

04-17 Tower of the Ironwood Watch

A3. Charnel Blooms

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

BASIDIROND

CR 5

XP 1,600

N Medium plant

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

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

Immune cold, plant traits

Weaknesses cold lethargy

OFFENSE

Speed 20 ft.

Melee slam +10 (1d8+7 plus spores)

Special Attacks hallucination cloud, spores

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (25 vs. trip)

ECOLOGY

Environment any non-cold underground

Organization solitary, pair, or grove (3–8)

Treasure incidental

SPECIAL ABILITIES

Hallucination Cloud (Ex) As a standard action once per minute, a basidironnd can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6 Hallucination

- 1 You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
- 2 Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
- 3 An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
- 4 You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
- 5 You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
- 6 You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidironnd's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based. *Basidironnd Spores:* Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Cold Lethargy (Ex) Although a basidironnd is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidironnd cannot use its hallucination cloud or spores.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: AC increase natural armor by +2; **Ability Scores** +4 to all ability scores (except Int scores of 2 or less).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell, but can be summoned using spells such as *summon monster* and *planar ally*. A fiendish creature's CR increases by +1 only if the base creature has 5 or more HD. A fiendish creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

B2. Living Quarters

DROW POISON

Type poison, injury; **Save** Fortitude DC 13

Frequency 1/minute for 2 minutes

Initial Effect unconsciousness for 1 minute; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 1 save

AEGIS OF RECOVERY

Price 1,500 gp; **Aura** faint abjuration and conjuration; **CL** 3rd; **Weight** —

An *aegis of recovery* grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a *hold person* spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, *barkskin*, *cure moderate wounds*

B3. Shrine to the Blood Marquis

This filthy creature resembles a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

MANDRAGORA

CR 4

XP 1,200

CE Small [plant](#)

Init +4; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

hp 37 (5d8+15)

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

Immune [plant](#) traits; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee bite +8 (1d6+2 plus [grab](#)), 2 slam +8 (1d4+2 plus [poison](#))

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

Special Attacks [blood drain](#) (1d2 Constitution), shriek

STATISTICS

Str 15, **Dex** 18, **Con** 17, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 18

Feats [Lightning Reflexes](#), [Skill Focus](#) (Perception), [Weapon Finesse](#)

Skills [Climb](#) +10, [Perception](#) +9, [Stealth](#) +14 (+22 in vegetation); **Racial Modifiers** +8 [Stealth](#) in vegetation

Languages Abyssal, Common

ECOLOGY

Environment cold or temperate forests

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

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Slam—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but “act normally” result on the confusion behavior table ends the effect.

Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 15 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by [deeper darkness](#), but not by [darkness](#)), a mandragora is slowed, as the [slow](#) spell.

This darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.

INCUBUS

CR 6

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +8

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

OFFENSE

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

Melee mwk scimitar +14/+9 (1d6+7/18–20) or 2 slams +13 (1d4+5)

Special Attacks pain redoubled

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*tongues*

At will—*charm person* (DC 16), *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 18)

1/day—*crushing despair* (DC 19), *summon* (level 3, 2 schirs 40%)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +24, Knowledge (planes) +14, Perception +21, Sense Motive +13, Spellcraft +11, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft., *tongues*

SQ *change shape* (Small or Medium humanoid; *alter self*)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or wing (2–8)

Treasure standard (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.

SHADOW DEMON

CR 7

XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, Ref +11, Will +7

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

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes,

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or haunt (3–8)

Treasure standard

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

C1. The Mushroom Garden

This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.

MYCELOID

CR 4

XP 1,200

NE Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision, **scent**; **Perception** +6

DEFENSE

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

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +4

DR 5/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+3 plus **disease**)

Special Attacks spore cloud

Spell-Like Ability (CL 6th; concentration +6)

1/day—spore domination (DC 14)

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Perception +6, Sense Motive +5, Stealth +9, Survival +5; **Racial Modifiers** +4 Sense Motive, +4 Survival

Languages Undercommon; telepathy 60 ft. (myceloids and purple pox sufferers only)

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–24), or colony (25–250)

Treasure standard

SPECIAL ABILITIES

Disease (Su) Purple Pox: inhaled or injury; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; *cure* 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 15 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox **disease**—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Sp) This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: AC increase natural armor by +2; **Ability Scores** +4 to all ability scores (except Int scores of 2 or less).

C2. The Darklands Cavern

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU

CR 6

XP 2,400

CE Medium **outsider** (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; *telepathy* 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–8)

Treasure standard (longspear, other treasure)

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Inexora Vehidrye

Demon Subdomain

Associated Domains: Chaos, Evil.

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain or the touch of evil power of the Evil domain. **Demons** are a race of chaotic evil outsiders.

Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to 1/2 your cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a –2 penalty to AC. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*doom*, 3rd—*rage*, 6th—*planar binding* (demons only).

Demonic Channel (Su): At 1st level, a demonic apostle can channel demonic energy to damage creatures of lawful and good alignment, or, at higher levels, bolster the abilities of chaotic evil allies.

Channeling this energy causes a 30-foot-radius burst centered on the cleric. Creatures within the burst that are lawful or good take 1d6 points of damage, plus 1d6 points of damage for every two levels the cleric possesses beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from the channeled demonic energy receive a Fortitude save to halve the damage. The DC of this save is equal to 10 + 1/2 the demonic apostle's level + the demonic apostle's Charisma modifier. Lawful good creatures take a –2 penalty on this saving throw. At 5th level, chaotic evil allies within the burst are affected as if targeted by a *rage* spell with a duration of 1 round. At 9th level, lawful or good enemies are also sickened for 1d6 rounds if they fail their saving throw against the demonic channel. Channeling demonic energy is a standard action that does not provoke attacks of opportunity. This ability replaces channel energy.

RAGE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to **Strength** and **Constitution**, a +1 morale bonus on **Will** saves, and a –2 penalty to **AC**. The effect is otherwise identical with a barbarian's rage except that the subjects aren't **fatigued** at the end of the rage.