

Fell Beasts

VOLUME TWO

A COMPENDIUM
OF CREATURES

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE



Fell Beasts

VOLUME TWO

series written by:

ari marmell
hank woon
lev boyt
lizard
stepen styrsky
wal't ciechanowski

art by:

ã. nemo
gareth michael skarika
jupiter media
sandra delacour't
tim minep

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CECAELIA

A beautiful maiden waves to you as she floats above the waves. Beneath the water, below her waist, eight tentacles tread water to keep her afloat.

CECAELIA

200 XP

Cecaelia Warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+2 armor, +1 Dex)

hp 7 (1d10+1)

Fort +2, **Ref** +1, **Will** +0

Defensive Abilities ink cloud jet

OFFENSE

Spd 20 ft., 30 ft. swim

Melee Trident +1 (1d8)

Ranged Net +2 (--)

Special Attacks Grab, +2 to grapple checks, does not cause attack of opportunity

STATISTICS

Str 11, **Dex** 13, **Con** 11, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 13

Feats Improved Grapple

Skills Swim +13; +4 bonus on Escape Artist checks, +8 racial bonus on Swim checks.

Languages Aquan, Common

SQ amphibious, improved grapple (racial)

CECAELIA SINGER

400 XP

Cecaelia Bard 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision.; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12; (+2 armor, +1 Dex)

hp 7 (1d10+1)

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

Defensive Abilities ink cloud jet

OFFENSE

Spd 20 ft., 30 ft. swim

Melee Trident -1 (1d8-1)

Ranged Net +2 (--)

Special Attacks Grab, +2 to grapple checks, does not cause attack of opportunity

Spells Known (Bard 1st)

Cantrips - *detect magic*, *light*, *lullaby*, *summon instrument*

1st (2/day) - *disguise self* (DC 14), *hypnotism* (DC 14)

STATISTICS

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

Base Atk +0; **CMB** -1; **CMD** 10

Feats Improved Grapple, Persuasive

Skills Bluff +7, Diplomacy +9, Intimidate +9, Perform +7, Swim +13; +4 bonus on Escape Artist checks, +8 racial bonus on Swim checks.

Languages Aquan, Common, Elvish



SQ amphibious, bardic knowledge, bardic performance (countersong, distraction, fascinate, inspire courage +1), cantrips, improved grapple (racial)

ECOLOGY

Environment Aquatic

Organization Solo, small band (2-5), clan (20-100 + 100% non-combatants, one sergeant for every 10 at 3rd level, one lieutenant for every 25 at 5th level, one chief at 7th level).

Treasure NPC gear (leather armor, drum, net, trident, sacks)

SPECIAL ABILITIES

Ink Cloud (EX) A cecaelia can emit a cloud of jet-black ink 10x10x10 feet once per minute as a free action. The cloud provides total concealment, which the cecaelia usually uses to escape. All vision within the cloud is obscured. This ability only works when the cecaelia is underwater.

Jet (EX) A cecaelia can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting. This ability only works when the cecaelia is underwater.

Cecaelia are aquatic humanoids that are similar to merfolk except that they have the lower body of an octopus rather than a fish. In spite of this disturbing appearance, cecaelia are not evil.

Many cecaelia families can be found within merfolk communities. Merfolk tend to treat the cecaelia as a human would a dwarf or halfling.

Sailors often encounter solitary cecaelia bards and are enchanted by their songs. Unfortunately, some sailors see the cecaelia as monstrous and attack when they feel that they have been duped.

CECAELIA AS CHARACTERS

Cecaelias are defined by their class levels—they do not possess racial Hit Dice. All cecaelias have the following racial traits:

+2 Dexterity, +2 Charisma, -1 Intelligence

Cecaelias are quick, charismatic creatures but not as bright as other races.

Speed Cecaelias can swim indefinitely without making skill checks.

Slow Cecaelias aren't designed for land movement. They only move 20 ft. on land.

Low-light vision Cecaelias can see twice as far as humans

Amphibious Cecaelias can breathe both air and water

Ink Cloud Cecaelias can create an ink cloud, as per the creature description.

Jet Cecaelias can jet as per the creature description.

Improved Grapple Cecaelias get Improved Grapple as a racial feat, without needing the prerequisites.

Racial Skills: Cecaelias get a +4 to Escape Artist checks and a +8 to Swim checks.

Languages: Cecaelias begin play speaking Aquan and Common. Cecaelias with high Intelligence scores can choose any of these bonus languages: Draconic, Elven, Halfling, Terran.

DEADSOU L ELEMENTALS

It is commonly known that elemental entities, being soulless, cannot arise as undead. There are no vampire xorn or arrowhawk wraiths. It is also commonly known that the surest way to get a thing done is to tell a wizard that it's impossible.

A deadsoul elemental is a creature created through a depraved ritual. A large number of innocents are slain, in a manner specific to each of the four known rites, and their souls are kept briefly trapped by potent magic. Then an elemental of large size is summoned, using the materials resulting from the murders, and it, too, is killed, and its physical form, before it can disincorporate, is merged with the trapped souls, creating a hybrid creature that is, in fact, a type of undead.

Deadsoul elementals cannot come into existence by accident, nor can they propagate themselves as other undead do. They are always made for some purpose, whether guarding a specific location, destroying a given enemy, or simply as a show of power and might. However, they are not truly mindless like skeletons or zombies, and the nature of their creation fills them with unholy rage. While they are initially bound to obey their creators, they can be freed if their creator dies, or is somehow weakened and left unable to maintain control. Deadsoul elementals will always obey the letter of their commands but some are cunning enough to twist the spirit in order to attain freedom.

