 10–12 years), it attains Medium size and completes its transformation into a full non-Between doppelganger, losing its bite and swallow whole abilities as well as its innate ability to create *mirror-portals* 

It does develop the claw attacks, mimicry, and ability to cast *detect thoughts*, becoming in all ways at this point a normal doppelganger, though likely maintaining any prior contacts with its Between compatriots.

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and Between subtype (and associated abilities).

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# Wallow-Whale

Something stirs in the sludge beneath, swimming through the arsenic poison that passes for water. It is vast, a seething globe of flesh, a mountain of rotting skin that hangs like a bridal train behind its back. It has at least a dozen eyes oddly spaced on its foul body, and a vast maw capable of swallowing a ship.

**GARGANTUAN** WALLOW-WHALE XP 19,200

CR 12/BA 1

N Gargantuan magical beast (aquatic, augmented animal,

Init +1; Senses blindsight 120 ft., darkvision 60 ft., low-light vision;

Perception +24

AC 27, touch 3, flat-footed 27 (-3 Dex, +24 natural, -4 size)

hp 173 (16d10+80 plus 5) Fort +17; Ref +7; Will +7 DR 2/cold iron; SR 18

Speed swim 40 ft. Melee bite +25 (2d8+19 plus grab and disease) Space 20 ft.; Reach 20 ft. Special Attacks capsize, swallow whole (2d4+19 plus 3d6 acid, AC 22, 16 hp)

Str 36, Dex 4, Con 21, Int 4, Wis 11, Cha 5

Base Atk +16; CMB +33 (+35 bull rush; +37 grapple); CMD 40 (42 vs. bull rush; can't be tripped)

Feats Awesome Blow^B, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +24, Swim +29; Racial Modifiers +4 Perception

Languages Aklo (cannot speak)

**Environment** any ocean (Between) Organization solitary or mated pair Treasure none

Capsize (Ex) A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative -10 penalty on this CMB check. Disease (Ex) Filth Fever: injury (bite); save Fortitude DC 23; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage

and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**COLOSSAL WALLOW-WHALE** XP 51,200

N Colossal magical beast (aquatic, augmented animal,

Init +1; Senses blindsight 120 ft., darkvision 60 ft., low-light vision; Perception +28

CR 15/BA 3

hp 266 (20d10+140 plus 16) Fort +21; Ref +10; Will +9

DR 2/cold iron; SR 21

Speed swim 40 ft.

Melee bite +29 (4d6+25 plus grab and disease)

Space 30 ft.; Reach 30 ft.

Special Attacks capsize, swallow whole (2d4+25 plus 3d6 acid, AC 24, 25 hp)

Str 44, Dex 6, Con 25, Int 4, Wis 13, Cha 5 Base Atk +20; CMB +45 (+47 bull rush; +49 grapple); CMD 53 (55 vs. bull rush; can't be tripped)

Feats Awesome Blow^B, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor^B, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +28, Swim +34; Racial Modifiers +4 Perception

Languages Aklo (cannot speak)

**Environment** any ocean (Between) Organization solitary or mated pair Treasure none

Capsize (Ex) A wallow-whale can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the whale's size, the whale takes a cumulative -10 penalty on this CMB check.

**Disease (Ex)** Filth Fever: injury (bite); save Fortitude DC 27; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Originally found only in the Unsea of Between before some of these great cetaceans somehow escaped and began reproducing in the mundane world's oceans, wallow-whales are now the terror of the Fetid Sea and one of the primary threats for which the Castorhage Navy diligently patrols those waters. Wallow-whales are offal, carrion, husks, leavings, and scum given life. Stirges are frequently seen circling them when they surface to launch a spume of oily brine, purulence, and clotted fluids from their blowholes, and oozes capable of surviving in the acidic environment can sometimes be found infesting their cathedral-like stomachs. Wallowwhales aren't afraid to venture close to the city to feed upon the excrement, rot, and flotsam that seethes like a gyre around its foundations. Yet despite their foul body habitus, the ambergris of a wallow-whale is a thing both rare and highly valuable, selling for as much as 100 gp/pound. Daring or foolhardy whalers armed with cold-iron harpoons hunt these beasts upon the oceans, and in some cases upon the Unsea, with typical Gargantuan specimens typically yielding 1d6 x 10 pounds of the substance, and a Colossal beast yielding 3d6 x 10 pounds.

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AC 30, touch 0, flat-footed 29 (-2 Dex, +30 natural, -8 size)

# Appendix C: Templates

# Aschymic-Undying Creature

More commonly referred to as the "reborn," alchymic-undying creatures are living creatures infused with the gifts of undeath through exposure to the mysterious elixir of life.

#### Creating an Aschymic-Undying Creature

"Alchymic-Undving Creature" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that succeeds on its Fortitude saving throw when exposed to elixir of life (see The Blight: Richard Pett's Crooked City by Frog God Games). An alchymic-undying creature uses the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1. Defensive Abilities: An alchymicundying creature gains the following defensive abilities.

Negative Energy Affinity: An alchymicundying creature reacts to positive and negative energy as if it were undead positive energy harms it, while negative energy heals it.

Resist Energy Drain (Ex): An alchymicundying creature takes no penalties from energy drain effects, though it can still be killed if it accrues more negative levels than it has HD. After 24 hours, any negative an alchymic-undying creature possesses are removed without the need for a saving throw.

Alchymic-Undying Resistances: An alchymic-undying creature gains DR 10/- against nonlethal damage, and a +4 racial bonus on saving throws against ability damage or drain to Constitution, Dexterity, and Strength, death effects, disease, paralysis, and poison.

Alchymic-Undying Immunities: An alchymic-undying creature is immune to exhaustion, fatigue, physical aging, sleep, and starvation effects.

Ability Scores: -4 Constitution. An alchymic-undying creature's bond to undeath impedes its mortal vigor.

Special Qualities: An alchymic-undying creature gains the following special qualities.

Gift of Undeath: An alchymic-undying creature does not need to sleep. It needs to eat and drink but requires only one-tenth of the usual food and drink required by a creature of its type, enabling it to go long periods without sustenance. It needs to breathe but can hold its breath for a number of rounds equal to 10 times its Constitution score. Immune to the physical effects of aging — although still able to gain the benefits of aging to its mental ability scores (Charisma, Intelligence, and Wisdom) — an alchymic-undying creature is not at risk of death from old age.

Regeneration: An alchymic-undying creature gains regeneration 1 +2 per 3 HD it possesses. Acid and fire damage causes an alchymicundying creature's regeneration to stop functioning on the round following the attack.

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### Gavius Golgolan

This thin, dark robed man has pale, almost translucent skin and long, wispy white hair. He looks ancient but moves with surprising vitality, and his piercing stare belies an intellect still keen and engaged.

#### SAVIUS GOLGOLAN XP 12.800

**CR 11** 

Male alchymic-undying human necromancer 11 LN Medium humanoid (human)

Init +5; Senses darkvision 60 ft.; Perception +4

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural) hp 49 (11d6 plus 11); regeneration 7 (acid, fire)

Fort +9; Ref +6; Will +10

**Defensive Abilities** negative energy affinity; **DR** 10/— vs. nonlethal damage; Immune alchymic-undying immunities; Resist energy drain, alchymic-undying resistances

Speed 30 ft.

Melee mwk dagger +6 (1d4/19-20)

Special Attacks channel negative energy 8/day (DC 17) Arcane School Spell-Like Abilities (CL 11th; melee touch +5):

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; melee touch +5, ranged touch +6):

6th—create undead, eyebite (DC 23)

5th—baleful polymorph (DC 20), magic jar (DC 22), teleport, waves of fatigue

4th—animate dead, enervation, fear (DC 21), solid fog, wall of fire

3rd—blink, fireball (DC 18), fly, ray of exhaustion (DC 20), vampiric touch (x2)

2nd—blindness/deafness (DC 19), false life, resist energy, see invisibility, scare (DC 19), scorching

1st—alarm, burning hands (DC 16), cause fear (DC 18), detect undead, expeditious retreat, mage armor (already cast), magic missile 0 (at will)—bleed (DC 17), detect magic, read magic, touch of fatigue (DC 17)

Opposition Schools enchantment, illusion

Str 10, Dex 12, Con 10, Int 20, Wis 8, Cha 14 Base Atk +5; CMB +5; CMD 16

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering) +13, Knowledge (engineering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (nobility) +13, Knowledge (planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19 Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal SQ arcane bond (familiar—rat), gift of undeath, life sight (10 feet, 11 rounds/day)

Combat Gear potion of cure moderate wounds, potion of invisibility, robe of bones; Other Gear amulet of natural armor +1, cloak of resistance +2, masterwork dagger, goggles of night, headband of vast intelligence +2 (Craft [alchemy]), spellbook, crystal for magic jar (100 gp), onyx gems (300 gp), 623 gp.

# Aschymic-Unsiving Creature

The alchymic-unliving are creatures tainted by the curse of undeath through exposure to *elixir of life*. Those who partake in the forbidden fruits of such alchymic experimentation face a dismal future. It is true that death, or at least mortal death by aging, is no longer a concern, but the life left is bleak and bereft of any of the joys of the living.

#### Creating an Aschymic-Unsiving Creature

"Alchymic-Unliving Creature" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that fails its Fortitude saving throw when exposed to *elixir of life* (see *The Blight: Richard Pett's Crooked City* by Frog God Games). An alchymic-unliving creature uses the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +1.

**Type:** The creature's type changes to undead (augmented). Do not recalculate class HD, base attack bonus, or saves.

Senses: An alchymic-unliving creature gains darkvision 60 ft.

**AC:** An alchymic-unliving creature's natural armor increases by 2.

**Hit Dice:** Change all racial HD to d8s. Class HD are unaffected. As undead, alchymic-unliving creatures use their Charisma modifier to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** An alchymic-unliving creature gains the following defensive abilities. They do not gain any further immunities from the undead type.

Alchymic-Unliving Immunities: Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical scores (Constitution, ability Dexterity, and Strength), as well as to exhaustion and fatigue effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points. Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect alchymicunliving creatures

spells

becoming undead.

alchymic-unliving creatures back

into the living creatures they were

These

**Special Qualities:** An alchymic-unliving creature gains the following special qualities:

before

Curse of Undeath: An alchymic-unliving creature is cursed by a form of undeath that sustains it physically but not mentally. Each month, an alchymic-unliving creature must succeed on a Will save (DC equal to 15 +1 per previous success) or permanently lose 1 point of Intelligence. An alchymic-unliving creature that reaches 0 Intelligence loses the alchymic-unliving template and gains the zombie template.

Fast Healing: Alchymic-unliving creatures gain fast healing 1 + 2 per 3 HD.

**Ability Scores:** Str +2, Int −2. As an undead creature, an alchymicunliving creature has no Constitution score. A creature with a Charisma score lower than 10 increases its Charisma score to 10.

Feats: Alchymic-unliving creatures gain Toughness as a bonus feat.

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#### Stoic Guardian

It is an ogre, but a gaunt, wiry thing dressed in heavy armor that seems to suffocate it. Something is strange about it, however, a lost look in its eyes, the sadness of decay.

#### STOIC GUARDIAN XP 1,200

CR4

Male alchymic-unliving ogre warrior 1 (Pathfinder Roleplaying Game Bestiary "Ogre")

CE Large undead (augmented humanoid, giant)

Init –1; Senses darkvision 60 ft., low-light vision; Perception +5

AC 22, touch 8, flat-footed 22 (+7 armor, -1 Dex, +7 natural, -1 size)

hp 29 (4d8 plus 1d10 plus 6); fast healing 3

Fort +6; Ref +0; Will +3

**Immune** alchymic-unliving immunities

#### Speed 30 ft.

**Melee** greataxe +9 (3d6+9/×3) or spiked gauntlet +9

Ranged pilum +2 (2d6+6) Space 10 ft.; Reach 10 ft.

> Str 23, Dex 8, Con —, Int 4, Wis 10, Cha 10 Base Atk +4; CMB +11; CMD 20

Feats Cleave, Iron Will, Power Attack, Toughness^B

Skills Climb +4, Linguistics
-2, Perception +5
Languages Common,
Giant

**SQ** curse of undeath

Gear splint mail, greataxe, 10 pilums^{AFG}, 2 spiked gauntlets ^{AFG}See Pathfinder Roleplaying Game Advanced Player's Guide

Environment any land Organization any Treasure NPC Gear

Created by Illuminati mages to guard entrances to their chapterhouses, stoic guardians simply stand and stare as their minds slowly slip away.



## Between Creature

From Between, abstractions of the Blight's psyche and physicality are reflected upon it in a phantasmagoria of exaggeration and distortion given life. For just as the lands in that fantastical realm absorb the dark essence of the Blight, so does its flora and fauna, mutating into mocking caricatures of those who live in the city. Their very forms fuse with and are partially composed of emotion, which blurs or displaces their physical aspects with ghost-like imagery and color.

Such creatures fall into one of two categories, both infused with the power of Between: mutations of existing creatures, and entirely new breeds of creatures from Between. You can easily create the first type of creature by using one of the Between simple templates presented in this section. Creating the second type of creature is more complicated, and requires adding the Between subtype and custom abilities appropriate to the creature, with more powerful creatures gaining more abilities than weaker creatures (see **Appendix E** for information on the Between subtype). Following are five sample creatures — Between versions of the boneneedle, gargoyle, doppelganger, nosferatu, and wyvern.

#### Between Age

A creature's Between Age (BA) is a game statistic that represents the length of time a creature has been infused with the influence of Between. Creatures that have only recently (within 2 years) been exposed to or born in Between have a Between Age of 1 (larval), while the greatest Between creatures, steeped in the essence of the Between for 600 years or more, have a Between Age of 10 (ancient). It is possible for a (normally) low-CR creature to have a high Between Age or for a high-CR creature to have a low Between Age. The Between Age of a creature is included in its stat block by way of a BA designation appended to the creature's CR, e.g. CR 5/BA 2.

#### Between Creature Advancement

This section addresses how to turn a non-Between creature into a Between creature through the application of one of the Between creature simple templates. **Appendix E** provides instruction on how to create an entirely new Between creature using the Between subtype. Between creatures' abilities depend on their Between Age (BA), with an older age meaning a creature has additional abilities.

#### Between Creature Gimple Templates

Although all life in Between is unique, some creatures (wolves, for example) are common to the normal world and Between. The following simple templates can be used to turn any creature that does not have the Between subtype into a Between creature. A creature given one of these templates counts as a Between creature for the purposes of spells, abilities, and magical items but it does not gain the Between subtype or the many benefits of having the Between subtype — it gains only those benefits specifically described in the simple template. A creature must meet all prerequisites of any bonus feats.

#### Between-Touched (CR +1/BA 3)

A Between-touched creature's quick and rebuild rules are the same.

**Rebuild Rules: Senses**: gains low-light vision; **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*blurred movement*^{ACG}), distorted (25%); **DR** gains DR 2/cold iron; **SR** gains SR equal to its new CR +6; **Speed** +10 feet for all movement types (up to double the creature's base movement speed); **Ability Scores** +2 Dex, +2 Int; **Feats** gains Dodge and Lightning Reflexes as bonus feats.

#### Between-Born (CR +2/BA 5)

A Between-born creature's quick and rebuild rules are the same.

**Rebuild Rules: Senses**: gains darkvision 60 ft. and low-light vision; **Aura** emotion (30 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*blur*), distorted (50%); **DR** gains DR 5/cold iron; **SR** gains

SR equal to its new CR +12; **Speed** +20 feet for all movement types (up to double the creature's base movement speed); **Ability Scores** +4 Dex, +4 Int; **Feats** gains Dodge, Lightning Reflexes, and Nimble Moves as bonus feats.

#### Between-Grown (CR +3/BA 7)

A Between-grown creature's quick and rebuild rules are the same.

**Rebuild Rules: Senses**: gains darkvision 90 ft. and low-light vision; **Aura** emotion (40 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype; **Defensive Abilities** all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** gains DR 5/cold iron and magic; **SR** gains SR equal to its new CR +13; **Speed** +30 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 1 step; **Spell-Like Abilities** 1/day—*spider climb* (self only), *vanish*^{APG} (self only); caster level = BA; **Ability Scores** +6 Dex, +6 Int; **Feats** gains Dodge, Lightning Reflexes, Mobility, and Nimble Moves as bonus feats.

#### Between-Aged (CR +4/BA 9)

A between-aged creature's quick and rebuild rules are the same.

**Rebuild Rules: Senses**: gains blindsense 30 ft., darkvision 90 ft. and low-light vision; **Aura** emotion (50 ft., DC = 10 + BA + Cha mod.); **hp** gains temporary hp as per the Between subtype, and fast healing 5; **Saves** second save^{MA}; **Defensive Abilities** all-around vision, dislocated (*displacement*), distorted (75%), evasion; **DR** gains DR 10/cold iron and magic; **SR** gains SR equal to its new CR +14; **Speed** +40 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 2 steps; **Spell-Like Abilities** 3/day—*invisibility* (self only), *spider climb* (self only); 1/day—*blink*, *mirror image*; caster level = BA; **Ability Scores** +8 Dex, +8 Int; **Feats** gains Acrobatic Steps, Dodge, Lightning Reflexes, Mobility, and Nimble Moves as bonus feats.

#### Between-Incarnate (CR +5/BA 10)

A Between-incarnate creature's quick and rebuild rules are the same.

