



Goblin Tree

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Goblin Tree

Huge Undead

Hit Dice: 10d12

Initiative: +4

Speed: 10 ft.

AC: 21(-2 size, 13 natural)

Attacks: 6 tentacles +13, 10 claws +8, 10 bites + 6

Damage: Tentacles grapple, Claw 1d6+2, Bite 1d4+1

Face/Reach: 5ft by 5 ft / 60ft

Special Attacks: Constrict 1d4+8

Special Qualities: Undead, Immune to ranged, Immune to fire

Saves: Fort +6 Ref +2 Will+ 10

Abilities: Str 26/15, Dex 10, Con --, Int --, Wis 10, Chr 7

Skills: Hide +10, Move +10

Feats: Improved initiative

Climate/Terrain: Any

Organization: solitary or grove

Challenge Rating: 6

Treasure: Standard

Alignment: NE

Advancement: None

Rhetoric the sheriff sat listening to the old man, trying hard to ignore the reek of boiled cabbage and home grown tobacco. "So what you're saying is some of your sheep have gone missing?" It had taken almost an hour to get this far; the old farmer was so upset he was hard to calm down enough just to make sense. "Some!" the man almost spit the word, "All of my sheep!" Now they were getting somewhere, the old man lived pretty far out near the old mines and had been the target of a goblin uprising a few years back, Rhetoric now prayed the goblins had not returned. Last time it had taken hiring a group of adventures to rid them of the pest and that had been very expensive. He would have to check it out himself. Early the next morning he assured the villagers of his success and left. As he neared the spot the adventuring group had said they'd buried the dead goblins a stench of death came strong to him and he wondered if the group had lied and simply left the creatures to rot. That would surely bring predators and could be the cause of the sheep going missing. An ancient tree long dead moved ever so slightly in the wind. Suddenly without warning the tree's roots seemed to rise up and attack, wrapping him tightly and drawing him in. Close now he could see faces and arms, now all reaching for him, longing for his flesh. Close now he could see faces and arms, now all reaching for him, longing for his flesh.





A long way off some said they heard screams but none went to investigate. What happened to the sheriff no one knew but that was for adventurers to find out.

Combat:

The goblin tree is a simple ambush predator. Waiting for prey to come close and attacking with its roots as tentacles dragging the prey to its trunk where the victim is torn to pieces by its many arms and mouths. A victim hit by a tentacle must make an opposed grapple or be dragged to the trunk where depending on the size of the prey, it is attacked by the claws and mouths of the goblins buried there. A tiny creature can be attacked by only two claws and mouths while a medium opponent may be attacked by up to four and large creatures up to eight.

The Goblin Tree is immune to fire and ranged attacks do no damage. To truly destroy a Goblin tree one must destroy the tree and dig up the cursed acorn used to create it.

Society:

The Goblin Tree is created by a priest of the goblins out of hatred. The dead of a tribe are buried and a cursed acorn is buried in that spot. Soon a horrible tree starts to grow and within a month there is a fully formed tree that appears as an old dead tree and will feed on any living creature it can reach.



Goblin Worm

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Goblin Worm

Gargantuan Chimera (Beast)

Hit Dice: 12d8+24 (84 hp)

Initiative: +8

Speed: 30 ft, 20 ft burrow, 50 ft swim

AC: 21 (+ 4 Dex, + 11 natural, -4 size)

Attacks: 1 Bite +14 = 1d6 hits

Damage: 1d4 +2 per hit

Face/Reach: 5 ft. by 10 ft./ 15 ft.

Special Attacks: Rend 1d4 per hit

Special Qualities: Tremor sense, Blind sight, Scent

Saves: Fort +10, Ref + 12, Will + 6

Abilities: Str 20, Dex 18, Cons 15, Int 6, Wis 14, Chr 4

Skills: Hide +10, Listen +8, Move Silently +10, Spot +8

Feats: Improved Initiative

Climate/Terrain: Subterranean

Organization: Single

Challenge Rating: 6

Treasure: None

Alignment: Neutral (evil)

Advancement: None

The Goblin Worm is a magical creature created to patrol subterranean passages for its master. Deep purple in color it is 50ft long and 4ft in diameter and covered in armored scales. The mouth of the Goblin Worm is a tri fold opening with six to ten small mouths on the inside of each flap. The creature has no eyes but uses tremor sense and smell to locate its prey

Combat:

In combat the Goblin Worm will often ambush its victim by lying just under the surface of a tunnel. The main mouth bites and the DM rolls 1d6 to determine how many of the smaller mouths hit. The worm will fight to the death and has very little self preservation sense. If the Goblin Worm hits with 4 or more mouths it can attempt to rend doing an additional 1D4 per hit taking bites of the target with it. To rend make an opposed grapple check using the creature's full STR modifier. On a critical hit the maximum of six mouths hit automatically.

