

Monster Geographica: Forest



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Expeditions Retreat Press

Alphabetical Listing of Monsters

Amankar.....	77	Doomhag.....	200
Amberjuron.....	177	Droprazor Spider.....	129
Ambush Lizard.....	32	Droprazor Spider Queen.....	156
Amphi.....	33	Ebant.....	188
Animated Willow.....	155	Ebon Spider.....	178
Arachnolypse.....	194	Elderwitch.....	164
Arborachnid.....	178	Eloko.....	38
Arboreal Nemesis.....	138	Eri.....	172
Arborgeist.....	186	Faust.....	100
Arcanabbit.....	18	Fierling.....	140
Arcannibal.....	94	Fire Sprite.....	38
Asherake.....	54	Flail Snail.....	61
Assassin Caterpillar.....	15	Flood Brute.....	141
Autumnal Mourner.....	34	Forest God.....	142
Autumnal Raptor.....	55	Forest Scamp.....	39
Banderlog.....	56	Fox Maiden.....	80
Belaben.....	126	Garkain.....	101
Belabra.....	56	Gelid Beetle, Greater.....	157
Bloodfrog Swarm.....	162	Gelid Beetle, Lesser.....	62
Bloodshackle Hag.....	195	Ghost of the Hunt.....	63
Bloodsuckle.....	112	Ghoulfruit Tree.....	165
Bloodwalker.....	95	Giant Blister Beetle.....	24
Bonethief.....	35	Giant Saw-Toothed Beetle.....	64
Bracken Corpse.....	36	Ginit.....	81
Brainholder.....	181	Glaistig.....	25
Brilla.....	57	Gorilla Bear.....	82
Brownie.....	19	Gouzom Tree.....	199
Buckawn.....	37	Greenfeeder.....	65
Canopy Kraken.....	196	Grig Swarm.....	116
Carnivary Swarm.....	58	Grimstalker.....	102
Carrion Moth.....	96	Grisl.....	103
Carvet.....	11	Grovenger.....	166
Cataclysmal.....	127	Hangman Tree.....	117
Celenian.....	20	Hearth Horror.....	130
Chiao.....	21	Helix Moth.....	167
Chiropteraki.....	58	Hell Moth.....	118
Cotyledon.....	78	Hollow Dead.....	104
Cropping Squid, Female.....	201	Horned Man.....	143
Cropping Squid, Male.....	114	Humbaba (Forest Guardian).....	202
Crown Coiler.....	59	Hunter Bush.....	82
Crystal Reflector.....	115	Hydranoid.....	144
Daiken Swarm.....	22	Impaler Beetle.....	16
Dark Woodsman.....	22	Iron Willow.....	168
Da Fong Queen.....	96	Itnala.....	26
Da Fong Worker.....	98	Jaculi.....	16
Deadwood.....	187	Jupiter Bloodsucker.....	66
Deathpool.....	128	Kanershee.....	83
Decay Dingo.....	79	Kei-ehri.....	132
Dimian.....	60	Kingmaker Swan.....	67

Kitsune	145	Scythe Tree.....	122
Korred	84	Sepia Snake.....	170
Langsuyar.....	105	Sharpshale Flyer.....	13
Leaf Trapper.....	68	Shenhab.....	151
Leechvine Tree.....	85	Shenhab Cemetery Sentinel.....	184
Leshy.....	146	Shock Beetle.....	46
Lostling.....	180	Simian Reptilian.....	8
Lull Blossom.....	17	Skyviper.....	47
Lupiscupine.....	27	Sleeping Willow.....	171
Lure Tree.....	147	Slicing Diver.....	30
Maakantu.....	182	Slime Mold.....	74
Mabrawn.....	28	Slumbermist Spider.....	89
Magpine.....	69	Smoke Beetle Swarm.....	18
Makesh.....	29	Splinterking.....	185
Mandragora.....	12	Squealer.....	152
Mantaggot.....	86	Steelhound.....	108
Mantrid.....	40	Stinging Woodfly.....	6
Maraneanette.....	70	Stranglebark.....	90
Masker.....	148	Thaye Tase.....	174
Mawtree.....	118	Thicket Golem.....	153
Mihstu.....	119	Thornclaw.....	9
Molt Naga.....	158	Thorny.....	48
Mulilo.....	149	Tiger General.....	190
Ndalawo.....	133	Timber Dryad.....	91
Nightbeast.....	120	Treelost Dryad.....	109
Nightling.....	40	Treetara.....	30
Noble Stag.....	87	Tree Devil.....	31
Noctuar.....	159	Tri-Flower Frond.....	49
Nucklavee.....	160	Troblin.....	50
Oakman.....	71	Tulgorth.....	110
Onnen.....	42	Ubi.....	75
Owdi.....	183	Ulatra.....	197
Pardilla.....	42	Unfamiliar.....	192
Paretiophage.....	121	Uragh Dhu.....	123
Phlogiston.....	72	Vampire Rose.....	76
Polar.....	134	Vapor Wasp.....	92
Pongossus.....	190	Vegepygmy Chief.....	124
Pontianak.....	43	Vegepygmy Guard.....	52
Porgolursa.....	135	Verdant Guardian.....	137
Poukai.....	88	Volley Flower.....	14
Prismatic Archon.....	106	Vore.....	53
Quickling.....	73	Vyala.....	111
Resin Golem.....	169	Wailing Willow.....	125
Restless Pyre.....	162	White-Haired Ghost.....	172
Ronus.....	44	Witch Tree.....	175
Royal Stag.....	150	Wodewose.....	154
Russet Mold.....	122	Wood Giant.....	112
Ryven.....	45	Wretchling.....	10
Saamilri.....	107	Xenarthroth.....	93
Savage Unicorn.....	136	Ziz.....	176
Scarlet Spider.....	7	Zotuv.....	138