Rebuild Rules: Init dual initiative^{MA}; Senses: gains blindsense 60 ft., darkvision 90 ft. and low-light vision; Aura emotion (60 ft., DC = 10 + BA + Cha mod.); hp gains temporary hp as per the Between subtype, and fast healing 10; Saves second save^{MA}; Defensive Abilities all-around vision, dislocated (*displacement*), distorted (75%), improved evasion; DR gains DR 15/cold iron and magic; SR gains SR equal to its new CR +15; Speed +50 feet for all movement types (up to double the creature's base movement speed), and flight maneuverability (if any) improves by 3 steps; Spell-Like Abilities 3/day—*invisibility* (self only), *mirror image, spider climb* (self only); 1/day—*blink, dimension door* (self plus 50 lbs. of objects only); caster level = BA; Ability Scores +10 Dex, +10 Int; Feats gains Acrobatic Steps, Dodge, Lightning Reflexes, Mobility, Nimble Moves, and Spring Attack as bonus feats.

ACG See Pathfinder Roleplaying Games Advanced Class Guide

APG See Pathfinder Roleplaying Games Advanced Player's Guide

MA See Pathfinder Roleplaying Games Mythic Adventures

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Author Alistair Rigg, based on material by Richard Pett.

The following examples are existing creatures altered by one of the above Between simple templates:

## BETWEEN-TOUCHED GARGOYLE XP 1,600

CR 5/BA 3

Pathfinder Roleplaying Game Bestiary "Gargoyle" CE Medium monstrous humanoid (earth)

#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

Init +7; Senses darkvision 60 ft., low-light vision; Perception +8

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

**hp** 58 (5d10+15 plus 16) Fort +4; Ref +9; Will +4

Defensive Abilities all-around vision, dislocated (blurred movement^{ACG}), distorted (25%); **DR** 2/cold iron; 10/magic; **SR** 11 ACG See Pathfinder Roleplaying Games Advanced Class Guide

Speed 50 ft., fly 70 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Str 15, Dex 16, Con 16, Int 8, Wis 11, Cha 7

Base Atk +5; CMB +7; CMD 20

Feats Dodge^B, Hover, Improved Initiative, Lightning Reflexes^B, Skill Focus (Fly)

**Skills** Fly +14, Perception +8, Stealth +13 (+19 in stony areas);

Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

**Environment** any land (Between)

Organization solitary, pair, or wing (3–12)

Treasure standard

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

#### **BETWEEN-BORN WYVERN** XP 4.800

CR 8/BA 5

Pathfinder Roleplaying Game Bestiary "Wyvern"

N Large dragon

Init +7; Senses darkvision 60 ft., low-light vision,

scent; Perception +18

Aura emotion (30 ft., DC 12)

AC 22, touch 13, flat-footed 18 (+3 Dex, +1

dodge, +9 natural, -1 size) hp 100 (7d12+28 plus 27) Fort +9; Ref +10; Will +8

Defensive Abilities all-around vision, dislocated

(blur), distorted (50%); **DR** 5/cold iron; **Immune** sleep,

paralysis; SR 20

**Speed** 40 ft., fly 80 ft. (poor)

Melee sting +10 melee (1d6+4 plus poison), bite +10

melee (2d6+4 plus grab), 2 wings +5 (1d6+2)

Space 10 ft.; Reach 5 ft.

**Special Attack** rake (2 talons +10, 1d6+4)

Str 19, Dex 16, Con 18, Int 11, Wis 12, Cha 9 Base Atk +7; CMB +12 (+16 grapple); CMD 25 Feats Dodge^B, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes^B, Nimble

Moves^B, Skill Focus (Perception) **Skills** Bluff +9, Fly +7, Intimidate +9, Percep-

tion +18, Sense Motive +11, Stealth +9; Racial Modifier +4 Perception

Languages Draconic

**Environment** temperate or warm hills (Between) Organization solitary, pair, or flight (3–6)

Treasure standard

Poison (Ex) Sting—injury; save DC 17; frequency 1/round for

6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

#### BETWEEN-GROWN DOPPELGANGER XP 2,400

CR 6/BA 7

Pathfinder Roleplaying Game Bestiary "Doppelganger" N Medium monstrous humanoid (shapechanger) Init +4; Senses darkvision 90 ft., low-light vision; Perception +9 Aura emotion (40 ft., DC 15)

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

**hp** 64 (4d10+4 plus 38); fast healing 5

Fort +4: Ref +10: Will +6

Defensive Abilities all-around vision, dislocated (displacement), distorted (75%), evasion; DR 5/cold iron and magic; Immune charm, sleep; SR 19

Speed 60 ft.

Melee 2 claws +8 (1d8+4)

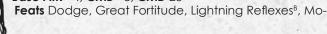
Spell-Like Abilities (CL 18th):

At will—detect thoughts (DC 13)

Spell-Like Abilities (CL 7th):

1/day—spider climb (self only), vanish^{APG} (self only) APG See Pathfinder Roleplaying Games Advanced Player's Guide

Str 18, Dex 19, Con 12, Int 19, Wis 14, Cha 13 Base Atk +4; CMB +8; CMD 23





bility^B, Nimble Moves^B

**Skills** Bluff +9 (+13 while using change shape ability), Craft (glass) +11, Diplomacy +4, Disguise +9 (+29 while using change shape ability), Intimidate +8, Perception +9, Sense Motive +6, Stealth +8, Survival +9; **Racial Modifiers** +4 Bluff, +4 Disguise

Language Aklo, Common

**SQ** change shape (alter self), perfect copy, mimicry

**Environment** any land (Between)

**Organization** solitary, pair, or gang (3–6)

Treasure NPC Gear

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

## BETWEEN-AGED LESSER BONENEEDLE XP 2,400

CR 6/BA 9

The Tome of Horrors Complete 79

N Small vermin

**Init** +7; **Senses** blindsense 30 ft., darkvision 90 ft., low-light vision; **Perception** +8

Aura emotion (50 ft., DC 15)

**AC** 21, touch 19, flat-footed 13 (+7 Dex, +1 dodge, +2 natural, +1 size)

**hp** 56 (3d8+3 plus 40); fast healing 5

Fort +4; Ref +10; Will +2; second save^{MA}

**Defensive Abilities** all-around vision, dislocated (displacement), distorted (75%), evasion; **DR** 10/cold iron and magic; **SR** 20

Weaknesses aversion to daylight

MA See Pathfinder Roleplaying Games Mythic Adventures

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d3-1 plus poison)

Spell-like Abilities (CL 9th):

1/day—blink, mirror image

3/day—invisibility (self only), spider climb (self only)

Str 8, Dex 25, Con 12, Int 8, Wis 12, Cha 3

Base Atk +2; CMB +0; CMD 18 (30 vs. trip)

**Feats** Ability Focus (poison), Acrobatic Steps^B, Dodge^B, Lightning Reflexes^B, Mobility^B, Nimble Moves^B, Step Up, Weapon Finesse ^B

**Skills** Climb +15, Perception +8, Stealth +17; **Racial Modifiers** +4 Perception, +6 Stealth, modifies Climb with Dexterity **Languages** Aklo, Common

SQ crowd

Environment underground (Between)

**Organization** pack (2–4), cluster (5–8), or nest (12–24 plus 2–4 areater boneneedles)

Treasure incidental

**Crowd (Ex)** These monsters crawl over each other in an attempt to swarm an opponent. Up to three boneneedles can occupy a single 5-foot space.

**Poison (Ex)** Boneneedle Poison; Sting—injury; save Fort DC 14; frequency 1/round for 2 rounds; effect 1d4 Dex; secondary effect: target takes an extra 1 point of damage from crushing or bludgeoning attacks until all Dex damage is healed; cure 1 save. The save DC is Constitution-based.

## BETWEEN-INCARNATE NOSFERATU XP 38,400

CR 14/BA 10

Female human Between-incarnate nosferatu sorcerer 8 (Pathfinder Roleplaying Game Bestiary 4 "Nosferatu") CE Medium undead (augmented humanoid)

Init +13/-7, dual initiative **A*; Senses blindsensé 60 ft., darkvision 90 ft., low-light vision, scent; Perception +21

Aura emotion (60 ft., DC 28)

MA See Pathfinder Roleplaying Games Mythic Adventures

**AC** 34, touch 22, flat-footed 24 (+4 armor, +2 deflection, +9 Dex, +1 dodge, +8 natural)

hp 97 (8d6+24 plus 8 plus 35); fast healing 10

Fort +5; Ref +13; Will +9; second save^{MA}

**Defensive Abilities** all-around vision, channel resistance +4, dislocated (*displacement*), distorted (75%), improved evasion; **DR** 15 cold iron and magic, 5/wood and piercing; **Immune** undead traits; **Resist** cold 15, electricity 10, sonic 10; **SR** 29

Weaknesses vampire weaknesses

MA See Pathfinder Roleplaying Games Mythic Adventures

Speed 60 ft.

Melee 2 claws +13 (1d6+3)

**Special Attacks** blood drain (1d4 Con and 1d4 Wis), dominate (DC 22), telekinesis (DC 22)

Between-Incarnate Spell-Like Abilities (CL 10th):

3/day—invisibility (self only), mirror image, spider climb (self only)

1/day—blink, dimension door (self plus 50 lbs. of objects only)

**Bloodline Spell-Like Ability** (CL 8th; melee touch +7): 11/day—grave touch

**Sorcerer Spells Known** (CL 8th; melee touch +7, ranged touch):

4th (5/day)—greater invisibility

3rd (7/day)—dispel magic, fireball (DC 21), vampiric touch 2nd (8/day)—blindness/deafness (DC 20), false life, scorching ray, web (DC 20)

1st (8/day)—burning hands (DC 19), chill touch (DC 19), disguise self, expeditious retreat, mage armor (already cast), magic missile

0—acid splash, detect magic, light, mage hand, mending, message, open/close, read magic

**Bloodline** undead

Str 16, Dex 28, Con —, Int 24, Wis 16, Cha 26 Base Atk +4; CMB +7; CMD 29

**Feats** Acrobatic Steps^B, Alertness^B, Combat Casting, Dodge^B, Eschew Materials^B, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Mobility^B, Nimble Moves^B, Silent Spell, Skill Focus (Knowledge [Between])^B, Skill Focus (Stealth)^B, Spring Attack^B, Toughness^B, Weapon Finesse

**Skills** Bluff +19, Disguise +16, Intimidate +19, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (Between) +18, Perception +21, Sense Motive +21, Spellcraft +18, Stealth +28; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Aklo, Common, Draconic; telepathy 60 ft

SQ spider climb, swarm form

Gear ring of protection +2, cloak of resistance +3, headband of alluring charisma +4

**Environment** urban or ruins (Between) **Organization** solitary **Treasure** NPC gear

## Between Dampire

Some say the first of these creatures was a vampire's reflection stolen by the Devil aeons ago and left to fester in the mad realm of Between. Things composed of stolen memories and talents, Between vampires are rarely seen outside of Between; they prefer the warmth and safety of their shadowy homes.

Between vampires must return to the shadows of a *mirror-portal* linked to Between if reduced to 0 hit points. A Between vampire always has such a *mirror-portal* somewhere close by for such eventualities. When this occurs, it can sometimes be seen staring from the corners of two opposed mirrors, or lurking in the shadowy sides of looking glasses, but although it stares outward in hatred, it is unable to act while its power is rejuvenating.

Between vampires do not have the ability to create spawn like some undead, but every generation or so, a broody female becomes obsessed with reproduction and through the bizarre rules of unreality that govern

Between is able to make her desire reality. No act of procreation is required for such an event to occur and conclude. Such Between vampires grow to Large size as they bloat with young; their hunger to feed almost a madness. The young are birthed into dead bodies where they feed until they reach a stage where they grow rudimentary wings 1d3 days later and escape into the twisted wilds of Between, growing to become full-fledged Between vampires themselves in approximately a decade.

#### Creating a Between Dampire

Between vampire is an acquired template that can be added to any living creature with 5 or more HD, an Intelligence of 3 or more, and a Charisma of 10 or more (referred to hereafter as the base creature) that originated in Between. Most Between vampires were once humanoids, fey, or monstrous humanoids. A Between vampire uses the base creature's statistics and abilities except as noted here.

**CR:** Base creature's CR +3. **Alignment:** Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class HD, base attack bonus, or saves. The creature retains its Between subtype and corresponding Between age (BA) and associated abilities.

**Senses:** A Between vampires gains darkvision 120 ft., and low-light vision.

**Aura:** A Between vampire gains an emotion aura.

**AC:** Between vampires gain a +6 bonus to natural armor.

**Hit Dice:** Change all racial HD to d8s. Class HD are unaffected. As undead, Between vampires use their Charisma modifier to determine bonus hp (instead of their Constitution modifier).

**Defensive Abilities:** In addition to all of the defensive abilities granted by the undead type, a Between vampire gains channel resistance +4, resistance 10 to cold and fire, and DR 10/cold iron or nonmagical weapons. A Between vampire's damage reduction is penetrated only by nonmagical weapons (temporary magical weapons, such as those created by the spell *magic weapon* and similar effects, count as magical weapons) or weapons forged of cold

iron. A Between vampire also gains fast healing 5. If a Between vampire is reduced to 0 hp in combat, its fast healing ceases to function, and it assumes shadow form (see below) and attempts to escape. It must reach and possess a *mirror-portal* linked to Between (see Weaknesses below) within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a Between vampire forced into shadow form has no effect. While possessing the mirror, it can't use any of its supernatural abilities or exit the mirror. If the possessed *mirror-portal* is destroyed while the Between vampire possesses it, the Between vampire is permanently destroyed. After 1 hour, the Between vampire can exit the possessed *mirror-portal*, regain 1 hp, and resume fast healing at the rate of 5 hit points per round. A Between vampire also gains the following defensive ability:

Spell Deflection (Su): If any of the following spells are cast at a Between

vampire, they instead affect a stolen soul (see below): banishment, calm spirit^{OA}, control undead, dismissal, dispel evil, entrap spirit^{OA}, greater possession^{OA}, holy word, imprisonment, magic jar, marionette possession^{UM}, maze, plane shift, possession^{OA}, purge spirit^{OA}, riding possession^{OA}, or trap the soul. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected — success indicates that the stolen soul is released from the Between vampire's aura and the creature whose body it belonged to can now be restored to life as normal.

Between Vampire Weaknesses: Between vampires recoil from broken mirrors. This doesn't harm the Between vampire — it merely keeps the Between vampire at bay. A recoiling Between vampire must stay at least 5 feet away from the broken mirror and cannot touch or make melee attacks against

the character holding it. After 1 round, a
Between vampire can overcome its
revulsion of the broken mirror and
function normally each round it
makes a DC 25 Will save.

Reducing a Between vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see Defensive Abilities above). However, certain attacks can slay Between vampires. Destroying a mirror possessed by a Between

vampire whose fast healing isn't functioning destroys the Between vampire forever. Repairing the object does not restore the Between vampire.

Exposing a Between vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape.

Speed: Same as the base creature. Unless it has a fly speed already, a Between vampire grows repulsive, sweating, waxy, fleshy, membranous wings that grant it a fly speed (with poor maneuverability) equal to the base creature's land speed.

Melee: A Between vampire gains two claw attacks if the base creature didn't have any. Its claw attacks do damage as a creature two size categories larger (1d6 points of damage for a Small Between vampire, 1d8 points of damage for a Medium Between vampire; see Natural

Attacks), have a critical threat range of 19–20, and cause energy drain (see below). A Between vampire's natural weapons are treated as magical weapons for the purpose of overcoming damage reduction.

A Between vampire also gains a primary tongue attack with a reach equal to double the creature's normal reach. This tongue attack deals bludgeoning damage equal to a bite attack of a creature of the Between vampire's size (see Natural Attacks), and has the attach and paralysis special attacks. The Between vampire does not gain the grappled condition when its tongue is attached to a foe. A creature attached to a Between vampire's tongue cannot move farther away from the Between vampire than the tongue's reach and takes a -2 penalty to AC as long as the tongue is attached. The tongue can be removed by making an opposed grapple check or by dealing 10 points of slashing damage to sever the tongue (AC 10 plus 1/2 the Between vampire's natural armor bonus; DR 10/cold iron or nonmagical weaponry; damage does not reduce the Between vampire's actual hp). A Between vampire's severed tongue regenerates after 1 minute. The Between vampire cannot move more than its tongue's reach away from the target, but the Between vampire can release its tongue as a free action. A Between vampire has a +8 racial bonus to maintain its grapple on a foe once it is attached but rarely does so if its foe did not succumb to paralysis.

**Special Attacks:** A Between vampire gains the following special attacks. The save DCs are equal to 10 + 1/2 the Between vampire's HD + the Between vampire's Charisma modifier unless otherwise noted.

*Disease (Su)*: Any creature that comes into physical contact with a Between vampire is exposed to mocking plague (see sidebox).

## New Disease: Mocking Plague

This magical disease is spread by the foul emanations of Between vampires. This horrific Between infection unravels and reconfigures the physiology of the victim, causing a sickening deterioration of their bodily integrity. Some victims manifest ugly growths that sprout distended, vestigial limbs, mouths, or eyes, while others have body parts that bloat to twice their normal size. Each remaking is unique, and while some manage to arrest the process, most die when the transformations become too much for their bodies to sustain. While the normal physiology of survivors reasserts itself in the wake of the disease, most are left with some permanent physical changes: open, weeping sores, token mouths in altogether wrong places, or unwanted, slimy appendages. Of those who die, some are spontaneously transformed at the point of death into Between monsters of chaos known as mockingbeasts (see **Appendix B: Between Creatures**).

