



BESTIARY

Glad to be off the ship for a change, we wandered through the jungle looking for supplies to restock our dwindling larder. Though the hunting was light, we found plenty of ripe fruit weighing the limbs down, pulling the branches low to the ground and making for easy picking. All seemed tranquil until we went to refill our water jugs in the clear river. It was then the water erupted, and from it emerged a beast that was half crocodile and half man. The damned thing took two crew members before slipping back into the river, leaving the previously clear water a muddy red. The bodies were never recovered, and we buried only their weighted seabags.

—Excerpt from the log of the *Blue Tortoise*

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Some of the deadliest denizens of the deep prowl forth to seek prey along both coastlines and island jungles. Be careful on shore leave or while foraging in the jungle, because you just might run into a massive crocodile, a mischievous kapre, or something worse.

SHIPS, SAILORS, AND OTHER VICTIMS

In "Island of Empty Eyes," the PCs get their own island and have the chance to do some exploring, but that doesn't mean the island is theirs alone just yet. While the PCs are securing their place on the island, any number of threats might attempt to rob them of what they've earned. This remote island is rich with resources, and other pirates greedily seek to plunder the unexplored territory. As if defending their turf from other pirates wasn't enough, the island is chock full of other, more bestial threats.

The following presents three ships the party might encounter anchored just off their island, giving the PCs the opportunity to gain a bit more experience and plunder on the front lines of a pirate attack. Some of these pirate crews even could send a crew ashore to survey the island for themselves. The PCs can deal with them either on their own ships or on the shore of their island. GMs using the plunder rules presented on page 61 of *Pathfinder Adventure Path* #55 should award the PCs 1d4 points of plunder for any ship they successfully raid.

Additionally, GMs should check out *GameMastery Flip-Map: Pirate Isle* or *GameMastery Map Pack: Lost Island*. These supplements were specifically created to aid in encounters for this Adventure Path.

The Damned Jewel: Shackles pirates boarded and took this ship from a careless merchant sailing too close to the Shackles as he made a break for Sargava. Since then, this trade vessel has been outfitted with ballistae and a ram. Captain Moray Jove reinforced the hull and repurposed the ship for taking on other pirates, but it's been a few weeks now since they made a good score, so Captain Jove has turned his eye toward islands in order to forage for food and fresh water. The crew are all hungry and more than a little irate with their current conditions. His away team includes eight shipmates (*Pathfinder RPG GameMastery Guide* 294) and himself (use stats for a first mate on page 295 of the *GameMastery Guide*), making the team a CR 9 encounter.

Lust of the North: Far from home, this band of northern raiders is fairly new to the Shackles. Led by a tough and impatient woman who goes by the nickname Ice Blue, the crew slowly acclimated to the warmer weather and not only increased their raids against other pirate ships, but also started taking on forts, hoping to find a more permanent home. No one knows what drew this crew to the south, but it is evident power and

ISLAND OF EMPTY EYES ENCOUNTERS

%	Result	Avg. CR	Source
1–5	1d6 sahuagin	5	<i>Bestiary</i> 239
6–10	1d12 cannibals	6	<i>GameMastery Guide</i> 306
11–13	1 canopy creeper	8	<i>Pathfinder</i> #56 80
14–20	1 giant slug	8	<i>Bestiary</i> 254
21–24	1 giant tarantula	8	<i>Bestiary</i> 2 256
25–29	1 tylosaurus	8	<i>Bestiary</i> 2 91
30–35	1 wolf-in-sheep's-clothing	8	<i>Bestiary</i> 3 285
36–38	1 titan centipede	9	<i>Bestiary</i> 2 53
39–45	1d8 cyclopes	9	<i>Bestiary</i> 52
46–51	1 giant snapping turtle	9	<i>Bestiary</i> 2 273
52–57	1d4 hangman trees	9	<i>Bestiary</i> 2 152
58–63	1d4 deinosuchuses	10	see page 84
64–68	2d10 giant vultures	10	<i>Bestiary</i> 3 284
69–73	1 kapre	10	see page 86
74–80	1 spinosaurus	11	<i>Bestiary</i> 3 79
81–85	1 tetrolimulus	11	see page 88
86–90	1 shipwrecker crab	13	<i>Bestiary</i> 3 60
91–97	1 viper vine	13	<i>Bestiary</i> 2 279
98–99	1 kongamato	15	<i>Bestiary</i> 3 169
100	1 popobala	15	<i>Bestiary</i> 3 221

riches are on their minds as the crew sails the Shackles in search of an island to call their own. *Lust of the North*, a karvi-style longship, is crewed by 22 shipmates (*GameMastery Guide* 294), Ice Blue (use stats for a viking on page 281 of the *GameMastery Guide*), and her grizzly bear cohort (*Pathfinder RPG Bestiary* 31), making this a CR 10 encounter.