Because they are undead and bound to the mortal world, deadsoul elementals are not considered summoned creatures. Any spells, abilities, or effects which specifically target Outsiders will not affect them. Spells, abilities, or effects which target their elemental subtype (air, earth, fire, water) will affect them as usual.

CHARNELSMOKE

It is a tornado of utter darkness, a black smoke which not only blocks out the sun but seems to promise there shall never be another dawn. Clouds of fine ash, greasy and clinging, billow out from it all directions, coating the area around it in grey. The dust makes breath difficult and painful, and then it is upon you, and your screams and the howl of its winds blend into one...

CHARNELSMOKE

12,800 xp

NE Huge undead (air, elemental)

Init +13; **Senses** Darkvision 60'; Perception +19

DEFENSE

AC 25, touch 17, flat-footed 16; (+9 Dex, +8 natural)

hp 127 (15d8+60);

Fort 9, **Ref** 14, **Will** 9

Defensive Abilities DR 5/good; **Immune** electricity

OFFENSE

Spd Fly 100 ft.

Melee 2 slams +20 (2d8+4)

Space 15 ft.; **Reach** 15

Special Attacks Choking dust

STATISTICS

Str 18, **Dex** 29, **Con** --, **Int** 6, **Wis** 11, **Cha** 18

Base Atk +11; **CMB** +17; **CMD** 36

Feats Alertness, Combat Reflexes, Dodge, Flyby

CR 11

Attack, Improved Initiative, Mobility, Spring attack, Weapon Finesse.

Skills Fly +26, Intimidate +11, Perception +15

Languages Auran

SQ Undead Traits, Cloud of darkness

ECOLOGY

Environment Any

Organization Solitary

Treasure 7000 gp

SPECIAL ABILITIES

Choking Dust (SU) Any creature hit by the charnel smoke's slam attack risks inhaling the corrupt ash and smoke from which it is formed. Those struck must make a DC 21 Fortitude save or suffer 1d4 points of Constitution damage. The save DC is Charisma based.

Cloud of Darkness (SU) The charnel smoke constantly emits cloud of black ash. The area within a 30 foot radius of it is considered to be an area of darkness.

Charnelsmokes are a type of deadsoul elemental (see above). They are created in much the same way as pyreborns, but instead of using the flame, the creators use the smoke and befouled air. Far more mobile than the other deadsouls, they are often used against enemies thought unreachable. When freed, or if they escape, they wander, preferring mountain valleys and other high places. If they see any aerial constructions, such as flying castles, they will be drawn to them.

CHOKEWATER

It begins as nothing more than an odd wave on the surface of the water, a wave moving against the pattern of the other waves. The wave grows, and swells, and those on deck can see bodies swirling inside it, decayed and rotted bodies whose motions seem more than that of corpses floating in turbulent water. Then the wave draws itself together and arises, a column of water that moves of its own accord, filled with the reek of the dead left to bloat and rot beneath the sea, suddenly exposed once more to air. It spills itself onto the deck of the ship and the living join the dead already within it...

CHOKEWATER

19,200 xp

CE Huge undead (elemental, water)

Init +5; **Senses** Darkvision 60'; Perception +22

DEFENSE

AC 27, touch 13, flat-footed 22; (+5 Dex, +14 natural, -2 size)

hp 161 (17d8+85);

Fort 10, **Ref** 10, **Will** 16

Defensive Abilities Nauseating Reek, **DR** 10/good

OFFENSE

Spd 30 ft., swim 125 ft.

Melee 2 slams +20 (2d8+8/19-20) plus grab

Space 15 ft.; **Reach** 15

Special Attacks Corrosive Decay, Grab, Swallow Whole

STATISTICS

Str 26, **Dex** 20, **Con** --, **Int** 6, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +22; **CMD** 37

Feats Awesome Blow, Cleave, Critical Focus, Staggering Critical, Great Cleave, Power Attack, Improved Critical, Improved Bull Rush, Iron Will

Skills Intimidate +15, Perception +55, Swim +21

Languages Aquan

SQ Undead Traits

ECOLOGY

Environment Any aquatic

Organization Solitary

Treasure 9000 gp

CR 12

SPECIAL ABILITIES

Corrosive Decay (SU) The chokewater embodies all that is destructive about the sea. Its waters are the essence of rot and corruption. Any time it is hit with a melee attack, the attacker must make a DC 23 Reflex save or his weapon gains a -1 to attack and damage rolls. (This is cumulative to -5, at which point the weapon falls apart.) Anyone struck by a slam attack must make a DC 23 Reflex save or lose one point of armor bonus. This is cumulative to a total of -5, or the armor bonus reaches 0, at which point the armor falls apart. The save DC is Charisma based. Repairing the damage is a DC 20 Craft (Armorsmithing or Weaponsmithing) check and will take 1 hour per point of decay.

Grab (EX) If the chokewater hits with a slam attack, it may begin a grapple as a free action. On the turn following the grapple, it may put the target inside itself, (see Swallow Whole)

Swallow Whole (EX) The chokewater does not so much swallow as absorb the target; it takes no bite damage. Instead, it takes 5d6 points of damage per turn from the ravenous corpses inside the chokewater, who tear and claw at it. All other rules for swallowed creatures apply.