Any victim infected with mocking plague can also spread the disease. Those who come into contact with a victim must save versus the disease or become infected themselves. The bodies of those killed by mocking plague are also infectious and remain so until destroyed. Mocking plague is more difficult to contract than overcome once infected. When exposed to mocking plague, a creature must make a DC 15 Fortitude save to avoid contracting the disease. If this saving throw is failed, once the affliction's incubation time passes and symptoms begin showing, the Fort save to recover from the infection increases to DC 19.

#### **MOCKING PLAGUE**

Type disease (Between), contact; Save Fortitude DC 15 negates, Fortitude DC 19 to avoid effects

Onset 1d6 hours; Frequency 1/6 hours

Effect 1d4 Con, 1d4 Cha, and target is fatigued; for every 4 points of Con damage, 1 point of the Cha damage is drain; Cure 2 consecutive saves

Note Victims who would die as a result of the disease's effects must make a final DC 15 Fortitude save. Those who succeed on this saving throw do not die, and instead transform into a mockingbeast (see Appendix B: Between Creatures).

Dominate (Su): As a standard action, a Between vampire can crush the will of any humanoid or intelligent creature with an undead type, Between subtype, or Between template that is within 30 feet. The target must succeed on a Will save or fall instantly under the Between vampire's influence, as though by a *dominate person* spell (CL 12th). Immunity to mind-affecting or compulsion effects is no defense.

Energy Drain (Su): A creature hit by a Between vampire's claw gains 2 negative levels. This ability triggers only once per round on its first successful melee attack, regardless of the number of attacks a Between vampire makes. The Between vampire gains 10 temporary hit points for 1 hour

Paralysis (Ex): A creature hit by a Between vampire's tongue must succeed on a Fortitude save or be paralyzed for as long as the Between vampire remains attached. A creature that succeeds on its saving throw must save again at the start of its turn if the Between vampire is still attached.

Psychic Energy Drain (Su): A Between vampire drains psychic energy at the end of its turn if it is attached to a foe, dealing 1d6 points of ability drain to the highest of the attached creature's mental ability scores (Intelligence, Wisdom, or Charisma) and gaining a like number as temporary points of psychic energy (PE). These PE points are in addition to the Between vampire's current PE total, and any PE expended is subtracted from these temporary PE points first. These temporary PE points don't stack with any previously gained temporary PE points. The temporary PE points disappear 1 hour later. This attack also drains the target's memories, as per mindwipe^{OA}. If a creature that takes ability damage from this attack has the ability to cast psychic spells, it is treated as though it were under the effects of a negative emotion effect for the purposes of the emotion component to its spellcasting. A successful Will saving throw negates all the effects of psychic energy drain.

Stuff of Nightmares (Su): Once per day, as a standard action, a Between vampire can call forth 1d3 Between dreams (see **Appendix C**) from the nightmares of children in Between. These creatures manifest in 1d6 rounds and serve the Between vampire for up to 10 minutes.

**Abilities:** Str +4, Dex +6, Int +6, Wis +2, Cha +6; As an undead creature, a Between vampire has no Constitution score.

**Feats:** Between vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, and Lightning Reflexes as bonus feats.

**Skills:** Between vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

**Special Qualities:** A Between vampire gains the following special qualities.

Distend Shape (Ex): As a move action that does not provoke an attack of opportunity, a Between vampire can elongate its shape for 1 round, doubling the reach of its natural attacks.

Possess Mirror (Su): As a full-round action, a Between vampire can possess a mirror-portal connected to Between, as per object possession^{OA}, except the mirror does not become capable of animation, and the Between vampire's body vanishes while it's possessing the mirror, as per greater possession^{OA}. A Between vampire can remain in a mirror indefinitely. A Between vampire's presence in a mirror can be determined via divination spells such as detect evil and detect undead.

Psychic Magic (Su): A Between vampire gains the psychic magic universal monster rule. The Between vampire has a cumulative number of spells it can cast determined by its HD, with a CL and PE pool equal to the number of souls in the Between vampire's soul collection (see below). A Between vampire with no collected souls cannot cast any of its spells.

HD	PE	Spells
5–8	2	mental block ^{OA} , oneiric horror ^{OA} , oppressive boredom ^{UM} , paranoia ^{OA}
9–12	4	crushing despair, fear, greater oneiric horror ^{0A} , phantasmal killer
13–16	5	feast on fear ^{ACG} , feeblemind, mind fog, nightmare
17–20	6	cloak of dreams ^{APG} , foster hatred ^{OA}

#### THE BLIGHT: RICHARD PETT'S CROOKED CITY



oppressive boredom^{UM} (2 PE, DC 22), paranoia^{OA} (2 PE, DC 22)

Spell-Like Abilities (CL 8th):

1/day—dimension door

Spells Prepared (CL 7th):

4th—summon nature's ally IV

3rd—call lightning (DC 17), inflict moderate wounds (DC 17), water breathing

2nd—barkskin, flame blade, resist energy, tree shape 1st—charm animal (DC 15), endure elements, entangle (DC

15), obscuring mist, produce flame 0—detect magic, guidance, light, stabilize

OA See Pathfinder Roleplaying Games Occult Adventures
UM See Pathfinder Roleplaying Games Ultimate Magic

Str 14, Dex 29, Con —, Int 24, Wis 19, Cha 31 Base Atk +4; CMB +12; CMD 31

**Feats** Agile Maneuvers, Alertness⁸, Combat Casting, Combat Reflexes⁸, Dodge⁸, Improved Initiative⁸, Iron Will⁸, Lightning Reflexes⁸, Weapon Finesse

**Skills** Bluff +29, Diplomacy +21, Escape Artist +20, Fly +24, Handle Animal +18, Heal +12, Intimidate +18, Knowledge (nature) +18, Perception +25, Sense Motive +25, Stealth +28, Swim +21, Use Magic Device +21; **Racial Modifiers** +8 Bluff, Perception, Sense Motive, and Stealth

Languages Aklo, Aquan, Common, Sylvan

**SQ** distend shape, inspiration, possess mirror, shadow form, shadow jump, soul collection, unearthly grace, wild empathy +24

Environment any land (Between) Organization solitary Treasure double

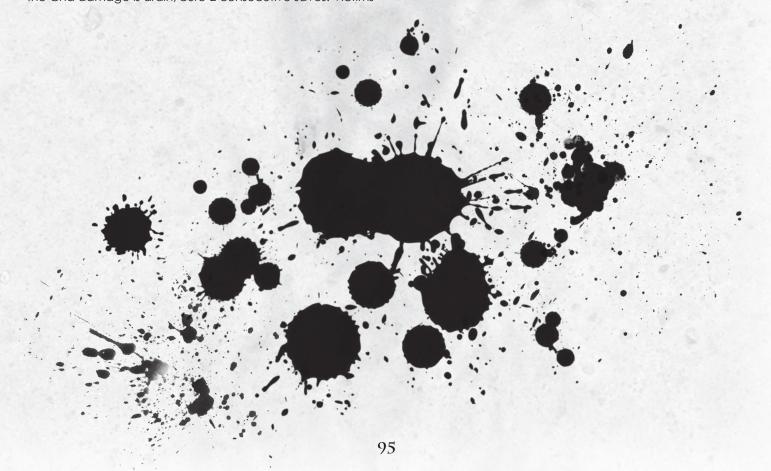
**Disease (Su)** Mocking Plague (Between)—contact; save Fort DC 15 negates, Fort DC 19 to avoid effects; onset 1d6 hours; frequency 1/6 hours; effect 1d4 Con, 1d4 Cha, and target is fatigued; for every 4 points of Con damage, 1 point of the Cha damage is drain; cure 2 consecutive saves. Victims

who would die as a result of the mocking plague's effects must make a final DC 15 Fortitude save. Those who succeed on this saving throw do not die and are instead transformed into mockingbeasts (see Appendix B: Between Creatures). Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a Between vampire nymph must succeed on a DC 24 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based. Inspiration (Su) A Between vampire nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the Between vampire nymph retains her favor for this creature and for as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a Between vampire nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The Between vampire nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single Between vampire nymph may inspire only one creature at a time in this manner.

**Spells** A Between vampire nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a Between Vampire nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 24 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based. Unearthly Grace (Su) A Between vampire nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the Between vampire nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.



# Blight Choul

In the Blight, a variant of ghoul fever does not fully strip away the identity of the victim but rather twists it toward evil and an obsession with eating of the rotting flesh of sentient creatures. Blight ghouls retain the abilities and knowledge they had in life and use these skills to lurk within the confines of the city, sometimes hiding in plain sight, while they prey upon its citizens.

#### Creating a Blight Choul

"Blight Ghoul" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A Blight ghoul uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1.

**Type**: The base creature's type changes to undead (augmented). Do not recalculate class HD, base attack bonuses, saves, or skill points.

**Alignment**: A base creature with Intelligence 3 or higher becomes evil. **Senses**: The base creature gains darkvision 60 ft.

**Armor Class**: The base creature's natural armor improves by +2.

**Hit Dice**: Change all of the base creature's racial HD to d8s.

**Defensive Abilities**: The base creature gains channel resistance +2 and all the immunities of the undead type.

Melee: If the base creature does not have a natural bite attack, it gains a primary bite attack if it has a mouth. If the base creature does not have a natural claw attack, it gains a primary claw attack for each arm it has. If the base creature has a slam attack with an arm, it becomes a primary claw attack instead. Unless the base creature already possesses a natural attack of the same type that deals more damage, damage from a Blight ghoul's bite attack is as per the base creature's size, and damage from a Blight ghoul's claw attack is treated as if the base creature was one size category larger.

**Special Attacks**: A Blight ghoul retains all the base creature's special attacks and gains those described here. The save DC against a Blight ghoul's special attacks is equal to 10 + 1/2 Blight ghoul's HD + Blight ghoul's Charisma modifier unless otherwise noted. Additional Blight ghoul abilities beyond these can be designed at the GM's discretion.

Disease (Su): If a Blight ghoul has a bite or sting attack, that attack causes Blight ghoul fever in creatures that fail a Fortitude saving throw.

Blight Ghoul Fever: Bite—injury; save Fort; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A creature that dies of Blight ghoul fever rises as a Blight ghoul at the next midnight.

Paralysis (Su): All of a Blight ghoul's natural attacks that deal piercing or slashing damage cause paralysis for 1d4+1 rounds in creatures that fail a Fortitude saving throw. Elves are immune to a Blight ghoul's paralysis.

In addition, for every 3 points of CR it possesses, a Blight ghoul may choose one special attack or one special quality from the lists below.

Brain Eater (Su): The Blight ghoul can consume the brain of a creature with Intelligence 3 or higher to gain a +2 insight bonus on all Intelligence checks and Intelligence-based skill checks for 1 day. Eating a brain requires 1 minute, and the target must be dead or helpless. A creature killed in this way never rises as a Blight ghoul.

Death Burst (Ex): The Blight ghoul explodes in a burst of filth when killed. All adjacent creatures must succeed on a Fortitude save to avoid being sickened for 1d6+4 minutes. Creatures who fail this saving throw must succeed on a second Fortitude save or contract Blight ghoul fever.

Ghastly Paralytic (Su): The DC of the Blight ghoul's paralysis attack gains a +2 racial bonus, and elves are not immune to it.

Stench (Ex): The stink of death and corruption surrounding the Blight ghoul is overwhelming, granting them the stench extraordinary ability (10-foot radius, Fort negates, sickened for 1d6+4 minutes).

**Special Qualities**: A Blight ghoul retains all the base creature's special qualities. In addition, for every 3 points of CR it possesses, a Blight ghoul



may choose one special attack or one special quality from the lists above and below.

Wall Climber (Ex): The Blight ghoul gains a climb speed equal to half the base creature's land speed. This ability can be taken multiple times. Each time it is taken, the Blight ghoul adds 10 feet to its climb speed, up to a maximum of its base land speed.

Command Ghouls (Su): The Blight ghoul can automatically command

all normal ghouls and ghasts within 30 feet as a free action. Normal ghouls and ghasts never attack the Blight ghoul unless compelled. A Blight ghoul must have an Intelligence score of 3 or higher to take this ability.

Lifesense (Su): The Blight ghoul gains the lifesense ability with a range of 10 feet. This ability can be taken multiple times. Each time it is taken, the Blight ghoul adds 10 feet to the range of its lifesense.

Scent (Ex): The Blight ghoul gains the scent ability, and a +4 racial bonus to Survival checks to track by smell.

Walk Among Them (Ex): The Blight ghoul's appearance is such that it can more easily pass as a living creature. It gains a +10 racial bonus on Disguise checks made to appear as the base creature, and its channel resistance increases by +2. A Blight ghoul with this ability and the stench ability can activate or suppress stench as a free action.

Warren Digger (Ex): The Blight ghoul gains a burrow speed of 5 feet through earth, sand, or soil. This ability can be taken multiple times. Each time it is taken, the Blight ghoul adds 5 feet to its burrow speed, up to a maximum of half its base land speed.

Abilities: Str +2, Dex +4, Int +2 (except Int scores of 2 or less), Wis +4, Cha +4. As an undead, a Blight ghoul has no Constitution score.

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## Fetch Abductor

This gaunt, pale-skinned man looked like an ordinary citizen, poor and half-starved, until he reveals his filth-encrusted claws, pointed teeth, and long, swollen tongue.

#### FETCH ABDUCTOR XP 2,400

CR 6

Male human Blight ghoul commoner 7 NE Medium undead (augmented humanoid)

Init +5; Senses darkvision 60 ft., Perception +6

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

**hp** 52 (7d6+28)

Fort +3; Ref +3; Will +3

Defensive Abilities channel resistance +2; Immune undead

Speed 30 ft.

Melee bite +7 (1d6+4 plus disease and paralysis), 2 claws +7 (1d6+4 plus paralysis)

Ranged dagger +4 (1d4+4/19-20)

Special Attacks ghastly paralytic, paralysis (1d4+1 rounds, DC 17, elves are not immune to this effect)

Str 18, Dex 12, Con —, Int 13, Wis 13, Cha 14

Base Atk +3: CMB +7: CMD 18

Feats Improved Initiative, Skill Focus (Intimidate, Stealth), Step Up, Toughness

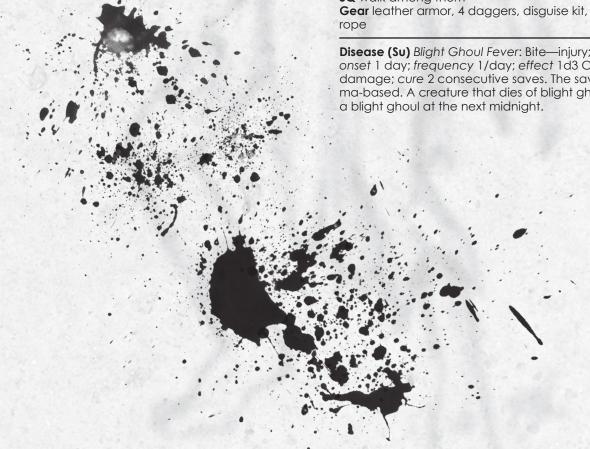
Skills Bluff +7, Disguise +9 (+19 to appear human), Intimidate +10, Perception +6, Sense Motive +3, Stealth +11

Languages Common

SQ walk among them

Gear leather armor, 4 daggers, disguise kit, manacles, 50-ft.

Disease (Su) Blight Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A creature that dies of blight ghoul fever rises as



## Broken Creature

A broken creature is not born. Instead, cruel techniques of coercive persuasion applied over time systematically strip away its will until it unquestioningly accepts the instruction of a master. These techniques are taught only to high-ranking members of one of the guilds that specialize in breaking creatures, such as the Grand Society of Obedience and the Sisters of Bestial Discipline. These groups have created a considerable industry of breaking creatures and selling broken creatures as reliable-yetdocile servitors within the City-State of Castorhage.

#### Creating a Broken Creature

"Broken Creature" is an acquired template that can be added to any living creature with an Intelligence score of 1 or higher (referred to hereafter as the base creature). Animal companions, eidolons, and familiars cannot receive this template. A broken creature uses all the base creature's statistics and special abilities except as noted here.

Defensive Abilities: A broken creature retains all the base creature's defensive abilities and gains DR 3/— against nonlethal damage, and the following additional defensive ability:

Broken Spirit (Ex): A broken creature gains a +8 bonus on saving throws versus emotion, mind-affecting, and pain effects.

Abilities: Wis -2 (minimum 1). In addition, a broken creature gains a +2 bonus to one ability score of its master's choice and a -4 penalty to another ability score of its master's choice (minimum 1), which can apply to the ability scores modified by this template.

Feats: A broken creature gains Endurance and Toughness as bonus feats.

SQ: A broken creature retains all the base creature's special qualities, and gains the following:

Dominated (Ex): actions of a broken creature can be directed by the wielder of its control object or command phrase, as though it was under the effects of dominate animal (for creatures with Intelligence scores of less than 3) or dominate (for monster creatures with Intelligence scores of 3 or greater) but with the following differences. There is no mental link between the master and broken creature, and the master does not know what the subject is experiencing. If no common language exists, the master can communicate only basic commands, such as "Attack," "Run," and "Fetch" that were established during the breaking process. A broken creature does not ignore suicidal or self-destructive commands, and neither does it resist

undertaking actions against its nature. A successful DC 15 Sense Motive check can

determine that a master has influenced a broken creature's behavior. The dominated quality cannot be dispelled, and the broken creature receives no saving throw to negate it. Protection from evil or similar spells do not prevent commands being given or followed.