Red Anger: Listing hard to one side, this ship shows damage from a ramming, including scorched planks, snapped spars, and tattered sails. The *Red Anger* has seen better days. After being abandoned by most of its crew, the ship bobbed in the water before being washed aground near an island as the tides came and went. Remaining on board are six dedicated crew members who tend to (and frequently converse with) a caged chuul originally destined to fight in the Green Blood on a Black Rock tournament in the nearby Sudden Lands (see page 176 of the *Pathfinder Campaign Setting: The Inner Sea World Guide*). If the ship is boarded or threatened, the crew members (use stats for a raider on page 280 of the *GameMastery Guide*) release their monster, directing the chuul (*Bestiary* 46) to fight for them. With the crew and the chuul all fighting together, this is a CR 11 encounter.



CORAL CAPUCHIN

This strange creature can only be described as a light pink, hairless monkey with the head of a fish and large, finlike wings.

CORAL CAPUCHIN

CR 1



XP 400

N Tiny magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

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

hp 13 (2d10+2)

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

Weaknesses moisture dependency

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (good), swim 30 ft.

Melee bite +7 (1d3–2 plus cursed bite)

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

Special Attacks cursed bite

STATISTICS

Str 6, **Dex** 17, **Con** 12, **Int** 6, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +3; **CMD** 11

Feats Weapon Finesse

Skills Climb +6, Fly +11, Sleight of Hand +8, Stealth +15 (+19 within coral reefs), Swim +6; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth within coral reefs

SQ amphibious

ECOLOGY

Environment warm coasts and oceans

Organization solitary, pair, or tribe (3–24)

Treasure none

SPECIAL ABILITIES

Cursed Bite (Su) A coral capuchin can deliver a bite that bestows some of the creature's benefits and weaknesses upon the victim. The curse delivered by this bite persists for 1d6 hours, and cannot affect the same creature more than once in a 24-hour period. Affected creatures begin drying out when exposed to air, but can hold their breath for double the normal amount of time. Targets of this cursed bite take 1d6 points of damage for every 10 minutes they are out of water, though spending a full-round action to bathe the victim in any sort of water halts this damage. Victims must succeed at a DC 12 Constitution check to avoid this effect. *Remove curse* ends this curse's effect as normal. The save DC is Constitution-based.

Moisture Dependency (Ex) A coral capuchin can breathe both air and water and survive indefinitely on land, but the creature must regularly be either submerged in water or thoroughly wetted down, or else it dries out in the air. A coral capuchin can survive out of water for a number of hours of equal to its Constitution score before it takes any negative effects. After this time, the creature takes 1d6 points of damage for every hour it remains dry. Bathing the creature in water of any sort resets this time frame.

Coral capuchins, when encountered outside of the water, look like a wizard's practical joke—they have the body of a small monkey, slick pink skin, a fishlike head, and membranous appendages that are a cross between a bat's wings and a fish's fins. They possess a monkey's innate intelligence and curiosity, displaying little fear of humanoids, but are also compulsive pickpockets that love the glimmer of gold and jewels, and possess the manual dexterity to relieve unsuspecting sailors and dockworkers of their hard-earned pay. An adult coral capuchin is a foot and a half in length, with a foot-long tail, a 4-foot wingspan, and a weight of 25 pounds.

ECOLOGY

Sages believe coral capuchins evolved from highly adaptive creatures living in the world's oceans. It is believed these creatures first developed as wholly aquatic creatures much like fish, and lived among brightly colored coral reefs where they used a form of camouflage to hide and escape predation, much like a cuttlefish or octopus. The creatures developed multiple methods of locomotion through evolution, and these biological changes allowed these creatures to crawl from the sea and walk on land. Eventually their fins transformed into wings, granting the creature greater mobility, and the ability not only to breathe the air above the waves, but also to soar through it.

Coral capuchins are capable of surviving out of the water in their air-breathing form for part of the day, although they quickly deteriorate and die if they do not keep their bodies moist. They spend most of their lives below the waves, subsisting on small fish and all manner of vegetation, but often venture onto land to find a particularly tasty morsel, or to satisfy their overactive natural curiosity. They also love to fly and can often be seen circling the crow's nests of ships entering and leaving harbor. On land, they hunt small rodents, pick nuts and berries, and find the eggs of birds a particular delicacy. Coral capuchins also display an intense interest in the food and belongings of all manner of humanoid species. They are especially drawn to small, shiny objects, and can be counted on to abscond with anything interesting that is not nailed down. Coral capuchins' hands allow them to manipulate objects, but they cannot wield weapons.

A coral capuchin is born as a wholly aquatic creature. Young coral capuchins lack the ability to fly or leave the water until they reach adulthood after approximately their first year of life. They are an incredibly fecund race, and females can produce a clutch of up to 100 eggs three times a year, though local aquatic predators usually devour most of these.

