

Gallows of Madness Part 3 (Tier 1-3)

J. NOBLE'S FOLLY (CR 1) or (CR 2)

APL 2+ Adjustment: Add a second giant centipede. Neither centipede attacks Olaus.

FIENDISH GIANT CENTIPEDE CR 1/2

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison, smite good 1/day (+1 dmg)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

FIENDISH MITES CR 1/4

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 3 (1d6)

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

DR 2/cold iron; **Resist** cold 5, fire 5; **SR** 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred, smite good 1/day (+1 dmg)

Spell-Like Abilities (CL 1st)

At will—prestidigitation

1/day—doom (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 3

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature

possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

OLAUS CR 1/2

Male human commoner 1

N Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 9 (1d6+6)

Fort +2, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.

Melee unarmed strike +0 (1d3 provokes attacks of opportunity)

STATISTICS

Str 11, **Dex** 12, **Con** 15, **Int** 9, **Wis** 8, **Cha** 10

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

Feats Endurance, Toughness

Skills Knowledge (local) +3, Perception +3

Languages Common

K1. ESTATE GROUNDS (CR 2) or (CR 3)

APL 2+ Adjustment: Add 2 fiendish mites

DROCHTAC CR 1

CE Medium fey

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 13 (3d6+3)

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

DR 2/cold iron

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus paralysis), 2 claws +2 (1d4+1)

Special Attacks paralysis (1d4+1 rounds, DC 12), surprise reach

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 9, **Wis** 12, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Step Up

Skills Climb +15, Escape Artist +7, Perception +7, Stealth +7, Survival +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Sylvan

SQ compression, revolting taste

SPECIAL ABILITIES

Compression (Ex) A drochtac can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Revolting Taste (Ex) Any creature that deals damage to a drochtac with a bite attack must succeed at a DC 12 Fortitude saving throw or be nauseated for 1 round and sickened for 1d4 rounds. A creature that succeeds at the saving throw is sickened for only 1 round. This is a poison effect. The save DC is Constitution-based.

Surprise Reach (Su) As part of a full attack, a drochtac can extend the reach of all its natural attacks by 5 feet. This grants the drochtac a +2 bonus on its attack rolls, but imposes a –2 penalty on its AC until the start of its next turn.

Drochtacs are evil fey that, given their mottled skin and many limbs, are almost vermin-like in appearance. These creatures move in an undulating motion, with each pair of a drochtac's feet taking turns dragging its body along the ground. Although a drochtac looks emaciated, the muscles between its ribs are powerful and allow the creature to quickly stretch its body like a spring. This enables the creature to attack targets far

beyond its apparent reach, often to the shock and terror of its enemies. Unfortunately for drochtacs' prey, these vicious fey can survive in a wide variety of climates.

The flesh of a drochtac contains vomit-inducing chemicals that, when ingested, cause nausea in most living creatures. For this reason, these fey creatures have few natural enemies. Rather, drochtacs are patient ambush predators that prefer to catch creatures close to their own size. Drochtacs prefer to make meals out of intelligent creatures, as they find this prey requires them to employ more advanced hunting and stalking skills than when they're hunting animals or other low-intelligence creatures.

Also, despite their violent natures, drochtacs are curious creatures that enjoy talking to their victims before killing them. Sometimes, although rarely, drochtacs keep their prey alive for weeks if the victims can keep them entertained with stories (and the fey creatures can find something else to eat). When very hungry, however, they often do not even bother to kill their paralyzed victims before they start eating them.

FIENDISH MITES

CR 1/4

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 3 (1d6)

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

DR 2/cold iron; **Resist** cold 5, fire 5; **SR** 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred, smite good 1/day (+1 dmg)

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

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

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

K2. STABLES (CR 1) or (CR 2)

APL 2+ Adjustment: Add 1 fiendish giant centipede

FIENDISH GIANT CENTIPEDE

CR 1/2

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison, smite good 1/day (+1 dmg)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

K4. POISON GARDEN (CR 1) or (CR 2)

APL 2+ Adjustment: Add a poison frog to the encounter in the garden. This frog is also immune to the garden's poisonous herbs.