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## Watch Fross

A suit of dirty chainmail covers this troll's rough, green hide. Despite its size and fierce reputation, its bestial face regards you with a dull, almost vacant expression.

#### WATCH TROLL XP 2,400

CR 6

Male broken troll warrior 2 (Pathfinder Roleplaying Game Bestiary "Troll")

CE Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

> AC 22, touch 11, flat-footed 20 (+6 armor, +2 Dex, +5 natural, -1 size)

hp 86 (6d8+36 plus 2d10+12 plus 10); regeneration 5 (acid or fire) Fort +14; Ref +4; Will +2; +8 vs.

emotion, mind-affecting, and pain

#### Speed 20 ft.

Melee bite +11 (1d8+6), 2 claws +11 (1d6+6) or sap +11/+6 (1d8+6 nonlethal)

Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws,

> Str 23, Dex 14, Con 23, Int 6, Wis 7, Cha 2

Base Atk +6; CMB +13;

**CMD** 25

Feats Endurance^B, Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception), Toughness^B

Skills Intimidate +8, Linguistics -1, Perception +8

Languages Common, Giant

**SQ** dominated

Gear chainmail, sap

#### **Environment** urban

Organization solitary, pair, squad (3–8), or troop (9–18 with 1 master of 6th–8th

Treasure NPC Gear

# Conjoined Creature

While there are many ways in which twins can be conjoined, this template assumes that one is a parasitic twin and fully dependent on the other. The parasitic twin emerges only from the waist up, is much smaller than the base creature, and is completely under the base creature's control.

#### Creating a Conjoined Creature

"Conjoined Creature" is an inherited template that can be added to a living humanoid or monstrous humanoid (referred to hereafter as the base creature). A conjoined creature uses the base creature's stats and abilities except as noted here.

**CR:** Same as the base creature +1.

hp: A conjoined creature gains additional hp equal to its HD x 2 as a result of the additional body mass and blood supply provided by the parasitic twin.

**Defensive Abilities:** A conjoined creature gains the following defensive abilities.

Dual Mind (Ex): Once per day, a conjoined creature can reroll any failed saving throw versus a mind-affecting effect that would render it unconscious, helpless, or not in control of its own actions (such as *charm person*, *feeblemind*, or *hold person*). A successful reroll means that the conjoined creature's parasitic twin absorbs the effect and the conjoined creature can ignore it. The conjoined creature is sickened for the duration of the absorbed effect (removing the effect from the parasitic twin ends the sickened condition), and it cannot use its parasitic twin's arms during that time, though passive effects (such as from rings worn on the parasitic twin's arms) continue to function normally.

**Melee:** The base creature gains any additional natural attacks based on the addition of a second pair of arms and head, such as claw, bite, and gore attacks. All attacks from the parasitic twin are secondary attacks, and the damage caused by the attacks is reduced by two size categories (see Natural Attacks in the *Pathfinder Roleplaying Game Bestiary*).

**Special Attacks:** A conjoined creature gains the following special attacks. *Two-Headed Attack (Ex)*: A conjoined creature can make a head-based special attack, such as a breath weapon or gaze attack, as a swift action instead of a standard action. Alternatively, as a standard action, it can use both of its heads for the attack (though it is still considered only a single attack with that ability) and gain a +2 bonus to the DC of the special attack's attack roll or saving throw DC. In addition, if the special attack cannot normally be used every round, the delay before it can be used again is halved.

Two-Weapon Coordination (Ex): A conjoined creature is actually two creatures sharing the same body, which enables it to delegate various actions and physical processes to its individual minds. It gains Two-Weapon Fighting as a bonus feat, and may ignore the Dexterity prerequisite for Improved Two-Weapon Fighting and Greater Two-Weapon Fighting. In addition, a conjoined creature can wield a weapon in two hands for one or both of its attacks when fighting with two weapons.

Special Qualities: A conjoined creature gains the following special qualities.

Conjoined Twin (Ex): A conjoined creature has a parasitic twin on its torso that consists of a head, a torso, and two arms. The parasitic twin is two size categories smaller than the base creature, is fully under the conjoined creature's control, and cannot be separately targeted or harmed. It shares the same hit points as the base creature. The parasitic twin does not give the conjoined creature any extra actions per round, but it does allow it the option of making two standard actions in a single round as long as each can be done by a separate portion of the conjoined twins. For example, they can both wield weapons and make attacks as part of the conjoined creature's attack routine (each using Two-Weapon Fighting, for example). The parasitic twin's arms can manipulate or hold items as well as the conjoined creature's

own arms (for example, allowing the conjoined creature to use two hands to wield a weapon, another hand to hold a potion, and another to simultaneously cast a spell). The parasitic twin has its own chest, eye, hand, head, headband, neck, ring, shoulder, and wrist magical item slots, but shares these slots with the conjoined creature. A conjoined

creature cannot take the vestigial arm or parasitic twin alchemist discoveries.

Multitalented (Ex): A conjoined creature

can select two favored classes.

Feats: A conjoined creature gains
Alertness and Combat Reflexes as bonus feats.

Skills: +4 Perception

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## Conjoined Medusa

This slender, attractive woman has a smaller parasitic twin emerging from her torso. Both have strangely glowing eyes and heads of hissing snakes for hair.

#### CONJOINED MEDUSA XP 4,800

CR8

(Pathfinder Roleplaying Game Bestiary "Medusa") LE Medium monstrous humanoid

Init +6; Senses darkvision 60 ft.; Perception +22

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) **hp** 84 (8d10+32 plus 8)

Fort +6; Ref +8; Will +7

Defensive Abilities all-around vision, dual mind

Speed 30 ft.

Melee 2 daggers +8/+3 (1d4/19–20), snake bite +5 (1d4 plus poison), snake bite +0 (1d2 plus poison)
Ranged 2 mwk longbows +11/+6 (1d8/×3)

**Special Attacks** petrifying gaze, two-headed attack, two-weapon coordination

Str 10, Dex 15, Con 18, Int 12, Wis 13, Cha 15

Base Atk +8; CMB +8; CMD 20

**Feats** Alertness⁸, Combat Reflexes⁸, Improved Initiative, Point-Blank Shot, Precise Shot, Two-Weapon Fighting⁸, Weapon Finesse

**Skills** Bluff +10, Disguise +10, Intimidate +13, Perception +22, Sense Motive +3, Stealth +13; **Racial Modifiers** +8 Perception **Languages** Common

SQ conjoined twin, multitalented

**Gear** 2 daggers, 2 masterwork longbows with 20 arrows each

**Environment** temperate swamps and underground **Organization** solitary **Treasure** double

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based. **Poison (Ex)** Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

# Dysmorphic Creature

Creature's acquire templates for many reasons, whether it be through curse, disease, mutation, or even intentionally. Typically when such occurs, the creature acquires the characteristics of the new template and essentially becomes a new creature altogether. However, sometimes the transition does not go smoothly: the host body rejects the change, a surge of wild magic or some other effect interferes, or some inherent quality of the creature prevents a full transformation. When this occurs, the acquisition of the template is aborted in the middle of the process and the creature instead experiences a horrific backlash of painful metamorphosis and hideous mutation resulting in a dysmorphic creature.

#### Creating a Dysmorphic Creature

"Dysmorphic creature" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that has just acquired another template, whether that be through the contraction of lycanthropy or some other transformative process. The acquisition of the dysmorphic creature supersedes that of the original acquired template, preventing that template's changes and special abilities from taking effect. A dysmorphic creature uses all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +1.

**Type:** The base creature's type changes to aberration with the augmented subtype. Recalculate base attack bonus, saves, and skills for any racial HD.

**Senses:** A dysmorphic creature gains darkvision 60 ft. **AC** A dysmorphic creature gains +2 natural

armor bonus. This stacks with any other natural armor the base creature already possesses.

**Hit Dice:** Change all racial HD to d8s. Class HD are unaffected.

**Defensive Abilities:** A dysmorphic creature retains all the defensive abilities of the base creature. It gains the following defensive abilities.

Distressing Presence (Ex): Creatures that are sickened or nauseated by a dysmorphic creature's horrific appearance (see below) must succeed at a second Will save at the same DC to continue to look upon the creature's form. Creatures that fail must avert or close their eyes for 1 round. Creatures that cannot avert or close their eyes are instead frightened for 1 round. This is a mind-affecting fear effect.

Weird Biology (Ex): A dysmorphic creature's anatomy, both internal and external, is unique. It has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

Weaknesses: Wracking Pain (Ex):
Because a dysmorphic creature is severely deformed and in constant pain, it is considered to be staggered in any round in which it does nothing but move. This does not include move actions other than moving at some or all of its speed and does not

include 5-foot steps.

**Special Attacks:** A dysmorphic creature retains all the special attacks of the base creature. It has the following additional special attacks:

Horrific Appearance (Su): The vile eruption of a dysmorphic creature's alternate physiologies creates an appalling amalgamation. No two dysmorphic creatures ever look alike, as each individual expresses the effects of this template differently. Dysmorphic creatures have such distressing shapes that all creatures within 30 feet who gaze upon them must succeed on a Will save (DC 10 + 1/2 the dysmorphic creature's HD + the dysmorphic creature's Con modifier) or become sickened (or nauseated, if already sickened) for 1d4+1 rounds. In addition to affecting creatures passively, a dysmorphic creature can use its horrific appearance actively by presenting itself as a standard action. A creature that

succeeds at its saving throw whether against the passive or active effect of this ability becomes immune to that dysmorphic creature's horrific appearance for 24 hours. This ability is a mind-affecting fear affect.

Scream of Violation (Su): A dysmorphic creature is in perpetual pain and, even at rest, it groans and weeps in its misery. As a standard action, once every 1d4 rounds, a dysmorphic creature can wail in despair at its unmaking. All creatures within 30 feet that hear the scream must succeed on a Will save (DC 10 + 1/2 the dysmorphic creature's HD + the dysmorphic creature's Con modifier) or be affected as though by unadulterated loathing ^{UM} for 2d4 rounds. This is a sonic mind-affecting effect.

Twisted Attack (Ex): Once per round, a dysmorphic creature can make an extra melee attack at its maximum attack bonus in a surprising way — a weapon wielded in a dislocated limb lunges at a unexpected angle, or a bite

ago. The nature of the attack is described in the creature's stat block. The dysmorphic creature makes a Bluff, Disguise, or Sleight of Hand check (its choice) against a DC equal to 10 + its opponent's base attack bonus + its opponent's Wisdom modifier or 10 + the opponent's Perception or Sense Motive bonus (whichever is higher). If successful, the opponent loses its Dexterity bonus to AC (if any) against the attack. Opponents who cannot be caught flat-footed are immune to this effect but can still be attacked normally in this way.

extends from a jaw that wasn't apparent a moment

**Abilities:** Str +2, Dex -2, Con +2 Con, Wis -2, Cha -4



**Skills:** A dysmorphic creature gains a +4 racial bonus on Intimidate checks and Escape Artist checks due to its disjointed anatomy. It takes a -10 racial penalty on Concentration checks because of its constant pain.

UM See Pathfinder Roleplaying Game Ultimate Magic

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The following stat block is for a human fighter 3 who became dysmorphic while acquiring the werewolf template.

## The Howling Twin

The man, his body twisted and wracked with agony, stands in a semicrouch with his shirt torn open. Emerging from his misshapen chest is what appears to be a snarling wolf's head, straining as if struggling to escape the confines of its fleshy prison

## THE HOWLING TWIN XP 800

CR3

Male dysmorphic human fighter 3 NE Medium aberration (augmented humanoid) Init +6; Senses darkvision 60 ft.; Perception +2 Aura distressing presence (30 ft., DC 14), horrific appearance (30 ft., DC 14)

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 36 (3d10+12 plus 3)

Fort +6; Ref +3; Will +3 (+4 vs. fear) Defensive Abilities weird biology Weaknesses wracking pain

Speed 30 ft.

Melee mwk greataxe +8 (1d12+6/×3)

Ranged mwk composite longbow +6 (1d8+3/×3)

**Special Attacks** scream of violation (DC 14), twisted attack (bite +7 [1d6+4])

Str 18, Dex 15, Con 17, Int 8, Wis 14, Cha 8

Base Atk +3; CMB +7; CMD 19

**Feats** CleaveB, Furious Focus^{APG}, Improved Initiative^B, Intimidating Prowess, Power Attack^B

**Skills** Climb +8, Escape Artist +5, Handle Animal +4, Intimidate +8, Sleight of Hand +1; **Racial Modifiers** +4 Escape Artist, +4 Intimidate

Languages Common

SQ armor training 1

**Gear** armored coat^{UE}, masterwork greataxe, masterwork composite longbow (+3 Str), 20 arrows



# Aalf-Born Aybrid

Outrages against nature's laws, half-born hybrids are the unnatural offspring of monsters and humanoids for whom fertility magic has been employed to enable the coupling and conception. The nature of both creatures is subject to twisting by forces that thrive on errant forms inherent in the fertility dweomers. Such couplings are used by members of the Great Coven as well as other groups in the City-State of Castorhage to create monstrous offspring for use as guard beasts, laborers, or simply curiosities. About one in every thousand such unions results in a paragon birth — a perfect breeding of the two creatures that is able to procreate. This new strain of the creatures is altogether unique, and some scholars propose that the first abominations (see *The Tome of Horrors Complete* by **Frog God Games**) came into being in this way.

#### Creating a Half-Born Aybrid

"Half-Born Hybrid" is an inherited template that can be added to any humanoid (referred to hereafter as the base creature). A half-born hybrid has been genetically combined with another living corporeal aberration, animal, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the hybrid creature) through the use of fertility magic. A half-born hybrid retains all the base creature's statistics and special abilities except as noted here.

CR: The CR implications of applying this template vary. After applying the template, evaluate the half-born hybrid using the "Creature Statistics by CR" table in the *Pathfinder Roleplaying Game Bestiary* and select the appropriate CR. If the half-born hybrid does not fit into a single CR rating, adjust the half-born hybrid's abilities to better fit the desired CR.

**Size and Type:** The base creature's size is unchanged. Recalculate racial base attack bonus and base saves, if any.

**Senses:** A half-born hybrid gains the senses of the hybrid creature.

**AC:** A half-born hybrid's natural armor bonus, if any, is equal to the highest of the base and hybrid creature.

**Hit Dice:** Change all racial HD to d10s. Add a number of racial HD equal to half the hybrid creature's racial HD (if any). HD from HDclass levels are unaffected.

**Defensive Abilities:** A half-born hybrid gains the defensive abilities, immunities, and resistances of the hybrid creature. Identical resistances overlap and do not stack.

**Speed:** A half-born hybrid retains the base creature's movement types and speeds. It gains any additional movement types (and their speeds) that the hybrid creature possesses.

Attacks: A half-born hybrid gains all the natural attacks of the hybrid creature except any that rely on a humanoid form. Natural attack damage is adjusted according to any change in size from the hybrid creature, while retaining any initial size category variation (see the Natural Attacks by Size table in the *Pathfinder Roleplaying Game Bestiary*). For example, if a Medium base creature is hybridized with a Large hybrid creature that has a bite attack that deals 2d6 damage (i.e., a Huge creature's bite damage, or +1 size category), the base creature gains a bite attack that deals 1d8 damage (i.e., a Large creature's bite damage, or +1 size category). For nonstandard damage, use the damage progression rules.

**Space/Reach:** If a half-born hybrid gains an attack that has an abnormal reach for its size (e.g., a giant frog's tongue attack), the base creature gains the abnormal reach for that attack adjusted according to any change in size from the hybrid creature.

**Special Attacks:** A half-born hybrid gains all the special attacks of the hybrid creature except any that rely on a humanoid form. In addition, a half-born hybrid gains

one special attack from the list below for every 3 points of CR (minimum 1 — the first ability chosen must always be horrific appearance). The save DC against a half-born hybrid's special attack is equal to 10 + 1/2 the half-born hybrid's HD + the half-born hybrid's Constitution modifier unless otherwise noted. Additional half-born hybrid abilities beyond these can be designed at the GM's discretion.

Blood Rage (Ex): The half-born hybrid gains the blood rage universal monster rule (see *Pathfinder Roleplaying Game Bestiary*).

Breath Weapon (Su): The half-born hybrid gains a breath weapon of acidic phlegm (15-ft. line, 1d6 acid damage per 2 HD, Reflex for half, usable every 1d4 rounds).

Cloud of Misery (Su): As a standard action that does not provoke an attack of opportunity, the half-born hybrid can vomit forth a cockroach swarm (Pathfinder Roleplaying Game Bestiary 2) that attacks all other creatures within its area. The swarm begins adjacent to the half-born hybrid, but if no living creatures are within its area, it moves away



from the half-born hybrid in a random direction at its normal speed. The cockroaches melt into pools of brown phlegm after 1 round per HD of the half-born hybrid. A half-born hybrid with at least 8 HD vomits forth two swarms. A half-born hybrid with at least 14 HD vomits forth three swarms. The half-born hybrid can use this ability three times per day.