Because of their dependence on returning to the water, some coral capuchins venturing too far inland

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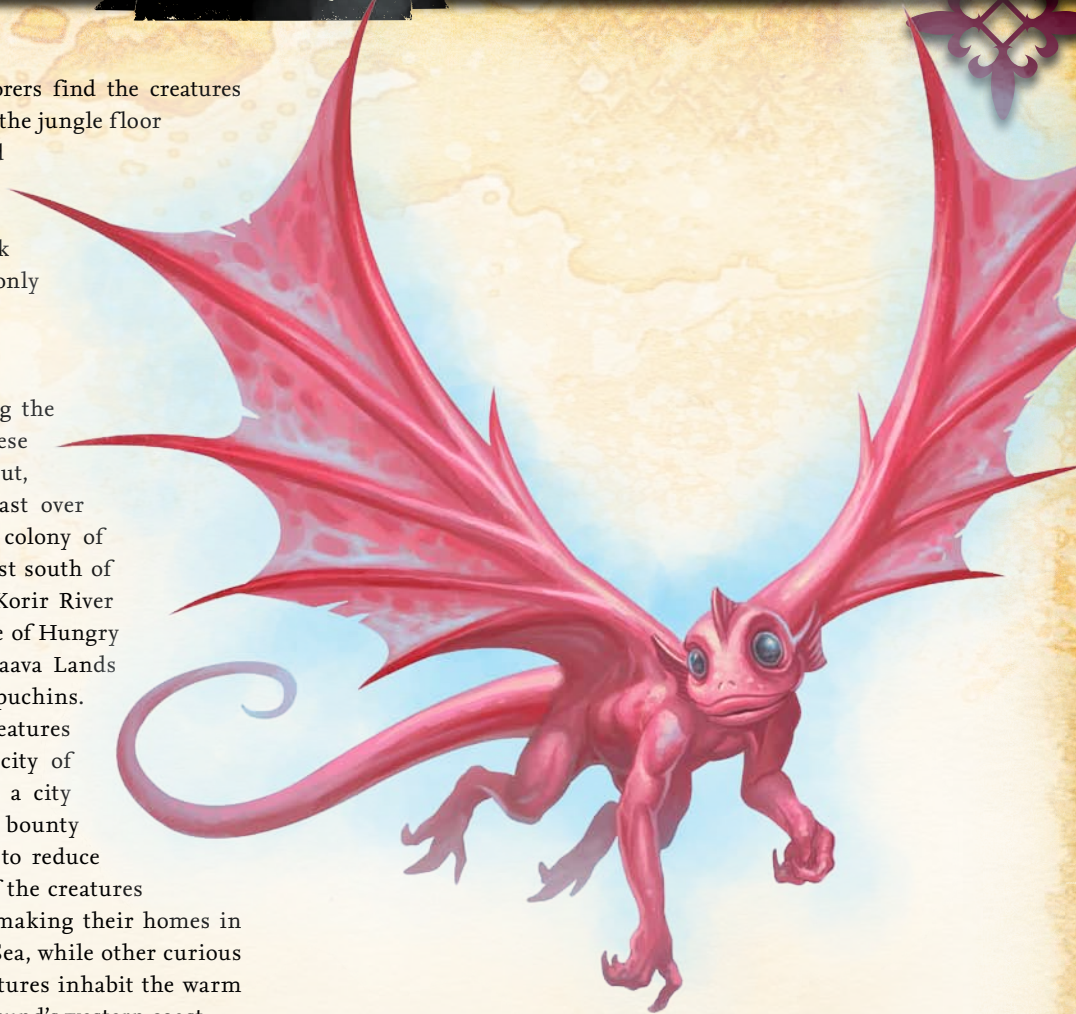
risk stranding themselves. Explorers find the creatures sickly and weak, sprawled out on the jungle floor covered in biting ants or picked apart by predators as they lie there dying. Coral capuchins that die on land dry, out to a husk that often turns to dust leaving only its brittle bones behind.

HABITAT & SOCIETY

Living in greater numbers along the southeastern coast of Garund, these creatures have slowly spread out, making their way north and east over the last few centuries. A large colony of the creatures resides off the coast south of Sargava and within the Lower Korir River Delta. The canopies of the Jungle of Hungry Trees and the jungles of the Kaava Lands ring with the calls of coral capuchins. An infestation of the clever creatures has recently plagued the port city of Senghor on the Fever Sea, and a city authority has begun offering a bounty on the creatures in an attempt to reduce their numbers. A few colonies of the creatures exist farther north, with some making their homes in the warmer waters of the Inner Sea, while other curious tribes of these mischievous creatures inhabit the warm waters of the Obari Ocean on Garund's western coast.

Coral capuchins live in tropical coastal areas, generally in small familial groups of fewer than 30 adults led by an older female. The first part of their name refers not only to their pinkish skin color, but also to their preferred nesting place—the coral reefs off of Garund's coast, where they make their homes in the countless caves and crevices found therein. They populate these vivid reefs to lay their eggs and hide among the protective growth, adapting their skin pigmentation to blend in.

Wholly unafraid of most humanoid species, coral capuchins are often domesticated by sailors and fisherman willing to put up with the creatures' incurable curiosity and penchant for petty larceny. They are often trained to fish for their masters, and are particularly sought after by those who make their living bringing up treasures from the ocean floor. Because of their love for shiny objects, they make excellent pearl divers, although it can sometimes be a struggle to get them to part with their treasures. Their voracious, omnivorous appetites also make them popular on long ocean voyages, as they are happy to reduce ships' endemic rat populations. Perhaps because of this, many sailors see them as



good-luck mascots, although they are most popular with pirates, smugglers, and other such seafaring folk, who more willingly accept their thieving nature.