GIANT FROG

CR 1

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** –1

Immune poison

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

POISON FROG

CR 1/2

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** –1

Immune poison

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

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

STATISTICS

Str 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** –1; **CMD** 5 (9 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; save Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

K6. BALLROOM (CR 2) or (CR 3)

APL 2+ Adjustment: Add 1 fiendish giant centipede

FIENDISH GIANT CENTIPEDE CR 1/2

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

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

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison, smite good 1/day (+1 dmg)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

TICKLICK CR 1

Fiendish mite ranger 2

LE Small fey

Init +2; **Senses** darkvision 120 ft., low-light vision, scent; Perception +7

DEFENSE

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

hp 26 (3 HD; 1d6+2d10+12)

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

DR 2/cold iron; **Resist** cold 5, fire 5; **SR** 6

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +4 (1d3+1/19–20)

Ranged shortbow +5 (1d4/x3)

Special Attacks combat style (archery), favored enemy (humans +2), hatred, smite good 1/day (+3 dmg)

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

TACTICS

During Combat Ticklick uses Rapid Shot as often as he can. If he is mounted, Ticklick's centipede mount moves before the attack to give him a clear line of fire, and it moves again after the attack to avoid retaliation.

Morale If brought to 7 hit points or fewer, Ticklick drinks a *potion of cure light wounds*. If Ticklick is unable to heal or his centipede dies, the mite flees at top speed and likely ambushes the PCs from elsewhere in the estate.

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 14

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +8, Bluff +5, Climb +15, Knowledge (nature) +6, Knowledge (planes) +3, Perception +7, Ride +8, Sleight of Hand +12, Stealth +16, Survival +7; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Abyssal, Common, Undercommon

SQ track +1, vermin empathy +4, wild empathy +1

Combat Gear *potions of cure light wounds* (2), tanglefoot bags (2); **Other Gear** dagger, shortbow with 20 arrows, 57 gp

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

K13. SERVANTS' ROOM (CR 1) or (CR 2)

APL 2+ Adjustment: Give Anilda the advanced creature simple template. All skill check DCs related to her increase by 2.

ANILDA (NUKKEFEEN) CR 1

N Medium fey

Init +2; **Senses** blindsight 60 ft.; Perception +7

DEFENSE

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

hp 14 (4d6)

Fort +1, **Ref** +6, **Will** +4

DR 2/cold iron

Weaknesses blind

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4+2/19–20)

Ranged dagger +5 (1d4+2/19–20)

Special Attacks improvised weaponry, sneak attack +d16, steal eyesight

STATISTICS

Str 14, **Dex** 15, **Con** 11, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 16

Feats Skill Focus (Stealth), Weapon Focus (dagger)

Skills Bluff +5, Disable Device +6, Disguise +5, Perception +7, Sleight of Hand +9, Stealth +12

Languages Common, Sylvan

SPECIAL ABILITIES

Blind (Ex) A nukkefeen sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 60 feet, the nukkefeen is considered blind. A deafened nukkefeen is effectively blinded as well. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Improvised Weaponry (Ex) A nukkefeen can use kitchen knives, scissors, shears, straight razors, and other sharp household objects of similar size as though they were daggers. A nukkefeen does not take any penalties for using such objects as improvised weapons.

Sneak Attack (Ex) Against a creature denied a Dexterity bonus to its AC, a nukkefeen's attacks deal extra damage. This ability functions like the rogue's class feature of the same name.

Steal Eyesight (Su) Once per day as a standard action that provokes attacks of opportunity, a nukkefeen can steal the eyesight of any humanoid or animal that can see within 30 feet. The target must succeed at a DC 14 Will saving throw or

become blinded for 1d4 hours. During this time, the nukkefeen loses all the benefits and drawbacks of blindness and blindsight, and it gains the target creature's low-light vision and darkvision abilities, if any. If the nukkefeen dies while using the eyesight of a creature, the affected creature immediately regains its eyesight. If the affected creature dies before the duration ends, the duration of the nukkefeen's stolen eyesight is instead extended to 24 hours. This is a curse effect. The save DC is Wisdom-based and includes a +2 racial bonus.