Disease (Ex): The half-born hybrid is covered in erupting sores and scabs. Creatures that come into contact with the half-born hybrid are subject to half-born hybrid blight. Half-born hybrid Blight—injury; save Fort DC 15; onset 1d3 hours; frequency 1/day; effect 1d4 Cha damage and 1d4 Dex damage; cure 2 consecutive saves.

Ferocity (Ex): The half-born hybrid gains the ferocity universal monster rule (see Pathfinder Roleplaying Game Bestiary).

Horrific Appearance (Ex): Half-born hybrids have such distressing shapes that all creatures within 30 feet with an Intelligence of 3 or higher who gaze upon them must succeed on a Will save or become sickened for 1d4+1 rounds. In addition to affecting creatures passively, a half-born hybrid can use its horrific appearance actively by presenting itself as a standard action. A creature that succeeds at its saving throw becomes immune to that half-born hybrid's horrific appearance for 24 hours. This ability is a mind-affecting gaze attack.

Howl (Su): As a standard action, once every 1d4 rounds, a half-born hybrid can issue a sickening howl. All creatures within 30 foot that hear the howl must succeed on a Will save or be shaken for 1d4+1 rounds. A creature that succeeds at its saving throw becomes immune to that halfborn hybrid's howl for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Stench (Ex): The half-born hybrid gains the stench universal monster rule (see *Pathfinder Roleplaying Game Bestiary*). Affected creatures are sickened for 10 rounds.

**Abilities:** Determine the base creature's ability score modifications as follows:

Deduct the base creature's score from the hybrid creature's score.

Divide the result by two (rounding down).

If the result is greater than 6, reduce to 6. If the result is less than -6, increase to -6.

Add the result to the base creature's ability score.

**Feats:** Half-born hybrids gain the hybrid creature's bonus feats (if any), and any additional feats from their increase in racial HD (if any).

**Skills:** Change all racial skill ranks (if any) to 4 + Intelligence modifier (minimum 1) per Hit Die. Class skills are determined by the creature's new type. Half-born hybrids gain the racial skill bonuses of the hybrid creature. Identical bonus types to the same skill overlap, and do not stack.

**Special Qualities:** A half-born hybrid gains the special qualities of the hybrid creature except any that rely on a humanoid form. It also gains the following special quality.

Deformity (Ex): Half-born hybrids have a terrible burden to bear due to their creation; fertility magic shackles their bodies into unnatural forms. Half-born hybrids are invariably stricken with appalling physical deformities. Roll 1d6 or choose from the table below. These deformities cannot reduce an ability score lower than 3. Additional half-born hybrid abilities beyond these can be designed at the GM's discretion.

1d6	Deformity
1	Brainblight: The half-born hybrid's brain is underdeveloped, and it is wracked with headaches. Reduce its Intelligence and Wisdom scores by 4. Spellcasting or concentrating on spells (including the use of spell-like abilities) requires the half-born hybrid to succeed at a concentration check (DC 15 + spell level).
2	Malformed Limb: Reduce its Dexterity by 4. Any attacks dependent on the use of the limb receive a –5 penalty to attack rolls. If the limb is used for movement, all speeds that depend on that limb are halved.
3	Twisted Skeleton: Reduce its Constitution and Charisma scores by 4.

1d6	Deformity
4	Disease-Riddled: Reduce its Constitution and Charisma scores by 4.
5	Revolting Corpulence: Reduce its Dexterity by 4 and its speeds by half.
6	Sickeningly Gaunt: Reduce its Strength and Constitution scores by 4.

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## The Blessed Child

This creature looks like a humanoid amalgam of man and lion with protruding teeth and wisps of angry red hair. It has a leonine tail tipped with a growth of sharp spines, and wings that sprout from its back are fleshy and bat-like, but paper thin and fragile, seemingly incapable of flight.

## THE BLESSED CHILD XP 1,600

CR 5

Male human-manticore half-born hybrid warrior 2 (Pathfinder Roleplaying Game Bestiary "Manticore")
NE Medium monstrous humanoid (augmented humanoid)
Init +2; Senses darkvision 60 ft., low-light vision, scent;
Perception +6

**AC** 20, touch 12, flat-footed 18 (+2 armor, +2 Dex, +6 natural) **hp** 37 (2d10+4 plus 3d10+6)

Fort +6; Ref +5; Will +3

Speed 30 ft., fly 50 ft. (clumsy)

**Melee** mwk longsword +9 (1d8+3/19-20), bite +3 (1d6+1), claw +3 (1d6+1) or bite +8 (1d6+3), 2 claws +8 (1d6+3)

Ranged composite longbow +7 (1d8+3/ $\times$ 3), 4 spikes +2 (1d4+1) or 4 spikes +7 (1d4+3)

Special Attacks horrific appearance (DC 14)

Str 16, Dex 14, Con 15, Int 4, Wis 7, Cha 8 Base Atk +5; CMB +8; CMD 20

Feats Flyby Attack, Hover, Point-Blank Shot, Skill Focus (Stealth)

**Skills** Fly -2, Intimidate +4, Perception +6, Stealth +10, Survival +1 (+5 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

**SQ** deformity (brainblight)

**Gear** leather armor, masterwork longsword, composite longbow (+3 Str) with 20 arrows

**Environment** any land **Organization** solitary **Treasure** NPC gear

**Spikes (Ex)** With a snap of its tail, the half-born hybrid can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The half-born hybrid can launch only 24 spikes in any 24-hour period. If the half-born hybrid attacks with a ranged weapon in the same round, the spikes become secondary attacks.

## Alimbated Creature

When a creature becomes host to a nimb (see Nimb), it gains the nimbated creature template.

#### Creating a Nimbated Creature

"Nimbated creature" is an acquired template that can be added to any humanoid (referred to hereafter as the base creature). The base creature counts as a Between creature for the purposes of spells, abilities, and magical items but it does not gain the Between subtype nor the many benefits of having the Between subtype — it gains only the benefits described in this template. The base creature retains all its statistics and special abilities except as noted here.

**Defensive Abilities**: A nimbated creature gains the following defensive ability.

Incorporeal Double (Su): A nimbated creature gains an incorporeal double of itself. This functions as the mirror image spell, except as follows. The incorporeal double is not an illusion and is not automatically destroyed if hit. The double has the incorporeal special quality, cold iron weakness, DR, and temporary hit points of the bonded nimb. Damage to the double is dealt to the bonded nimb but can reduce only the nimb's temporary hit points. When the nimb's temporary hit points reach 0, the double is destroyed. A new double can be reactivated again as soon as the bonded nimb regains temporary hit points. The nimbated creature can suppress or reactivate this ability at will as an immediate action. While an incorporeal double is suppressed or destroyed, the nimbated creature is outlined by a subtle shimmering, like a heat haze.

**Special Qualities**: A nimbated creature gains the following special quality.

Parasitic Bond (Su): An attached nimb feeds on its host at least once per day, dealing 1d6 points of Charisma damage, usually while the host is sleeping. A nimbated creature may choose to permit the attached nimb to feed more than once per day.

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## Ezekari

The air around this young woman shimmers like a heat haze. She steps to one side and now there are two of her.

CR 4

EZEKARI XP 1,200

Female nimbated human rogue 4 CN Medium humanoid (human) Init +2; Senses Perception +8

AC 16, touch 12, flat-footed 14 (+4 armor, +2

Dex) **hp** 21 (4d8)

Fort +1; Ref +6; Will +2

**Defensive Abilities** evasion, incorporeal double, trap sense +1, uncanny dodge

Speed 30 ft.

Melee mwk rapier +3 (1d6–1/18–20) Ranged light crossbow +5 (1d8/19–20) Special Attacks sneak attack +2d6 Roque Spell-Like Abilities (CL 4th):

3/day—prestidigitation 2/day—disguise self

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 14 Base Atk +3; CMB +2; CMD 14 **Feats** Combat Expertise, Deceitful, Improved Feint **Skills** Bluff +11, Diplomacy +9, Disable Device +9, Disguise +11, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +7, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +9

Languages Common, Elven

**SQ** parasitic bond, rogue talents (major magic, minor magic), trapfinding +2

Combat Gear potion of cure moderate wounds, scroll of bless, scroll of burning hands, scroll of cure light wounds, scroll of magic missile, 2 flasks of alchemist's fire, vial of holy water, thunderstone; Other Gear +1 studded leather, light crossbow with 10 bolts, masterwork rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp



## Gkin-Wearer

The curse of lycanthropy afflicts many, and those who bear its taint rarely come by it through choice. Usually, they receive the curse through infection, by the bite of another who is infected, or through blood heritage, passed down from their own parents. However, there are also those who come to have the curse through their own hubris and greed. These are the

Skin-wearers are evil or greedy humanoids who seek abilities of a lycanthrope, and usually the wanton violence and animal instinct that they feel comes with it. However, they do not wish to undergo the risk of contracting the disease through an encounter with a lycanthrope. They are usually folk compelled by their own baser instincts and urges to seek this route as an escape or justification for their actions, or simply wish to enjoy the power that comes with such a transformation. Sociopaths and hedonists of an evil bent are the most common types of

people to take this path, though criminals seeking escape and/or revenge are not uncommon among such ranks either. One thing they all have in common, however, is considerable financial means or the ability to obtain them, because becoming a skin-wearer isn't cheap.

The secret to a skin-wearer's abilities lies in its lycanthrope pelt. Just as its name implies, a lycanthrope pelt is the full, intact hide of a lycanthrope that has been fashioned into a suit of sorts that can be worn over a person's clothes and equipment. The creation of a lycanthrope pelt is a closely guarded secret among a very few practitioners of this craft, and is a very difficult and expensive process. Among its many complicated processes is that the lycanthrope in question must be skinned alive while in hybrid form so that a complete humanoid-shaped suit can be obtained, and the complete hide must be obtained before it dies so that it doesn't transform back into a humanoid's skin upon the lycanthrope's death. Creating a lycanthrope pelt is a truly odious process that should have severe alignment repercussions for anyone not already of an evil alignment. Even a hunter of lycanthropes would not condone the process, finding it barbaric and cruel, favoring instead the quick, clean death of an execution. The creation and introduction of additional lycanthrope pelts to a campaign should be carefully considered by the GM before allowing them to be something that a player character could conceivably procure or create on his own.

Once a lycanthrope pelt is acquired by hook or crook, there is more to it than simply donning it as a garment. It is no simple magical item to be passed around or sold like just another commodity. To be used, the pelt must be attuned through the user, which is accomplished by an hourlong ceremony under a full moon and requires the blood sacrifice of someone who is of the same race as the owner of the pelt. After the sacrifice is made, the wearer uses the blood of the sacrifice to coat the inside of the pelt, at which point he can slip it on over his own attire

transform with that particular lycanthrope pelt, the attuned user must be dead (either through violence or natural causes) and a new blood sacrifice ritual conducted. It is possible for a blood sacrifice ritual to be made using the pelt's current attuned user, if that user has been somehow overcome and captured by another individual.

#### Creating a Gkin-Wearer

"Skin-Wearer" is an acquired template that can be added to any humanoid of evil alignment who has obtained a lycanthrope pelt and completed the necessary sacrifice and ritual.

Lycanthrope Pelt: A lycanthrope pelt can exist for any kind of lycanthrope (i.e. there are werewolf pelts, wererat pelts, wereshark pelts, etc.). When a skin-wearer dons an attuned lycanthrope pelt, he becomes for all practical purposes a natural lycanthrope of that variety, gaining all of the changes to CR, size and type, AC, defensive abilities, speed, melee attacks, special attacks, special qualities, and ability scores accordingly. If the wearer happens to already be a lycanthrope or skinwalker* (whether of the same variety as the pelt or not), he gains the advanced simple template while transformed with the pelt.

When worn, the pelt fuses with the skin of the wearer, effectively becoming his own skin, though any damage sustained by the wearer does not transfer to the pelt itself when it is later taken off. Any clothing or equipment worn underneath the pelt when it is donned melds with the lycanthrope. Any clothing or equipment donned after the pelt is worn does not meld, unless the lycanthrope changes from hybrid form to animal form. The wearer of a lycanthrope pelt can change only between hybrid form and animal form. To resume his humanoid form, the wearer must remove the pelt. Donning or removing the pelt requires a full-round action that provokes attacks of opportunity.

#### THE BLIGHT: RICHARD PETT'S CROOKED CITY

When wearing a *lycanthrope pelt*, the wearer is for all intents and purposes a natural lycanthrope with full control over his abilities and transformation. However, the pelt can be worn only at night. Even in an underground environment, the time of day on the surface above is what dictates if the pelt functions or not. If the pelt is worn as dawn arrives, then it immediately transforms the wearer back into his humanoid form with the pelt simply worn like a costume. Except when the pelt is worn at night, the user does not otherwise have the shapechanger subtype.

When not worn, the pelt appears to be nothing more than a realistic costume crafted from the hide and head of that particular type of animal (which can be especially unnerving for a *wererat pelt* when one considers the size of the rat that must've been skinned to create it). The entire outfit weighs only 7 pounds and can easily fit in a standard backpack. It shows no aura to magical detection since it carries a curse rather than an enchantment

A *lycanthrope pelt* is not without a price for the skin-wearer, though. Each night that it is worn has a cumulative 5% chance of causing the wearer to lose control of the transformation and allows the beast within to take over. The user regains his senses at the next dawn when the pelt stops functioning and usually finds himself covered in blood and filth in some unknown location and must try to make his way home safely while avoiding the aftermath of any carnage he caused. While most skin-wearers don't mind causing carnage, they are aware that it is extremely risky to lose control while transformed as it can bring attention for lycanthrope hunters and others if the wearer is not able to use caution in his transformed state. The chance of losing control can be staved off each month if a new blood sacrifice and attunement ritual is held under the full moon. Any time where this has been done within the last month, then there is no chance of losing control. Once a month passes without a new ritual, then the chance of losing control begins accumulating again, starting at 5%.

*See Pathfinder Player Companion: Blood of the Moon

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## Demetrius Yoth

The werewolf peels back its skin to reveal a man underneath. It is a man in formal eveningwear and with an air of effete disdain about him, seemingly unconcerned that just moments before he had apparently been transformed into some sort of werebeast.

#### DEMETRIUS VOTH (HYBRID FORM) XP 800

CR3

Male swyne skin-wearer werewolf aristocrat 4 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Werewolf")
CE Medium humanoid (shapechanger, swyne)

Init -1; Senses low-light vision, scent; Perception +1

**AC** 13, touch 9, flat-footed 13 (-1 Dex, +4 natural) **hp** 30 (4d8+8 plus 4)

Fort +3 (+7 vs. poison and disease); Ref +0; Will +5 (+7 vs. charm and compulsion)

**Defensive Abilities** cast-iron stomach, pig-headed; **DR** 10/silver

Speed 30 ft.

**Melee** bite +4 (1d6+1 plus trip and curse of lycanthropy) or mwk +5 (1d4+1/19-20), bite -1 (1d6 plus trip and curse of lycanthropy)

Special Attacks curse of lycanthropy (DC 15)

Str 13, Dex 8, Con 15, Int 11, Wis 12, Cha 10

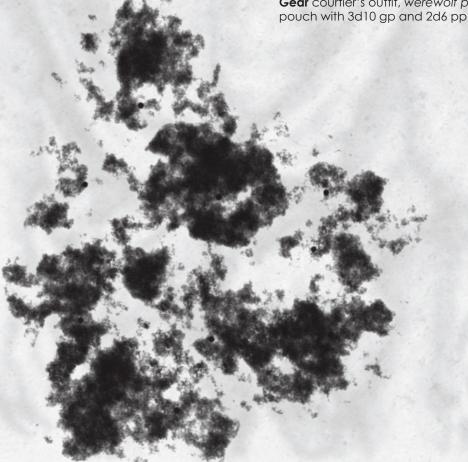
Base Atk +3; CMB +4; CMD 13

Feats Deceitful, Persuasive

**Skills** Appraise +7, Bluff +9, Diplomacy +7, Disguise +2, Intimidate +9, Sense Motive +8; **Racial Modifiers** +2 Appraise

Languages Common, Gnome, Orc

**SQ** change shape (human, hybrid, and wolf; polymorph), gut feeling, lycanthropic empathy (wolves and dire wolves) **Gear** courtier's outfit, werewolf pelt, masterwork dagger, pauch with 3d10 ap and 3d4 pp.



# Appendix D: Aazards

# Hazards

This appendix lists hazards that can be encountered in The Blight. Though all are types of hazards, they are categorized as hazards and infestations. They are further labeled by type, and in some cases subtype. However, they are not true creatures and do not possess all of the traits common to the types and subtypes they have been given. Rather, the types and subtypes are given in order to identify if they are susceptible to spells or effects that may affect only certain types of creatures.

#### Blight

#### BLIGHT (HAZARD, PLANT [FUNGUS]) XP 400

CR 1

This peculiar lichen is ubiquitous to the city of Castorhage, and reports of large infestations of it occur in the earliest city records, and it is from this constant presence that the city has obtained its nickname. It is a leafy foliose lichen with a dull gray coloring that is darker on the underside. Its drab coloration makes it difficult to see (DC 20 Perception check) from distances greater than 10 feet in any conditions other than bright light. Like most foliose lichens, blight grows only slowly — except in total darkness. In total darkness, it grows extremely rapidly and can cover hundreds of feet in only a few hours. Infestations of the lichen tend to pop up in the darkest of alleys or on heavily overcast or moonless nights. The dwarves of the Underneath warn of caverns where the stuff grows unchecked forming drifts dozens of feet deep. Furthermore, some scholars speculate that the lichen possesses some form of intelligence. They base this on the fact that when options for growth exist toward and away from some living victim that the blight can grow upon, it always grows toward the living victim.