CORAL CAPUCHINS AS FAMILIARS

Despite their mercurial temperaments and propensity for theft, coral capuchins are prized by wizards because of the creatures' exceptional mobility and their strange cursed bite. This bite allows spellcasters greater ability to explore below the waves, as long as they pay close attention to their time outside of the water. Despite this benefit, coral capuchins are more popular among spellcasters who don't mind running afoul of the law, as the small creatures' thieving behavior is difficult to fully control and often gets their masters into trouble. In addition, coral capuchins' need to stay moistened means they are better suited to serve as familiars for those living near water or willing to make compensations for this unusual physiology. Spellcasters of 3rd level or higher with an alignment within one step of neutral can gain a coral capuchin as a familiar by taking the Improved Familiar feat.



CROCODILIANS

The waters of Golarion's lakes, marshes, oceans, and rivers teem with threats, but few are as vicious as the crocodilians—monstrous quadrupedal aquatic reptiles known for their massive jaws, voracious appetites, and ruthlessness in combat.

All crocodilians share similar morphology. They are longer than they are tall, and much of a crocodilian's body length consists of a long tail the crocodilian uses to aid in swimming and as a weapon when defending itself. On land, crocodilians use their short, laterally positioned legs to propel them forward, and can move surprisingly quickly in short bursts. Crocodilians typically have thick, knobby scales along their backs. Their smoother and softer underbellies however, leave them vulnerable to attacks from below. A crocodilian's most notable physical feature is the large mouth that houses a menacing array of sharp teeth. Its powerful jaws can snap closed quickly and remain clamped on captured prey.

DEINOSUCHUS

This immense reptile, an alligator of overwhelming size, emerges from the water with rapidly snapping jaws that grind menacingly between each bite.

DEINOSUCHUS

CR 8



XP 4,800

N Gargantuan animal

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 104 (11d8+55)

Fort +12, **Ref** +10, **Will** +7

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +18 (2d6+13 plus grab), tail slap +12 (2d8+6)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (2d6+13), snap bite

STATISTICS

Str 36, **Dex** 12, **Con** 21, **Int** 1, **Wis** 15, **Cha** 2

Base Atk +8; **CMB** +25 (+29 grapple); **CMD** 36 (40 vs. trip)

Feats Awesome Blow (tail slap only)^B, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception, Stealth), Weapon Focus (bite)

Skills Perception +14, Stealth +0 (+12 in water), Swim +21;

Racial Modifiers +12 Stealth in water

SQ hold breath

ECOLOGY

Environment any water

Organization solitary, pair, or float (3–6)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) A deinosuchus can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Snap Bite (Ex) A deinosuchus making a full attack can make a second bite attack at a -2 penalty if its primary bite attack misses.

The largest of all known crocodilians, the 35- to 50-foot-long, 6-ton deinosuchus is a massive beast. This crocodilian possesses a shorter, rounder snout than the typical crocodile, and thus resembles a giant alligator. A patient hunter, the deinosuchus is all but invisible beneath the surface of the water. Only its nostrils breach the water's surface, allowing the rest of its formidable mass to remain out of sight from even highly perceptive prey.

In combat, the deinosuchus grinds its prey between its powerful jaws, knocking back other foes with its formidable tail while it snaps bones and tears the flesh of its captured meal.



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MARINE CROCODILE

This fishlike reptile has a thin, streamlined snout filled with needlelike teeth and a long, flat tail that it uses to propel itself through the water.

MARINE CROCODILE

CR 3



XP 800

N Large animal

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +5, **Will** +2

OFFENSE

Speed 15 ft., swim 50 ft.**Melee** bite +7 (1d8+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** death dive

STATISTICS

Str 20, **Dex** 13, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 20**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Perception +11, Swim +13**SQ** hold breath

ECOLOGY

Environment tropical oceans**Organization** solitary, pair, or float (3–6)**Treasure** none

SPECIAL ABILITIES

Death Dive (Ex) When grappling a foe of its size or smaller, a marine crocodile can perform a deadly dive upon making a successful grapple check. As it clings to its foe, it uses the force of its powerful tail to propel it downward in the water, allowing it to use both the move and damage actions as part of its grapple attempt. If successful, the marine crocodile maintains its grapple.

Hold Breath (Ex) A marine crocodile can hold its breath a number of rounds equal to 8 times its Constitution score before it risks drowning.

The marine crocodile resembles its land-based cousins in general body shape and size, though its legs are a hybrid of webbed feet and nascent fins. Its long tail is thinner and flatter than those of traditional crocodilians, allowing the marine crocodile to swim with alarming speed as it whips its tail back and forth.

Marine crocodiles generally remain in warm, shallow oceans and seas. They spend most of their time at sea hunting fish, sea mammals, aquatic humanoids, and monstrous humanoids like merfolk, sahuagin, and locathahs. Only when breeding and laying eggs do marine crocodiles venture onto land (where they are slow and clumsy), before returning to the sea.

SALTWATER CROCODILE

This crocodile is nearly half again as large as a normal crocodile, and seems to smile with its long, toothed mouth as it lunges forward.