Chokewaters are a type of deadsoul elemental -- see above. They are created by the deliberate drowning of at least a dozen sentient beings in a brackish, diseased, tidal pool, followed by the summoning and slaughter of a water elemental. Certain evil underwater races are particularly fond of creating this type of undead. Free-roaming chokewaters will cruise beneath the surface, effectively undetectable, until they come upon some unfortunate ship; then they emerge and slaughter the crew.

GRAVEEARTH

The thing lumbers towards you, a massive creature of dark earth and streaks of white marble and bone. Fragments of tombstones are embedded in its form, and it speaks a dozen voices at once, all bellowing in rage and pain....

GRAVEEARTH

9,600 XP

NE Huge undead (elemental, earth)

Init +0; **Senses** Tremorsense, Darkvision 60'; Perception +21

DEFENSE

AC 26, touch 8, flat-footed 26; (+18 natural)

hp 130 (15d8+63);

Fort 10, **Ref** 5, **Will** 12

Defensive Abilities **DR** 5/good **Immune** cold

OFFENSE

Spd 30 ft., Burrow 30 ft.

Melee 2 slams +20 (2d8+9)

Ranged Hurled Tombstone +20 (2d10+9)

Space 15 ft.; **Reach** 10

Special Attacks Earth Mastery, Push (Slam, 15'), Hurled Tombstones, Touch of the Grave

STATISTICS

Str 28, **Dex** 10, **Con** --, **Int** 6, **Wis** 16, **Cha** 16

Base Atk +11; **CMB** +22; **CMD** 32

Feats Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Power Attack, Toughness.

Skills Climb +19, Intimidate +20, Perception +21

Languages Terran

SQ Undead Traits

ECOLOGY

Environment Any land

Organization Solitary

Treasure 5450 gp

CR 10

SPECIAL ABILITIES

Earth Mastery (EX) A graveearth gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the graveearth takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Hurled Tombstone (EX) The graveearth can rip tombstones out of its body and hurl them as ranged weapons. This is a standard action.

Touch Of The Grave (EX) To know the touch of the graveearth is to know the chill of death. Anyone hit by its slam attack must make a DC 20 Fortitude save or become slowed. The save DC is Charisma based.

Graveearths are one type of deadsoul elemental -- see above. They are created by summoning, and then slaying, an earth elemental above a mound of dirt and soil created by desecrating a graveyard. While some are still under the control of their creators, others have become free-roaming creatures. Slow witted and perpetually angry, they cross the world motivated only by a hatred for the living. In combat, they prefer to smash things, but will hurl tombstones at foes which are out of reach, especially those which are airborne. (The Hurled Tombstone attacks does not suffer a penalty when attacking airborne or waterborne foes.)

PYREFLAME

It is a creature of unliving fire, a whirling inferno of black, foul, smoke and the sound of crackling skin and breaking bone. As the flames which compose flicker and dance, you can see within it humanoid forms, ablaze and howling..

PYREFLAME

9,600 XP

CE Huge undead (elemental, fire)

Init +15; **Senses** Darkvision 60'; Perception +15

DEFENSE

AC 30, touch 15, flat-footed 23; (+7 Dex, +15 natural)

hp 119 (14d8+56);

Fort 8, **Ref** 11, **Will** 11

Defensive Abilities DR 5/good **Immune** fire

OFFENSE

Spd 60 ft.

Melee 2 slams +17 (2d8+4)

Space 15 ft.; **Reach** 10

Special Attacks Spirit Burn

STATISTICS

Str 18, **Dex** 25, **Con** --, **Int** 6, **Wis** 11, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 33

Feats Alertness, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Skills Acrobatics +15, Intimidate +15, Perception +15

Languages Ignan

SQ Undead Traits, Unholy fire

ECOLOGY

Environment Any non-water

Organization Solitary

Treasure 5450 gp

CR 10

SPECIAL ABILITIES

Spirit Burn (SU) The pyreflame elemental burns not just the body, but the soul. Those hit by a pyreflame's slam attack also must succeed on a DC 21 Reflex save or catch on fire, suffering 1d6 damage/round for 1d4 rounds. For each round the victim burns, they also take 1d4 points of Wisdom damage. The save DC is Charisma based.

Unholy Fire (SU) Infused with the chill of death, a pyreflame is not vulnerable to cold. Other effects which target or interact with the Fire subtype affect it normally.

Pyreflames are a type of deadsoul elemental -- see above. They are created by the incineration of the living -- at least a dozen -- in an unhallowed space, with that flame used to summon a fire elemental, which is then slain and recreated as a pyreflame. Pyreflames are often used as guardians for temples, especially those dedicated to evil gods of fire. Particularly cruel fire giants will sometimes bargain with magicians of other races to acquire these creatures as well. Pyreflames are not intelligent, but they can possess a low cunning and have an overwhelming desire for freedom, leading to some becoming wandering disasters, leaving a trail of ash and charred corpses in their wake.

FEAR MONGER

As you camp, the air around you feels slightly cooler. You turn to see one of your companions readying a weapon to use against you!

FEAR MONGER

3,200 XP

CN undead (incorporeal)

Init +1; **Senses** Blindsight 60'; Darkvision 60'; Perception +13

DEFENSE

AC 12, touch 12, flat-footed 10; (+1 Dex, +1 Dodge)

hp 95 (10d8+40);

Fort 7, **Ref** 4, **Will** 11

Defensive Abilities incorporeal, invisible,

Immune undead traits; **SR** 12

OFFENSE

Spd fly 50 ft.

