

# Plants

## Cactuar Family

### Cactuar Cutting (CR 1/3)

This creature appears to be a tiny cactus having physical characteristics similar to a humanoid: two arms, two legs and dark spots on its anterior in the shape of a mouth and eyes. Its limbs protrude and bend at ninety-degree angles giving it a rigid look, which belies the speed and agility with which it can move.

XP 135

N Tiny Plant (Humanoid)

Init +5; Senses Low-light vision; Perception -2

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#### DEFENSE

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AC 19, touch 18; flat-footed 13 (+2 size, +5 Dex, +1 dodge, +1 natural)

hp 6 (1d8+1)

Fort +3, Ref +5, Will -2

Immune [Plant traits](#)

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#### OFFENSE

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Speed 20 ft.

Melee Slam -2 (1d2-4)

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

Special Attacks Ten Needles, Thorns

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#### STATISTICS

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Str 2, Dex 20, Con 13, Int 2, Wis 6, Cha 9

Base Atk +0; CMB -5; CMD 8

Feats [Dodge](#)

Skills Escape Artist +6, Stealth +6

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#### SPECIAL ABILITIES

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### Familiar

The master of a cactuar cutting gains a +1 natural armor bonus to AC.

### Ten Needles (Su)

1/day, a cactuar cutting conjures up a spray of needles and fires at a target within 30 feet. The target takes 1d4+1 points of piercing damage (Reflex save DC 9 for half damage)

### Thorns (Ex)

A cactuar cutting's body is covered with sharp wooden thorns. Any creature attacking a cactuar cutting with a non-reach melee weapon or with natural attacks takes 1d2 points of piercing damage from the cactuar cutting's sharp thorns. A creature that grapples with a cactuar cutting takes this same damage each round.

## Minituar (CR 2)

As the name suggests, these monsters are a smaller cousin to the better-known cactuars. They appear all around the world but they do not often reveal themselves to people and you do not often come across one unless you are specifically searching for them. Given their similar appearances, some wonder if these miniatuars are actually immature cactuars, but that theory would do little to explain why these particular specimens are found around the world.

XP 600

N Tiny Plant (Humanoid)

Init +5; Senses Low-light vision; Perception +5

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### DEFENSE

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AC 19, touch 18, flat-footed 13 (+6 dex, +1 natural, +1 dodge, +2 size)

HP 16 [27] (3d8+3)

Fort +3, Reflex +6, Will +1

Immune plant traits

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### OFFENSE

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Speed 15 ft.

Melee Slams +7 (1d3)

Space 2.5 ft.; Reach 2.5 ft.

Special Attacks Hundred Needles

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### STATISTICS

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Str 10, Dex 20, Con 12, Int 8, Wis 12, Cha 10

Base Atk +2; CMB +0; CMD 16

Feats Dodge, Weapon Finesse

Skills Escape Artist +9, Perception +5, Stealth +13, Survival +5

Languages Cactuar

SQ Evasion, Thorns

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### SPECIAL ABILITIES

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#### Evasion (Ex)

The minituar can avoid even magical and unusual attacks with great agility. If the minituar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless minituar does not gain the benefit of evasion.

#### Thorns (Su)

A minituar's body is covered with sharp wooden thorns. Any creature attacking a minituar with a non-reach melee weapon or with natural attacks takes 1d3 points of piercing damage from the minituar's sharp thorns. A creature that grapples with a minituar takes this same damage each round.

#### Hundred Needles (Su)

3/day, a minituar conjure up a spray of needles and fires at a target within 30 feet. The target takes 3d4 points of piercing damage (Reflex save DC 12 for half damage). Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## Cactuar (CR 5)

This creature appears to be a small cactus having physical characteristics similar to a humanoid: two arms, two legs and dark spots on its anterior in the shape of a mouth and eyes. Its limbs protrude and bend at ninety-degree angles giving it a rigid look, which belies the speed and agility with which it can move.

XP 1600

N Small Plant (Humanoid)

Init +7; Senses Low-light vision; Perception +9

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### DEFENSE

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AC 21, touch 19, flat-footed 13 (+7 dex, +2 natural, +1 dodge, +1 size)

HP 49 (7d8+14)

Fort +7, Reflex +9, Will +3

Immune plant traits

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### OFFENSE

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Speed 20 ft.

Melee Slams +12 (1d4)

Special Attacks Thousand Needles

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### STATISTICS

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Str 10, Dex 24, Con 15, Int 8, Wis 12, Cha 10

Base Atk +5; CMB +5; CMD 22

Feats Dodge, Mobility, Sidestep, Weapon Finesse

Skills Escape Artist +15, Perception +9, Stealth +15, Survival +9

Languages Cactuar

SQ Evasion, Thorns

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### SPECIAL ABILITIES

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## Evasion (Ex)

The cactuar can avoid even magical and unusual attacks with great agility. If the cactuar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless cactuar does not gain the benefit of evasion.

## Thorns (Su)

A cactuar's body is covered with sharp wooden thorns. Any creature attacking a cactuar with a non-reach melee weapon or with natural attacks takes 1d4+2 points of piercing damage from the cactuar's sharp thorns. A creature that grapples with a cactuar takes this same damage each round.

## Thousand Needles (Su)

3/day, a cactuar conjure up a spray of needles and fires them at targets in a 30-ft.-cone. Creatures within the area take 8d4 points of piercing damage (Reflex save DC 13 for half damage). Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

## Gigantuar (CR 9)

A huge cactuar with a dignified mustache that would probably look great in a top hat and monocle.

XP 6,400

N Huge Plant (Humanoid)

Init +10; Senses Low-light vision; Perception +13

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### DEFENSE

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AC 24, touch 19, flat-footed 13 (+10 dex, +5 natural, +1 dodge, -2 size)

HP 109 (12d8+60)

Fort +13, Reflex +18, Will +5

Immune plant traits

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### OFFENSE

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Speed 40 ft.

Melee 2 Slams +17 (2d6+5)

Space 15 ft.; Reach 15 ft.

Special Attacks Ten Thousand Needles

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### STATISTICS

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Str 20, Dex 30, Con 20, Int 8, Wis 12, Cha 10

Base Atk +9; CMB +14; CMD 34

Feats Dodge, Juke, Mobility, Sidestep, Wind Stance, Weapon Finesse

Skills Escape Artist + 22, Perception +13, Stealth +22, Survival +13

Languages Cactuar

SQ Evasion, Improved Evasion, Thorns

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### SPECIAL ABILITIES

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#### Improved Evasion (Ex)

This works like evasion, except that while the giantuar still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless giantuar does not gain the benefit of improved evasion.

#### Ten Thousand Needles (Su)

3/day, a giantuar conjure up a spray of needles and fires them at targets in a 60-ft.-cone. Creatures within the area take 16d4 points of piercing damage and are inflicted with 5 points of bleeding. A successful Reflex (DC 16) save halves the damage and negates the bleeding effect. Blue mages may learn this ability as a 5th level spell (DC 25).

#### Thorns (Ex)

A giantuar's body is covered with sharp wooden thorns. Any creature attacking a giantuar with a non-reach melee weapon or with natural attacks takes 2d6+9 points of piercing damage from the giantuar's sharp thorns. A creature that grapples with a giantuar takes this same damage each round.

## Funguar Family

## Funguar (CR 2)

A mushroom with a fanged mouth and a varying number of eyes. Funguars often use pollen to do things like putting the party to sleep.

XP 600

N Small Plant

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +2

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### DEFENSE

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AC 15, touch 13, flat-footed 13 (+2 dex, +2 natural, +1 size)

HP 23 [33] (3d8+9)

Fort +6, Reflex +3, Will +3

Immune plant traits; Resist Earth 5, Ice 5, Lightning 10

Weakness Fire

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### OFFENSE

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Speed 20 ft.

Melee Bite +5 (1d6 plus poison), 2 Slams +0 (1d3 plus poison)

Special Attacks Dream Pollen

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### STATISTICS

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Str 10, Dex 15, Con 16, Int 7, Wis 14, Cha 15

Base Atk +2; CMB +1; CMD 13

Feats Blind-Fight, Weapon Finesse

Skills Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground); Racial Modifiers +4 Stealth and Survival in swamps and underground

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### SPECIAL ABILITIES

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#### Poison (Ex)

Slam and Bite – injury; save Fort DC 14; frequency 1/round for 4 rounds; effect poisoned and fatigue; cure no saves

#### Dream Pollen (Su)

1/day, a funguar can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 13) or be inflicted with sleep status for 1d4 rounds can only effect up to 3 HD worth. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Mycotoxin (CR 5)

An autumn mushroom with a fanged mouth and a varying number of eyes. Mycotoxins often use pollen to sleep their targets and nausea powder to weaken them after.

XP 1,600

N Small Plant

Init +3; Senses Darkvision 60 ft., Low-light vision; Perception +2

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### DEFENSE

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AC 17, touch 14, flat-footed 14 (+3 dex, +3 natural, +1 size)

HP 63 (7d8+35)

Fort +9, Reflex +5, Will +4

Immune plant traits; Resist Earth 10, Ice 5, Water 10  
Weakness Fire

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## OFFENSE

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Speed 20 ft.  
Melee Bite +9 (1d6+1 plus poison), 2 Slams +4 (1d3+1 plus poison)  
Special Attacks Dream Pollen, Nausea Powder, White Wind

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## STATISTICS

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Str 12, Dex 16, Con 18, Int 7, Wis 14, Cha 17  
Base Atk +5; CMB +5; CMD 18  
Feats Blind-Fight, Power Attack, Toughness, Weapon Finesse  
Skills Stealth +15 (+19 in swamps and underground), Survival +11 (+15 in swamps and underground); Racial Modifiers +4 Stealth and Survival in swamps and underground

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## SPECIAL ABILITIES

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### Poison (Ex)

Slam and Bite – injury; save Fort DC 17; frequency 1/round for 4 rounds; effect poisoned and fatigue; cure no saves

### Dream Pollen (Su)

3/day, a mycotoxin can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 15) or be inflicted with sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

### Nausea Powder (Su)

2/day, a mycotoxin can fill the air with a nauseous gas within a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 16) or take 3d6 points of non-elemental damage and are inflicted with Poison status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### White Wind (Su)

1/day a mycotoxin release a soft healing breeze healing all allies within a 30-ft.-radius. Allies within the area of effect are healed by 4d6+15 damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Exoray (CR 7)

A winter mushroom with a fanged mouth and a varying number of eyes. Exorays often use pollen to start out and switch between their powders to add various status affect to their opponents.