SALTWATER CROCODILE

CR 5



XP 1,600

N Huge animal

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)**hp** 57 (6d8+30)**Fort** +10, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft., swim 30 ft.**Melee** bite +8 (2d6+6 plus grab), tail slap +3 (1d8+3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** death roll, lunging bite

STATISTICS

Str 23, **Dex** 10, **Con** 20, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +4; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Improved Initiative, Skill Focus (Perception, Stealth)**Skills** Perception +9, Stealth +2 (+10 in water), Swim +14; **Racial****Modifiers** +8 Stealth in water**SQ** hold breath

ECOLOGY

Environment tropical coasts and rivers**Organization** solitary, pair, or float (3–8)**Treasure** none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a saltwater crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile deals its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A saltwater crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Lunging Bite (Ex) Once per minute, a saltwater crocodile can extend the reach of its bite attack by 5 feet without taking the normal penalties to AC associated with the Lunge feat. This extended reach applies only to the crocodile's bite attack and lasts until the start of the creature's next turn.

Native to tropical saltwater estuaries and the freshwater rivers that feed them, saltwater crocodiles are among the largest form of non-primordial crocodilian on Golarion. Adult saltwater crocodiles can reach lengths upward of 20 feet and weights of over 2,000 pounds, and are typically more lethargic than their smaller kin, spending their days sunning themselves on land or in shallow water and hunting at night.



KAPRE

Roots and branches twist across the body of this huge, oddly proportioned humanoid to form impressive knots of muscle. Its many eyes shine with a warm glow like burning embers.

KAPRE

CR 10



XP 9,600

CN Huge plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura confounding aura (100 ft., DC 21)

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

hp 127 (15d8+60)

Fort +12, **Ref** +9, **Will** +9

DR 10/slashing; **Immune** plant traits

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 slams +17 (2d6+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks blow smoke

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*Speak with plants*

At will—*invisibility*

STATISTICS

Str 26, **Dex** 15, **Con** 17, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +21; **CMD** 33

Feats Alertness, Combat Reflexes, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Climb +20, Disable Device +17, Perception +22, Sense

Motive +12, Stealth +18, Survival +9; **Racial Modifiers**

Acrobatics (+8 when jumping), +8 Perception, +8 Stealth

Languages Common

ECOLOGY

Environment warm and temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Blow Smoke (Su) Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Creatures in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect and the save DC is Constitution-based.

Confounding Aura (Su) A magical aura surrounds a kapre, confusing and distracting its foes. In its more benign and playful moments, a kapre uses this aura to play tricks on passersby, throwing them off course and toying with their sense of direction. In a defensive capacity, the aura makes it much harder for creatures to track a kapre, and might unnerve them enough to drive them from an area the kapre is trying to protect. Within a kapre's aura, the DC of all Survival checks is increased by +15 and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's

aura must make a successful DC 21 Will saving throw when it enters the area or take a -4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

Tree-Meld (Su) A kapre can merge itself with a tree as a move action. While melded with a tree, the kapre can both see and hear as if it were standing outside the tree, and can speak normally. Minor physical damage to the tree does not harm the kapre, but if the tree is chopped down or destroyed by fire before the kapre exits, the kapre is slain. The kapre can exit the tree as a move action.

Vehement defenders of unusual natural locations, kapres have a complicated relationship with the "civilized" races. Formed of dense tree matter, they are as much part of the forest as their botanical brethren. Their intimidating physical size, territorial nature, and unusual approach to friendship often bring them into conflict with tribesmen and aggressive explorers. Furthermore, misleading myths paint them as vicious wife-stealers, violent demons, and even bringers of riches to those who can trap them. In truth, these arboreal giants are only dangerous to those who threaten the environs under their protection.

With slender limbs and thick, gnarled torsos made of twisted trunks and boughs, kapres are awkwardly humanoid in appearance, but have such rich personalities that those lucky enough call them "friend" see them as more people than plants. Festooned with hanging vines or seasonal blossoms, kapres blend in perfectly with the surrounding forest. Were it not for the soft glow of their eyes, they could be mistaken for treats.

Exceedingly secretive and wary, kapres prefer to avoid conflict where possible, using their imposing size and confounding auras to intimidate would-be invaders. Leaning out of huge trees, they blow smoke onto lost explorers, persuading them to flee from the locations the kapre protects. Even in peaceful discussions, they rarely drop their auras, aware that the most honeyed tongue can hide the cruelest intent. If things turn sour, they deal out fast and serious damage with their great wooden fists, and if their domain is breached, they fight to the death to turn invaders away. Though kapres are fearsome when their ire is raised, they are careful (and reasonable) enough to allow retreating aggressors to escape.

ECOLOGY

Much of the mystery that surrounds kapres is their own doing. Although shy, they enjoy the company of other humanoids and sometimes fixate on a particular creature, often a human female. This obsession manifests as playful teasing, using their confounding auras to befuddle the objects of their affections or keep others from visiting the women. Creatures that have a tolerance for trickery

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can become firm friends with the tree giants, earning protection, advice, and even romance. However, those who misunderstand these complex behaviors or those close to the “victim” can sour the reputation of kapres by reacting with jealousy and rage and branding kapres as dangerous or scheming. Rumors that capturing a kapre will force it to grant wishes were almost certainly started by a jealous chieftain whose wife caught a kapre’s eye.