Special Attacks Illusory Fear (DC 16 Will save)

STATISTICS

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

Base Atk +7 **CMB** +7; **CMD** 17

Feats Ability Focus (illusory fear), Dodge, Hover, Iron Will, Persuasive

Skills Fly +16, Intimidate +17, Perception +13, Sense Motive +13, Stealth +16. +4 racial bonus on Fly and Stealth.

Languages Common

SQ incorporeal, invisible, undead traits

ECOLOGY

Environment Any (wherever it was betrayed)

Organization Solitary

Treasure None.

CR 7

SPECIAL ABILITIES

Illusory Fear (SU) The fear monger's main ability is to make its victim distrust and fear his allies. Once per round, the fear monger can select a target and cast an illusion on the ally of the target that only the target can see. The illusion makes the ally appear to be preparing an attack on the target in some manner. This ability acts as the *mirror image* spell. The fear monger can change targets each round, leaving the previous effect to last another 2 rounds.

A fear monger is the spirit of a deceased person that was betrayed by someone she trusted. This spirit now spreads fear and paranoia to groups of people that pass the spot where she was betrayed.

As fear mongers remain where they were killed, a fear monger is most commonly found within an abandoned castle or in good camping spots in the wilderness.

If a creature can communicate with a fear monger, it might be possible to negotiate with it and put an end to its suffering. Fear Mongers start as Hostile; if brought to Indifferent it leaves the creature and allies alone. If brought to Friendly, the fear monger accepts her fate and becomes at peace.



GENIE, HAYULA

This wiry figure's skin is ruddy, perhaps from exposure to the pounding sun. Rivulets of tears flow from slate-gray eyes, yet he grins to show teeth of the same stony hue. His hair is dark, trailing into wisps of smoke, and his breath steams as though the air were winter-cold.

GENIE, HAYULA **CR 8**

4,800 xp

CN Medium outsider (chaotic, extraplanar)

Init +4; **Senses** low-light vision; Perception +13

DEFENSE

AC 20, touch 14, flat-footed 16; (+2 armor, +4 Dex, +4 natural)

hp 85 (10d10+30);

Fort 6, **Ref** 11, **Will** 7

Defensive Abilities corners of reality, **DR** 5/lawful; **Resist** acid 5, cold 5, electricity 5, fire 5

OFFENSE

Spd 30 ft., burrow 25 ft., fly 50 ft. (good), swim 50 ft.

Melee masterwork rod (treat as warhammer) +16/+11 (1d8+6/x3 plus 1d12 anarchic) or slam +14 (1d4+4 plus 1d12 anarchic)

Space 5 ft.; **Reach** 15 ft. (see corners of reality)

Special Attacks elemental rend

Spell-Like Abilities (CL 10th)

At will *plane shift*

2/day *wall of energy* (as wall of fire, but upon casting, the hayula chooses whether the wall deals acid, cold, electrical, or fire damage)

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +10 **CMB** +14; **CMD** 28

Feats Ability focus (elemental rend), Combat Casting, Improved Critical (rod), Improved Initiative, Weapon Focus (rod)

Skills Bluff +12, Diplomacy +12, Escape Artist +14, Fly +11, Intimidate +12, Knowledge (arcana) +11, Knowledge (nature) +11, Knowledge (the planes) +11, Perception +10, Sense Motive +10, Stealth +14

Languages Common, Aquan, Auran, Ignan, Terran.

SQ corners of reality, touch of unmaking

Gear masterwork rod, leather armor.

ECOLOGY

Environment Any

Organization Solitary, pair or band (3-6)

Treasure 3,028 gp in gems and jewelry



SPECIAL ABILITIES

Corners of Reality (EX) As beings of chaos and uncreation from the heart of Limbo, the hayula exist at slight angles to reality. This grants them the following benefits:

- Concealment (20% miss chance) against ranged attacks.
- 15-foot reach, due to the fact that attacks do not all come from the exact position in which a hayula stands.
- A hayula may ignore an opponent's cover (but not total cover) when making melee attacks, due to the unnatural angles of its strikes.
- For purposes of determining whether a hayula flanks an opponent, it is considered to occupy both its own square and any one other adjacent square of its choice.

Elemental Rend (SU) A hayula can declare a single melee attack to be an elemental rend. If the attack strikes and deals damage, the target must succeed on a DC 15 Fortitude save. Should the save fail, the hayula draws forth a portion of the target's physical makeup, which takes the form of an elemental under the hayula's command. The elemental thus created has a number of Hit Dice equal to one-half the target's. The elemental is treated in all respects as though it had been created via the hayula's touch of unmaking ability; see below. (If this is more HD-worth of elementals than the hayula can control, no elemental appears, but the target still suffers the following effects.)

The target shrinks, due to the loss of mass, dropping to the next lower size category. It receives a -2 penalty to Strength and Constitution. All modifiers other than these ability penalties match those presented in the spell *reduce person*. This effect is permanent, but can be reversed via *break enchantment* and similar effects.

Outsiders and creatures already suffering from an elemental rend are immune to this ability. It requires one full minute of meditation before the hayula can use elemental rend a second time. Thus, it is essentially useful only once per encounter. The save DC is Strength-based.