XP 3,200

N Small Plant

Init +8; Senses Darkvision 60 ft., Low-light vision; Perception +3

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## DEFENSE

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AC 19, touch 15, flat-footed 15 (+4 dex, +4 natural, +1 size)  
HP 91 (10d8+50)  
Fort +11, Reflex +7, Will +6

Immune plant traits; Resist Earth 10, Ice 10, Lightning 10  
Weakness Fire

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## OFFENSE

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Speed 20 ft.  
Melee Bite +12 (1d8+2 plus poison), 2 Slams +10 (1d4+2 plus poison)  
Special Attacks Dream Pollen, Nausea Powder, Silver Powder, White Wind

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## STATISTICS

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Str 14, Dex 18, Con 18, Int 7, Wis 16, Cha 19  
Base Atk +7; CMB +8; CMD 22  
Feats Blind-Fight, Improved Initiative, Multiattack, Power Attack, Toughness, Weapon Finesse  
Skills Stealth +19 (+23 in snow and underground), Survival +11 (+15 in snow and underground); Racial Modifiers +4 Stealth and Survival in snow and underground

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## SPECIAL ABILITIES

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### Poison (Ex)

Slam and Bite – injury; save Fort DC 19; frequency 1/round for 4 rounds; effect poisoned and fatigue; cure no saves

### Dream Pollen (Su)

3/day, an exoray can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 16) or be inflicted with sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

### Nausea Powder (Su)

2/day, an exoray can fill the air with a nauseous gas within a 15-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 17) or take 3d6 points of non-elemental damage and are inflicted with Poison status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Silver Powder (Su)

3/day, an exoray can emit a 15-ft.-cone of silver dust. Creatures within the cone are affected by the following status effects for 1d4 rounds each: Blind (Fortitude save DC 17 to negate), Poison (Fortitude save DC 17 to negate), & Silence (Fortitude save DC 17 to negate). The exoray must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### White Wind (Su)

1/day an exoray release a soft healing breeze healing all allies within a 30-ft.-radius. Allies within the area of effect are healed by 4d6+15 damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Death Cap (CR 9)

A black mushroom with a fanged mouth and a varying number of eyes. Death caps smell of death and decay and are a living nightmare when it comes to status affects.

XP 6,400

N Medium Plant

Init +9; Senses Darkvision 60 ft., Low-light vision; Perception +3

Aura Stench (DC 21, while within 30 ft. plus 1 round)

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### DEFENSE

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AC 22, touch 15, flat-footed 17 (+5 dex, +7 natural)

HP 124 (13d8+78)

Fort +13, Reflex +11, Will +7

Immune plant traits; Resist Earth 10, Ice 10, Dark 10

Weakness Fire

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### OFFENSE

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Speed 20 ft.

Melee Bite +14 (1d10+3 plus poison), 2 Slams +12 (1d6+3 plus poison)

Special Attacks Bad Breath, Dream Pollen, Poison Gas

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### STATISTICS

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Str 16, Dex 20, Con 20, Int 7, Wis 16, Cha 20

Base Atk +9; CMB +12; CMD 27

Feats Blind-Fight, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Finesse

Skills Stealth +22 (+24 in swamps and underground), Survival +14 (+18 in swamps and underground); Racial Modifiers +4 Stealth and Survival in swamps and underground

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### SPECIAL ABILITIES

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#### Poison (Ex)

Slam and Bite – injury; save Fort DC 21; frequency 1/round for 6 rounds; effect poisoned and fatigue; cure no saves

#### Bad Breath (Su)

3/day, a death cap can emit a 30-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save DC 17 to negate), Blind (Fortitude save DC 17 to negate), Confuse (Will save DC 17 to negate), Silence (Fortitude save DC 17 to negate), Poison (Fortitude save DC 17 to resist), Slow (Fortitude save DC 17 to negate). The death cap must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

#### Dream Pollen (Su)

3/day, a death cap can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 17) or be inflicted with sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

#### Poison Gas (Su)

3/day, a death cap can release a poison gas from itself spread outward in a 30-ft.-radius. Creatures within the area of effect take 12d6 points of non-elemental damage and are inflicted with Poison status for 1d6 rounds, a successful Fortitude save (DC 21) to negate the status effect and reduce



the damage by half. Blue mages may learn this ability as a 6th level spell (Knowledge: Nature DC 27).

## Stench (Ex)

A death cap constantly emits a putrid stench that nearly every form of animal life finds offensive. All living creatures (except death caps or other funguar) within 30 feet of a death cap must succeed on a DC 21 Fortitude save or be nauseated for as long as they remain within 30 feet of the creature. Moving out of the affected area leaves the character sickened for 1 round after which time he recovers immediately. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same death cap's stench for 24 hours. This is a poison effect.

## Grat Family

### Ragora (CR 2)

This green leafy plant shoots out seeds at its opponents and is commonly found in pairs or more.

XP 600

N Small Plant

Init +3; Senses Low-light vision; Perception +6

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#### DEFENSE

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AC 16, touch 14, flat-footed 13 (+3 dex, +2 natural, +1 size)

HP 22 [33] (3d8+9)

Fort +5, Reflex +4, Will +3

Immune plant traits; Resist Earth 5, Water 5;

Weakness Fire

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#### OFFENSE

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Speed 10 ft.

Range 2 Seeds +6 (1d4+1, 30 ft. range)

Special Attacks Seed Cannon

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#### STATISTICS

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Str 12, Dex 16, Con 14, Int 2, Wis 14, Cha 8

Base Atk +2; CMB +2; CMD 15

**Feats** Point-Blank Shot, Toughness

Skill Perception +6, Stealth +7 (+11 in vegetation); Racial Modifiers +4 Stealth in vegetation

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#### SPECIAL ABILITIES

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### Seeds (Ex)

A ragora shoots out 4 seeds towards one target within a 30-foot range. If they hit, the target takes does 1d4+1 piercing damage per seed. This ability does not provoke attacks of opportunity and is considered a thrown weapon for purposes of a strength bonus.

## Seed Cannon (Su)

3/day, a ragora can shoot a massive burst of seeds towards (+6 ranged touch attack) a single target within 60 feet. If it hits, the target takes 2d6 piercing damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 19).

## Grat (CR 5)

This blue leafy icy plant shoots out seeds at its opponents and is commonly found in pairs or more.

XP 1,600

N Small Plant

Init +8; Senses Low-light vision; Perception +11

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### DEFENSE

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AC 19, touch 15, flat-footed 15 (+4 dex, +4 natural, +1 size)

HP 59 [84] (7d8+28)

Fort +8, Reflex +6, Will +5

Immune plant traits; Resist Earth 5, Ice 10, Water 5;

Weakness Fire

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### OFFENSE

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Speed 10 ft.

Range 4 Seeds +10 (1d4+1, 30 ft. range)

Special Attacks Seed Cannon

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### STATISTICS

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Str 13, Dex 18, Con 16, Int 2, Wis 16, Cha 8

Base Atk +5; CMB +5; CMD 18

**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skill Perception +11, Stealth +12 (+16 in tundra); Racial Modifiers +4 Stealth in tundra

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### SPECIAL ABILITIES

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## Seeds (Ex)

A grat shoots out 4 seeds towards one target within a 30-foot range. If they hit, the target takes does 1d4+1 piercing damage per seed. This ability does not provoke attacks of opportunity and is considered a thrown weapon for purposes of a strength bonus.

## Seed Cannon (Su)

5/day, a grat can shoot a massive burst of seeds towards (+10 ranged touch attack) a single target within 60 feet. If it hits, the target takes 2d6 piercing damage. Blue mages may learn this ability as a 1st level spell (DC 17).

## Sandragora (CR 9)

This brown leafy plant shoots out seeds at its opponents and is commonly found in pairs or more.

They have the ability to shoot multiple shoots at once that can confuse its enemy.

XP 6,400

N Small Plant

Init +10; Senses Low-light vision; Perception +18

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**DEFENSE**

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AC 22, touch 17, flat-footed 16 (+6 dex, +5 natural, +1 size)  
HP 123 [169] (13d8+65)  
Fort +12, Reflex +10, Will +8  
Immune plant traits; Resist Earth 10, Water 15;  
Weakness Fire

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**OFFENSE**

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Speed 10 ft.  
Range 4 Seeds +16 (1d6+2, 30 ft. range)  
Special Attacks Seed Burst, Seed Cannon

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**STATISTICS**

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Str 14, Dex 22, Con 18, Int 2, Wis 18, Cha 8  
Base Atk +9; CMB +10; CMD 26  
**Feats** Clustered Shots, Improved Initiative, Improved Natural Attack, Point-Blank Shot, Precise Shot, Toughness  
Skill Perception +18, Stealth +20 (+24 in desert); Racial Modifiers +4 Stealth in desert

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**SPECIAL ABILITIES**

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**Seeds (Ex)**

A sandragora shoots out 4 seeds towards one target within a 30-foot range. If they hit, the target takes 1d6+2 piercing damage per seed. This ability does not provoke attacks of opportunity and is considered a thrown weapon for purposes of a strength bonus.

**Seed Burst (Su)**

Once per 1d2 rounds, a sandragora can shoot multiple seeds (+16 ranged attack per seed) at a single target within 30-ft. If it hits, the target takes 14d6 piercing damage (1d6 per seed) and must make a Will save (DC 20) or be inflicted with the Confuse status for 1d4 rounds.

**Seed Cannon (Su)**

A sandragora can shoot a massive burst of seeds towards (+16 ranged touch attack) a single target within 60 feet. If it hits, the target takes 2d6 piercing damage. Blue mages may learn this ability as a 1st level spell (DC 17).