These mixed reactions have kept kapres cautious and encouraged them to develop methods of identifying and escaping traps. Their caution keeps them always ready to leap over a trip wire, snare, or spiked pit. They know their own terrain inside out, and constantly keep an ear to the ground, using their *Speak with Plants* ability to stay on top of any changes for many miles around.

HABITAT

Each kapre chooses a location sacred or important to it, which it then defends with its life. The reasons for choosing a particular location might make little sense to other creatures, and when pressed a kapre usually gives a cryptic or evasive explanation. This has proved frustrating for many would-be road builders or bush farmers who cannot quite understand why a half-acre of swamp should be of interest to anyone. Furthermore, the location a kapre chooses to defend is not always where it resides, and invading a kapre’s home is almost as dangerous as sullyng a sacred place. It is not uncommon for a careful explorer who has given a kapre’s sacred spot a wide berth to end up the target of the creature’s fury when the new route runs directly through the clearing the creature calls home. A kapre’s home is usually easy to identify, and resembles a druid’s grove: a clearing, carefully and sensitively pruned, with a single massive tree at its center.

KAPRE CIGARS

Kapres roll thick cigars, using a recipe so secret (and so potent) that neither tobacconist nor alchemist can identify the ingredients. Even in the chaos of combat their enormous cigars never fall from their mouths; their thick-skinned stogies interfere with their speech, lending a lazy drawl to their creaky voices.

KAPRE CIGAR

Aura faint evocation and necromancy; **CL** 7
Slot none; **Price** 2,250 gp;
Weight 4 lbs.

DESCRIPTION

A kapre’s 2-foot-long cigar never goes out. It burns with a glow that sheds light like a candle, but does not burn other organic material. Smoking the cigar is dangerous for any but a kapre—and not just because of its size. Only a Medium or larger creature can attempt to smoke the cigar. Creatures doing so must succeed at a DC 16 Fortitude save or become nauseated for 1 hour. Each time a creature attempts to inhale, he or she must make another save, but receives a cumulative +1 bonus for each successful inhalation in the past 24 hours.

Once inhaled, the smoke can be exhaled to the detriment of nearby foes. The smoking creature must exhale within 1 round of inhaling or be nauseated for 1 round, coughing up the potent smoke into its own square. A Medium creature can blow the smoke as a standard action at one adjacent enemy. A Large or larger creature can blow the smoke in a 15-foot cone, also as a standard action. Creatures caught in the smoky cloud must succeed at a DC 16 Fortitude save or be nauseated for 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a kapre or creation must be completed under the supervision of a kapre; **Cost** 1,125 gp





TETROLIMULUS

From a body like a strange crab sprouts the torso of a praying mantis, clad in coral-colored crustacean armor. Swaying hypnotically, it rattles razor-sharp claws and raises its long, rapier-like tail stinger.

TETROLIMULUS

CR 11



XP 12,800

NE Large magical beast (aquatic)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 147 (14d10+70)

Fort +16, Ref +13, Will +7

Resist cold 10

OFFENSE

Speed 50 ft., swim 50 ft.

Melee 2 claws +19 (2d6+6/x4), sting +17 (1d6+3 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks poison, pounce

STATISTICS

Str 22, Dex 18, Con 21, Int 3, Wis 12, Cha 9

Base Atk +14; CMB +21; CMD 35

Feats Endurance, Great Fortitude, Improved Initiative, Iron Will, Lunge, Multiattack, Run

Skills Climb +10, Perception +7, Survival +14

SQ amphibious, shoreline mastery

ECOLOGY

Environment temperate coasts

Organization solitary, pair

Treasure none

SPECIAL ABILITIES

Poison (Ex) Tetrodotoxin: Sting—*injury*; save Fort DC 22; frequency once; initial effect staggered for 1 round, secondary effect paralysis for 1d4 rounds; cure 2 consecutive saves.

Shoreline Mastery (Ex) The multi-limbed nature of the crab half of the tetrolimulus allows it to ignore the effects of uneven or difficult terrain. This does not apply to terrain magically manipulated to impede movement.

A terrifying mix of prehistoric arthropod and heavily armored mantis, the tetrolimulus is the stuff of nightmares for shipwrecked and abandoned mariners. Plated with a spiny crustacean exoskeleton, the upper body of the tetrolimulus is reminiscent of a very robust kind of mantis. Its raptorial forelimbs, folded as if in prayer, flash forward with frightening speed and precision to brutally slice opponents before they have had a chance to act. Captains and mutineers alike are quick to remind their enemies of these deadly claws and the creature's other name, the "beach guillotine," for the brutal justice it exacts on those put ashore for choosing the wrong side in a mutiny.

With somewhat less panache, the tetrolimulus is often described as the "sea-mantis" because it resembles a crab's

strong legs and shell merged with a mantis' powerful arms. Trailing behind is a scorpion's deadly stinger. The creature's durable, spiked shell covers five pairs of blade-like legs that work together to produce remarkable speeds even through challenging terrain. Truly a master of the beaches, the tetrolimulus has caught many mariners off guard with a blazing charge over varied terrain, perforating a noiseless trail through wet sand, then clattering over rocks with the sound of dice thrown across a table.