ANILDA (ADVANCED NUKKEFEEN) CR 2

N Medium fey
Init +4; **Senses** blindsight 60 ft.; Perception +9
DEFENSE
AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 18 (4d6+4)
Fort +3, **Ref** +8, **Will** +6
DR 2/cold iron
Weaknesses blind
OFFENSE
Speed 30 ft.
Melee dagger +7 (1d4+4/19–20)
Ranged dagger +7 (1d4+4/19–20)
Special Attacks improvised weaponry, sneak attack +d16, steal eyesight
STATISTICS
Str 18, **Dex** 19, **Con** 15, **Int** 14, **Wis** 14, **Cha** 11
Base Atk +2; **CMB** +8; **CMD** 18
Feats Skill Focus (Stealth), Weapon Focus (dagger)
Skills Acrobatics +11, Bluff +7, Disable Device +8, Disguise +7, Perception +9, Sleight of Hand +11, Stealth +14, Use Magic Device +10
Languages Common, Sylvan
SPECIAL ABILITIES
Blind (Ex) A nukkefeen sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 60 feet, the nukkefeen is considered blind. A deafened nukkefeen is effectively blinded as well. It is invulnerable to all sight-based effects and attacks, including gaze attacks.
Improvised Weaponry (Ex) A nukkefeen can use kitchen knives, scissors, shears, straight razors, and other sharp household objects of similar size as though they were daggers. A nukkefeen does not take any penalties for using such objects as improvised weapons.
Sneak Attack (Ex) Against a creature denied a Dexterity bonus to its AC, a nukkefeen's attacks deal extra damage. This ability functions like the rogue's class feature of the same name.
Steal Eyesight (Su) Once per day as a standard action that provokes attacks of opportunity, a nukkefeen can steal the eyesight of any humanoid or animal that can see within 30 feet. The target must succeed at a DC 14 Will saving throw or become blinded for 1d4 hours. During this time, the nukkefeen loses all the benefits and drawbacks of blindness and blindsight, and it gains the target creature's low-light vision and darkvision abilities, if any. If the nukkefeen dies while using the eyesight of a creature, the affected creature immediately regains its eyesight. If the affected creature dies before the duration ends, the duration of the nukkefeen's stolen eyesight is instead extended to 24 hours. This is a curse effect. The save DC is Wisdom-based and includes a +2 racial bonus.

K15. MASTER BEDROOM (CR 2)
IRON COBRA CR 2

N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0
DEFENSE
AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)
hp 15 (1d10+10)
Fort +0, **Ref** +2, **Will** +0
DR 5/—; **Immune** construct traits; **SR** 13
OFFENSE
Speed 40 ft.
Melee bite +3 (1d6+1 plus poison)
STATISTICS
Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)
Skills Stealth +12; **Racial Modifiers** +6 Stealth
SQ find target
SPECIAL ABILITIES
Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.
Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. *Black Adder Venom*: Bite— injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

K18. FLOODED CELLAR (CR 2) or (CR 3)
APL 2+ Adjustment: Give the giant leech the advanced creature simple template.

FIENDISH GIANT LEECH CR 2
N Medium vermin (aquatic)
Init +1; **Senses** blindsight 30 ft., scent; Perception +0
DEFENSE
AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +1
Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 7
Weaknesses susceptible to salt
OFFENSE
Speed 5 ft., swim 20 ft.
Melee bite +2 (1d6 plus attach)
Special Attacks blood drain, smite good 1/day (+3 dmg)
STATISTICS
Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1
Base Atk +2; **CMB** +2 (+15 when attached); **CMD** 13 (can't be tripped)
Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps
SQ amphibious
SPECIAL ABILITIES
Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached

giant leech 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 giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

ADVANCED FIENDISH GIANT LEECH CR 3

N Medium vermin (aquatic)

Init +3; **Senses** blindsight 30 ft., scent; Perception +2

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 25 (3d8+12)