## Ivy Family

**Ivy (CR 1/2)**

The infamous roaming ivy of Latius Woods. These monsters are thought to originate from the native ivy, which may absorb magic as it invasively spreads throughout an area. Just as plants will stretch out new tendrils to reach sunlight, it is thought that this monstrous ivy also began moving to absorb energy from the sun. But the Latius Woods are wrapped in such constant shadow that it would seem that this specimen took the expedient route of becoming carnivorous instead so that it might absorb energy from its prey.

XP 200

N Small Plant

Init +2; Senses Blindsight 30 ft., Low-light vision; Perception +0

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#### DEFENSE

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

hp 7 [11] (1d8+3)

Fort +2, Ref +2, Will +1

Immune [Plant traits](#); Resist earth 5

Weakness Fire

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#### OFFENSE

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Speed 15 ft.

Melee Slam +1 (1d3 plus grab)

Special Attacks Constrict (1d3)

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#### STATISTICS

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Str 10, Dex 14, Con 10, Int -, Wis 12, Cha 7

Base Atk +0; CMB -1 (+3 grapple); CMD 11 (cannot be tripped)

Feats Toughness\*

\*Bonus Feat

SQ camouflage

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#### SPECIAL ABILITIES

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### Camouflage (Ex)

Since an ivy looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

### Familiar

The master of an ivy familiar gains a +3 bonus on stealth checks.

### Human Trap (CR 2)

A variety of ivy which, having gained magic of its own, has learned to move independently. Originally from the forests, these monsters have come to spread into other environments as well. They often wait, as still and seemingly harmless as any other plant, in a grassy plain so that they might entangle and bring down any humans or animals that pass through. They lack any auditory or visual organs and instead seem able to detect heat signals to find prey. They are as hardy as their insentient cousins and even if you hack a piece off of one, it immediately begins to grow back.

XP 600

N Medium Plant

Init +1; Senses Blindsight 30 ft., Low-light vision; Perception +1

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#### DEFENSE

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AC 16, touch 11; flat-footed 15 (+1 Dex, +5 natural)

hp 26 [40] (4d8+8)

Fort +6, Ref +2, Will +2

Immune [Plant traits](#); Resist earth 5, ice 10  
Weakness Fire

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## OFFENSE

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Speed 20 ft.  
Melee Slam +6 (1d6+4 plus grab)  
Special Attacks Blood Drain, Constrict (1d6+4), Entangle

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## STATISTICS

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Str 16, Dex 12, Con 14, Int -, Wis 13, Cha 9  
Base Atk +3; CMB +6 (+10 grapple); CMD 17 (cannot be tripped)  
SQ camouflage

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## SPECIAL ABILITIES

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### Blood Drain (Su)

Once every 1d4+1 rounds, a human trap can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 13) or take 1d8 points of shadow damage and the human trap is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17). The save DC is Wisdom-based.

### Camouflage (Ex)

Since a human trap looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

### Entangle (Su)

A human trap can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (DC 13 Reflex). The save DC is Wisdom-based.

### Vamplant (CR 5)

A roaming creeper. It often appears on battlefields and other areas where a lot of blood is split. At one time, it was rooted in the earth like a normal plant. However, one day blood on the ground leaked into its roots, and the plant developed a thirst for it. Thus began its journey and transformation into a monster that attacks humans and animals for their blood. If you ever come across a fallen animal drained of its blood, a vamplant may not be too far away...

XP 1,600

N Medium Plant

Init +1; Senses Blindsight 30 ft., Low-light vision; Perception +2

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## DEFENSE

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AC 19, touch 11; flat-footed 18 (+1 Dex, +8 natural)  
hp 50 [88] (8d8+24)  
Fort +9, Ref +3, Will +4  
Immune [Plant traits](#); Resist earth 10, ice 10  
Weakness Fire

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## OFFENSE

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Speed 20 ft.

Melee Slam +10 (1d8+6 plus grab and drain)

Special Attacks Constrict (1d8+6), Drain, Entangle, Leech

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## STATISTICS

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Str 18, Dex 12, Con 16, Int -, Wis 14, Cha 9

Base Atk +6; CMB +10 (+14 grapple); CMD 21 (cannot be tripped)

Feats Improved Natural Attack (Slam)\*

\* Bonus Feat

SQ camouflage

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## SPECIAL ABILITIES

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### Camouflage (Ex)

Since a vamplant looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

### Drain (Ex)

Whenever vamplant makes a slam attack and successfully hits, it drains half of the damage done to it's target to itself.

### Entangle (Su)

A vamplant can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (DC 15 Reflex) that lasts for 1 round. The save DC is Wisdom-based.

### Leech (Su)

Once every 1d6 rounds, a vamplant can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 15) or take 2d6 points of shadow damage and the vamplant is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19). The save DC is Wisdom-based.

### Parasite Grass (CR 8)

Parasitic grass which lives of humans. It plants its seed into a target's nerves to control the now appointed host's appetite. Such humans will first feel unusual hunger pangs, and then will try to feed on any living thing nearby. The parasitic grass then absorbs the nutrients from the host to grow, and in its final stage, the grass burst out of the host, and lays its roots onto the ground, dead host and all. These plants are very deadly, but they can be culled by removing them from the body early in its sprouting stage, so the host simply has to stay calm and follow basic procedures to counter their parasitism.

XP 4,800

N Medium Plant

Init +1; Senses Blindsight 30 ft., Low-light vision; Perception +3

---

## DEFENSE

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AC 21, touch 11; flat-footed 20 (+1 Dex, +10 natural)  
hp 97 [143] (13d8+39)  
Fort +11, Ref +5, Will +7  
Immune [Plant traits](#); Resist earth 15, ice 15  
Weakness Fire

---

## OFFENSE

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Speed 20 ft.  
Melee Slam +14 (1d8+7 plus grab and drain)  
Special Attacks Constrict (1d8+6), Confused (Will DC 19), Drain, Entangle

---

## STATISTICS

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Str 20, Dex 12, Con 16, Int -, Wis 16, Cha 9  
Base Atk +9; CMB +14 (+18 grapple); CMD 25 (cannot be tripped)  
Feats Improved Natural Attack (Slam)\*  
\* Bonus Feat  
SQ camouflage

---

## SPECIAL ABILITIES

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### Camouflage (Ex)

Since a parasite grass looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

### Drain (Ex)

Whenever parasite grass makes a slam attack and successfully hits, it drains half of the damage done to its target to itself.

### Drain Touch (Su)

Once every 1d4+1 rounds, a parasite grass can absorb the blood from a target with a melee touch attack (+14). If it hits, the target take 4d6 points of shadow damage and the parasite grass is healed for that much. This spell also works against undead unlike most draining abilities. Blue mages may learn this ability as a 4th level spell (Knowledge: Religion DC 23).

### Entangle (Su)

A parasite grass can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (DC 19 Reflex). The save DC is Wisdom-based.

## Malboro Family

### Morbol Seedling (CR 1/2)

These tiny "land octopuses" are yet another variety of Vana'diel's dangerous plant-life.

XP 200  
N Tiny Plant  
Init +3; Senses Low-light vision; Perception +5

---

## DEFENSE

---

AC 17, touch 15; flat-footed 14 (+2 size, +3 Dex, +2 natural)  
hp 7 [11] (1d8+3)  
Fort +2, Ref +7, Will +1  
Immune [Plant traits](#)  
Weakness Fire

---

## OFFENSE

---

Speed 20 ft.  
Melee Bite +5 (1d2-1 plus poison), Tentacles +0 (grab)  
Space 2-1/2 ft.; Reach 0 ft.  
Special Attacks Musk, Poison

---

## STATISTICS

---

Str 8, Dex 16, Con 10, Int 2, Wis 13, Cha 12  
Base Atk +0; CMB +3 (+7 grapple); CMD 12 (cannot be tripped)  
Feats Toughness\*, [Weapon Finesse](#)  
\*Bonus Feat  
Skills Perception +5, Stealth +12 (+28 in forests); Racial Modifiers +4 Perception, +16 Stealth in forests

---

## SPECIAL ABILITIES

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### Familiar

The master of a morbol seedling gains a +2 bonus on Fortitude saves.

### Musk (Ex)

Up to twice per day, a morbol seedling can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 10 Fortitude save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based.

### Poison (Ex)

Bite—injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

### Sickening Breath (Su)

Once every 1d3 rounds, a morbol seedling can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 11) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. This is wisdom based save. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).



## Malboro Seedling (CR 3)

Freshing hatched these Seedlings only know how to do one thing but to consume and grow sometimes consuming their own kind. As a seedling they are completely blind and cannot sense much around them. They can only smell with their many pores all over them when meat is coming towards them. That's when they know it's feeding time.

It has been documented that adventurer's have collected and tamed such small beasts in their cocoon states and raised them as pets. These pets are raised as guard dogs and kept on a stick diet to keep their growth down to a feasible size so they do not evolve their deadly breath attacks. They smell quite pleasant when they are in their youngest forms.

XP 800

N Medium Plant

Init +6; Senses scent; Perception +7

---

### DEFENSE

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AC 18, touch 13; flat-footed 13 (+2 dex, +1 dodge, +5 natural)

hp 30 [44] (4d8+12)

Fort +8, Ref +6, Will +3

Immune Lightning, plant traits; Resist Water 5

Weakness Fire and Ice

---

### OFFENSE

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Speed 20 ft., Climb 20 ft.

Melee Bite +7 (1d4+6 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Poison Bite, Toxic Kiss

---

### STATISTICS

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Str 18, Dex 14, Con 16, Int 2, Wis 13, Cha 14

Base Atk +3; CMB +7; CMD 18

Feats Blind-Fight, Dodge, Improved Initiative

Skills Perception +7, Stealth +4 (+20 in forests); Racial Modifiers +4 Perception, +16 Stealth in forests

---

### SPECIAL ABILITIES

---

#### Poison (Ex)

Fort negates poison DC 14, for 3 rounds, effect 1d6+2 Damage. Also if bitten or touched the poison does transfer.

#### Sickening Breath (Su)

A malboro seedling can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 13) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. This is wisdom based save. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

#### Toxic Kiss (Su)

3/day, a malboro seedling can blow a kiss out that inflicts all in a 30-ft.-cone. All creatures caught within the cone are affected by Sap for 1d4+1 rounds for 2d4 damage per round unless they make a Fortitude save (DC 15).