Monsters By Type

Aberration: Pardilla (2), Belabra (3), Greenfeeder (3), Amankar (4), Mantagot (4), Stranglebark (4), Bloodwalker (5), Carrion Moth (5), Hell Moth (6), Molt Naga (9), Nucklavee (9)

(Air): Mihstu (6), Cataclysmal (7)

Animal: Simian Reptilian (1/4), Carvet (1/3), Sharpscale Flyer (1/3), Lupiscupine (1), Treetara (1), Skyviper (2), Vore (2), Brilla (3), Carnivary Swarm (3), Chiropteraki (3), Crown Coiler (3), Xenarthroth (4), Saamilri (5), Porgolursa (7), Bloodfrog Swarm (10), Pongossus (14)

(Aquatic): Canopy Kraken (16)

(Archon): Prismatic Archon (5)

(Chaotic): Dark Woodsman (1)

(Cold): Arborgeist (14), Doomhag (18)

Construct: Thicket Golem (8), Restless Pyre (9), Iron Willow (10), Resin Golem (10)

Dragon: Maakantu (13)

Elemental: Mihstu (6), Cataclysmal (7)

(Extrplanar): Dark Woodsman (1), Prismatic Archon (5), Mihstu (6), Cataclysmal (7), Unfamiliar (14), Doomhag (18)

(Evil): Dark Woodsman (1), Arcannibal (5), Hydranoid (8), Unfamiliar (14), Doomhag (18)

Fey: Thornclaw (1/4), Brownie (1), Glaistig (1), Itnala (1), Buckawn (2), Eloko (3), Fire Sprite (2), Forest Scamp (2), Mantrid (2), Onnen (2), Oakman (3), Quickling (3), Ubi (3), Ginit (4), Korred (4), Grimstalker (5), Treelost Dryad (5), Grig Swarm (6), Fierling (8), Horned Man (8), Leshy (8), Wodewose (8), Elderwitch (10)

(Fire): Fire Sprite (2), Fierling (8)

Giant: Wood Giant (5), Splinterking (13), Humbaba (24)

(Goblinoid): Faust (5)

(Good): Prismatic Archon (5)

Hazard: Russet Mold (6)

Humanoid: Mabrawn (1), Makesh (1), Nightling (2), Faust (5)

(Incorporeal): Autumnal Mourner (2), Ghost of the Hunt (3), Hearth Horror (7), Ndalawo (7), Lostling (12), Arborgeist (14)

(Lawful): Prismatic Archon (5), Doomhag (18)

Magical Beast: Jaculi (1/2), Arcanabbit (1), Slicing Diver (1), Tree Devil (1), Ambush Lizard (2), Bonethief (2), Ronus (2), Autumnal Raptor (3), Banderlog (3), Dimian (3), Gelid Beetle, Lesser (3), Kingmaker Swan (3), Maraneanette (3), Decay Dingo (4), Fox Maiden (4), Gorilla Bear (4), Kanershee (4), Noble Stag (4), Poukai (4), Vapor Wasp (4), Steelhound (5), Vyala (5), Cropping Squid, Male (6), Crystal Reflector (6), Nightbeast (6), Belaben (7), Kei-ehri (7), Polar (7), Savage Unicorn (7), Kitsune (8), Masker (8), Royal Stag (8), Shenhab (8), Squealer (8), Gelid Beetle, Greater (9), Noctuar (9), Sepia Snake (10), Eri (11), Ziz (11), Amberjuron (12), Ebon Spider (12), Owdi (13), Canopy Kraken (16)