Fort +7, **Ref** +4, **Will** +3

Immune mind-affecting effects; **Resist** cold 5, fire 5; **SR** 8

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +4 (1d6+2 plus attach)

Special Attacks blood drain, smite good 1/day (+3 dmg)

STATISTICS

Str 15, **Dex** 16, **Con** 18, **Int** —, **Wis** 14, **Cha** 5

Base Atk +2; **CMB** +4 (+17 when attached); **CMD** 17 (can't be tripped)

Skills Stealth +3 (+11 in swamps), Swim +10; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech 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 giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

K19. BILE PIT (CR 2) or (CR 3)

APL 2+ Adjustment: Add 2 fiendish mites

FIENDISH MITES CR 1/4

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 3 (1d6)

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

DR 2/cold iron; **Resist** cold 5, fire 5; **SR** 5

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred, smite good 1/day (+1 dmg)

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

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

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

K20. RECORDS ROOM (CR 2)

APL 2+ Adjustment: Add 2 slimy dretches

WORMGNASH CR 3

Male variant vermlek

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

Init –1; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +8

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, –1Dex, +1 natural)

hp 30 (4d10+8)

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

Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft. (when not inhabiting a corpse)

Melee mwk rapier +7 (1d6+2/18–20), bite +1 (1d6+1)

Special Attacks inhabit body

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mass inflict light wounds* (DC 16), *jump*

1/day—*gentle repose*, summon (level 2, 1d4 slimy dretches 50%)

TACTICS

Before Combat Wormgnash summons a slimy dretch and uses his *jump* spell-like ability on himself.

During Combat Wormgnash uses *mass inflict light wounds* whenever there are three targets within 30 feet. Because negative energy heals him, Wormgnash includes himself in the spell's effects if he is injured. Before entering melee, Wormgnash tries to lure the PCs into a choke point where only one PC can attack him. Both in human form and his true form, he uses Combat Expertise and Improved Feint while in melee.

Morale If he's reduced to 15 hit points or fewer and he has no daily uses of mass inflict light wounds left, Wormgnash uses his abandon flesh ability. He fights to the death.

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 15

Feats Combat Expertise, Improved Feint

Skills Acrobatics +7, Bluff +8, Disguise +8 (+16 when inhabiting a corpse), Escape Artist +6 (+14 when not inhabiting a corpse), Knowledge (planes) +8, Perception +8, Sense Motive

+8; **Racial Modifiers** + Disguise when inhabiting a corpse, +8
Escape Artist when not inhabiting a corpse

Languages Abyssal, Common, Undercommon; telepathy 100
ft.

Other Gear mwk rapier

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, Wormgnash can abandon an inhabited body, crawling hideously out of his host and leaving behind an empty sack of skin and bits of gristle. In so doing, he absorbs much of the body's flesh to heal himself, regaining 2d6+3 hit points. Wormgnash cannot later reclaim this body with his inhabit body ability.

Flesh Armor (Su) When Wormgnash wears a humanoid body (see Inhabit Body below), he treats the dead flesh and muscle as armor and gains a +3 armor bonus to his AC. This bonus is already included in Wormgnash's statistics above; when not inhabiting a corpse, his statistics are AC 12, touch 9, flat-footed 12 (−1 Dex, +3 natural).

Inhabit Body (Su) Wormgnash can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as he does so. This process takes 1d4 rounds to complete, during which Wormgnash is considered flat-footed. Once the process is complete, Wormgnash appears for all practical purposes to be a living but bloated version of the previous humanoid. He gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities the dead creature had in life, including natural attacks, unusual movement types, or bonuses to natural armor. He loses his own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

Negative Energy Affinity (Ex) Wormgnash is healed by negative energy and harmed by positive energy, exactly as if he were an undead creature.

Summon Slimy Dretch (Sp) The dretches that Wormgnash summons are covered in demon's bile, and their abilities are also altered. Instead of their usual spell-like abilities, these dretches can cast *grease* twice per day as a spell-like ability.

SLIMY DRETCH

CR 2

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

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid
10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

2/day—*grease* (DC 11)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

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

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to
Abyssal-speaking targets)