Its final and most dangerous terror, held upright and waved like a regal scepter in combat, is the tetrolimulus's tail stinger. The stinger is razor sharp along its outer edge, but its neat incisions are nowhere near as dangerous as the poison that coats its blade. Those who succumb to a dose of poison—called tetrodotoxin—are soon to be a meal for the sea-mantis. Muscle spasms and cramps accompany a gradual slowing of movement, hinting at oncoming paralysis and the agony of a neat butchering while still alive for easy consumption. One of nature's cruelest poisons, tetrodotoxin is a popular tool of the Red Mantis assassins, who appreciate both the poison's painful efficacy and the mantis-form of its progenitor.

ECOLOGY

Out of the water, the tetrolimulus adopts an unusual swaying movement of the upper body. Although its purpose is not entirely clear, it is thought that, much like the land-dwelling mantis, the movement enhances the creature's primitive vision and makes picking out prey by its own relative movement easier. It has been suggested that remaining completely still when confronted by a tetrolimulus may prevent detection, but none have been able to confirm the success of this tactic, and there are none who are confident enough of the theory to test it in the field.

Female tetrolimuluses, the hunters of the species, are by far the more aggressive. Rarely seen, males live in deeper waters as bottom feeders, emerging only in the mating season in early spring. At this time for a few days each year, both sexes make great journeys, sometimes of hundreds of miles, to return to ancient coastal breeding grounds. Here dominant and aggressive females meet and mate with the strongest of the smaller and more delicate males. Only a small number of these males get a chance to breed, and an even smaller number survive to return to the oceans. The energy and effort of their travels exhaust the females, and once they've been impregnated, the easiest and closest source of food is the weaker males surrounding them. A fertilized female may even continue to exhibit signs of availability to encourage more males to approach her— not for reproduction, but to satisfy her more immediate hunger.

Young are born at sea, and perhaps as payment for their strength and power later in life, they spend their first few

BESTIARY

months at the bottom of the food chain. Without the thick shells of maturity, they are easy prey, which contributes a great deal to population control of their species. As their shells thicken and harden, they start to enjoy a less harried existence, and by 6 months old they start to fight back. They reach maturity in 12 to 18 months and can live for up to 50 years.

Tetrolimuluses' behavior is largely instinct-driven, but during the breeding season the normally nomadic creatures will fight viciously to protect the shores of their ancestral breeding grounds. Even male sea-mantises rise to combat, though at sea they more commonly flee than risk confrontation.

Females can be found in the area of the Abendego Gulf, from Mediogalti Island all the way into the Shackles and as far north as the Sodden Lands. Even Rahadoum has seen the occasional tetrolimulus washed ashore to the south, where the creatures are feared as the twisted manifestations of Achaekek, conjured for worship by the Red Mantis and a stark reminder of the folly of religious devotion. There are descriptions of creatures similar to the tetrolimulus to the north, even into the Inner Sea, but these stories are as old and leaky as the ships of the pirates and traders who tell them and no reports of tetrolimuluses along the coast of Cheliax, for example, are younger than two generations.

Much of tetrolimuluses' bulk is armor, and despite their size they can survive on relatively small quantities of food. In perhaps the only mark of intelligence in their species, they try to avoid overfishing, instead roaming over several miles of coastline to balance their ecology. The majority of their diet is fish and cephalopods, but they are competent trackers and follow hints of habitation on their beaches to devour any coast-dwelling mammals foolish enough to find themselves on the beaches, including humanoids. Like most animals, tetrolimuluses tend to avoid large settlements or areas frequently visited by humans. Remote or inaccessible beaches are the females' preferred habitat, but occasionally a powerful storm rolling out of the Eye of Abendego can toss them on more popular or even populous coastlines. Surprisingly high concentrations of the creatures are found around Mediogalti Island and its outlying cluster. Some suggest this is due to deliberate cultivation by the Red Mantis, thanks to the tetrolimulus's favorable form, but it may simply be because the treacherous waters and hidden coves are perfect for their reclusive lifestyle, and the frequent mutinies, shipwrecks, and foolish adventurers provide a varied and ample diet for the brutal predators.

TETRODOTOXIN

While none are stupid enough to actively farm sea-mantises, occasionally the corpse of one is washed up into the more accessible bays on the

coasts of the Shackles or Mediogalti Island. Some of the more enterprising residents of Ilizmagorti have developed a method of harvesting the cruel tetrodotoxin poison, from which the tetrolimulus gets its name, for sale to the assassins of the Red Mantis.

A single dose of tetrodotoxin sells for 1,300 gp. Its rarity and potency make it a valuable product, and prices outside the Shackles or Mediogalti Island can be 50–100% higher.




One dose of poison can be harvested from the corpse of a tetrolimulus, provided the lower half of the creature is intact. This requires a DC 25 Survival check, and even those who usually find themselves competent at skinning or gutting creatures struggle with the intricacies of the sharp tail stinger. In harvesting the tetrodotoxin poison, those without the poison use ability are subject to the standard 5% chance of self-poisoning.





WERECROCODILE

Standing taller than a man, this humanoid figure wears filth-covered rags over cold, scaly skin, its crocodilian maw displaying razor-sharp teeth reeking of rotting flesh.