## Malboro Sapling (CR 6)

As the Saplings grow much larger than their previous seedling form, they lose their outer protective covering as they reach adolescence. Now they are able to see and hunt for food. They have learned to cast magic as well as further develop their hunting skills. It is not unheard of for a wandering adventurer to disappear while having a run in with a Sapling.

XP 2,400

NE Large Plant

Init +6; Senses Low-light vision, scent; Perception +10

---

### DEFENSE

---

AC 20, touch 12; flat-footed 17 (+2 dex, +1 dodge, +8 natural, -1 size)

hp 88 (9d8+54)

mp 27

Fort +11, Ref +7, Will +4

Immune Lightning, plant traits; Resist Water 5

Weakness Fire and Ice

---

### OFFENSE

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Speed 20 ft., Climb 20 ft.

Melee Bite +11 (1d6+9)

Ranged Spit +8 (1d4+6 plus paralysis) [1d4 rounds, DC 18] or 2 Vine Tendrils +8 (grab plus feed and pull) [can only feed upon one medium creature per day]

Space 10 ft.; Reach 10 ft.

Special Attacks Poison Breath, Pull, Spit

Spells Known (FC CL 9th, Concentration +11)

1st (DC 13) – Virulence

2nd (DC 14) – Poison

3rd (DC 15) – Bio, Infect

4th (DC 16) – Contagion, Poisonga

---

### STATISTICS

---

Str 22, Dex 15, Con 22, Int 2, Wis 13, Cha 14

Base Atk +6; CMB +12; CMD 22

Feats Blind-Fight, Dodge, Combat Reflexes, Improved Initiative, Skill Focus (Climb)

Skills Climb +16, Perception +10, Stealth +2 (+18 in forests); Racial Modifiers +4 Perception, +16

Stealth in forests

SQ Camouflage

---

### SPECIAL ABILITIES

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#### Camouflage (Ex)

Because a malboro menace blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

## Feed (Ex)

When a malboro menace grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

## Poison Breath (Ex)

5/day, a malboro sapling can emit a 30-ft.-cone of poison gas. All creatures caught within the cone are affected by Sap and Poison for 1d4+2 rounds for 2d4 and 1d6+2 points of damage per round unless they make a Fortitude save (DC 17).

## Sickening Breath (Su)

A malboro sapling can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 15) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. This is wisdom based save. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## Spit (Su)

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 16). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

## Malboro (CR 8)

A large black-and-green-patterned plant, with countless rows of dripping teeth. Hundreds of thick twitching tentacles cascade from its base.

XP 4,800

NE Huge Plant

Init +7; Senses Low-light vision, scent; Perception +13

---

### DEFENSE

---

AC 23, touch 11; flat-footed 20 (+3 dex, +12 natural, -2 size)

hp 134 (12d8+96); Fast Healing 4

mp 44

Fort +16, Ref +9, Will +6

Immune Lightning, plant traits; Resist Water 10

Weakness Fire and Ice

---

### OFFENSE

---

Speed 20 ft., Climb 20 ft.

Melee Bite +15 (2d6+12)

Ranged 4 Vine Tendrils +10 (grab plus feed and pull)

Space 15 ft.; Reach 15 ft.

Special Attacks Bad Breath, Pull (vine tendril, 30 feet)

Spells Known (FC CL 12th, Concentration +14)

1st (DC 13) – *virulence*  
2nd (DC 14) – *poison*  
3rd (DC 15) – *bio, infect*  
4th (DC 16) – *contagion, poisonga*  
5th (DC 17) – *biora, drain, infectga*  
6th (DC 18) – *greater contagion, syphon*

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## STATISTICS

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Str 26, Dex 16, Con 26, Int 2, Wis 15, Cha 14  
Base Atk +9; CMB +19 (+23 grapple); CMD 32 (can't be tripped)  
Feats [Blind-Fight](#), [Combat Reflexes](#), [Improved Initiative](#), [Lightning Reflexes](#), [Multiattack](#), [Skill Focus](#) (Climb)  
Skills Climb +19, Perception +13, Stealth +4 (+20 in forests); Racial Modifiers +4 Perception, +16 Stealth in forests  
SQ Camouflage, Vine tendrils

---

## SPECIAL ABILITIES

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### Bad Breath (Su)

3/day, a malboro can emit a 30-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save DC 17 to negate), Blind (Fortitude save DC 17 to negate), Confuse (Will save DC 17 to negate), Silence (Fortitude save DC 17 to negate), Poison (Fortitude save DC 17 to resist), Slow (Fortitude save DC 17 to negate). The malboro must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

### Camouflage (Ex)

Because a malboro blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

### Feed (Ex)

When a malboro grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

### Vine Tendrils (Ex)

A malboro can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 10 hit points, DR 5/slashing, and a Break DC of 21. If one of these vines is destroyed, the malboro can assume control of another vine as a move action to bring it to bear in combat.

### Great Malboro (CR 14)

The great malboro is a large, tentacled plant with an anemone-like head and large mouth. It wanders around with other smaller malboros and devours every living creature it sees.

XP 38,400  
NE Huge Plant  
Init +7; Senses Low-light vision, scent; Perception +18

---

## DEFENSE

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AC 27, touch 11; flat-footed 24 (+3 dex, +16 natural, -2 size)  
hp 202 (17d8+153); Fast Healing 6  
mp 90  
Fort +19, Ref +10, Will +10  
Immune Lightning, plant traits; Resist Water 10  
Weakness Fire

---

## OFFENSE

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Speed 20 ft., Climb 20 ft.  
Melee Bite +19 (2d8+13)  
Ranged 4 Vine Tendrils +13 (grab plus feed and pull)  
Space 15 ft.; Reach 15 ft.  
Special Attacks Bad Breath, Pull (vine tendril, 30 feet)  
Spells Known (FC CL 17th, Concentration +21)  
1st (DC 15) – Virulence  
2nd (DC 16) – Poison  
3rd (DC 17) – Bio, Infect  
4th (DC 18) – Contagion, Poisonga  
5th (DC 19) – Biora, Drain, Infectga  
6th (DC 20) – Greater Contagion, Syphon  
7th (DC 21) – Plague Storm  
8th (DC 22) – Doom

---

## STATISTICS

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Str 28, Dex 17, Con 28, Int 2, Wis 16, Cha 18  
Base Atk +12; CMB +23 (+27 grapple); CMD 40 (can't be tripped)  
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Climb)  
Skills Climb +24, Perception +18, Stealth +9 (+25 in forests); Racial Modifiers +4 Perception, +16 Stealth in forests  
SQ Camouflage, Vine tendrils

---

## SPECIAL ABILITIES

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### Bad Breath (Su)

4/day, a great malboro can emit a 30-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save DC 20 to negate), Blind (Fortitude save DC 20 to negate), Confuse (Will save DC 20 to negate), Silence (Fortitude save DC 20 to negate), Poison (Fortitude save DC 20 to resist), Slow (Fortitude save DC 20 to negate). The great malboro must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

### Camouflage (Ex)

Because a great malboro blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature

with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

## **Feed (Ex)**

When a great malboro grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

## **Vine Tendrils (Ex)**

A great malboro can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 15 hit points, DR 5/slashing, and a Break DC of 21. If one of these vines is destroyed, the malboro menace can assume control of another vine as a move action to bring it to bear in combat.

## **Malboro Menace (CR 16)**

A large blue-and-gray-patterned grotesque, strange, plant-life beasts with countless tentacles and gaping maws. This is considered the worst of the Malboro family to run into so you better become prepared for the worse.

XP 76,800

NE Huge Plant

Init +8; Senses Low-light vision, scent; Perception +18

---

### **DEFENSE**

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AC 32, touch 13; flat-footed 27 (+4 dex, +1 dodge, +19 natural, -2 size)

hp 285 (24d8+216); Fast Healing 12

mp 159

Fort +23, Ref +14, Will +14

Immune Lightning, plant traits; Resist Water 15

Weakness Fire

---

### **OFFENSE**

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Speed 20 ft., Climb 20 ft.

Melee Bite +26 (2d8+15)

Ranged 4 Vine Tendrils +20 (grab plus feed and pull)

Space 15 ft.; Reach 15 ft.

Special Attacks Putrid Breath, Pull (vine tendril, 30 feet)

Spells Known (FC CL 20th, Concentration +25)

1st (DC 16) – Virulence

2nd (DC 17) – Poison

3rd (DC 18) – Bio, Infect

4th (DC 19) – Contagion, Poisonga

5th (DC 20) – Biora, Drain, Infectga

6th (DC 21) – Greater Contagion, Syphon

7th (DC 22) – Plague Storm

8th (DC 23) – Doom

9th (DC 24) – Mass Enfeeblement

---

## STATISTICS

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Str 30, Dex 18, Con 28, Int 2, Wis 18, Cha 20

Base Atk +18; CMB +30 (+34 grapple); CMD 44 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Climb)

Skills Climb +31, Perception +25, Stealth +16 (+32 in forests); Racial Modifiers +4 Perception, +16 Stealth in forests

SQ Camouflage, Vine tendrils

---

## SPECIAL ABILITIES

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### Camouflage (Ex)

Because a malboro menace blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

### Feed (Ex)

When a malboro menace grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

### Putrid Breath (Su)

5/day and once every 1d4 rounds, a malboro menace can emit a 30-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save DC 27 to negate), Blind (Fortitude save DC 27 to negate), Confuse (Will save DC 27 to negate), Disable (Fortitude save DC 27 to negate), Disease (Fortitude save DC 27 to negate), Silence (Fortitude save DC 27 to negate), Petrify (Fortitude save DC 27 to negate), Poison (Fortitude save DC 27 to negate), Sap (Fortitude save DC 27 to negate), Sleep (Will save DC 27 to negate), and Slow (Fortitude save DC 27 to negate). Blue mages may learn this ability as a 9th level spell (Knowledge: Nature DC 33).

### Vine Tendrils (Ex)

A malboro menace can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 20 hit points, DR 5/slashing, and a Break DC of 21. If one of these vines is destroyed, the malboro menace can assume control of another vine as a move action to bring it to bear in combat.