Touch of Unmaking (EX) The hayula is a being of chaos and uncreation. All his melee attacks are considered chaotic, and deal extra anarchic damage.

Any creature slain by the hayula's melee attacks instantly disincorporates into its component elements, taking the form of one or more elementals under the hayula's control. The victim cannot be returned to life via *raise dead* or *resurrection*, but true *resurrection*, *miracle*, and *wish* can do so. A being so slain produces a number of HD-worth of elementals equal to its own total Hit Dice (or half its Hit Dice, if it has already been affected by the hayula's elemental rend). The hayula decides what form and quantity these elementals take. For instance, upon slaying a 4th-level fighter, the hayula could call forth a single 4-HD earth elemental, or a 2-HD earth elemental and a 2-HD water elemental. Most creatures can produce elementals of any of the four basic elements (including fire, which comes from the soul, or "spark of life"), but the DM may determine that certain creatures, such as constructs, can only produce specific types of elementals.

The elementals serve the hayula faithfully, and remain for one hour before fading away to merge with the elemental planes. Between his touch of unmaking and elemental rend, a hayula may have no more than his own Hit Dice-worth of elementals under his command at any given time. (Thus, a standard hayula could potentially have up to 10-HD of elementals at once.) If the hayula slays a creature that would bring his total above this limit, the target still disincorporates, its essence dispersed to the elemental planes, but no elementals appear.

Outsiders do not disincorporate or produce elementals when slain, but are still subject to the hayula's anarchic damage.

The hayula are genie-kind spawned in the elemental oases that rise and submerge amidst Limbo's eddies of pure chaos. Beings of both madness and primordial matter, the hayula (and, legend holds, the far more potent genie lords who rule over them) seek to return the mortal realm to the "purer state" of its component elements—unmaking all life and creation in the process.

Most other varieties of genies refuse to acknowledge their relation to the hayula, and the hayula in turn hold their elemental cousins in disdain. Then again, hayula hold most creatures in disdain. While they consist partly of the four major elements, they're more accurately creatures of manifest chaos, and though capable of ordered thought, they prefer to act on instinct and emotion. Hayula actually find following orders or intricate plans to be physically painful—and, so some claim, suffer similarly when witnessing the orderly and lawful behavior of others. Hayula fight, not necessarily to kill, but simply to disrupt the orderly flow of the world and the people around them. They often ally with other violent creatures—destructive elementals, bandits or raiders, demons, and the like—simply for the opportunity to sow discord.

Oddly enough for creatures of such chaotic temperament, a hayula makes every attempt to keep his word once he's given it (though, unlike some other genies, if circumstances make keeping a promise impossible, the hayula doesn't consider it a mark against his honor). Precisely why the hayula consider their word important is unclear, but presumably comes from traditions that date back to the days of more frequent interaction with other genies. For this reason, hayula rarely give their word on anything, and if forced to do so, are masters on par with devils of leaving themselves loopholes in the letter of their promises.

In combat, hayula use their elemental rend ability early, in order to bring new allies to the fight, and prefer to focus their efforts on one foe at a time, in hopes of dropping him and drawing forth yet more elementals. They're often found in the company of elemental creatures other than those they've summoned, treating these pseudo-creatures as the true form that life should take and considering other living creatures—like, say, people—to be abominations of the natural order.

MALACHITE GARGOYLE

The winged, bestial creature spreads its wide wings and lifts into the air, its deep green skin flaring brilliantly in the late-evening sun. It suddenly wheels about, and drawing a falchion from its scabbard, dives with a fierce battle cry!

MALACHITE GARGOYLE

CR 7

3,200 xp

CE Medium monstrous humanoid (earth)

Init +5; **Senses** Darkvision 60ft.; Perception +8

DEFENSE

AC 20, touch 16, flat-footed 14; (+5 Dex, +1 dodge, +4 natural)

hp 85 (9d10+36);

Fort 7, **Ref** 11, **Will** 8

Defensive Abilities DR

10/magic

OFFENSE

Spd 40ft., fly 60ft. (average)

Melee Masterwork falchion

+13/+8 (2d4+4/15–20) or 2 claws +13 (1d8+4) or bite +13 (1d6+4 plus petrification)

Special Attacks petrification

Spell-Like Abilities (CL 9th)

3/day *lightning bolt* (DC 12)