WERECROCODILE (HUMAN FORM) CR 3   

XP 800

Human natural werecrocodile fighter 2

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 21 (2d10+6)

Fort +5, **Ref** +1, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee battleaxe +5 (1d8+2/x3)

Ranged longbow +3 (1d8/x3)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Endurance, Improved Initiative, Power Attack, Run

Skills Perception +1, Stealth +2, Survival +4, Swim +6

Languages Common

SQ armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), lycanthropic empathy (crocodiles and dire crocodiles)

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure NPC gear (battleaxe, longbow with 20 arrows, masterwork breastplate)

WERECROCODILE (HYBRID FORM) CR 3   

XP 800

Human natural werecrocodile fighter 2

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 23, touch 11, flat-footed 22 (+6 armor, +1 Dex, +6 natural)

hp 23 (2d10+8)

Fort +6, **Ref** +1, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft., swim 20 ft.; sprint

Melee battleaxe +5 (1d8+3/x3), bite +5 (1d8+3 plus grab and curse of lycanthropy), tail slap +0 (1d12+1)

Ranged longbow +3 (1d8/x3)

Special Attacks death roll (1d8+3 plus trip)

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 16

Feats Endurance, Improved Initiative, Power Attack, Run

Skills Perception +1, Stealth +2, Survival +4, Swim +7

Languages Common

SQ armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), lycanthropic empathy (crocodiles and dire crocodiles)

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure NPC gear (battleaxe, longbow with 20 arrows, masterwork breastplate)

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The werecrocodile deals its bite damage and knocks the creature prone. If successful, the werecrocodile maintains its grapple.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a werecrocodile may sprint, increasing its land speed to 60 feet for 1 round.

Werecrocodiles merge the ruthless determination of a crocodile with the intelligence and adaptability of a humanoid, creating a maliciously cunning creature with no doubt of its martial superiority. Lacking any culture or society beyond what can be gained through physical might, these creatures are solitary hunters. Natural werecrocodiles usually stand taller and broader than an afflicted member of their species. In humanoid form, specimens often have a slight rigidity to their skin, a green tinge around their lips, or vertically slit pupils. The average male werecrocodile in human form stands 6 feet tall and has a powerful, muscular frame weighing up to 250 pounds, with females averaging slightly shorter and lighter.

ECOLOGY

Most werecrocodiles prefer warm rivers, coastlines, and swamps—ideally within a day's travel of a humanoid community where they can stalk new victims. They favor fresh humanoid kills, but they also eat fish, small waterfowl, or anything else they can chase down and kill. Voracious predators, these creatures either kill and eat or otherwise drive away most other local, predatory species.

Werecrocodiles delight in the power their forms give them over others and enjoy nothing more than terrorizing their prey before the kill. Such creatures often pose as river guides or experienced woodsmen in order to lead their chosen targets away from the safety of civilization.

Once in the wild, a werecrocodile prefers to take the first opportunity it can to maim its victim before allowing the prey to escape. It then hunts the poor soul down, dragging it into the water and drowning it, then either devouring it or stashing the body in a mudbank for a later meal. Werecrocodiles often join groups of adventurers in hopes of just such opportunities. If its secret is discovered before the trap is sprung, a werecrocodile fights until the tide of battle turns against it, then flees to stalk its chosen victims from a distance.

HABITAT & SOCIETY

While werecrocodiles typically enjoy the solitude of their territories, small colonies of them can sometimes be found scattered throughout isolated swamplands. Most stories suggest that it takes a particularly strong and malicious werecrocodile to hold others of its kind in sway. Despite the believed preference for solitude, when these creatures do come upon each other, conflict is rare. As long as they heed one another's territorial boundaries, individuals hold an underlying tolerance of each other.

However, when conflict does arise between werecrocodiles, such battles are typically to the death. Any dispute relating to territories or mates has only one rule: the victor may do as he wishes with his prize. This amuses any female being fought over, as even when a challenger defeats an opponent, if the female is unamused or unimpressed, she often simply kills the victor and feeds on his remains before going on her way.

The borders of werecrocodile hunting grounds are adorned with skulls slung together with varying forms of aquatic vegetation and hung from trees along or across waterways. These blatant displays serve a dual purpose: to warn away any potential encroachers and to evoke fear and anxiety in intelligent prey as soon as they enter the lycanthrope's territory. A werecrocodile's prowess correlates directly with

the size and number of the skulls displayed on the borders of its territory.

In areas where werecrocodiles are known to lair, locals often treat strangers met alone in the wilderness with extreme distrust. In some communities, a wanderer that approaches without first displaying an object of silver worn against the skin is shunned, or attacked outright if he seems aggressive.

Because of their fascination with the power that their forms give them over lesser races, werecrocodiles rarely turn others into lycanthropes. Any afflicted werecrocodile was able enough to escape his hunter and survive whatever wounds he suffered. Afflicted werecrocodiles are often more malicious and cruel than their natural brothers, masking their self-loathing and despair with blood-soaked acts of violence. Whether due to the werecrocodiles' unremitting despair, or their inability to control their alternate form's lust for violence and blood, these rampages end only with the death of the werecrocodile or the death of all innocents that the beast can find.