### Malboro King (CR 22)

This malboro, through its abstinence of the odd practice of heterogenesis by which its lesser ilk procreate, has reached the foreseeable pinnacle of its development. Its hide has grown hard to the very point of petrification, and the crown it wears is studded with a glittering gemstone for each year of its life. Truly a king among foul-smelling vegetables. Over the centuries of its long life this malboro has seen and taken in a lot. Unlike its children and family like it has learned from its mistakes and even been able to set up traps. No, this malboro has far more intelligence than your typical malboro. And that my friends is what makes it a dangerous foe.

XP 614,400

CE Gargantuan Plant

Init +9; Senses All-around vision, Darkvision 60 ft., keen scent; Perception +42

Aura Frightful Presence (60 ft., DC 32), Stench (DC 35, 10 rounds), Greater Dispel (DC 35 on all Ribbons)

---

### DEFENSE

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AC 36, touch 12; flat-footed 14 (+5 dex, +1 dodge, +24 natural, -4 size)

hp 557 [683] (36d8+395); Regeneration 5 (fire), Fast Healing 15;

mp 198

Fort +27, Ref +15, Will +17

Absorb Water; Immune Lightning, plant traits; Resist Earth 10

---

### OFFENSE

---

Speed 30 ft., Climb 30 ft.

Melee Bite +31 (3d6+22 plus burp and Deshell II)

Ranged 6 Vine Tendrils +34 (grab plus feed and pull)

Space 20 ft.; Reach 20 ft.

Special Attacks Cloying Breath (50 ft.-cone, DC 25), Deep Breath, Dual Breath (can use two breath attacks at once but adds 1 additional round on their cooldowns), Extremely Bad Breath, Fast

Swallow (3d6+11, AC 22, hp 67, DC 36), Frost Breath (50 ft.-cone, 20d6 ice damage, Fortitude DC 36), Putrid Breath, Pull (vine tendril, 100 feet)

Spells Known (FC CL 30th, Concentration +38)

1st (DC 20) – Dread, Virulence

2nd (DC 21) – Death Armor, Poison

3rd (DC 22) – Bio, Dispel, Infect, Vampiric Touch

4th (DC 23) – Contagion, Poisonga, Woundra

5th (DC 24) – Biora, Drain, Infectga, Poisonja, Vemon

6th (DC 25) – Dread Spikes II, Greater Contagion, Greater Dispel, Syphon

7th (DC 26) – Countdown, Plague Storm

8th (DC 27) – Blackfire, Doom

9th (DC 28) – Mass Enfeeblement

---

### STATISTICS

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Str 32, Dex 20, Con 36, Int 11, Wis 26, Cha 26

Base Atk +22; CMB +37 (+41 grapple); CMD 52 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Iron Will, Improved Natural Attack (Bite), Improved Stench, Iron Will, Lightning Reflexes, Multiattack,

Power Attack, Skill Focus (Climb), Toughness, Toxic Stench, Weapon Focus (Vine), Quicken Spell

Skills Climb +51, Perception +42, Stealth +12 (+28 in forests); Racial Modifiers +4 Perception, +16

Stealth in forests

SQ Camouflage, Offspring, Vine tendrils

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### SPECIAL ABILITIES

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#### All-around Vision (Ex)

Malboro King sees in all directions at once. It cannot be flanked.



## **Burp (Ex)**

While being consumed and in the stomach of the malboro king, they must make a Fortitude save (DC 24) for Sap, Diseased, & Venom. This occurs every round.

## **Camouflage (Ex)**

Because a malboro menace blends in with the foliage that is its natural habitat, a DC 40 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

## **Feed (Ex)**

When a malboro menace grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

## **Cloying Breath (Su)**

9/day, a malboro king can emit a 50-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Sleep (Will save DC 25 to negate), Slow (Fortitude save DC 25 to negate), Weighted (Fortitude save DC 25 to negate).

## **Deep Breath (Su)**

1/day, if a malboro king hp is dropped to below half it can emit a 50-ft. Cone of Cloying Breath, Extremely Bad Breath, Frost Breath and Putrid Breath in a single action. Every double or triple effects are rolled multiple times. This does not count against the multiple times a day for the other breath weapons for individual use. It puts all the breath weapons on the 1d6 cool down.

## **Extremely Bad Breath (Su)**

3/day, a malboro king can emit a 50-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d6 rounds each: Berserk (Will save DC 36 to negate), Blind (Fortitude save DC 36 to negate), Confuse (Will save DC 36 to negate), Cursed (Will save DC 36 to negate), Disable (Fortitude save DC 36 to negate), Disease (Fortitude save DC 36 to negate), Entangled (Reflex save DC 36 to negate), Frog (Fortitude save DC 36 to negate), Mini (Fortitude save DC 36 to negate), Silence (Fortitude save 36 to negate), Petrify (Fortitude save 36 to negate), Poison (Fortitude save 36 to negate), Sap (Fortitude save DC 36 to negate), Shakened (Will save DC 36 to negate), Sleep (Will save DC 36 to negate), Slow (Fortitude save DC 36 to negate), Stop (Fortitude save DC 36 to negate), Stunned (Fortitude save DC 36 to negate) Venom (Fortitude save DC 36 to negate), Weighted (Fortitude save DC 36 to negate), Zombie (Fortitude save DC 36 to negate). The malboro king must wait 1d6 rounds to use this ability again. All other breath weapons act as normal.

## **Feed (Ex)**

When a malboro king grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 5d8+11 points of damage and 1 point of Strength, Dexterity, or Constitution damage to the target. If the vine tendril is severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

## **Frost Breath (Ex)**

7/day a malboro king can emit a 50-ft.-cone of subfrigid temperature and ice at the targets for 20d6 ice damage and Frozen effect. They must make a Fortitude save (DC 36) or be inflicted with Frozen status effect. The effect of Frozen lasts for 1d4+1 rounds.

## **Offspring (Ex)**

King Malboro can create 2d4+1 offspring as a free action that hatch in 1d2 rounds on, around or near the King Malboro. Once hatched these Seedlings become Malboro Seedlings.

## **Putrid Breath (Su)**

7/day, a malboro king can emit a 36-ft.-cone of foul gas. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save DC 36 to negate), Blind (Fortitude save DC 36 to negate), Confuse (Will save DC 36 to negate), Disable (Fortitude save DC 36 to negate), Disease (Fortitude save DC 36 to negate), Silence (Fortitude save DC 36 to negate), Petrify (Fortitude save DC 36 to negate), Poison (Fortitude save DC 36 to negate), Sap (Fortitude save DC 36 to negate), Sleep (Will save DC 36 to negate), and Slow (Fortitude save DC 36 to negate). The malboro king must wait 1d4 rounds to use this ability again. Blue mages may learn this ability as a 9th level spell (Knowledge: Nature DC 33).

## **Stench (Ex)**

The Malboro King with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 60 feet must succeed on a Fortitude save (DC 38) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same Malboro King's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

## **Toxic Stench (Ex)**

The first round a creature is affected by your stench, it must also make a successful Fortitude save against the same DC to resist becoming poisoned. The poison also adds confusion for 1 round to its effects.

## **Vemon (Ex)**

The target of this Ranged Attack from a vine tendril receives the Venom status effect (A much stronger effect than poison). The target takes 2d8+3 hp of non-elemental damage and 1d6+1 mp damage per round (Do not take any resistances or DR into consideration when applying the Venom damage). A Fortitude save of DC 36 can negate this effect and lasts 1d4+1 round unless cured. The effects do not stack if infected multiple times.

## **Vine Tendrils (Ex)**

A malboro king can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 50 hit points, DR 20/slashing, and a Break DC of 35. If one of these vines is destroyed, the malboro king can assume control of another vine as a move action to bring it to bear in combat.

# **Mandragora Family**

## Mandragora (CR 4)

Being a vegetative creature that grows in water of high salinity. The vines twisting up from its neck form a distinctive mask. As it screech is quite injurious to Man, chemickals are often spread to prevent these creatures' growth, yet their vine-masks prevent all but the most lethal of mixtures from actually killing them. Those natural philosophers who have studied their extraordinary powers of reproduction have pressed for an increase in the use of such chemickals.

XP 1,200

N Small Plant (Humanoid)

Init +4; Senses Low-light vision; Perception +9

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### DEFENSE

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

HP 38 (5d8+15)

Fort +7, Reflex +7, Will +2

Immune plant traits; Resist earth 5, ice 5, lightning 10;

Weakness fire

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### OFFENSE

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Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +8 (1d6+2 plus grab), 2 Slams +8 (1d4+2 plus poison)

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

Special Attacks Dream Pollen, Photosynthesis, Shriek

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### STATISTICS

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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 underground); Racial Modifiers +8 Climb, +8

Stealth in underground

Languages Mandragoran

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### SPECIAL ABILITIES

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#### 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.

#### Dream Pollen (Su)

3/day, a mandragora can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 13) or be inflicted with Sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

#### Photosynthesis (Su)

A mandragora can “drink” in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## 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. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Korrigan (CR 6)

A dark-hued mandragora that can be found near volcanoes. Some say they're what mandragora become after they get burnt just watch out for their fire move despite being a plant.

XP 2,400

N Small Plant (Humanoid)

Init +5; Senses Low-light vision; Perception +11

---

### DEFENSE

AC 20, touch 16, flat-footed 15 (+5 dex, +4 natural, +1 size)

HP 67 (8d8+32)

Fort +10, Reflex +9, Will +5

Immune plant traits; Resist earth 5, ice 5, lightning 10;

Weakness water

---

### OFFENSE

Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +13 (1d6+3 plus grab), 2 Slams +12 (1d4+3 plus poison)

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

Special Attacks Dream Pollen, Fireflash, Photosynthesis, Shriek

---

### STATISTICS

Str 16, Dex 20, Con 18, Int 8, Wis 16, Cha 10

Base Atk +6; CMB +8 (+12 grapple); CMD 23

Feats Lightning Reflexes, Skill Focus (Perception), Weapon Finesse, Weapon Focus (Bite)

Skills Climb +12, Perception +11, Stealth +16 (+24 in underground); Racial Modifiers +8 Climb, +8

Stealth in underground

Languages Mandragoran

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### SPECIAL ABILITIES

## Poison (Ex)

Slam—injury; save Fort DC 18; 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.