STATISTICS

Str 18, **Dex** 20, **Con** 18, **Int**

14, **Wis** 8, **Cha** 8

Base Atk +9 **CMB** +13; **CMD**

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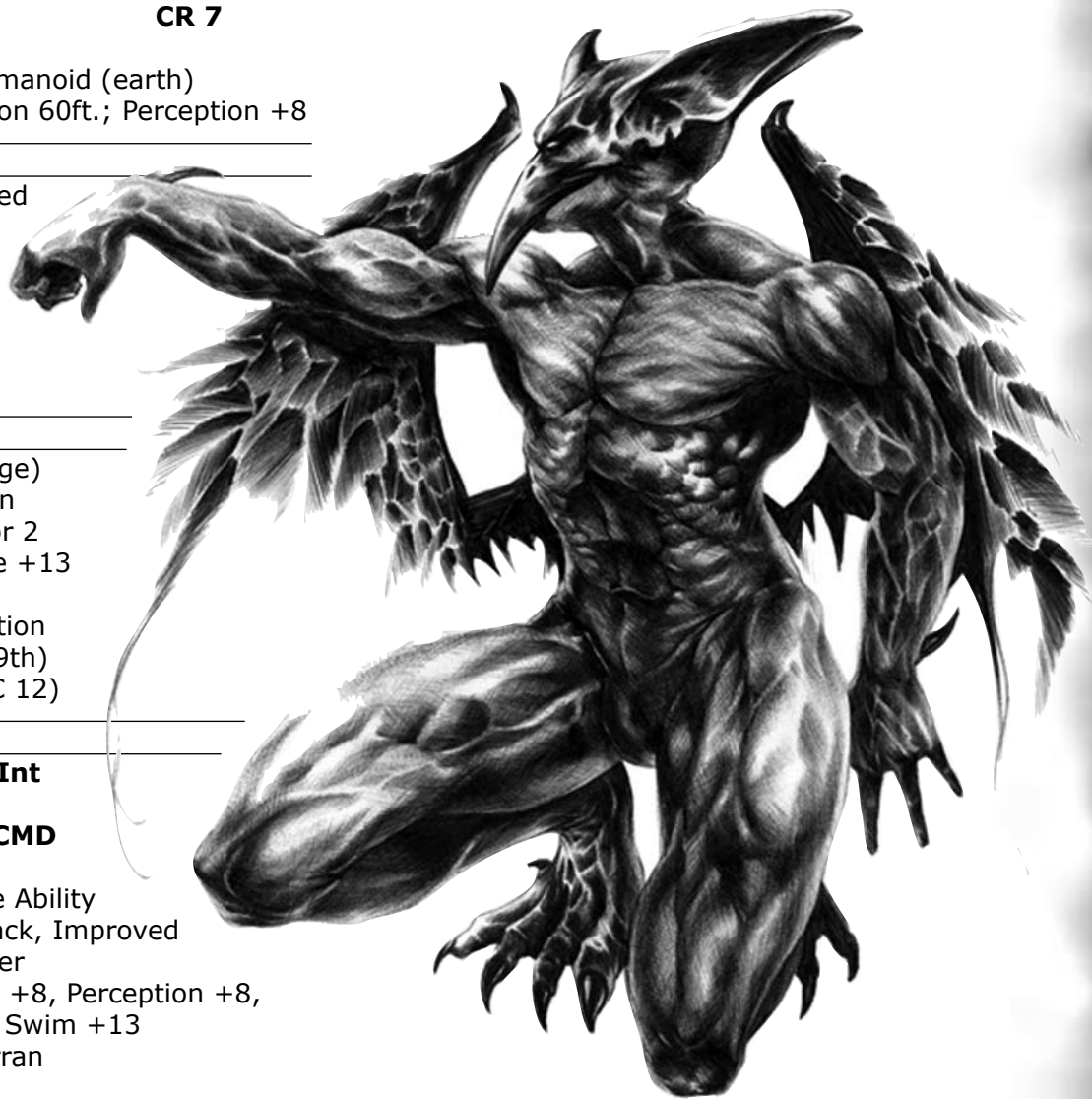
Feats Empower Spell-Like Ability (*lightning bolt*), Flyby Attack, Improved Critical (falchion), Wingover

Skills Fly +16, Intimidate +8, Perception +8, Stealth +14, Survival +8, Swim +13

Languages Common, Terran

SQ freeze, iron claws

Gear masterwork falchion



ECOLOGY

Environment Any

Organization Solitary, pair or wing (5-16)

Treasure 2,600 gp

SPECIAL ABILITIES

Freeze (Ex) A malachite gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Perception check to notice the malachite gargoyle is really alive.

Iron Claws (Ex) A malachite gargoyle's claws are considered magical for purposes of overcoming damage reduction.

Petrification (Ex) Any living creature bit by a malachite gargoyle must succeed at a DC 17 Fortitude save or permanently turn to malachite.

Resembling a gargoyle in nearly every aspect, the malachite gargoyle appears to be made entirely from the brilliant green mineral.

Much more powerful and profoundly more intelligent than their gargoyle cousins, the malachite gargoyles are just as cruel and sinister, delighting in destruction and murder. Because of their enhanced intellect and magical abilities, malachite gargoyles often take over packs of gargoyles, leading them as war chieftain on more sophisticated raids and attacks against human settlements.

MALACHITE GARGOYLES AS CHARACTERS

Malachite gargoyles are brutal opponents, able to take flight and blast enemies with lightning bolt before soaring in to tear into them with their falchions, or turning them to malachite statues with their fierce bite.

Malachite gargoyles possess the following racial traits.

**+6 Str, +6 Dex, +6 Con,
+4 Int, -2 Wis, +0 Cha.**

Size: Medium.

Speed: A malachite gargoyle's base land speed is 40 feet. It also has a fly speed of 60 feet (average).

Darkvision out to 60 feet.

Racial Hit Dice: A malachite gargoyle begins with 9 levels of monstrous humanoid, which provides 9d10 hit dice, a base attack bonus of +9, and base saving throw bonuses of Fort +3, Ref +6, and Will +6.

MASTER OF COILS

The figure glares menacingly with his head lowered, his eyes raised, and a wicked scimitar held in his brawny fist. Suddenly, shadowy serpents rise from his broad silhouette like tongues of twisting flame.