Society:

The creation of a Goblin Worm is done by mixing genetic material from a goblin and a hatchling Purple Worm. They serve well as guards and as a garbage disposal. When created they are given a scent that marks their master. Anyone using that scent can move safely around the Goblin Worm. They do not work well in groups and will kill each other if forced to live in close proximity.



Habits:

If the goblin worm loses its master, food becomes scarce underground or major shifts in the earth occur like earthquakes, some travel topside. Sometimes Goblin Worms position themselves near towns or villages. Picking off villagers and cattle that travel close to their ambush sites.



Kamikiri

Hair Cutting Demon

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Kamikiri

Hair Cutting Demon

Medium-Size Oni

Hit Dice: 8d8 +16 (54 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 30 ft., hair web 40 ft.

AC: 20 (+5 Dex, +5 natural)

Attacks: 2 Daggers +7 melee, 2 Hair whip +11 melee, 3 Sherkins +10/+8/+6 ranged

Damage: Dagger 1d4 +2 and poison; or Hair whip 1d8 +2;

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, poison

Special Qualities: Damage reduction 5/+1, Hair puppets, Spell-like abilities, Tremorsense, Hair Web, Vulnerable to skull attacks

Saves: Fort +5, Ref +10, Will +7

Abilities: Str 14, Dex 20, Con 14, Int 14, Wiz 16, Cha 18

Skills: Balance +10, Bluff +8, Concentration +6, Hide +8, Jump +8, Listen +6, Spot +6, Tumble +8

Feats: Combat reflexes, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon focus (Hair)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Some women will do any thing to stay beautiful. Some will kill for it and others will sell their souls for it. Whatever the case the Kamikiri arises from when a woman dies devoting all of there life to beauty. Hair demons hunger for men and crave dark hair of beautiful women. The more honorable and charismatic a victim is, the more a Kamikiri will focus on them. With each slain victim's hair the demon's hair web grows, and so does her number of animated puppets. Kamikiri do not trap or focus their wrath on hairless or bald foes unless they have to. A Kamikiri will never be more than a mile from her skull, and will retrieve it if she flees.

Combat:

Kamikiri set up their hair webs by or in small villages to trap victims and protect their skull. They some times use Hair puppets to lure or kill victims from afar. Her hair whips are used to attack and grapple victims, making attacks of opportunity when they enter her threat range. Slashing with her daggers in melee is her last option.

Hair Web: Kamikire use their hair web like a common spider uses a web. The web may spread 50 ft. radius / victim killed.



It takes a spot DC 20 to first see the web when entering, and a DC 15 Ref to avoid 1d6 damage from the razor thin webbing. For every 25 ft. travel a new save must be made. When in combat a foe must make a DC 15 reflex to not take damage from the hair web while attacking the Kamikiri in Melee.

Tremorsense: A Kamikiri can feel any disturbance in her hair web or puppets alerting her to threats.

Vulnerability: A Kimikiri is bound to this world by her corpse, or more commonly her blackened skull. Which sits prominently in a pile of bones in the middle of her hair web. The skull has 5 DR and 20 hit points. When the skull is destroyed, so dose the Kimikiri, tho some will bargain for their lives or try to charm her foes.

Spell-like abilities: At will-spider climb, 3/day charm person, entangle, darkness, sleep
Kimikiri cast as a 8th level sorcerer.

Improved Grab: To use this ability, the Kimikiri must hit with her Hair whip attack. If it gets a hold, it automatically deals Whip damage to the foe.

Hair Whips: As a standard action she can use up to two hair whips in melee with a 15 ft. reach. She may use them as attacks of opportunity if a foe enters her threat range.

Hair Puppets: Using corpses, charmed foes, or subdued characters Kimikiri can animate the bodies using a single hair. Causing them to attack or lure victims to it from afar.

