

Monsters by Mitch

Provided after the "Black Flame of Fletchin's Swamp" adventure - Jun 12th, 2016

Bone Leaves (abjuration)

Large predator, always evil, stunted w/ vines (razor leaves – extra dam.) feeds on blood, slow, plant traits, immune to mind spells, res. crits.,

Tendrils attack 15' reach, slam 10', power attack (improved), grasp auto dam.

H.P. : 70 – 120, dark vision, alert (improved), illusion ability, burrows, Hide – need spot check to see

Langs. Silvan & Common

It can be connected to another up to a mile.

Blood Rot (undead)

Large – pool of dark liquid ooze, 400lbs, unintelligent.

Grab & slam attacks, sue do pods 10" reach, blood fever.

Unarmed attacks against it will cause blood fever, heal check if infected with blood fever, super natural disease.

Unholy Scion – (outsider)

Lizard folk, evil, spell res., elemental res. – fire/cold/acid/elect., dam. reduc.

Simple weapon, claw/bite, unholy strike, charm person, fast healing, hold breath, tainted, desecrate.

Will-o'-wisp

See *Monsters Page*: <<http://www.robsworld.org/monsters.html#w>> for previous description(s)

Evil, lures people away.

Shock attacks, absorbs emotion (fear, death, panic, horror)

Black Wing – Black Flame (undead)

Immune to: fire/cold, use bludgeoning weapons against it., terrifying dive bomb, create dust cloud.

Langs.: Common, Orin

Barbozu – (demon/undead/black flame)

½ Troll, H.D. – 10d8 + 30, telepathy.

Rage, rend, imp. reach, grave strike – bleeding, beard attack.

Immune to acid/cold, Dam. reduction, fast healing, spell res.

Enchanted Table - 18th level

H.D. 18d8 + 20, magic res., regeneration, dam. res. to bludgeoning/bludgeoning attacks heal 5 h.p.s .

2 attacks – piercing attacks, ton of dam.

Plague Spewer – (undead)

Huge (10 tons, 22' tall), pale, hates living creators.

Dam. reduction vs. slashing 10pt.

Slam attack (supernatural disease), bash 15' reach, Rat swarm vomit.

Shambling Mound – (plant)

Large human shaped, slow, can swim, can't climb, fire res.

Slam attack – 2, / constrictor attack.

Sanguinis Mount

Hides within body of target, slits into 2 when hit with slashing and piercing weapons.

The infected can be tracked.

Enchanted Suit of Armor (notes from somebody else)

Very fast, bludgeoning weapons heal it, elemental dam. reduction – 10, spell res., dam. reduction – bludgeoning. It can fight in close combat. Deal lots of dam.