Monstrous Humanoid: Celenian (1), Chiao (1), Amphi (2), Ryven (2), Troblin (2), Asherake (3), Da Fong Queen (5), Da Fong Worker (5), Paretiophage (6), Zotuv (7), Tiger General (14), Bloodshackle Hag (15), Ulatra (16)

(Native): Arcannibal (5), Verdant Guardian (7), Forest God (8), Hydranoid (8)

Ooze: Slime Mold (3)

Outsider: Dark Woodsman (1), Arcannibal (5), Prismatic Archon (5), Verdant Guardian (7), Forest God (8), Hydranoid (8), Unfamiliar (14), Doomhag (18)

Plant: Stinging Woodfly (1/8), Mandragora (1/3), Volley Flower (1/3), Lull Blossom (1/2), Thorny (2), Tri-Flower Frond (2), Vegepygmy Guard (2), Jupiter Bloodsucker (3), Leaf Trapper (3), Magpine (3), Phlogiston (3), Vampire Rose (3), Cotyledon (4), Hunter Bush (4), Leechvine Tree (4), Timber Dryad (4), Tulgorth (5), Bloodsuckle (6), Hangman Tree (6), Mawtree (6), Scythe Tree (6), Vegepygmy Chief (6), Wailing Willow (6), Deathpool (7), Arboreal Nemesis (8), Flood Brute (8), Lure Tree (8), Animated Willow (9), Ghoulfuit Tree (10), Grovenger (10), Sleeping Willow (10), Witch Tree (11), Brainholder (13), Deadwood (14), Ebant (14), Gouzom Tree (17)

(Shapechanger): Dimian (3), Magpine (3), Fox Maiden (4), Wood Giant (5), Kitsune (8), Noctuar (9)

(Swarm): Smoke Beetle Swarm (1/2), Daiken Swarm (1), Carnivory Swarm (3), Grig Swarm (6), Bloodfrog Swarm (10)

Undead: Autumnal Mourner (2), Bracken Corpse (2), Pontianak (2), Ghost of the Hunt (3), Grisil (5), Hollow Dead (5), Langsuyar (5), Uragh Dhu (6), Hearth Horror (7), Ndalawo (7), White-Haired Ghost (10), Thaye Tase (11), Lostling (12), Shenhab Cemetery Sentinel (13), Arborgeist (14)

Vermin: Scarlet Spider (1/4), Wretchling (1/4), Assassin Caterpillar (1/2), Impaler Beetle (1/2), Smoke Beetle Swarm(1/2), Daiken Swarm (1), Giant Blister Beetle (1), Shock Beetle (2), Flail Snail (3), Giant Saw-Toothed Beetle (3), Slumbermist Spider (4), Droprazor Spider (7), Mulilo (8), Droprazor Spider Queen (9), Helix Moth (10), Arborachnid (12), Arachnolypse (15)

Flora and Fauna

Animals: Asp Viper (161), Clikkit (104), Double Bug (11), Drunken Sloth (37), Flying Gulper (135), Fright Owl (113), Glass Frog (81), Gorak (52), Marsupial Frog (66), Shade Slug (61), Speckled Frog (93), Terror Wasp (193)

Formations: Canopy (7), Petrified Forest (15)

Plants: Bamboo (55), Bearberry (95), Caron (44), Coffin Mushroom (155), Corpse Lily (12), Gravewart and Gravebane (198), Green Breath (51), Juniper and oil (89), King's Rose (131), Last Chance Vine (126), Lumin (125), Regys Flower (149), Spriggan Tree (114), Vampire Mushroom (64), Tokkan (76)

Valuables: Allspice (48), Cacao (35), Cloves (48), Coffee (116), Mace (49), Manioc (62), Nutmeg (49), Pepper (74), Sugarglue (107), Vanilla (13)

Introduction

Welcome to Monster Geographica: Forest, a compilation of 200 creatures found in the woodlands.

Monster Geographica books compile 200 monsters found in specific terrains, collected from over 20 different sources into one inexpensive resource. In each Monster Geographica book, a portion of the monsters are from 3.0 sources and updated for a 3.5 game. Arranged by increasing challenge rating with an alphabetical table of contents and creature listing by type, Monster Geographica books are easy to use from many different approaches.