MASTER OF COILS

CR 12

19,200 xp

LE Medium monstrous humanoid

Init +8; **Senses** Darkvision 60ft.; Perception +16

DEFENSE

AC 27, touch 14, flat-footed 23; (+3 Dex, +1 dodge, +8 natural, +5 masterwork scale mail)

hp 168 (16d10+80);

Fort 8, **Ref** 14, **Will** 11

OFFENSE

Spd 30ft.

Melee Scimitar +21/+16/+11/+6 (1d6+4/15-20)

Special Attacks cobra strike, serpent spear, summon swarm

STATISTICS

Str 18, **Dex** 18, **Con** 17, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +16 **CMB** +20; **CMD** 35

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (scimitar), Improved Initiative, Toughness, Weapon Focus (scimitar)

Skills Climb +16, Craft (weaponsmithing) +17, Intimidate +17, Perception +16, Ride +16, Stealth +16, Survival +16, Swim +16

Languages Common

SQ poison immunity

Gear masterwork scale mail, scimitar



ECOLOGY

Environment Any

Organization solitary, pair, squad (5-8), raiding party (9-20), or tribe (21-101)

Treasure 9,000 gp

SPECIAL ABILITIES

Cobra Strike (Su) As a swift action, the master of coils can manifest a snake from somewhere on its body, having it lash out to attack one adjacent foe. The target must succeed at a DC 21 Reflex save or suffer 1d6 points of damage plus poison: save Fort DC 16, onset 1 round, frequency 1 round for 6 rounds, effect 2d6 damage, cure 2 consecutive saves.

Poison Immunity (Ex) The master of coils is immune to all poisons.

Serpent Spear (Su) As a full-round action, the master of coils can cause a snake to manifest and then throw it as a spear at a target up to 100 feet away. The target must succeed at a DC 21 Reflex save or suffer 3d6 points of damage plus poison: save Fort DC 16, onset 1 round, frequency 1 round for 6 rounds, effect 2d6 damage, cure 2 consecutive saves.

Summon Swarm (Su) Once per day, the master of coils can attempt to summon a cobra swarm (see below) with an 80% chance of success. If successful, the master of coils vomits out the mass of writhing serpents into an adjacent square. If there is no unoccupied adjacent square, the summoning fails.

The master (and mistress) of coils resembles a male or female human for the most part, with golden eyes that resemble those of a serpent. Both sexes tend to wear hooded cloaks to conceal their features, and often decorate themselves with jewelry that is serpent-themed. Tattoos of various snakes cover the flesh of the master of coils, which manifest to life upon command.

According to their own legends, the masters of coils once ruled over a powerful empire that has since drowned in the endless desert sands. What remains of their people and culture survives in scattered, disunited nomadic tribes.

What is known is that the masters of coils have long been at war with the scorpionfolk, and it is believed by many that the two cultures drove each other to utter ruin. To this day, the two races hold a violent vitriol toward one another, savagely attacking each other on sight.

The masters of coils exist in itinerant tribes, acting as traders or raiders, or both. Though more common in desert regions, the masters of coils have since spread across the breadth of the world and now may be found nearly anywhere.

The tribe is ruled by a prince and princess, which is a master and mistress of coils who claims descent from an ancient and royal bloodline—whether or not these claims are true are irrelevant. The masters of coils are slaves to tradition and abide by their customs and law with an almost religious devotion. Those who dishonor themselves or their tribe are exiled.

Exiled masters of coil often sell their services as bodyguards, bounty hunters, or assassins.

In combat, the master of coil is fearsome to behold, wading into the thick of battle with his scimitar, cleaving muscle and bone with each stroke and summoning his snakes to lash out at exposed flesh.

COBRA SWARM

The writhing mass of serpents pulses across the floor, the savage hissing promising doom to any creature unable to flee from its path.

COBRA SWARM
2,400 XP

N Tiny animal (swarm)

Init +7; **Senses** low-light vision; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14; (+3 Dex, +2 size, +4 natural)

hp 76(9d8+36);

Fort 9, **Ref** 9, **Will** 4

OFFENSE

Spd 15ft.

Melee swarm (6d6 plus poison)

Special Attacks distraction, poison

STATISTICS

Str 4, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4 **CMB** +5; **CMD** 12

Feats Improved Initiative, Improved Natural Attack, Skill Focus (Perception), Toughness

CR 6

Skills Climb +2, Perception +10, Stealth +16, Swim +2

Languages None

ECOLOGY

Environment deserts, forests, warm plains

Organization solitary, pair, nest (3-6 swarms)

Treasure None

SPECIAL ABILITIES

Distraction (Ex) Any living creature vulnerable to a cobra swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 17 Fortitude save negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a caster-level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 17 Will save.

Poison (Ex) bite, save Fort DC 16, onset 1 round, frequency 1 round for 6 rounds, effect 2d6 damage, cure 2 consecutive saves.

PUPPET SPIDER

A corpse lurches towards you, its tunic partially torn away. Its chest cavity is torn open, revealing a hideous spider nestled inside, its legs pulling at wiry strands of webbing that disappear deep into the ragged hole.

PUPPET SPIDER

CR 5

1,600 XP

NE Small magical beast

Init +9; **Senses** Darkvision 60ft.; low-light vision; Perception +8

DEFENSE

AC 17, touch 16, flat-footed 12; (+5 Dex, +1 natural, +1 size)

hp 45 (6d10+12);

Fort 7, **Ref** 10, **Will** 2

OFFENSE

Spd 30ft. climb 20ft.