## Dream Pollen (Su)

3/day, a korrigan can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 17) or be inflicted with Sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Engulfing Winds (Ex)

Once every 1d4 rounds, a korrigan can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squalled status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 17) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## Fireflash (Su)

3/day, a korrigan can focus a single target to burst into flames. The target takes 4d6 points of fire damage and is inflicted with Blind status for 1d4 rounds (Fortitude save DC 17 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Photosynthesis (Su)

A korrigan can "drink" in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## Shriek (Su)

Once per day as a standard action, a korrigan can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking korrigan must make a DC 18 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Alraune (CR 8)

A curiously sentient plant-like creature favoring warm climes, both tropical and arid. The horns on their heads are used for cracking rock-salt, from which they draw the salinity that sustains their life. The vines spreading like a mask from their necks have led to the classification of these creatures as a sub-variety of mandragora. Apparently, however, the distinctive viny ruff is a source of much frustration to the creatures, and they can often be seen clawing at them, looking much like irritated pets clawing at a leash.

XP 4,800

N Small Plant (Humanoid)

Init +6; Senses Low-light vision; Perception +15

---

### DEFENSE

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AC 24, touch 18, flat-footed 18 (+6 dex, +1 dodge, +6 natural, +1 size)

HP 100 (12d8+32)

Fort +12, Reflex +12, Will +7

Immune plant traits; Resist earth 10, ice 5, lightning 10;

Weakness wind

---

### OFFENSE

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Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +17 (1d6+3 plus grab), 2 Slams +16 (1d4+3 plus poison), Gore +11 (1d6+3)

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

Special Attacks Dream Pollen, Ecliptic Howl, Greater Magic Fang, Impale, Photosynthesis, Shriek

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## STATISTICS

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Str 17, Dex 22, Con 19, Int 8, Wis 17, Cha 10

Base Atk +9; CMB +11 (+15 grapple); CMD 27

Feats Dodge, Lightning Reflexes, Mobility, Skill Focus (Perception), Weapon Finesse, Weapon Focus (Bite)

Skills Climb +16, Perception +15, Stealth +21 (+29 in underground); Racial Modifiers +8 Climb, +8 Stealth in underground

Languages Mandragoran

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## SPECIAL ABILITIES

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### Poison (Ex)

Slam—injury; save Fort DC 20; 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.

### Dream Pollen (Su)

An alraune can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 15) or be inflicted with sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

### Ecliptic Howl (Su)

Alraune grants nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds. The allies must be within 30 feet of Alraune when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Greater Magic Fang (Su)

3/day, an alraune's enhances itself or an ally with great magical strength within 40 feet. An alraune gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Impale (Ex)

When charging, an alraune deals double damage with its horn.

### Photosynthesis (Su)

An alraune can “drink” in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

### Shriek (Su)

Once every 4 turns as a standard action, an alraune can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking alraune must make a DC 16 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Wild Onion (CR 10)

Thought to be a variant of mandragora, for the vines that reach up from its collar, covering its face like a mask. Notes the famed naturalist, Merlose: 'It weareth its skin in layers, much like to the root of similar name, perhaps for the proffering of protection 'gainst the cold. Men say the great gaping orifice on its face was gouged by a shard of ice born of a midsummer blizzard. Though its former mouth was passing small, befitting naught but low whim'ring, its prodigious new one screameth full loud and full much as the foul beast could want, thence earning it its name.

XP 9,600

N Small Plant (Humanoid)

Init +6; Senses Low-light vision; Perception +19

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### DEFENSE

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AC 26, touch 18, flat-footed 20 (+6 dex, +1 dodge, +8 natural, +1 size)

HP 136 (15d8+75)

Fort +14, Reflex +14, Will +9

Immune plant traits; Resist wind 10, ice 15, lightning 10;

Weakness earth

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### OFFENSE

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Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +19 (1d8+8/19-20 plus grab), 2 Slams +18 (1d6+4 plus poison)

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

Special Attacks Dream Pollen, Ecliptic Howl, Large Jaw, Mournful Howl, Shriek

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### STATISTICS

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Str 18, Dex 23, Con 20, Int 8, Wis 18, Cha 10

Base Atk +11; CMB +14 (+18 grapple); CMD 30

Feats Dodge, Juke, Lightning Reflexes, Mobility, Skill Focus (Perception), Sidestep, Weapon Finesse, Weapon Focus (Bite)

Skills Climb +19, Perception +19, Stealth +24 (+32 in underground); Racial Modifiers +8 Climb, +8 Stealth in underground

Languages Mandragoran

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### SPECIAL ABILITIES

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#### Poison (Ex)

Slam—injury; save Fort DC 22; 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.

#### Dream Pollen (Su)

A wild onion can fill the air with drowsiness within a 15-ft.-radius. Creatures within the area of effect must make a Will save (DC 17) or be inflicted with sleep status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell(Knowledge: Nature DC 19).

#### Ecliptic Howl (Su)

Wild onion grants nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds. The allies must be within

30 feet of wild onion when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### **Large Jaw (Ex)**

A wild onion inflicts twice its Strength modifier and threatens a critical hit on a 19-20 with its bite attack.

### **Mournful Howl (Su)**

A wild onion releases a mournful howl. All creatures within a 100-foot spread except evil outsiders must succeed at a Fortitude save DC 18 or become paralyzed for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge Nature: DC 23).

### **Shriek (Su)**

A wild onion can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking wild onion must make a DC 17 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

### **Sickening Breath (Su)**

A wild onion can breathe out a foul breath in a 15-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 21) or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

## **Pumpkin Head (CR 12)**

Being a variety of mandragora exceptional among its kind for a high degree of intelligence, the most often cited evidence of this being the clothes, gloves, and boots it is known to wear. It lives in the manner of men, and exhibits a personality startlingly similar to ours. It is richly expressive, and fond of making hideous faces – this same playfulness illustrated by the pumpkin mask it wears upon its head.

XP 19,200

N Small Plant (Humanoid)

Init +7; Senses Low-light vision; Perception +22

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### **DEFENSE**

AC 29, touch 19, flat-footed 21 (+7 dex, +1 dodge, +10 natural, +1 size)

HP 154 (17d8+85)

Fort +15, Reflex +14, Will +9

Immune plant traits; Resist wind 15, earth 15, lightning 15;

Weakness ice

---

### **OFFENSE**

Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +21 (1d8+5 plus grab), 2 Slams +20 (1d8+5 plus poison)

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

Special Attacks Ecliptic Howl, Mournful Howl, Shriek, Vespersong



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## STATISTICS

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Str 20, Dex 25, Con 21, Int 10, Wis 20, Cha 10

Base Atk +12; CMB +16 (+20 grapple); CMD 33

Feats Ability Focus (Mournful Howl), Dodge, Juke, Lightning Reflexes, Mobility, Skill Focus (Perception), Sidestep, Weapon Finesse, Weapon Focus (Bite)

Skills Climb +22, Knowledge (Nature) +9, Perception +22, Stealth +27 (+35 in underground); Racial Modifiers +8 Climb, +8 Stealth in underground

Languages Mandragoran

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## SPECIAL ABILITIES

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### Poison (Ex)

Slam—injury; save Fort DC 23; 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.

### Ecliptic Howl (Su)

Pumpkin head grants nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds. The allies must be within 30 feet of wild onion when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### Mournful Howl (Su)

A pumpkin head releases a mournful howl. All creatures within a 100-foot spread except evil outsiders must succeed at a Fortitude save DC 20 or become paralyzed for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

### Pumpkin Head (Su)

A pumpkin head can drop a pumpkin from the sky upon its foe within 15 feet from himself. The falling pumpkin must succeed at a range touch attack (+20) and deals extra damage based on the number of hit points the pumpkin head has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increased by 1d4 for every 5 hit points missing to a maximum of 10d4. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

### Shriek (Su)

A pumpkin head can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking pumpkin must make a DC 17 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

### Vespersong (Su)

1/day, a pumpkin head sings arcanic tunes around himself and all his allies within 30 ft. are granted an increase to all magical damage and healing by +1 per two caster level (+8). This effect lasts 1 round/two levels (8 rounds). Blue mages may learn this ability as a 9th level spell (Knowledge Nature: DC 33).

## Deadly Nightshade (CR 14)

Being a mandragora with a head like a red tomato. Hailing from the eastern highlands, changing climates brought them down to the lowlands. Many are the treatise written by natural philosophers attempting to trace the roots of the strange black and white markings covering their bodies, reminiscent of the clothes worn by prisoners.

XP 38,400

N Small Plant (Humanoid)

Init +9; Senses Low-light vision; Perception +26

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### DEFENSE

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AC 33, touch 21, flat-footed 23 (+9 dex, +1 dodge, +12 natural, +1 size)

HP 196 (20d8+120)

Fort +18, Reflex +17, Will +12

Immune plant traits; Resist wind 15, earth 15, lightning 20;

Weakness water

---

### OFFENSE

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Speed 40 ft., Burrow 10 ft., Climb 40 ft.

Melee Bite +26 (1d10+12/18-20 plus grab), 2 Slams +25 (1d8+6 plus poison)

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

Special Attacks Ecliptic Howl, Eerie Howl, HP Absorb, Large Jaw, Mournful Howl, Shriek, Warsong

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### STATISTICS

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Str 22, Dex 28, Con 22, Int 8, Wis 22, Cha 10

Base Atk +15; CMB +23 (+27 grapple); CMD 42

Feats Ability Focus (Eerie Howl), Dodge, Improved Sidestep, Juke, Lightning Reflexes, Mobility,

Skill Focus (Perception), Sidestep, Weapon Finesse, Weapon Focus (Bite)

Skills Climb +26, Perception +26, Stealth +32 (+40 in underground); Racial Modifiers +8 Climb, +8

Stealth in underground

Languages Mandragoran

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### SPECIAL ABILITIES

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#### Poison (Ex)

Slam—injury; save Fort DC 26; 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.