Need a CR7 monster? All CR7 monsters are next to each other with challenge rating markers on the upper corner of each page. Need a CR4 magical beast? *Monsters By Type* list all monsters by type and subtype in ascending challenge rating and list each monster's CR in parenthesis. Due to its unique organization, Monster Geographica books are ideal monster supplements for random encounters, adventure building, and campaign design.

Scattered throughout the book are *Flora and Fauna* sections which contain information appropriate to the terrain type. Although some are not strictly flora nor fauna, they help flesh out the setting for players and game masters alike. Above is an index of the *Flora and Fauna* with their page numbers in parenthesis.

Monster Geographica: Forest is the third book in the Monster Geographica Line. Like its predecessors, Monster Geographica: Underground and Monster Geographica: Marsh & Aquatic, we have maintained our no-internal art policy that allows us to offer customers 200 monsters for \$20.

For those customers who are interested in visual aids, we are pleased to present Fiery Dragon Productions' Counter Collection: Savage Jungles and Wild Woodlands, which contains counters for all 200 monsters found in Monster Geographica: Forest along with other creatures of the woodlands.

A now a moment for reflection after finishing the third book. After combing through hundreds of monsters, we come to a full appreciation: each Monster Geographica book has its flavor and offers something distinctly different. MG: Underground collects the creatures that exist despite the scarcity of resources. MG: Marsh & Aquatic collects the creatures that (to borrow a Toadies lyric) "come from the water," which comes with its own set of parameters, survival mechanisms, predation methods, and well, ickiness. What we like most about Monster Geographica: Forest is that it collects creatures that exist in the best of resources, and they still try to eat you. So enjoy nature's bounty and get to killing.

Good Gaming,
Suzi and Joe
Expeditious Retreat Press

Stinging Woodfly

Diminutive Plant

Hit Dice: 1/4d8 (1 hp)

Initiative: +7

Speed: 5 ft. (1 square), fly 15 ft. (perfect)

Armor Class: 21 (+4 size, +7 Dex), touch 21, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: Sting -1 melee (1 plus burrowing thorn)

Full Attack: Sting -1 melee (1 plus burrowing thorn)

Space/Reach: 1 ft./0 ft.

Special Attacks: Burrowing thorn

Special Qualities: Blindsight 100 ft., camouflage, plant traits, scent

The stinging woodfly is a tiny creature that appears to be an insect made from twigs and leaves. This moth-like plant spends most of its life as a stationary weed, quietly growing in a sunny patch like any other weed. Upon reaching adulthood, usually around the middle of summer, the woodfly drops its flower and detaches itself from its stem. After a period of rest in which it grows a single, sharp thorn, it begins stealthily searching the woods for an animal.

A typical stinging woodfly is about 6 inches long and weighs less than a pound.

Combat

Once the stinging woodfly locates an animal or humanoid, it attempts to quietly attach itself to the creature. It then carefully locates a suitable point to sting the animal with its thorn attack. If the woodfly is discovered or threatened, it usually tries to flee to a safe distance and hide until it can return unnoticed.

Burrowing Thorn (Ex): If the woodfly hits with its sting attack, its thorn detaches and begins burrowing into the flesh of the target. The targeted creature can attempt a DC 14 Fortitude save to reject the thorn. Failure results in 1 point of permanent Constitution drain. During the next

Saves: Fort +2, Ref +7, Will -4

Abilities: Str 1, Dex 25, Con 10, Int 2, Wis 2, Cha 18

Skills: Hide +21, Jump -17, Listen +1, Move Silently +9

Feats: Ability Focus (burrowing thorn), Stealthy^B

Environment: Any forests

Organization: Solitary, or swarm (2-6)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: 1/2-3/4 HD (Diminutive); 1-2 HD (Tiny)

Level Adjustment: -

seven days the wound will swell into a spherical bump, and after fourteen days, this bump becomes hard and woody like a walnut. After two months, the woody cyst splits open and expels hundreds of soft, wispy seeds. The save DC is Constitution-based and includes a +2 racial bonus and a +2 bonus from its Ability Focus feat.

The bump is quite ugly, and if it is in a visible location on the body (face, hand, etc) the creature incurs a -1 penalty on Charisma-based skill checks. A *remove disease* spell cast within 24 hours will kill the thorn and prevent the bump from forming. Otherwise the bump and eventually the woody cyst will still form, requiring physical removal with a DC 17 Heal check to cure the infestation. Removing the bump or cyst causes 1d4 points of nonlethal damage that cannot be healed magically.