Blight is generally considered to be harmless when encountered, but it grows very densely over whatever surface it encounters. That, combined with its extremely rapid growth in total darkness makes it very hazardous to a helpless creature. If a helpless creature (asleep, drunk, paralyzed, unconscious, etc.) is in an area of total darkness that blight has access to, it quickly grows over the creature with a thick, impervious layer of lichen. This does no direct harm, but breathing creatures are immediately subject to the effects of suffocation. Likewise, if a creature regains consciousness or mobility after being overgrown with blight, it is considered entangled and must make a DC 15 Strength check or Escape Artist check to break free. Others can aid the entangled individual with this check. Likewise, someone who is not entangled can cut the victim free (hp 15, DR 10/ slashing), though an entangled victim cannot do so unless it is with a natural weapon or a light weapon that was already in hand and must still make a CMB check against a CMD 15 to do so. As long as a victim remains entangled, he continues to suffocate. Blight does not grow quickly in bright light, but it is not harmed by bright light. It is, how-

the fire damage as well.

If a victim is slain by blight or if it grows over the corpse of a living creature, a truly remarkable quality

ever, extremely vulnerable to fire, fire damage dealing an additional 50% damage to it (15 hp/5-foot-square patch). A victim entangled in blight when it is set alight takes half of

of the growth is revealed. Whereas most surfaces that the lichen uses as a substrate are unharmed by its growth, the corpse of a living creature is absorbed in short order and will be completely gone within hours, leaving nothing behind but inorganic remnants such as belt buckles, swords and armor, gold fillings, etc. A Tiny or smaller creature is totally obliterated in 15 minutes; a Small creature disappears in 30 minutes, and a Medium creature in 1 hour. Large creatures will be completely absorbed in 4 hours, and Huge creatures in 9 hours. Gargantuan and Colossal creatures will be absorbed only if the blight is able to completely cover it. If so, the corpses are absorbed in 16 and 36 hours, respectively. A creature absorbed by blight cannot be returned from the dead by anything less powerful than a true resurrection.

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CR 2

#### DERANGE (INFESTATION, VERMIN) XP 600

Derange is blamed for much of the unsavory behaviors to be found in The Blight, or at least folk find it convenient to believe it to be the source. Derange is a condition brought on when the tiny earwig spider lays its egg in the ear of a sleeping victim. The warmth of the victim's body causes the egg to hatch and the tiny earwig larva to burrow through the eardrum and inner ear into motor control centers in the victim's brain. Once the larva has nested in this area, it creates a small cyst and begins to draw nourishment from the hormones and chemical interactions within while bathing these centers with chemicals of its own. The result is that the victim's personality changes, his alignment randomly shifting each morning when he awakes (see table). The victim is still in control of his actions, but these actions reflect the priorities and methods subscribed to by this new alignment. At night, the victim often awakes in the midst of sleep with a return to his original alignment and a full and sickening awareness of the things he has been doing.

This condition can be removed with a remove disease spell or similar magic. Likewise, each morning upon awakening the victim is able to make a Will save to resist the alignment-altering effects of the manifestation and function with his normal alignment. After 1d3 weeks, the derange larva matures into an earwig spider and exits the victim to begin the next stage of its lifecycle. When this occurs, the victim must make a DC 10 Fortitude save. If successful, he fully recovers from the effects of the derange, though often with serious repercussions from the alignment shifts. Many victims of derange find themselves dead, badly injured, or imprisoned as a result of their previous actions, and derange is not recognized as a legal defense before the Courts of Castorhage. If the victim fails the Fortitude save, then the departing earwig spider causes the rupture of a major blood vessel as it clambers out through the ear, and the victim dies in his sleep unless immediate magical interventions occur that are capable of saving his life.

#### **DERANGE**

Type infestation; Save Will DC 15 Onset 1d4 days; Frequency 1/day Effect alignment shift (see above)

1d10	Alignment Shifts To
1	Lawful good
2	Neutral good
3	Chaotic good
4	Lawful neutral
5	Neutral
6	Chaotic neutral
7	Lawful evil
8	Neutral evil
9	Chaotic evil
10	Same as previous day

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# DISLOCATING LARVAE (INFESTATION, VERMIN [AQUATIC]) XP 1,200

CR4

CR 6

These tiny green larvae resemble tadpoles no larger than a pinhead but can spawn in sufficient numbers in small pools of stagnant water to give it a greenish tint. When ingested, the larvae colonize the stomach of the victim and begin to feed and reproduce in his digestive tract. A full-grown dislocating larva resembles a green hair no more than 2 or 3 inches long. As they reach maturity, they feed on the tissues they have colonized and begin to migrate on to other tissues as they lay thousands of eggs. These hatch into even more of the larvae. The pain caused by this process causes terrible convulsions in the victim that can even be forceful enough to dislocate joints.

Each day that the larvae infest their victim, they deal Constitution damage. After the victim has received Constitution damage equal to half of his maximum Constitution, he begins to suffer the sudden spasmodic fits for which the ailment is named. These deal an additional 1d6 points of damage per day and require a new Fortitude save or take 1d4 points of Dexterity damage as well. In the final stages of the infestation, the victim begins to feel an uncontrollable urge to seek out a body of water (preferably stagnant) and does anything in his power to seek one out in order to die in it and allow the larvae colony within his body to continue to survive rather than dying with their host. A remove disease spell cast on the victim kills all larvae and eggs infesting the victim but does not restore lost hit points or ability damage.

#### **DISLOCATING LARVAE**

Type infestation; Save Fortitude DC 15 (ingested)
Onset 1d10 minutes; Frequency 1/day

Effect 1d4 Con damage, spasmodic fits (see above)

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### Gecond-Bead Fluke

# SECOND-HEAD FLUKE (INFESTATION, VERMIN [AQUATIC]) XP 2,400

This dreaded microscopic parasite is relatively common in the Lyme River and many fishermen have caught the sickness after accidentally swallowing Lyme water. It is also able to spread by physical contact with those already afflicted. This foul sickness manifests as a large swollen tumor that appears on the victim's shoulder that over a period of a few days grows into a second, cankerous head. This head is a most horrible thing to look upon, consisting of disfigured and distorted features, random tufts of hair, misplaced teeth, and dark patches of melanoma. Despite its obvious disease origin, this head-like growth often uncannily resembles the victim, even in its distorted and horrifying state.

Once a case of second-hand fluke is contracted, madness and a physical decline are sure to follow. Once the second head fully manifests after the first week, each day thereafter requires a DC 15 Will save or the victim takes 1d3 points of Wisdom damage from the mental and emotional stress caused by its manifestation. In addition, each day there is a 10% chance that the victim takes 1 point of Constitution drain as the cancerous nature of the growth begins to spread into the rest of his body and leech off him.

Once a victim takes Wisdom damage equal to half of his maximum Wisdom, the effects of the second-head fluke

begin to have a more pronounced manifestation. The pseudo-head growing on the victim's shoulder begins to utter nonsensical vocal sounds as if attempting to talk, and the head spasmodically flops about at random times. Anytime anyone is adjacent to the victim once the infestation has reached this stage, there is a 1-in-6 chance that the pseudo-head flops toward them. This is considered a secondary melee touch attack and does not provoke attacks of opportunity. If the pseudo-head is successful in a touch attack, the touched individual must make a DC 13 Fortitude or contract a second-head fluke infestation as well.

Once second-head fluke is contracted, it becomes increasingly difficult to remove. During the initial week before the pseudo-head has grown, a remove disease spell cures the victim and reverses its progress. Once the pseudo-head has fully formed, a remove disease alone is no longer sufficient. The pseudo-head itself must also be physically removed. This can be done by a skilled physician with a DC 25 Heal check and deals 1d6 points of damage. If the check fails, the surgery deals 3d6 points of damage and 2 points of bleed damage. Once the pseudo-head is removed, a

remove disease spell is still necessary to complete the cure or another pseudo-head regrows after 1 week. Once the stage of infestation is reached where Wisdom damage has exceeded half of the victim's maximum Wisdom, a remove disease is no longer sufficient in conjunction with the removal of the pseudo-head. At this point, a heal spell is necessary to prevent the pseudo-head's regrowth. Likewise, if the victim has begun to take Constitution drain, then a heal spell is necessary to half further such drain once the pseudo-head has been removed and the infestation occurred. This will not return any drained Constitution, but only prevents further Constitution drain.

#### SECOND-HEAD FLUKE

Type infestation; Save Fortitude DC 18 (ingested), DC 13

(contact), Will save DC 15

Onset 1d2 days; Frequency 1/day

Effect 1d3 Wis damage, 10% chance of 1 Con drain

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# Appendix E:

Alew Gubtypes, feats, and Universal Monster Ruses

# Alew Gubtypes, feats, and Universal Monster Rules

A new subtype and two new universal monster rule abilities associated with that subtype are introduced in this book. These are described at the beginning of this appendix. In addition, many new subtypes and feats used in this book were first introduced in either *The Tome of Horrors Complete* or the *Tome of Horrors 4*, both by Frog God Games. These are updated (when needed) and reprinted here for your convenience.

# Between Subtype

A creature with this subtype is infused with the weirdness of Between and is shaped and changed by its environment and experiences. Some Between creatures are bizarre versions of existing creatures (such as gargoyles and wyverns), while others are completely new creatures that do not have a non-Between equivalent (such as caul cuckoos and hymes). Creatures with the Between subtype gain the following abilities (these are already included in the Between creature stat blocks presented in this book).

**CR:** Increase the creature's CR according to the Between Subtype table below. Evaluate the creature at its new CR using the Creature Statistics by CR table in the *Pathfinder Roleplaying Game Bestiary* to make sure it falls within the expected values for its new CR. If it does not, adjust the abilities or the CR to better fit.

**Between Age (BA):** Many of a creature's abilities, attacks, and other statistics improve with the length of its exposure to Between. These increases are divided into age categories 1–10. As a Between creature's exposure increases, its base statistics change as noted on the Between Subtype table below. A Between creature receives no other age-related effects, and cannot die of old age.

**Senses:** At BA 1 (larval), the creature gains low-light vision. At BA 4 (chrysalic), the creature gains darkvision 60 ft. At BA 6 (adult), the range of the creature's darkvision increases by 30 ft. At BA 8 (old), the creature gains blindsense 30 ft. At BA 10 (ancient), the range of the creature's blindsense increases by 30 ft.

**Between Temporary Hit Points:** A creature with d6 HD gains 1d6 temporary hit points per Between age category, a creature with d8 HD gains 1d8 temporary hit points per Between age category, and a creature with d10 or d12 HD gains 1d10 temporary hit points per Between age category. These temporary hit points are permanent until lost, but are renewed every 24 hours that the creature remains in Between.

**Damage Reduction:** At BA 1 (larval), the creature gains DR 2/cold iron. At BA 4 (chrysalic), the creature gains DR 5/cold iron. At BA 6 (adult), the creature gains DR 5/cold iron and magic. At BA 8 (old), the creature gains DR 10/cold iron and magic. At BA 10 (ancient), the creature gains DR 15/cold iron and magic.

**Spell Resistance:** At BA 1 (larval), the creature gains SR equal to its CR +6. At BA 4 (chrysalic), the creature SR equals its CR +12. At BA 6 (adult), the creature's SR equals its CR +13. At BA 8 (old), the creature's SR equals its CR +14. At BA 10 (ancient), the creature's SR equals its CR +15.

**Bonus Feats:** At BA 1 (larval), every 2 Between age categories thereafter, and again at BA 10 (ancient), the creature gains a bonus feat of its choice. It must meet all of the prerequisites for this feat.

**Dexterity Bonus:** At BA 2 (naiadic) and every 2 Between age categories thereafter, the creature gains a permanent +2 bonus to Dexterity.

**Ability Bonus:** At BA 3 (instaric), every 2 Between age categories thereafter, and again at BA 10 (ancient), the creature gains a permanent +2 bonus to any of

its ability scores other than Dexterity. If it gains multiple bonuses, it can apply them to the same ability score or to different ability scores.

If an animal's Intelligence score is increased to a score greater than 2, its type becomes magical beast (augmented animal), and it gains the ability to speak Aklo.

Additional Abilities: Every Between creature has abilities that reflect its habitat and history, its environment and experiences echoed in its physical and supernatural nature. The creature gains a number of additional abilities equal to its BA. Such abilities can be drawn from lists of universal monster abilities (including the new universal monsters abilities created specifically for Between creatures, described below), or can be new abilities you create. These abilities should be thematically appropriate to the Between and the creature's relationship to it. At the GM's discretion, abilities that are especially powerful can be added, but they count as two or more abilities toward this total, as appropriate.

#### Between Gubtype Age

Between Age Category	Between Age in Years	CR	Dex Bonus	Ability Bonus	Bonus Feat
1 Larval	0–1	+1		2 3 - T	1st
2 Naiadic	2–4	+1	1st	_	_
3 Instaric	5–9	+1		1st	2nd
4 Chrysalic	10–19	+2	2nd	_	_
5 Young	20–39	+2	-	2nd	3rd
6 Adult	40–79	+3	3rd	_	_
7 Mature	80–159	+3		3rd	4th
8 Old	160–349	+4	4th	_	_
9 Elder	350–599	+4	<u>=</u>	4th	5th
10 Ancient	600+	+5	5th	5th	6th

# Creating Between Creatures

In addition to using a Between simple template (see **Appendix C: Templates**), there are two ways to create a Between creature. The first is to take an existing creature and give it the Between subtype above. The second method is to create an entirely new creature with the Between subtype and incorporate the subtype's additional abilities into the final creature.

#### Modify an Existing Creature

Making a Between creature out of an ordinary creature is fairly straightforward — just follow these steps:

1. Decide its Between age (BA). It's easier to start with a lower BA, you can always increase the BA later if you need the creature to be a little more powerful.

- 2. Add the Between subtype. The modifications to the creature's ability scores, hit points, and other game statistics depend on your creature's BA.
- **3.** Add additional abilities. As described in the Between subtype, the creature gains a number of additional abilities equal to its BA.
- **4.** Evaluate the creature at its final CR. Your creature's final CR is its initial CR + the CR increase indicated in the "Between Subtype" table. Use the "Creature Statistics by CR" table in the *Pathfinder Roleplaying Game Bestiary* to evaluate whether the creature's abilities are appropriately challenging for its final CR. If a Between creature's additional abilities complement its original abilities particularly well, that Between creature may be too powerful for its final CR. If a creature's additional abilities don't interact with its original abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR, such as by increasing or decreasing the creature's between age.
- **5.** Once you have determined that the creature's abilities and statistics fit its CR, you're done.

#### Create a New Creature

Creating a new Between creature is easiest by following these steps (some of which are very similar to the steps for modifying an existing creature):

- 1. Estimate its final CR. Knowing the intended CR of your new creature is critical. This target helps determine the starting power level for your creature in the later steps, and means you won't have to reconfigure your creature if it's too weak or too powerful. For example, you might want a CR 7 Between creature to challenge a 5th-level party.
  - 2. Decide its Between age (BA).
- **3.** Determine its initial CR. Subtract the CR increase indicated by the creature's BA from the final CR to get the initial CR. If the final CR is 7 and the BA is 4, the initial CR is 7–2 (as per the Between Subtype Age Table) = 5.
- **4.** Build a new creature for that initial CR. This is identical to the process for creating a non-Between creature. Follow the guidelines in the *Pathfinder Roleplaying Game Bestiary*, creating a creature balanced for its CR, or starting with a base creature known to be appropriate for its CR and altering that creature to suit your purposes.

The next three steps make the creature a Between creature:

- **5.** Add the Between subtype. The modifications to the creature's ability scores, hit points, and so on depend on its BA.
- **6.** Add additional abilities. As described in the Between subtype, the creature gains a number of additional abilities equal to its BA.
- 7. Evaluate the creature at its final CR. Your creature's final CR is its initial CR + the CR increase indicated in the Between Subtype Age Table. Use the Creature Statistics by CR table in the *Pathfinder Roleplaying Game Bestiary* to evaluate whether the creature's abilities are appropriately challenging for its final CR. If a Between creature's additional abilities complement its original abilities particularly well, that Between creature may be too powerful for its final CR. If a creature's additional abilities don't interact with its original abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR, such as by increasing or decreasing the creature's Between age.
  - 8. Once the creature's abilities and statistics fit its CR, you're done.

# Alew Universal Monster Ruses

Like the universal monster rules in the *Pathfinder Roleplaying Game Bestiary*, the following rules are referenced (but not repeated) in Between creature stat blocks. Each rule includes a format guide for how it appears in a Between monster's listing and its location in the stat block.

**Dislocated (Su)** The creature's form is made up of its memories, which shift and change. At BA 1 (larval), a dislocated creature gains a continual *blurred movement*^{ACG} effect. At BA 4 (chrysalic), a dislocated creature loses *blurred movement*^{ACG} but gains a continual *blur* effect. At BA 7 (mature), a dislocated creature loses *blur* but gains a continual *displacement* effect. The creature can suppress or reactivate this ability at will as a free action.

Format: dislocated (blurred movement^{ACG}); Location: Defensive Abilities

ACG See Pathfinder Roleplaying Game Advanced Class Guide

**Distorted (Ex)** A distorted creature's internal anatomy varies from individual to individual. At BA 1 (larval), a distorted creature has a 25% chance to treat any critical hit or sneak attack against it as a normal hit. At BA 4 (chrysalic), this chance improves to 50%. At BA 7, this chance improves to 75%.