The range of this puppeting is within 100 yards from the outskirts of her web. She can animate as many medium or small sized creatures as she has killed, but can only control four of them at a time. They attack like animated objects equal to their size categories with the same hp and attacks. Live puppets cannot do anything but whisper because they're being held by their necks and forced to attack or take 1d8 damage from the hair. A spot check DC 18 will show the line supporting the puppet and if a puppet is alive or dead. To cut the hair AC 18 with 6 hp, that kills the animated puppet instantly and releases live puppets with no harm. Players that kill a living puppet suffer from honor loss, DM's discretion. It is a free action to animate one new puppet.

Poison: Her daggers are tipped with a mixture of her own blood. If successfully hit with a dagger the victim must make a fortitude save DC 16 or lose 2d6 Dex, if failed, a secondary save 1 minute later for 1d6 Dex also.



Spyder Dragon

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Spyder Dragon

Colossal Aberration

Hit dice: 35d8 + 140 (365 hp)

Initiative: +0

Speed: 60 ft.

AC: 30 (+38 natural, -8 size)

Attacks: 6 Leg (gore) +26 melee

Damage: 6 Leg (gore) 1d10 +12

Face/reach: 50 ft. by 50 ft. / 35 ft. (gore)

Special Attacks: Web breath / spew poison

Special Qualities: (SR) 15, immune to all fear

Saves: Fort +19 Ref +15 Will +24

Abilities: Str 34, Dex 10, Con 18, Int 20, Wis 18, Chr 08

Skills: Balance +30, Climb +35, Hide +10, Intimidate +20, Jump + 47

Feats: Multiattack, Multidexterity

Climate/ Terrain: Dense Forest and Mountains

Organization: solitary

Challenge Rating: 21

Treasure: none

Alignment: Neutral

Advancement: none

From deep within the forest, breaking trees and crushing rock it comes in times when man and all his kin begin to grow too populous. Only twice before has it appeared, both times slain by a critical blow from an unknown hero. The creature towers 150 ft. high, a misshapen bloated spider with multi colored glimmering scales on seemingly random patches of its flesh which is covered in crimson and ebony coarse hair that seems to absorb the light. Grotesque eyes are arranged in seemingly random places all over its body, in clusters of six, eight, and twelve. The sound of its coming to carnage is said to drive the strong insane.

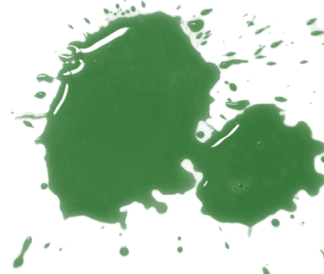
Combat:

In combat the Spyder Dragon is awesome to behold. It charges into combat with any size force showing no fear with any creatures of larger than giant size, it will rarely seek combat, but will fight anything or anyone if cornered. It uses its legs as spears and can attack any creatures in a 360 degree arc around itself.

The Spyder Dragon has two breath types. The first is a web which when sprayed covers a 30 ft. by 30 ft. area in a sticky webbing DC 20 Reflex to not be held immobile. All held are subjected to a mild acid 1d4 per round until freed. Movement through an area covered in web is at one quarter speed. The break DC is 30 and anyone using weapons to cut the web must make a DC 20 Reflex to not get their weapon stuck. The web has 20 HP per 5 ft.



Few can resist the sight of a Spyder Dragon, and fewer can survive its venomous breath



The second breath weapon is a contact poison that causes the victim to swell and liquefy in their own skin. The dragon will then drink them at its leisure after the battle. The poison is a spray in a cone 60ft long and 20ft at its wide end. Anyone hit must make a DC 24 Fortitude or take 3D6 Con and 1D6 Chr there is no secondary save but they may be hit again and suffer the same effect.

Special rules:

On a critical hit the player must roll a percentage dice if a 00 is rolled the spider dragon is instantly slain. On all other rolls treat the critical normally.

Society:

The Spyder Dragon comes out of hibernation only when the time is right. Somehow sensing the population of humans, demi humans and humanoids. Before leaving its lair the Spyder Dragon lays a single egg which will incubate and hatch over the next year. The new Dragon will then enter its own hibernation until it is needed, from one to one thousand years later or beyond. Nothing is known of how it sustains itself or which of the Gods created it. One thing is certain: once called forth it will kill until stopped.

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