Once a woodfly releases its thorn, it dies instantly.

Blindsight (Ex): The stinging woodfly has no visual organs, but can ascertain all targets within 100 feet using odors and heat detection. As a side effect, the woodfly is attracted to small flames, such as candles, torches, campfires, etc.

Camouflage (Ex): When the stinging woodfly is at rest, it gains a +8 circumstance bonus to Hide checks.

Scarlet Spider

Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +2

Speed: 10 ft. (2 squares), climb 10 ft.

Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Bite +10 melee (1d2-5 and disease and tissue damage)

Full Attack: Bite +10 melee (1d2-5 and disease and tissue damage)

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Disease, tissue damage

Special Qualities: Darkvision 60ft., vermin traits

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 1, Dex 15, Con 10, Int –, Wis 10, Cha 2

Skills: Climb +6, Hide +22, Jump -17, Spot +4

Feats: Weapon Finesse^B

Environment: Temperate and warm lands and underground

Organization: Colony (8-16) or swarm (20-40)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: –

Level Adjustment: –

Scarlet spiders are deadly, aggressive black spiders about 3 inches long. Their legs are long, thin, and covered in a thin layer of dark hair, and their body is solid black with horizontal bands of scarlet ringing it. Scarlet spiders are not web-spinning spiders.

Combat

Scarlet spiders hide in backpacks, bedrolls, chests, boxes, or the like. When a living creature touches or moves near a scarlet spider, it attacks using its sharp mandibles to bite its prey. Scarlet spiders often attack prey by swarming the target. Because of their size, the entire colony or swarm of scarlet spiders can effectively attack the same opponent.

Disease (Ex): Red ache—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str. The save DC is Constitution-based.

Tissue Damage (Ex): Bite; the victim suffers a -4 penalty to any action taken when using that body part. For example, a victim bitten on the hand

or arm suffers a -4 penalty to attack rolls, Climb checks, Disable Device checks, and so forth. If bitten on the foot or leg, the penalty applies to checks such as Balance and Jump. Tissue damage can be healed by making a successful DC 15 Heal check within 24 hours of the initial bite. After that time, tissue damage can only be healed through magical means (such as *restoration*, *greater restoration*, and so on). Cumulative bites do not result in cumulative penalties if they occur on the same body part. Penalties from two or more bites to different body parts (or opposing body parts, such as right hand and left hand) do stack. For example, a victim bitten on each leg would suffer a -8 penalty on all checks and rolls that require the victim to use his legs (Balance checks, Jump checks, and so forth).

Skills: Scarlet spiders have a +4 racial bonus on Hide and Spot checks. A scarlet spider has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Flora and Fauna

Canopy: The treetop section of the rainforest. Over 50% of the biomass in the rain forest is found in the canopy. The trees in the canopy do not touch or overlap but fit together like puzzle pieces. They shut out sunlight for the forest below and lock in the moisture and heat below the canopy. They also act as an effective wind block, keeping the air in forest floor humid, hot, and still.

Simian Reptilian

Tiny Animal

Hit Dice: 1/2d8 (2 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 30 ft.

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

Base Attack/Grapple: +0/-11

Attack: Bite +4 melee (1d3-3)

Full Attack: Bite +4 melee (1d3-3)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 4, Dex 15, Con 10, Int 2, Wis 13, Cha 7

Skills: Balance +7, Climb +10, Escape Artist +4, Hide +12*, Jump +4, Listen +2, Move Silently +7, Spot +2

Feats: Alertness, Weapon Finesse^B

Environment: Warm forests

Organization: Tribe (6-20)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement Range: 1-2 HD (Tiny)

Level Adjustment: — (Improved Familiar)

Simian reptilians, or “simis” as they are affectionately called by those that domesticate them, are a kind of lizard, even though they look like scale-covered monkeys. They are about the size of a large cat, with smooth scales that change hue with their mood and surroundings. They have prehensile tails and hooked claws that aid in climbing. Simian reptilians eat mostly fruits and insects.

Humanoids that keep these creatures as pets describe them as cute and lovable, terms not usually associated with reptiles. Simian reptilians are affectionate and loyal, traits more often associated with cats and dogs. Stealthy and acrobatic, they make great animal companions for rangers. They are also very curious, and are quick learners, with some even capable of learning sign language. All of these traits make them highly desirable pets, companions, and familiars.

In the wild, they live in small tribes in jungles and other warm forests, spending their days looking for fruits and insects or resting in the branches of trees. Unlike many reptiles, they are very protective of their young and raise them after hatching.