#### Ecliptic Howl (Su)

Deadly nightshade grants nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds. The allies must be within 30 feet of wild onion when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

#### Eerie Howl (Su)

A deadly nightshade can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 26 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## HP Absorb (Su)

3/day, a deadly nightshade can fire a pulsating green beam at a single target that drains HPs and heals itself. The attack deals 5d6 points of non-elemental damage (Fortitude save DC 26 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Religion DC 25).

## Large Jaw (Ex)

A deadly nightshade inflicts twice its Strength modifier and threatens a critical hit on a 18-20 with its bite attack.

## Mournful Howl (Su)

A deadly nightshade releases a mournful howl. All creatures within a 100-foot spread except evil outsiders must succeed at a Fortitude save DC 26 or become paralyzed for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge Nature: DC 23).

## Shriek (Su)

A deadly nightshade can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking pumpkin must make a DC 26 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

## Warsong (Su)

3/day, a deadly nightshade sings proudly tunes around himself and all his allies within 20 ft. are granted an increase to all physical damage, melee, and ranged by +1 per two caster level (+10). This effect lasts 1 round/two levels (10 rounds). Blue mages may learn this ability as a 9th level spell (Knowledge Nature: DC 33).

# Ochu Family

## Microchu (CR 2)

A juvenile ochu. This round little monster looks adorable todding around, but it would not do to forget that it is still an ochu. The diminutive microchu can move quickly and they often travel in packs, which means that travelers can easily find themselves surrounded by enemies if they do not keep a weather eye out. And where you find microchus, you find ochus not far behind. It is altogether safer to avoid these cute critters whenever possible.

XP 600

N Small Plant

Init +3; Senses Low-light vision, scent; Perception +4

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### DEFENSE

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AC 16, touch 14, flat-footed 13 (+2 natural, +3 dex, +1 size)

hp 25 [36] (3d8+12)

Fort +6, Ref +4, Will +1

Immune Plant traits; Resist Lightning 5, Ice 5, Water 5

Weakness Fire and Earth

---

## OFFENSE

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Speed 30 ft., Burrow 10 ft., Climb 20 ft.  
Melee Bite +4 (1d4+1)  
Special Attacks Critical Attack, Photosynthesis, Plead

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## STATISTICS

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Str 12, Dex 16, Con 16, Int 2, Wis 10, Cha 6  
Base Atk +2; CMB +2; CMD 15  
Feats [Alertness](#), [Toughness](#)  
Skills Climb +5, Perception +4, Stealth +10 (+14 in vegetation); Racial Modifiers +4 Climb, +4 Stealth in vegetation

---

## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the microchu can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4+1 plus another 1d4+1 divided by half.

### Photosynthesis (Su)

Once every 1d4+1 rounds, a picochu can “drink” in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

### Plead (Ex)

A microchu can plead to the nearest Ochu for help. This forces the Ochu to use pollen as a move-action instead on her turn. If pollen is on cooldown, this reduces the pollen ability cooldown by 1 round. Only one plead can be used once per round per Ochu.

### Picochu (CR 4)

A subspecies of the microchu. They often act in large numbers. There are numerous cases of adventurers who got lost in their cuteness only to be attacked by nearby neochu. Since picochus rarely let themselves be seen after they’ve grown to a certain size, their growth process is surrounded in mystery. There is a movement to capture some to study them further, however such research is always interfered with by neochus and therefore has not moved forth.

XP 1,200

N Small Plant

Init +7; Senses Low-light vision, scent; Perception +7

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## DEFENSE

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AC 17, touch 14, flat-footed 14 (+3 natural, +3 dex, +1 size)  
hp 45 (5d8+25)  
Fort +8, Ref +4, Will +1  
Immune Plant traits; Resist Lightning 5, Ice 5, Water 5  
Weakness Earth

---

## OFFENSE

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Speed 30 ft., Burrow 10 ft., Climb 20 ft.  
Melee Bite +6 (1d6+2)  
Special Attacks Photosynthesis, Plead

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## STATISTICS

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Str 14, Dex 16, Con 18, Int 2, Wis 10, Cha 6  
Base Atk +3; CMB +4; CMD 17  
Feats [Alertness](#), [Improved Initiative](#), [Toughness](#)  
Skills Climb +9, Perception +7, Stealth +13 (+17 in vegetation); Racial Modifiers +4 Climb, +4 Stealth in vegetation

---

## SPECIAL ABILITIES

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### Photosynthesis (Su)

Once every 1d2 rounds, a picochu can “drink” in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

### Plead (Ex)

A picochu can plead to the nearest neochu for help. This forces the neochu to use pollen as a move-action instead on her turn. If pollen is on cooldown, this reduces the pollen ability cooldown by 1 round. Only one plead can be used once per round per neochu.

### Donkochu (CR 6)

This young stage of a donchu. Though it cutely rolls around, given the fact that it would grow up to become the “destroyer of forests,” it is quite ferocious. They travel alongside their guardian donchu, preying on both flora and fauna in every forest they go through. Donchus not only gravely affect the ecosystem of the land, but they also attack humans that come close to them, so it's best to exterminate donkochus before things get out of hand.

XP 2,400

N Small Plant

Init +7; Senses Low-light vision, scent; Perception +7

---

## DEFENSE

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AC 19, touch 14, flat-footed 16 (+5 natural, +3 dex, +1 size)  
hp 88 (9d8+54)  
Fort +11, Ref +6, Will +3  
Immune Plant traits; Resist Lightning 10, Ice 10, Water 15  
Weakness Earth

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## OFFENSE

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Speed 30 ft., Burrow 10 ft., Climb 20 ft.  
Melee Bite +11 (1d6+3)  
Special Attacks Photosynthesis, Plead

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## STATISTICS

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Str 16, Dex 16, Con 20, Int 2, Wis 10, Cha 6

Base Atk +6; CMB +8; CMD 21

Feats [Alertness](#), [Improved Initiative](#), Lightning Reflexes, [Toughness](#), [Weapon Focus](#) (Bite)

Skills Climb +13, Perception +11, Stealth+17 (+21 in vegetation); Racial Modifiers +4 Climb, +4 Stealth in vegetation

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## SPECIAL ABILITIES

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### Photosynthesis (Su)

A donkochu can “drink” in the sunlight, healing itself for 1d6+3 points of damage and gaining Fast Healing 1 for 1d6 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

### Plead (Ex)

A donkochu can plead to the nearest donchu for help. This forces the donchu to use pollen as a move-action instead on her turn. If pollen is on cooldown, this reduces the pollen ability cooldown by 1 round. Only one plead can be used once per round per donchu.

### Ochu (CR 7)

A mammoth plant monster with a jagged mouth, sharp fangs, and countless tendrils that writhe and grasp as if they had minds of their own. Frequently found in forests contaminated by magic, they often appear near human settlements. They are known to shake their body when excited in something that resembles an odd dance. Be wary, however, as this dance is often accompanied by a spray of toxic spores.

XP 3,200

N Large Plant

Init +5; Senses Low-light vision, scent; Perception +8

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## DEFENSE

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AC 20, touch 10, flat-footed 19 (+10 natural, +1 dex, -1 size)

hp 98 (10d8+60)

Fort +12, Ref +6, Will +4

Immune Plant traits; Resist Lightning 5, Ice 5, Water 5

Weakness Fire and Earth

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## OFFENSE

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Speed 20 ft., Burrow 10 ft., Climb 20 ft.

Melee Bite +12 (1d8+6), 2 Tentacles +13 (1d6+6 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks Constrict (1d6+6), Filth Cloud, Pollen, Screech, Seed Dispersal

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## STATISTICS

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Str 22, Dex 12, Con 20, Int 2, Wis 12, Cha 6

Base Atk +7; CMB +14 (+20 grapple); CMD 25

Feats [Alertness](#), [Improved Initiative](#), Lightning Reflexes, [Toughness](#), [Weapon Focus](#) (Tentacle)

Skills Climb +12, Perception +8, Stealth +14 (+22 in vegetation); Racial Modifiers +8 Climb, +8 Stealth in vegetation

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## SPECIAL ABILITIES

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### Filth Cloud (Su)

5/day, an ochu can release a breath weapon to creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds, Fortitude save (DC 15) to negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

### Pollen (Su)

Once every 1d4+1 rounds, heals all nearby microchus within 30 ft of the ochu for 3d6+8. Every microchus within range gains haste and bravery (+5) status for 1d6+1 rounds.

### Screech (Su)

Once 1d6+1 rounds, an ochu screeches loudly within a 40-ft.-radius, all foes take 4d6 points of piercing damage must make a Reflex save (DC 20) or are also subjected to a dispel effect.

### Seed Dispersal (Su)

1/day an ochu can emit an strange sound that summons 1d2+1 microchus into battle that assist and aid her.

## Neochu (CR 12)

A subspecies of Ochu, this giant monster freely flails around its long tentacles. It is thought to be relatively intelligent, which each of its feeling arms capable of carrying out a different function. Despite being a plant monster, it can be found from very cold to very hot and dry areas. It is highly adaptable, and since it is able to produce its own nutrients and water it can easily survive in areas where prey is scarce.

XP 19,200

N Huge Plant

Init +6; Senses Low-light vision, scent; Perception +21

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## DEFENSE

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AC 23, touch 10, flat-footed 21 (+13 natural, +2 dex, -2 size)

hp 212 (19d8+152)

Fort +18, Ref +10, Will +11

Immune Plant traits; Resist Lightning 10, Ice 10, Water 10

Weakness Earth

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## OFFENSE

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Speed 30 ft., Burrow 10 ft., Climb 20 ft.

Melee Bite +20 (2d6+8), 2 Tentacles +21 (2d6+8 plus grab)

Space 15 ft.; Reach 15 ft. (20 ft. with tentacle)

Special Attacks Constrict (2d6+8), Filth Cloud, Pollen, Poison Gas, Screech, Seed Dispersal

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## STATISTICS

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Str 26, Dex 14, Con 24, Int 2, Wis 16, Cha 6

Base Atk +14; CMB +22 (+28 grapple); CMD 34

Feats Ability Focus (Poison Gas), [Alertness](#), [Improved Initiative](#), Improved Natural Attack (Tentacle),

Iron Will, Lightning Reflexes, Power Attack, [Toughness](#), Vital Strike, [Weapon Focus](#) (Tentacle)  
Skills Climb +22, Perception +21, Stealth +22 (+30 in vegetation); Racial Modifiers +8 Climb, +8  
Stealth in vegetation

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## SPECIAL ABILITIES

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### Poison (Ex)

Tentacles – injury; save Fort DC 24; frequency 1/round for 6 rounds; effect poisoned and fatigue;  
cure no saves

### Filth Cloud (Su)

5/day, an neochu can release a breath weapon to creatures in a 30-ft.-cone. Creatures within the  
area of effect are inflicted with Disease and Poison status for 1d6 rounds, Fortitude save (DC 17) to  
negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature  
DC 23).