Melee Bite +11 (1d6+3 plus bleed)

Special Attacks Bleed (1d3), poison (DC13 Fort, 1d6 Str), web

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 4, **Wis** 10, **Cha** 2

Base Atk +6 **CMB** +11; **CMD** 23

Feats Agile Manuevers, Improved Initiative, Weapon Finesse (Bite)

Skills Climb +14, Disguise +7, Perception +8, Stealth +13, +4 racial bonus on Climb, +8 bonus to disguise (when trying to look like a living version of the corpse it is currently residing within).

SQ Animated dead

ECOLOGY

Environment Temperate

Organization Solitary or small pack (2-5)

Treasure 1,550 gp

SPECIAL ABILITIES

Animate Dead (Sp) A puppet spider

can enter a corpse and animate it while residing within. This effectively transforms the corpse into a fast zombie. The fast zombie must be destroyed before the puppet spider can be attacked. A puppet spider may only animate a zombie of up to 10 hit dice.

Web (EX) Puppet Spiders can use their web ability even when riding a corpse as long as they have access (the spider cannot be covered by a shirt or armor).

A puppet spider is a predatory creature with a taste for humanoid flesh. It has the ability to crawl inside a corpse and animate it like a fast zombie in order to get close to its victims and kill them. A puppet spider generally lives in caves and ruins, but it is also found rooting through the corpses in fresh battlefields.

A puppet spider usually animates a medium or large sized corpse, being too big to comfortably rest inside anything smaller (and too small to properly animate anything larger). It takes a puppet spider a day to properly hollow out a corpse, but some puppet spiders have extra corpses lying about that have been pre-prepared. It takes the puppet spider a standard action to animate a corpse once inside.



VILE MANDRAKE

Racing across the ground at astounding speed is a tiny figure, mere inches in height. It has the rough brown texture of a root, but bears a vague semblance of a humanoid shape.

VILE MANDRAKE

CR 3

800 xp

NE Diminutive Plant

Init +7; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 18 (4d8);

Fort 3, **Ref** 8, **Will** 1

Defensive Abilities plant traits

OFFENSE

Spd 40ft. burrow 20ft, climb 20ft.

Melee root +11 (1d2-5)

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

Special Attacks piercing cry, sympathetic bond

STATISTICS

Str 1, **Dex** 21, **Con** 10, **Int** 3, **Wis** 11, **Cha** 19

Base Atk +2 **CMB** +1; **CMD** 16

Feats Ability Focus (piercing cry), Weapon Finesse

Skills Climb +9, Perception +4, Stealth +9; the vile mandrake uses Dexterity, rather than Strength, to climb

Languages Understands Common and Sylvan

ECOLOGY

Environment Temperate

Organization Solitary or grove (2-24)

Treasure none, but the root itself is worth 800gp once killed.

SPECIAL ABILITIES

Piercing Cry (SU) Once per day, a vile mandrake can emit a piercing wail, audible for miles. All creatures within 20 feet must succeed on a DC 16 Fortitude save or drop to -1 hit points and begin dying (normal chance to stabilize). Those who succeed on their save are instead deafened. Those outside 10 feet but within 50 feet are deafened if they fail their save, and unharmed if they succeed. This deafness lasts until magically cured. The save DCs are Charisma-based.

If a vile mandrake has not already used its piercing cry for the day, it unleashes it automatically when slain.

Sympathetic Bond (SU) The vile mandrake can set up a mystical bond between it and any living creature it touches (DC 14 Will save negates). Once this bond is established, the vile mandrake suffers only half damage from any attack, spell, or effect that deals hit point damage. The remainder of the damage is instead suffered by the subject of the bond. Once established, the bond can only be broken by the destruction of the vile mandrake that established it, or by a break enchantment spell. (Consider the vile mandrake's caster level to be twice its Hit Dice for these purposes.)



A vile mandrake can have only one such bond active at any given time; if it establishes a new one, the old one ends. A creature that successfully saves against the sympathetic bond cannot be affected by the same vile mandrake's bond for 24 hours. The save DC is Charisma-based.

Few herbs are cloaked in as much folklore as the mandrake root. It is said to possess all sorts of medicinal purposes, from safe anesthetics to increased fertility. Some say it grows wild, others in places of great mystical significance, and still others in the fluids spilled from a hanged corpse.

That, however, is normal mandrake. The mobile, malevolent root known as vile mandrake is an entirely different story.

Vile mandrake sprouts from earth contaminated with the remains of destroyed undead, or the graves of living beings slain by negative energy. The site must remain undisturbed until it has been bathed in the light of 13 full moons, and watered by storms that occur only during the day, never at night. Should this exceedingly rare confluence of events come to pass, the result may just be a sprout of vile mandrake. Vile mandrake roots are fully mobile and gifted with a malign intelligence (albeit one barely above the level of most animals). Unlike most plants, it does not seek to propagate itself, for it has no power to do so. Rather, its sole purpose is to spread pain. Born as it is of negative energies, its very life is agony, and it seeks only to share its suffering with others.

A vile mandrake root stands roughly 2 to 3 inches in height, and weighs about 8 ounces.

Vile mandrake roots are not especially tough combatants, though they are exceedingly difficult to hit. They prefer to attack sleeping victims, either naturally or due to their aura of drowsiness. A vile mandrake begins combat by using its sympathetic bond on a victim. It looses its piercing cry only if cornered or about to be slain.