An average simian reptilian is about 3 feet long and weighs 8 pounds.

A simian reptilian can be acquired as a familiar by an arcane spellcaster as soon as he is able to summon a familiar. It confers no special benefits other than the usual benefits of having a familiar.

Combat

Simian reptilians are not strong fighters and avoid combat whenever possible. When threatened, they attempt to use their stealth and climbing abilities to make a quick escape. However, when among a large simian reptilian tribe or accompanied by a humanoid master, or if their young are threatened, simian reptilians can show remarkable courage and determination.

A common trick among tame simian reptilians is to cling to attackers’ faces, blinding them while the simian reptilian’s master attacks or its tribe escapes. To do this, a simian reptilian must make a successful grapple check; if it establishes a hold, all targets of its victim are considered to have concealment until the grapple is broken.

Skills: A simian reptilian has a +2 racial bonus on Hide, Jump, and Escape Artist checks, a +4 racial bonus on Balance and Move Silently checks, and a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

*In natural surroundings, simian reptilians have a +8 racial bonus on Hide checks due to their ability to change color.

Thornclaw

Tiny Fey

Hit Dice: 1/2d6 (1 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 40 ft. (good) (8 squares)

Armor Class: 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15

Base Attack/Grapple: +0/-11

Attack: Claw +6 melee (1d4-3 plus venom)

Full Attack: 2 claws +6 melee (1d4-3 plus venom)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Venom

Special Qualities: Damage reduction 5/cold iron, low-light vision, spell resistance 16

Saves: Fort +0, Ref +6, Will +5

In the world's oldest, deepest, darkest jungles live the thornclaws, malevolent cousins of the sprites. Thornclaws delight in causing mayhem, not the harmless mischief commonly associated with their benign cousins. They enjoy luring travelers into their cruel traps and tormenting and terrifying their prey before shredding them with their sharp talons.

Thornclaws resemble tiny elves and stand no more than a foot tall with slender, deer-like horns atop their heads. Their torsos are hardened like a beetle's shell, splitting down the back to reveal two membranous wings when in flight. Their tiny arms end in wickedly long claws that secrete foul venom. Thornclaws speak Sylvan and Common.

Combat

Thornclaws hate a fair fight, so they tip the scales in their favor as much as possible. To this end, they swarm a single opponent, paralyzing foes one at a time before going back and attacking their already frozen adversaries. There are few deaths worse than being paralyzed, flayed, and eaten alive by a swarm of thornclaws. When given time to prepare an ambush, thornclaw bands construct devious traps to ensnare travelers, waiting until their victims fall prey to their snares before swooping in to engage in melee.

Venom (Ex): Creatures hit by a thornclaw's claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d6+1 minutes by the thornclaw's venom. Instead of making multiple saves, a creature struck by two or more thornclaws in one round must make a single Fortitude save, with the DC increasing by +1 per additional

Abilities: Str 5, Dex 18, Con 11, Int 10, Wis 17, Cha 14

Skills: Bluff +3, Craft (alchemy) +1, Disable Device +1, Escape Artist +6, Hide +12*, Listen +5, Move Silently +4*, Search +2, Spot +5, Survival +4

Feats: Weapon Finesse

Environment: Warm forest

Organization: Solitary, gang (2-4), band (6-11)

Challenge Rating: 1/4

Treasure: No coins; standard goods; standard items

Alignment: Always neutral evil

Advancement: 1-3 HD (Tiny)

Level Adjustment: +0

thornclaw that hits. The save DC is Constitution-based and includes a +2 racial bonus. Creatures immune to poison are immune to this effect.

Skills: Thornclaws have a +2 racial bonus on Spot, Search and Listen checks. *Thornclaws gain a +8 racial bonus on Hide and Move Silently checks when in wilderness locations.

Habitat/Society

Thornclaws are social creatures, reveling in their kin's company. They hate solitude and do not feel truly comfortable unless surrounded by three or four others of their kind. Despite their need for company, thornclaws never establish friendships, as they prefer cruelty to kindness and change instead of stability. Thornclaw society undergoes constant turmoil, as tribes rarely remain in the same place for more than a few weeks. They resent authority even within their own tribe. As a result, each thornclaw governs himself. Thornclaws hate outsiders, believing their only lot in life is as foils for their traps and torture—and as good meals.

Campaign

A group of sprites arrives in town, bringing their own sense of fun and entertainment with them, but things are not all they seem. The sprites' arrival coincides with the disappearance of several children. However, the events are directly related because the visiting sprites are really thornclaws.