Format: distorted (25%); Location: Defensive Abilities.

# Alew Gubtypes

Acid Subtype: This subtype is usually used for outsiders with a connection to the Quasi-Elemental Plane of Acid. Acid creatures always have swim speeds and are immune to acid damage. Acid creatures have vulnerability to water. Unless otherwise noted in the creature's description, a water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype, unless otherwise noted (in either the monster's description or the spell description). The creature usually receives a save (Fortitude or Reflex) for half damage.

**Daemon Subtype:** This subtype is identical to that presented in the Universal Monster Rules of the *Pathfinder Roleplaying Game Bestiary 2* with the addition of the following:

- Unique daemons (such as Charon and the Oinodaemon) get a profane bonus to AC equal to their Cha modifier (minimum +1).
- Arch daemons (such as the Oinodaemon) get an insight bonus to AC equal to their Wis modifier (minimum +1)

**Demodand Subtype:** Demodands are chaotic evil outsiders related to neither demons nor qlippoths. Their exact origin is unknown, but they are possibly the degenerate offspring of primordial titans imprisoned many ages ago by the deities or their forebears. They possess the following traits unless otherwise noted:

- Immunity to acid and poison.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Resistance to cold 10 and fire 10.

**Electricity Subtype:** This subtype is usually used for outsiders with a connection to the Quasi-Elemental Plane of Lightning. Electricity creatures always have fly speeds and usually have perfect maneuverability. Electricity creatures treat the Fly skill as a class skill. They have immunity to electricity. Electricity creatures have vulnerability to water. Unless otherwise noted in the creature's description, a water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype,

unless otherwise noted (in either the monster's description or the spell description). The creature usually receives a save (Fortitude or Reflex) for half damage.

**Fungus Subtype:** The fungus subtype applies to creatures (almost always plants) that are "more fungal" than ordinary plant creatures. It distinguishes common plant creatures such as treants from other plant creatures such as shriekers and phantom fungi.

Other than the fact that this subtype applies to certain types of plant creatures, fungus creatures have no specific traits. The fungus subtype simply identifies creatures that may be vulnerable to spells, psionics, and effects that specifically target or affect fungi.

The following monsters should be considered to have the fungus subtype:

Pathfinder Roleplaying Game Core Rulebook: Brown mold, green slime, phosphorescent fungus, shrieker, yellow mold.

Pathfinder Roleplaying Game Bestiary: Basidorond, vegepygmy, violet fungus. Certain species of shambling mounds may also have the fungus subtype.

Pathfinder Roleplaying Game Bestiary 2: Cythnigot qlippoth, fungal crawler, mandragora, mu spore, phycomid. Certain species of tendriculoses may also have the fungus subtype.

Pathfinder Roleplaying Game Bestiary 3: Ascomoid, cerebric fungus, fungus leshy, myceloid, phantom fungus.

Pathfinder Roleplaying Game Bestiary 4: Fungal creature, mi-go, mindslaver mold. Some zomoks may also have the fungus subtype.

Pathfinder Roleplaying Game Bestiary 5: Griefgall, nulmind, nuno gremlin, psychepore, tsaalgrind, zygomind.

Though some of the monsters are classified as hazards (such as yellow mold and russet mold), they still gain the fungus subtype and are considered fungus creatures with regards to certain spells and effects.

**Gravity Subtype:** This subtype is used for outsiders with a connection to the Plane of Gravity. Gravity creatures always have a fly speed and usually have perfect maneuverability.

**Grippli Subtype:** This subtype is applied to gripplis and creatures related to gripplis. Creatures with the grippli subtype have darkvision 60 ft.

**Horde Subtype:** Unlike swarms, hordes are composed of Medium creatures which otherwise behave in a swarm-like manner. Around 50 creatures are usually in a horde. When the horde is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the horde remain and may continue to attack (depending on the type of creature that the horde was composed of), though now only as individual creatures. Otherwise, a horde conforms to all of the other swarm traits as described in the *Pathfinder Roleplaying Game Bestiary*.

**Kuah-lij Subtype:** Kuah-lij are extraterrestrial colonists. Highly organized and with an affinity for the creation and use of magic, kuah-lij possess low-light vision.

Megaswarm Subtype: Megaswarms are not so called because of the size of the swarm but rather the size of the creatures that compose the swarm. Unlike normal swarms, megaswarms are composed of Small creatures that are usually a megafauna version of a normal swarm and otherwise behave in a swarm-like manner. Around 100 creatures are usually in a megaswarm. The net effect is that they take only half damage from piercing weapons but take normal damage from other weapons. In addition, when the megaswarm is reduced to 0 hit points or lower and breaks up, unless the damage was dealt by area-affecting attacks, then 2d6 surviving members of the megaswarm remain and may continue to attack (depending on the type of creature that the horde was composed of), though now only as individual creatures. Otherwise, a megaswarm conforms to all of the other swarm traits as described in the *Pathfinder Roleplaying Game Bestiary*.

**N'gathau Subtype:** Detailed in Appendix E, the strange race of twisted mortals found on the Plane of Agony possess the following traits unless otherwise noted.

- Damage resistance (10/magic).
- Immunity to acid and poison.
- Resistance to cold 5 and fire 5.
- Spell resistance (CR + 11)
- · Darkvision 60 ft.
- Cruelty's Bliss (Su) N'gathau relish in the suffering of others. When
  a n'gathau scores a successful critical hit against an opponent (with a
  weapon attack or a natural attack), it gains a +2 competence bonus to
  attack rolls, checks, and saves against that opponent for the remainder
  of the encounter. This bonus can be gained only once per combat
  against a particular opponent.
- Delicious Agony (Su) By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained). A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.
- Exquisite Suffering (Su) As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC 10 + 1/2 the n'gathau's HD + the n'gathau's Con modifier) or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day.
- Horrifying Appearance (Su) The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day.
- Limited Immortality (Ex) When a n'gathau is slain, its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by GM choice).
- Mutilations (Ex) All n'gathau have 1d4+1 mutilations (or more), determined by GM choice or by rolling on the **Body Part Table** and **Random Mutilation Table** (see Appendix E).

**Ogren Subtype:** This subtype is applied to creatures that possess both goblinoid and ogre blood. They have darkvision 60 ft. and some with enough of the bloodline are considered ogres in regards to racially specific weapons, magical items, or powers.

**Ogrillon Subtype:** This subtype is applied to creatures that possess both orc and ogre blood. They have darkvision 60 ft. and are considered either an orc or an ogre in regards to racially specific weapons, magical items, or powers.

**Psionic Subtype:** This subtype is applied to creatures that are psionic in nature or have psi-like abilities that are normal to their species.

**Skulk Subtype:** Skulks are reclusive humanoids that exist on the hidden fringes of society. Skulks have low-light vision.

**Stormwarden Subtype:** Stormwardens have an affinity for the winds and weather of the wild places. They possess the following traits:

- · Low-light vision.
- Conjure Storm (Su) Once per day as a standard action, a stormwarden can create an effect similar to a control weather spell (caster level 10th), except that it affects an area in a 1,000-foot-radius circle, and the weather effects are immediate rather than gradual. The effects last for 1 minute before the weather in the area returns to normal.

**Tabaxi Subtype:** Tabaxis are reclusive catfolk that inhabit deep jungles, far from civilized lands. They possess the following traits:

- · Darkvision 60 ft.
- Scent
- Weapon Aptitude (Ex) Tabaxis have an instinctive love of weaponry
  of all kinds, and an innate knack for quickly learning to employ them
  skillfully. This grants them proficiency with all simple, martial, and
  exotic weapons.

**Time Subtype:** This subtype is applied to creatures (usually outsiders) with some connection to the Plane of Time. They exist outside the normal flow of time and often age differently, sometimes not aging at all and other times actually aging backward. They are immune to spells and effects that affect time. They also possess the following trait:

• Foresight (Su) See a few seconds into the future. This ability prevents a creature from being surprised, caught flat-footed, or flanked. It also grants the creature an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but can be restarted as a free action on the creature's next turn.

Vapor Subtype: Vapor creatures are thought to be native to a plane other than the Material, though sages cannot find any evidence to support such claims. Vapor creatures are indiscernible from their normal counterparts and are often mistaken for such creatures. These creatures are highly intelligent (compared to the normal creatures they resemble), and their cunning and wits often show themselves in battle or interaction with other creatures.

- All vapor creatures have certain traits in common:
- *Cold Susceptibility (Ex)* A cold-based effect or attack freezes the vapor creature's form, causing it to function as if affected by a *slow* spell. The effects last for 3 rounds. This only affects a vapor creature in vapor form.
- Death Throes (Ex) When a vapor creature is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a successful Fortitude save (DC 10 + 1/2 the vapor creature's HD + the vapor creature's Constitution modifier) or be nauseated for as long as they remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round.
- Fast Healing (Ex) A vapor creature heals 2 points of damage per round so long as it has at least 1 hit point and is touching a body of water or if in a body of mist, smoke, steam, or fog.
- Vaporous Form (Su) As a free action, a vapor creature can assume a gaseous form for up to one hour each day. The time does not need to be continuous, so long as the vapor creature doesn't exceed the one hour per day limit. This ability is otherwise identical to the gaseous form spell (caster level 5th).
- *Skills* Vapor creatures have a +8 racial bonus on Stealth checks in areas of smoke, fog, mist, or vapor.

# Alew Feats

#### Align Spell-Like Ability

The creature can use a spell-like ability tuned to either law, chaos, good, or evil

Prerequisite: Spell-like ability at caster level 4th.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an aligned spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). An aligned spell-like ability gains the good, evil, lawful, or chaotic descriptor.

When a creature uses an aligned spell-like ability, one-half the spell-like ability's damage is of that type (evil, good, lawful, or chaotic). For example, a creature casts an aligned (evil) *lightning bolt* with a caster level of 6th. The aligned *lightning bolt* deals 3d6 points of unholy damage and 3d6 points of electricity damage. Thus, a creature immune to electricity suffers no damage from the electricity effect, but still takes 3d6 points of unholy damage.

Aligned spell-like abilities deal normal damage to creatures with regeneration if the creature's description states that it takes damage from that type of effect (for instance, devils that are harmed only by goodaligned spells and effects would take damage from a good-aligned spell-like ability). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities that already have an alignment descriptor are not affected.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level –1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can align spell-like abilities only duplicating spells of 2nd level or lower.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Crush

The creature can land on opponents and crush them under its weight. **Prerequisites:** Ability to fly or 5 ranks of Acrobatics, size Large or larger.

**Benefit:** The creature can land on a foe three or more sizes smaller than itself and deal bludgeoning damage as follows: Large, 2d6; Huge, 2d8; Gargantuan, 4d6; Colossal, 4d8. A creature with this feat deals the indicated damage plus 1–1/2 times its Strength bonus.

A crush attack affects as many foes as can fit under the creature's body. An affected creature must attempt a Reflex save (DC 10 + 1/2 of the creature's HD + the creature's Constitution modifier) or be pinned. If the creature wishes to continue the pin, it must make a new CMB check each round. Pinned creatures take damage each round the hold is maintained if they do not escape.

#### Ensarge Spess-Like Abisity

The creature can use a spell-like ability to a range farther than normal. **Prerequisite:** Spell-like ability at caster level 4th.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an enlarged spell-like ability three times per day (or less, if the ability normally is usable only once or twice per day).

When a creature uses an enlarged spell-like ability with a range of close, medium, or long range increases by 100%. An enlarged spell-like ability with a range of close now has a range of 50 ft. + 5 ft./level, while a medium-range spell-like ability has a range of 200 ft. + 20 ft./level, and a long-range spell-like ability has a range of 800 ft. + 80 ft./level. Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose ranges are not defined by distance, as well as spell-like abilities whose ranges are not close, medium, or long are not affected.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level -1. For a summary, see

the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only enlarge spell-like abilities duplicating spells of 2nd level or lower.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Extend Spell-Like Ability

The creature can use a spell-like ability that lasts longer than normal.

**Prerequisite:** Spell-like ability at caster level 4th.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an extended spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an extended spell-like ability, its duration is doubled. Spell-like abilities whose durations are instantaneous, concentration, or permanent are not affected.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can extend only spell-like abilities duplicating spells of 2nd level or lower.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Gaze to Ray

The creature can use its gaze attack as a ray.

Prerequisites: Int 13, gaze attack.

**Benefit:** The creature can project its gaze attack as a ray of energy to a range of 30 feet. This requires the creature to succeed at a ranged touch attack to affect an opponent. A creature hit by the ray suffers the effects just as if it had met the creature's gaze (if the gaze allows a save, the opponent gets its save to avoid its effects).

After using this feat, the creature cannot use its gaze attack (that is, its gaze attack effectively "turns off") for 1d4 rounds and it is disoriented during this time (–2 penalty on attack rolls, saves, skill checks, and ability checks).

For example, normally to be affected by a medusa's gaze, a creature must meet the medusa's gaze. Using this feat, the medusa can project a ray of petrification to a range of 30 feet. If it hits the target, the creature receives a Fortitude save. If the save fails, the creature is turned to stone (just as if it had met the medusa's gaze). Regardless of whether the ray hits or whether the creature saves, the medusa cannot use its gaze attack for 1d4 rounds (and it is disoriented). Creatures viewing the medusa during this time are not required to make a save (since the medusa's gaze weapon is effectively "off").

#### Greater Flyby Attack (Combat)

The creature can make an attack against each opponent before and after it moves while flying.

**Prerequisites:** Dex 13, Fly speed, Flyby Attack, base attack bonus +8 **Benefit:** When making a flyby attack and flying in a straight line, the creature can make a single attack at its highest attack bonus against each opponent within reach at any point during the move. The creature makes a separate attack roll against each opponent, and does not provoke attacks of opportunity from a targeted opponent.

**Normal**: Without this feat, the creature makes a single attack during a flyby attack.

#### Improved Constriction

The creature's constriction attack is deadlier than normal.

Prerequisite: Constrict special attack, base attack bonus +4.

**Benefit:** The damage for the creature's constrict attack increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

#### Improved flight

The creature has more control over flying than normal.

Prerequisite: Fly speed.

**Benefit:** The creature's maneuverability improves by one category: clumsy to poor; poor to average; average to good. If the creature's maneuverability is already good, it gains no benefit from this feat.

**Special:** This feat can be taken more than once. Each time a creature takes this feat, its maneuverability improves by one category.

#### Improved Mustiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

**Prerequisites:** Three or more natural attacks, Multiattack, base attack bonus +8

**Benefit:** The creature's secondary attacks with natural weapons do not take a penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty (or a –2 penalty with the Multiattack feat).

#### **Improved Poison**

The creature's poison is more potent than normal.

**Prerequisites:** Ability to deliver poison from a natural attack, base attack bonus +4.

**Benefit:** The damage (hit point or ability) for the creature's poison increases by one step using the following progression: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 6d6, 8d6, 12d6.

**Special:** Poisons that do not deal damage or drain are unaffected by this feat.

#### Improved Scent

The creature's scent ability is greater than normal.

Prerequisites: Scent, Wisdom 15.

**Benefit:** The creature can detect opponents within 60 feet by sense of smell. If the opponent is upwind, the range increases to 120 feet. If the opponent is downwind, the range decreases to 30 feet. This otherwise follows the rules of the scent ability (see the *Pathfinder Roleplaying Game Bestiary*).

**Special:** Scent allows the creature to detect opponents to a range of 30 feet by smell.

#### Improved Spell Resistance

The creature's ability to resist spells is more potent than normal.

**Prerequisite:** Spell resistance as an extraordinary ability.

**Benefit:** The creature's spell resistance increases by +2. This feat can be taken only once.

#### Maximize Spell-Like Ability

The creature can use a spell-like ability to maximum effect.

**Prerequisite:** Spell-like ability at caster level 6th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a maximized spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses a maximized spell-like ability, all variable, numeric effects of the spell-like ability are increased to their maximum effect. A maximized spell-like ability deals maximum damage, cures maximum hit points, affects maximum targets, and so on as appropriate. For example, a hellstoker devil's *burning hands* deals 20 points of damage (5d4 maximized). Saving throws and opposed rolls (such as the one made when a character casts dispel magic) are not affected. Spell-like abilities without random variables are not affected.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level –3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can maximize only spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Mighty Blow (Combat)

The creature delivers a devastating hit that sends an opponent flying. Prerequisites: Str 25, Awesome Blow, Power Attack, Improved Bull Rush, size Huge or larger.

Benefit: For every size over Large, the creature adds 10 feet to the distance it knocks a foe backward when using the Awesome Blow feat. Therefore, a creature of Huge size adds +10 feet; Gargantuan, +20 feet; Colossal, +30 feet.

#### Hative Spell-Like Ability

The creature can use a spell-like ability with greater effect when on its native plane.

Prerequisites: Spell-like ability at caster level 6th or higher, any plane of origin other than the Material Plane.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a native spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses a native spell-like ability while on its home (or native) plane, the spell-like ability has an effective caster level of one level higher. All effects dependent on the spell-like ability's level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the increased caster level. Creatures native to the Material Plane gain no benefit from this feat.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level –2. For a summary, see the table at the end of this section. For example, a creature that uses its spelllike abilities as a 10th-level caster can make only native spell-like abilities duplicating spells of 3rd level or lower.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Power of Evil

The creature can gain a profane bonus to its AC when on any evilaligned plane.