### Pollen (Su)

Once every 1d4+1 rounds, heals all nearby picochus within 30 ft. of the neochu for 5d6+12. Every  
picochus within range gains haste and bravery (+9) status for 1d6+1 rounds.

### Poison Gas (Su)

3/day, a neochu can release a poison gas from itself spread outward in a 30-ft.-radius. Creatures  
within the area of effect take 12d6 points of non-elemental damage and are inflicted with Poison  
status for 1d6 rounds. A successful Fortitude save (DC 20) negates the status effect and reduces  
the damage by half. Blue mages may learn this ability as a 6th level spell (Knowledge: Nature DC  
27).

### Screech (Su)

Once 1d4+1 rounds, a neochu screeches loudly within a 60-ft.-radius, all foes take 6d6 points of  
piercing damage must make a Reflex save (DC 28) or are also subjected to a dispel effect.

### Seed Dispersal (Su)

1/day an neochu can emit a strange sound that summons 1d4+1 picochus into battle that assist  
and aid her.

## Donchu (CR 15)

A subspecies of ochu, this giant plantoid has long tentacles which it freely controls. They are feared  
by many and are referred to as “destroyers of forests” and are said to not leave a single weed  
behind. This comes from the fact that they consume all the flora and fauna around they are found.

XP 51,200

N Huge Plant

Init +6; Senses Low-light vision, scent; Perception +26

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## DEFENSE

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AC 25, touch 10, flat-footed 23 (+15 natural, +2 dex, -2 size)

hp 274 (24d8+200)

Fort +22, Ref +12, Will +11



Absorb Water; Immune Plant traits; Resist Lightning 15, Ice 15  
Weakness Earth

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## OFFENSE

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Speed 40 ft., Burrow 10 ft., Climb 20 ft.

Melee Bite +26 (2d8+10), 2 Tentacles +27 (2d8+10 plus grab)

Space 15 ft.; Reach 15 ft. (20 ft. with tentacle)

Special Attacks Constrict (2d8+10), Pollen, Poison Gas, Putrescence, Screech, Seed Dispersal

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## STATISTICS

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Str 30, Dex 14, Con 26, Int 2, Wis 16, Cha 6

Base Atk +18; CMB +28 (+34 grapple); CMD 40

Feats Ability Focus (Poison Gas, Putrescence), [Alertness](#), [Improved Initiative](#), Improved Natural Attack (Tentacle), Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, [Toughness](#), Vital Strike, [Weapon Focus](#) (Tentacle)

Skills Climb +27, Perception +26, Stealth +27 (+35 in vegetation); Racial Modifiers +8 Climb, +8 Stealth in vegetation

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## SPECIAL ABILITIES

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### Poison (Ex)

Tentacles – injury; save Fort DC 30; frequency 1/round for 6 rounds; effect poisoned and fatigue; cure no saves

### Pollen (Su)

Once every 1d4+1 rounds, heals all nearby donkochus within 30 ft. of the donchu for 7d6+18. Every donkochus within range gains haste and bravery (+12) status for 1d6+1 rounds.

### Poison Gas (Su)

A donchu can release a poison gas from itself spread outward in a 30-ft.-radius. Creatures within the area of effect take 12d6 points of non-elemental damage and are inflicted with Poison status for 1d6 rounds. A successful Fortitude save (DC 20) negates the status effect and reduces the damage by half. Blue mages may learn this ability as a 6th level spell (Knowledge: Nature DC 27).

### Putrescence (Su)

3/day, a donchu pours a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45 ft. cone take 12d8 points of non-elemental damage (DC 22 Reflex save for half damage) and are subjected to a targeted greater dispel effect, using donchu's HD in place of a caster level. Enemies that failed the Reflex save must also make a Fortitude save (DC 22) or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead. Blue mages may learn this ability as a 8th-level spell (DC 31).

### Screech (Su)

Once 1d2+1 rounds, a donchu screeches loudly within a 60-ft.-radius, all foes take 8d6 points of piercing damage must make a Reflex save (DC 30) or are also subjected to a dispel effect.

## Seed Dispersal (Su)

3/day a donchu can emit a strange sound that summons 1d4+1 donkochus into battle that assist and aid her.

## Treant Family

### Treant (CR 8)

The Treant also known as the Wood Eyes, the Trent, or the Torrent. They often resemble trees in their appearances, often with a face carved into them. Due to their tree-like nature, they are usually weak to the Fire element, and occasionally have an affinity with the Earth. The typical treant is 35 feet tall, with a trunk 8 feet in diameter, and weighs 7,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.

XP 4,800

NG Huge Plant

Init -1; Senses Low-light vision; Perception +12

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#### DEFENSE

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AC 21, touch 7, flat-footed 26 (-1 dex, +14 natural, -2 size)

HP 114 (12d8+60)

Fort +13, Reflex +3, Will +9

Absorb Water; DR 10/slashing; Immune plant traits and earth;

Weakness Fire

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#### OFFENSE

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Speed 30 ft.

Melee 2 Slams +17 (2d6+9/19-20 plus berserk)

Space 15 ft.; Reach 20 ft.

Special Attacks Arboreal Storm, Rock Throwing (180 ft.), R.I.P., Spring Breeze, Trample (2d6+13, DC 25)

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#### STATISTICS

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Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 11

Base Atk +9; CMB +20; CMD 29

**Feats** Alertness, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests)

**Languages** Treant

**SQ** double damage against objects, treespeech

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#### SPECIAL ABILITIES

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### Arboreal Storm (Ex)

A treant spins around in a circle in its full 20 foot reach hitting everything with its 4 arms dealing 4d6+18 damage. This does not trigger a Berserking Slam save.

## Berserking Slam (Su)

A treant is coated with an oil that most creatures fly into a rage continuously fighting without thinking until they run out of steam for 1d6 rounds. Successful Fort save of a DC 19 negates this effect.

## Double Damage Against Objects (Ex)

A treant that makes a full attack against an object or structure deals double damage.

## Spring Breeze (Su)

3/day, A treant surrounds itself in a bluish-yellow breeze within a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 16) or be inflicted with Sleep status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

## Treespeech (Ex)

A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

## Melia (CR 14)

The Treant also know as the Wood Eyes, the Trent, or the Torrent. They often resemble trees in their appearances, often with a face carved into them. Due to their tree-like nature, they are usually weak to the Fire element, and occasionally have an affinity with the Earth. The typical treant is 35 feet tall, with a trunk 8 feet in diameter, and weighs 7,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.

XP 38,400

NE Huge Plant

Init +6; Senses Darkvision 60 ft., Low-light vision 120 ft., tremorsense 120 ft.; Perception +20

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### DEFENSE

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AC 28, touch 10, flat-footed 26 (+2 dex, +18 natural, -2 size)

HP 242 (21d8+147)

Fort +19, Reflex +9, Will +12

Absorb Water; DR 10/slashing; Immune plant traits and earth;

Weakness Fire

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### OFFENSE

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Speed 30 ft.

Melee 2 Slams +28 (3d6+19/19-20 plus berserk), Claw +22 (3d6+19 plus grab)

Space 15 ft.; Reach 20 ft.

Special Attacks Arboreal Storm, Canopy, Rise and Fall, Rock Throwing (240 ft.), Rest In Peace, Spring Breeze, Trample (3d6+28, DC 31)

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### STATISTICS

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Str 38, Dex 15, Con 24, Int 14, Wis 16, Cha 15

Base Atk +15; CMB +31; CMD 43

**Feats** Alertness, Combat Reflexes, Improved Critical (Slam), Improved Initiative, Improved Natural Weapon (Slam), Improved Natural Weapon (Claw), Improved Sunder, Iron Will, Power Attack, Snatch, Weapon Focus (Slam)

**Skills** Diplomacy +14, Intimidate +14, Knowledge (nature) +15, Perception +20, Sense Motive +17, Stealth -14 (+2 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common and Treant  
**SQ** double damage against objects, treespeech

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## **SPECIAL ABILITIES**

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### **Arboreal Storm (Ex)**

A melia spins around in a circle in its full 20 foot reach hitting everything with its 4 arms dealing 5d6+38 damage. This does not trigger a Berserking Slam save.

### **Berserking Slam (Su)**

A melia is coated with an oil that most creatures fly into a rage continuously fighting without thinking until they run out of steam for 1d6 rounds. Successful Fort save of a DC 23 negates this effect.

### **Canopy (Ex)**

The melia does a cone sweep in front of it dealing 3d6+38 damage to all targets within range. Berserking Slam DC is also a factor in this.

### **Double Damage Against Objects (Ex)**

A melia that makes a full attack against an object or structure deals double damage.

### **Rise and Fall (Ex)**

Once every 1d4+1 rounds, the melia grabs all the roots in the surrounding area in a 60-ft.-cone from it and lifts earth and roots at the players. This creates the area to be difficult terrain (except for itself) for the rest of the encounter and deals 8d6+14 points of earth damage unless they make a Reflex save DC 22 for half damage. The effect also throws you off your feet and everyone within the area must make a 2nd Reflex of a DC 15 or Acrobatics DC 25 save to catch yourself from not falling on the ground.

### **Rest In Peace (Su)**

1/day, melia chants a hymn that kills all of those who are asleep (friend and foe alike) within 30 ft. of it. Everyone who is asleep must make a Fortitude save DC 22 or dies. Blue mages may learn this ability as a 9th level spell (Knowledge: Nature DC 33).

### **Spring Breeze (Su)**

A melia surrounds itself in a bluish-yellow breeze within a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 16) or be inflicted with Sleep status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

### **Treespeech (Ex)**

A melia has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.