Travelers journeying along a once-safe jungle path have died or vanished at an alarming rate within recent months, ever since the local wild elf clan disappeared. A band of troublesome thornclaws has moved in to the area, and they regularly prey on travelers. But are they also responsible for the elves' disappearance?

Wretchling

Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +1

Speed: 10 ft. (2 squares), climb 10 ft.

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Base Attack/Grapple: +0/-1

Attack: Bite +3 melee (1d2-5)

Full Attack: Bite +3 melee (1d2-5)

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Implant eggs, improved grab

Special Qualities: Darkvision 60 ft., vermin traits

Skills: Climb +3, Hide +17, Jump -17

Feats:—

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 1, Dex 12, Con 10, Int —, Wis 10, Cha 2

Environment: Warm forests

Organization: Swarm (9-16)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement:—

Level Adjustment: —

Wretchlings are hard-shelled vermin that lay their eggs in other creatures' throats. Wretchlings average between 3 and 6 inches long, and each is protected by a black carapace covered with dozens of yellow-tipped spines. A wretchling scuttles about on scores of pincers, and its eyes are tiny and green.

Wretchlings are sexless, and each carries a host of dormant eggs beneath its spines. A wretchling takes about three months to reach maturity, during which time it lives off leaves and grass. Once fully-grown, wretchlings swarm larger creatures, using them as incubators for their eggs.

Each wretchling attempts to force itself down a creature's throat; once there, the wretchling extends its spines and implants hundreds of eggs in the surrounding tissue before dying. Over the following weeks, the incubating creature becomes ill, exhibiting symptoms of high fever, blurred vision, and sleeplessness. When the eggs hatch, the newborn wretchlings' activities cause the incubator to gag and vomit, allowing the wretchlings to escape. Between the wretchlings' frantic scurrying and the sharp spines on their shells, the incubator usually suffers fatal internal injuries.

Combat

When wretchlings swarm, they split up into groups of three or four each to attack individual creatures. While any given wretchling is unlikely to reach an opponent's mouth, only one needs to.

Wretchlings do not attempt to implant their eggs in creatures who appear sick, nor do they implant eggs in creatures already acting as incubators.

Improved Grab (Ex): To use this ability, a wretchling must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Wretchlings have a +20 racial bonus on grapple checks, which is already included in the statistics block.

Implant Eggs (Ex): A wretchling can try to force itself into the mouth of a grabbed opponent by making a grapple check. If the wretchling is successful, it lays its eggs in its opponent's throat. The wretchling then dies, and its opponent is infected with wretchling flu—Fortitude DC 10, incubation period 1d3 days, damage 1d3 Dexterity, 1d3 Constitution, and 1d3 Wisdom. The save DC is Constitution-based.

Wretchling flu requires three, not two, successful saves in a row to recover from. The implanted eggs die if the incubating creature recovers from or is cured of the disease. Otherwise, the eggs hatch after 2d6 days, and the incubator takes 4d4 points of damage as the dozens of newborn wretchlings escape from the incubator's mouth. If the incubator survives, it is no longer infected with wretchling flu. The newborn wretchlings cannot attack, and have no significant statistics.

Skills: A wretchling has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Carvet

Diminutive Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +5

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 19 (+4 size, +5 Dex), touch 19, flat-footed 14

Base Attack/Grapple: +0/-15

Attack: Bite +1 melee (1d4-3)

Full Attack: Bite +1 melee (1d4-3)

Space/Reach: 1 ft./0 ft.

Special Attacks: Pry

Special Qualities: Low-light vision

Saves: Fort +3, Ref +7, Will +1

Abilities: Str 4, Dex 21, Con 12, Int 2, Wis 12, Cha 4

Skills: Hide +17, Jump -15, Listen +3, Move Silently +10, Sleight of Hand +10, Spot +9

Feats: Alertness

Environment: Temperate forests

Organization: Solitary, pair, or flock (4-16)

Challenge Rating: 1/3

Treasure: Double standard

Alignment: Always neutral

Advancement: 2-3 HD (Diminutive)

Level Adjustment: –

The carvet, often referred to as the thieving magpie, is a swift bird about a foot tall. It is typically black in color, although plumage may vary. It is extremely fond of gems and treasure and likes to line its nest with curious baubles of all sorts. The carvet possesses a long, curved, razor-sharp beak which it uses to cut and pry open tents and packs, allowing access to the valuables inside. Once it finds something it likes, it snatches it and flies back to its nest, typically located high up in tall trees or cliffs. A carvet can carry objects up to a pound in weight. If its nest can be found and reached, the finder is certain to gain a tidy collection of assorted treasures.