**Prerequisites:** Must be an outsider, must have an evil alignment, must be from an evil-aligned outer plane, Charisma 13, base attack bonus +8.

Benefit: When on an evil-aligned outer plane, the creature can imbue itself with a portion of the plane as a full-round action. This grants it a profane bonus to its AC equal to its Charisma bonus. The profane bonus lasts for a number of rounds equal to the creature's Charisma bonus. This feat can be used three times per day. This feat can be taken only once.

For example, a pit fiend on an evil-aligned plane spends a full-round action using this feat. It gains a +8 profane bonus to its Armor Class that lasts for 8 rounds.

#### Power of Righteousness

The creature can gain a sacred bonus to its AC when on any goodaligned plane.

Prerequisites: Must be an outsider, must have good alignment, must be from a good-aligned outer plane, Charisma 13, base attack bonus +8.

Benefit: When on a good-aligned outer plane, the creature can imbue itself with a portion of the plane as a full-round action. This grants it a sacred bonus to its AC equal to its Charisma bonus. The sacred bonus lasts for a number of rounds equal to the creature's Charisma bonus. This feat can be used three times per day. This feat can be taken only once.

For example, a solar on a good-aligned plane spends a full-round action using this feat. It gains a +7 sacred bonus to its Armor Class that lasts for 7 rounds.

#### Quicken Breath Weapon (Combat)

The creature's breath weapon recharges quicker.

Prerequisites: Con 15, breath weapon attack

Benefit: The creature can reduce the amount of time required to recharge its breath weapon. This feat reduces the time by 1 round if the recharge time is in rounds, such as a dragon's breath. This cannot reduce the recharge time below 1 round. If the recharge time is in hours, minutes, days, etc., the recharge time is halved. (Thus, a creature that can use its breath weapon once per day can now use it twice a day.) If the creature has multiple breath weapons, it affects them all.

#### Resistance to Alegative Energy

The creature gains resistance to the effects of negative energy (such as that delivered by inflict spells, channeled energy, some undead, or exposure to negative energy creatures).

**Benefit:** The creature gains resistance 5 to any damage-dealing/healing negative energy effect.

Special: This feat can be taken twice. The second time it is taken, the creature's resistance rises to 10.

#### Resistance to Positive Energy

The creature gains resistance to the effects of positive energy (such as that delivered by cure spells, channeled energy, or exposure to positive energy creatures).

**Benefit:** The creature gains resistance 5 to any damage-dealing/healing positive energy effect.

Special: This feat can be taken twice. The second time it is taken, the creature's resistance rises to 10.

#### Ghape Breath Weapon

The creature can control the shape of its breath weapon, releasing it in a cone, line, or burst.

**Prerequisite:** Breath weapon as a special attack.

Benefit: The creature can shape the area of effect of its breath weapon as a free action whenever it uses it. If the creature's base breath weapon is cone-shaped, it can release it in a line twice as long that deals 1-1/2 times the amount of normal damage (where applicable) to a single target due to the concentration of the effect. (Damage includes physical damage, ability damage, ability drain, energy drain.) Breath weapons that cause petrification, slow, haste, or replicate any spell that cannot be quantified as damage (see above) do not gain the bonus for increased damage. For example, a gorgon's normal breath weapon is a 60-foot cone of petrifying gas. Using this feat, the same gorgon could release its breath in a line to a range of 120 feet. Since its breath weapon petrifies an opponent, it does not gain the 1-1/2 bonus to damage (as there really isn't any physical damage dealt).

A line-shaped breath weapon can be released in a cone with a range of one-half its normal effect. The breath weapon deals half normal damage due to the effect being diluted over an area. For example, a behir's normal breath weapon is a 20-foot line that deals 7d6 points of electricity damage. Using this feat, it could release it in a 10-foot cone that deals 3d6 points of electricity damage to all creatures in the area.

A breath weapon can be shaped as a burst with a range of 30 feet or the normal range for the creature's breath weapon if it was released in a line (whichever is smaller). The breath weapon travels to the range indicated or until it contacts a solid surface (whichever happens first). Upon impacting a solid surface or reaching maximum range, the breath weapon explodes in a burst from the point of origin and covers an area as if the creature had released its breath weapon in a cone. Affected creatures in the area take damage as if the creature had released its breath weapon in a cone. For example, a behir (normal breath weapon is a line, 20 feet long, 7d6 electricity damage) could release its breath weapon as a burst with a range of 20 feet. When the breath weapon contacts a solid surface or reaches a point 20 feet away, it explodes and deals 3d6 points of electricity damage to all within 10 feet of the point of origin.

#### Spirited Kunner

The creature can turn while running. **Prerequisites:** Dex 15, Endurance.

**Benefit:** When running, the creature can turn 90° left or right. The creature slows just before, during, and after its makes the turn but can assume full speed once the turn is complete. It costs 2 squares of movement in the space before the turn, the space the creature turns in, and the space after the turn. Any movement the creature has left can be taken normally once the turn is completed. A creature can turn as many times as it wants using this feat so long as it can pay the movement cost.

For example, a leopard (base speed 40 feet) has a run speed of 160 feet (32 squares). It could move 13 squares, turn, then move 13 more squares to finish out its movement. It costs the leopard 13 squares of movement to move the first 13 squares (1 square each), then 2 squares just before, during, and after the turn (a total of 6 squares). The leopard has 13 squares of movement left in which to move after making the turn.

**Special:** When running, the creature can normally run only in a straight line. Creatures with a swim speed can use this feat when swimming if they take a run action.

#### Gwim-By Attack

The creature can move before and after it makes an attack while swimming.

Prerequisite: Swim speed.

**Benefit:** When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

#### Thump (Combat)

The creature can stomp its foot on the ground, causing it to tremble, thereby knocking creatures smaller than it prone.

Prerequisites: Str 20, size Huge or larger.

**Benefit:** As a standard action, the creature can stomp its foot on the ground. This causes the ground to shake and shudder, and all creatures up to one size smaller and within a 10-foot radius must make a successful Acrobatics check (DC 10 + the creature's Strength modifier) or fall prone.

#### Uncontrossed Rage (Combat)

The creature flies into a rage when struck for damage.

Prerequisites: Con 17

**Benefit:** When the creature is struck by a single attack that deals an amount of damage equal to half of its hit points (minimum 20 points of damage) or more, and it doesn't kill it outright, it must make a DC 15 Fortitude save. If the saving throw succeeds, the creature flies into an uncontrolled rage and gains the following: +2 morale bonus on all Strength and Constitution checks, and on all attack rolls, damage rolls, and Will saves, a -2 penalty to AC, and bonus hit points equal to 2 hit points per Hit Dice. These bonus hit points disappear when the rage ends. While in a rage, the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience and concentration. This rage lasts until the end of the encounter at which point the creature is fatigued for 10 minutes.

#### Virusent Poison

The creature's poison is harder to overcome.

Prerequisites: Poison attack

**Benefit:** Increase the number of saves required to overcome the creature's poison by one. Thus, a creature whose poison requires two saves to end the effects now requires three saves.

#### Widen Spell-Like Ability

The creature can use a spell-like ability with an increased area.

**Prerequisite:** Spell-like ability at caster level 8th.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a widened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses a widened spell-like ability with a burst, emanation, line, or spread-shaped area, increase its area by 100%. For example, a devil with a *fireball* spell-like ability (which normally produces a 20-foot spread) that is widened now fills a 40-foot-radius spread.

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose area is not a burst, emanation, line, or spread are not affected.

The creature can select only a spell-like ability duplicating a spell with a level less than or equal to half its caster level –3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can widen spell-like abilities only duplicating spells of 2nd level or lower.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

#### Spell-Like Ability Feats Table

Spell	Caster Level						
Level	Align	Enlarge	Extend	Maximize	Native	Widen	
0		<u>-</u>	<u>-</u>	<u>-</u>	9 <u>-</u>	-	
1st	4th	4th	4th	8th	6th	8th	
2nd	6th	6th	6th	10th	8th	10th	
3rd	8th	8th	8th	12th	10th	12th	
4th	10th	10th	10th	14th	12th	14th	
5th	12th	12th	12th	16th	14th	16th	
6th	14th	14th	14th	18th	16th	18th	
7th	16th	16th	16th	20th	18th	20th	
8th	18th	18th	18th	- ·	20th		
9th	20th	20th	20th	_	_	_	

# Appendix &:

Monsters by Type, CR, and Terrain

# Monsters by Type

**Aberration:** Blight naga, caul cuckoo, caul cuckoo syre, chymic spider, crathog, dysmorphic creature, herald at the threshold, hydrahag, mockingbeast, nightmare choir, protyugh, satyrmouther, spiboleth, squarpy, stegocentroper, stircatrice, woerm

(Air): bog lantern

**Animal:** Blight albatross, Blight cockerel, Blight-bull (light fighting dog), blindingcrow, canary, Great Canal Python, Lyme angler, pit-mastiff (heavy fighting dog), sough-eel, terrier

(Aquatic): bloody flux (living disease), dislocating larvae (hazard), hydra-hag, Lyme angler, moon angel, second-head fluke (hazard), sougheel, spiboleth, squarpy, wallow-whale

(Between): Between dream, Between vampire, Between-cat, caul cuckoo, caul cuckoo syre, gloam, herald at the threshold, hyme, mantis-thing from Between, mockingbeast, nightmare choir, nimb, spiboleth, spite-waif, wallow-whale

(Chaotic): protyugh (Cold): moon angel

Construct: fleshgine, lesser flesh golem

(Earth): scrimshaw gargoyle

Fey: moon angel

(Fungus): blight (hazard), Body Snatcher

(Horde): larva horde Humanoid: night-slug

(Incorporeal): Between dream, nimb

Magical Beast: Between-cat, BookTown Panther, festering Lyme rat, gable hate-owl, Giant Rat of Shabbis, Hollow and Broken Hills Crocodile, hooded raven, hyme, Lyme walrus, mantis-thing from Between, skulking manticore, wallow-whale

Monstrous Humanoid: Blight ape, Blight monkey, scrimshaw gargoyle, spite-waif

Ooze: slithering bulette

Outsider (chaotic): larva horde, ragefire elemental

Outsider (elemental): ragefire elemental
Outsider (evil): larva horde, ragefire elemental

Outsider (extraplanar): larva horde, ragefire elemental

Outsider (fire): ragefire elemental

Outsider (native): Between dream, gloam, nimb Plant: blight (hazard), Body Snatcher, slithering tangle (Shapechanger): Lyme walrus, skin-wearer, spite-waif

(Skulk): night-slug

(Swarm): blindingcrow swarm, bloody flux (living disease)

Undead: alchymic-undying, Between vampire, bileborn, Blight ghoul, bog lantern, gravid ghoul

**Vermin:** bloody flux (living disease), derange (hazard), dislocating larvae (hazard), gable spider, second-head fluke (hazard)

# Monsters by CR

CR 1/8: canary

CR 1/6: blindingcrow

CR 1/4: Blight albatross, Blight cockerel, terrier, Tiny gable spider

CR 1/3: Tiny Lyme angler

CR 1/2: Blight monkey, Blight-bull (light fighting dog), festering Lymerat, night-slug, Small gable spider

CR 1: blight (hazard), Blight ape, caul cuckoo syre, hooded raven

CR 2: derange (hazard), Medium gable spider, pit-mastiff (heavy fighting dog)

**CR 3:** Between-cat, gable hate-owl, gravid ghoul, nimb, ragefire spawn (elemental), spite-waif

**CR 4:** Between dream, blindingcrow swarm, bloody flux (living disease), dislocating larvae (hazard), Giant Rat of Shabbis, Large gable spider, lesser flesh golem, Small ragefire elemental, stircatrice, woerm

**CR 5:** caul cuckoo, chymic spider, Lyme angler, scrimshaw gargoyle, slithering bulette

**CR 6:** Blight naga, hyme, macabre lift, Medium ragefire elemental, moon angel, second-head fluke (hazard), skulking manticore, sough-eel, spiboleth

CR 7: bileborn, Lyme walrus, mantis-thing from Between, protyugh, satyrmouther

**CR 8:** bog lantern, crathog, Dungier's buggy, Hollow and Broken Hills Crocodile

**CR 9:** BookTown Panther, hydra-hag, Large ragefire elemental, mockingbeast

CR 10: Great Canal Python, herald at the threshold, slithering tangle, squarpy

CR 11: Huge ragefire elemental, nightmare choir

**CR 12:** Gargantuan wallow-whale, Hobbreth's mighty pump No. 87, larva horde

CR 13: gloam, greater ragefire elemental

CR 15: Colossal wallow-whale, elder ragefire elemental

CR 16: stegocentroper CR 18: Body Snatcher

### Monsters by Terrain

#### ANY LAND

Between-cat, Blight cockerel, canary, caul cuckoo, caul cuckoo syre, mantis-thing from Between, nightmare choir, ragefire elemental, spitewaif, terrier

#### **ANY LAND (TEMPERATE)**

Blindingcrow, hooded raven

#### ANY TERRAIN

Between dream, bileborn, fleshgine, gravid ghoul, herald at the threshold, larva horde, lesser flesh golem, mockingbeast, nimb

#### **BETWEEN**

Between dream, Between-cat, caul cuckoo, caul cuckoo syre, gloam, herald at the threashold, hyme, mantis-thing from Between, mockingbeast, nightmare choir, nimb, spiboleth, spite-waif, wallow-whale

#### COASTLINE

crathog, Lyme walrus, spiboleth

#### **FOREST (TEMPERATE)**

canary

#### **FOREST (WARM)**

canary

#### HILLS (TEMPERATE)

skulking manticore

#### HILLS (WARM)

skulking manticore

#### OCEAN (ANY)

spiboleth, squarpy, wallow-whale

#### OCEAN (COLD)

Blight albatross

#### **OCEAN (TEMPERATE)**

Blight albatross, Lyme angler, sough-eel

#### **PLAINS (TEMPERATE)**

Hyme, stircatrice

#### PLANAR (ABYSS)

larva horde, ragefire elemental

#### RIVERS/LAKES (COLD)

moon angel

#### **RIVERS/LAKES (TEMPERATE)**

bloody flux (living disease), Great Canal Python, Hollow and Broken Hills Crocodile, moon angel

#### RIVERS/LAKES (WARM)

bloody flux (living disease), Great Canal Python, Hollow and Broken Hills Crocodile

#### SWAMP (ANY)

bog lantern

#### **SWAMP (TEMPERATE)**

Hollow and Broken Hills Crocodile, skulking manticore, slithering tangle

#### SWAMP (WARM)

skulking manticore, slithering tangle

#### THE BLIGHT

Blight ape, Blight cockerel, Blight monkey, Blight naga, Body Snatcher, BookTown Panther, chymic spider, festering Lyme rat, gable hate-owl, gable spider, Giant Rat of Shabbis, Great Canal Python, Hollow and Broken Hills Crocodile, hydra-hag, protyugh, satyrmouther, scrimshaw gargoyle, skulking manticore, slithering bulette, slithering tangle, squarpy, stegocentroper, stircatrice

#### **UNDERGROUND**

Body Snatcher, protyugh, satyrmouther, slithering bulette, slithering tangle, stegocentroper, woerm

#### URBAN

Blight ape, Blight monkey, Blight naga, Blight-bull (light fighting dog), bloody flux (living disease), BookTown Panther, chymic spider, festering Lyme rat, gable hate-owl, gable spider, Giant Rat of Shabbis, gloam, Great Canal Python, hydra-hag, night-slug, pit-mastiff (heavy fighting dog), scrimshaw gargoyle, skulking manticore, stircatrice

# Monsters as PCs

Some of the monsters in **The Blight** have been presented with the option of being used as a Player Character race. Their entries provide the necessary information to create a character of that race. Refer to Appendix 4 of the *Pathfinder Roleplaying Game Bestiary* for further information on playing a monster as a PC.

briny	
swvne	

### Fraining Monsters

Certain monsters can be trained as mounts, familiars, and companions. Some of these have been described in the monster entries. Following is a list of those that have been specifically called out in the monster descriptions, though the list is by no means exhaustive of all the monsters in this book that could possibly serve in one of these rolls.

Blight albatross	Pg. 16
Blight ape	Pg. 45
Blight cockerel	
blindingcrow	Pg. 17
broken creature	
canary	Pg. 18
fighting dog	
fleshgine	
gable hate-owl	
gable spider (animal companion)	
gable spider (familiar)	Pg. 19
hooded raven	Pg. 33
hyme	
Lyme angler	
terrier	Pg. 18

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# The Come of Blighted Horrors

for use with The Blight: Richard Pett's Crooked City

This book is a Blight GM's best friend; it takes the 24 new monsters and templates to be found in the Bestiary chapter of the The Blight GM Guide and breaks them out into a separate book before adding more than 50 additional new Blight and Between monsters to this mix and bringing the total up to over 80 new monsters. In addition the book provides new universal monster rules and compiles new subtypes and feats along with all the subtypes and feats in existing Frog Gog Games Tomes of Horrors into a single book for ease of reference. To round it all out, the appendices provide a complete listing of the monsters in this book by type and subtype, by CR, and by terrain, as well as, lists of monsters as PCs and monsters that can be trained. Don't go into a game with your players unarmed. Take The Tome of Blighted Horrors with you, and let them know the danger of venturing into The Blight.