Carvet beaks are also highly prized by tailors and leather workers for their use as effective cutting tools. They are also frequently used in the manufacture of magical daggers by certain barbarian tribes.

A carvet can be acquired as a familiar by an arcane spellcaster as soon as he is able to summon a familiar. It confers no special benefits other than the usual benefits of having a familiar.

Combat

The carvet is not well suited for combat and avoids it if at all possible. If attacked, a carvet simply flies away. Carvets gain courage as they increase in numbers, however. Large groups of carvets have been known to attack individuals, especially those that attempt to take away their prizes.

Pry (Ex): A carvet's beak is extremely sharp, enough to allow it to cut through cloth, leather, and plant material as easily as through paper. Carvets ignore the natural hardness of these materials (but not extra hardness gained through enhancement bonuses or other magic).

Skills: A carvet has a +4 racial bonus on Move Silently, Sleight of Hand, and Spot checks.

Training a Carvet

Master thieves are known to train and keep these birds to aid them in their nefarious activities. Rearing an infant carvet requires a DC 16 Handle Animal check. Maturation for a carvet takes three months.

Flora and Fauna

Double Bug: The double bug is a brown beetle with a single horn. It spends most of its time on fallen trees, eating furrows into the wood. It has a very unique defense mechanism. When any creature of diminutive or larger size comes within five feet of the double bug, it makes a mirror image of itself to distract any potential predators. It can only create one image, but that is often enough. Double bugs are magically dependent insects that need magic, wood, water, and air to survive. They are common in boreal forests, and less so in deciduous forests.

Mandragora

Tiny Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 15 (+2 size, +3 natural), touch 12, flat-footed 15

Base Attack/Grapple: +0/-8

Attack: Tentacle slap +2 melee (1d4)

Full Attack: 2 tentacle slaps +2 melee (1d4)

Space/Reach: 2 1/2 ft./0 ft. (5 ft. with tentacles)

Special Attacks: Constrict 1d4, improved grab

Special Qualities: Light sensitivity, low-light vision, plant traits, resistance to fire 20, spell resistance 15, tremorsense 120 ft.

The mandragora is a small carnivorous and vaguely humanoid-looking plant that loves the taste of humanoid flesh (particularly human flesh). It is mottled green and brown in color. Thick green mucus oozes constantly from its roots. Its lower roots are splayed and resemble humanoid feet and legs. Its upper roots are long and tentacle-like and give the appearance of humanoid arms. Its "head" is a mass of hard growth-covered lumps. If the mandragora goes more than three days without devouring flesh, it burrows into the ground and attaches to local tree roots, from which it draws its sustenance until living prey can be found.

A mandragora stands about 2 feet tall and weighs about 10 pounds. A mandragora does not speak or understand any languages.

Flora and Fauna

Corpse Lily: With a massive flower often weighing in excess of 15 pounds and immense petals measuring at least three feet in length, the corpse lily is considered the jungle's largest flower. Despite this prestigious honor, its macabre name and malodorous properties interest amateur naturalists far more than its size. The corpse lily derives its grisly name from the fetid stench of death that emanates from its gigantic flower. Intended to attract certain species of flies that serve as pollinators, the potent odor also attracts the unwanted attention of creatures that feed upon the jungle's plentiful carrion sources, such as ghouls and other scavengers. There is a 10% chance that the lily's fetid stench attracts a nearby hungry, carrion-eating creature. Because of its large dimensions, horrid smell, and proliferation, locating a corpse lily presents no difficulties.

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 11, Con 13, Int 8, Wis 10, Cha 9

Skills: Hide +12, Listen +2, Spot +2

Feats: Alertness

Environment: Temperate and warm forests and marshes

Organization: Solitary or colony (3-18)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral evil

Advancement: 2-3 HD (Tiny)

Level Adjustment: –

Combat

The mandragora attacks its opponent by lashing and striking with its upper root-tentacles. It attempts to grab its prey and strangle it. Slain creatures are covered in a thick layer of mucus and slime and devoured at the mandragora's leisure.

Constrict (Ex): On a successful grapple check, a mandragora deals 1d4 points of damage. Because it is grabbed by the neck, a creature in the mandragora's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a mandragora must hit a Medium or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Light Sensitivity (Ex): Mandragoras are dazzled in bright sunlight or within the radius of a *daylight* spell.