



# WEEKLY CRITTER CRATE

## THE BROOD

*Of one destructive mind, the brood are a race of communal assimilators comprising many deadly shapes, absorbing into their own the races they deem worthy, and slaughtering the rest. They are believed to have originated on a thankfully long-lost alien plane of existence, but have been found on the prime material plane after meteorite impacts or continent-shifting earthquakes.*

*The brood assimilation process is purely biological, changing the original form in drastic ways. Some member species exhibit a marked decrease in intelligence, while others a distressing leap forward in mental acuity, but all are broken, twisted, and reformed into engines of the brood leaders' personal, alien agenda.*

## BROODLING

*This creature looks like a mutant lizard as big as a dog, bearing ivory claws on all four feet and wrapped entirely in scales the colour of old blood. Behind a bony crest on its head, two muscular, scythe-like appendages sprout right out of its shoulders, and they flex and quiver as it launches forward on powerful legs, chittering excitedly.*

## BROODLING

CR 1/2

Usually LE Small Aberration

**Init** +3; **Senses** Darkvision 60 ft., Listen +1, Spot +1

**AC** 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

**hp** 5 (1 HD)

**Fort** +1, **Ref** +3, **Will** +1

**Speed** 40 ft.

**Melee** bone scythe +4 melee (1d6); **Full** 2 bone scythes +4 melee (1d6)

**Space** 5 ft., **Reach** 5 ft.

**Base Atk** +0; Grp -4

**Atk Options** Pounce, Rake 1d3

**Abilities** Str 10, Dex 17, Con 13, Int 2, Wis 8, Cha 5

**Feats** Weapon Finesse

**SQ** Brood Regeneration, Burrow

**Skills** Balance +5, Climb +9, Jump +13

**Brood Regeneration (Ex)** All members of the brood swarm regenerate physical damage at an advanced rate, healing 3 hit points every hour when at rest.

**Burrow (Ex)** The broodling can burrow below ground to rest, or hide in preparation of an ambush if directed by more powerful members of the brood. A successful perception check DC 15 shows that something was recently buried at that spot. Standard action to uncover itself. Broodlings do not have a burrow speed.

**Pounce (Ex)** Charge; 2 bone scythes +6 melee (1d6) and 2 rakes +4 melee (1d3); AC -2 for one round.

**Skills** Broodlings are designed to run down prey, and always come in pairs. A broodling has a +8 racial bonus to jump checks, a +4 racial bonus to climb checks, and a +2 racial bonus to both spot and listen checks when within 10 feet of another broodling (factored into the statistics above).



# WEEKLY CRITTER CRATE

## BROODLING SLASHER

CR 2

Usually LE Small Aberration

**Init** +3; **Senses** Darkvision 60 ft.

**AC** 18, touch 14, flat-footed 14  
(+1 size, +3 Dex, +4 natural)

**hp** 20 (3 HD)

**Fort** +3, **Ref** +4, **Will** +2

**Speed** 50 ft.

**Melee** bone scythe +6 melee (1d8+1); **Full** 2 bone scythes +6 melee (1d8+1)

**Space** 5 ft., **Reach** 5 ft.

**Base Atk** +2; Grp -1

**Atk Options** Pounce, Rake 1d4+1

**Abilities** Str 12, Dex 17, Con 14, Int 2, Wis 8, Cha 5

**SQ** Brood Regeneration

**Feats** Weapon Finesse

**SQ** Brood Regeneration, Burrow, Improved Natural Attack: Bone Scythe

**Skills** Balance +6, Climb +10, Jump +14, Listen +2, Spot +2

**Brood Regeneration (Ex)** All members of the brood swarm regenerate physical damage at an advanced rate, healing 3 hit points every hour when at rest.

**Burrow (Ex)** The broodling slasher can burrow below ground to rest, or hide in preparation of an ambush if directed by more powerful members of the brood. A successful perception check DC 15 shows that something was recently buried at that spot. Standard action to uncover itself. Broodling slashers do not have a burrow speed.

**Pounce (Ex)** Charge; 2 bone scythes +8 melee (1d8+1) and 2 rakes +6 melee (1d4+1); AC -2 for one round.

**Skills** Broodling slashers are designed to run down prey, and always come in pairs. A broodling has a +8 racial bonus to jump checks, a +4 racial bonus to climb checks, and a +2 racial bonus to both spot and listen checks when within 10 feet of another broodling (factored into the statistics above).

Before assimilation by the brood, broodlings are believed to have been nocturnal lizards, coming to the surface at night to run down and capture giant beetles, scorpions, and moles among the dunes of the deep desert.

Broodlings are the spearhead of any brood attack, and lacking a brood spineserpent or other, greater brood intelligence, they slaughter all living things in their path. Some broodlings are larger, faster, and stronger than their peers, and their rolling, chattering calls are rightly feared by any who have encountered them before.

## COMBAT

Broodlings and broodling slashers pounce recklessly from target to target, tearing with their scythes and raking with their back feet. They love leaping from above or burrowing to the surface right next to their prey.



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## BROODLING SPINESERPENT

*This creature resembles a huge chitinous serpent with a great bony crest above a skull-like face. Its spine and ribcage are sharp, jutting, like an oversized, fleshless skeleton. Its arms are actually boney scythes hinged like those of a praying mantis. It rears up to its full height, towering above you, and a sibilant, chilling word escapes its mouth: Diiiie...*

## BROODLING SPINESERPENT

CR 4

Usually LE Small Aberration

**Init** +2; **Senses** Darkvision 60 ft.

**AC** 17, touch 12, flat-footed 14

(-1 size, +3 Dex, +5 natural)

**hp** 37 (5 HD)

**Fort** +4, **Ref** +3, **Will** +4

**Speed** 30 ft., Swim 30 ft., Burrow 5 ft.

**Melee** Mantis claw +8 melee (2d4+5)

**Ranged** 4 Spines +5 ranged (1d8+2), +6/1d8+3 within 30 feet.

**Full** 2 Mantis claws +8 melee (2d4+5); or 4 Spines +5 ranged (1d8+2), +6/1d8+3 within 30 feet.

**Space** 10 ft., **Reach** 10 ft.

**Base Atk** +3; Grp +10

**Atk Options** Spines

**Abilities** Str 20, Dex 16, Con 17, Int 8, Wis 10, Cha 7

**SQ** Brood Regeneration

**Feats** Combat Reflexes, Point Blank Shot

**Skills** Balance +5, Bluff +2, Climb +10, Escape Artist +7, Spot +6

**Brood Regeneration (Ex)** All members of the brood swarm regenerate physical damage at an advanced rate, healing 3 hit points every hour when at rest.

**Skills** A brood spineserpent's unusual physiology and natural weaponry grant it a +4 racial bonus to bluff checks, climb checks, and escape artist checks.

Brood spineserpents resemble undead more than living creatures, and no one knows their origin species. What is clear is the sadistic glee they hold for killing. Brood spineserpents are capable of communicating and can be quite clever, and that intelligence is turned towards how best to rip apart the enemies of the brood swarm.

Brood spineserpents can speak a smattering of almost all the common tongues, but they seldom say anything that isn't simply a promise to kill.

## COMBAT

Brood spineserpents are fully aware that their spines are their most potent weapons, and they love to burrow to the surface before unleashing a full volley on soft-looking targets. If possible, they always open combat with their spines, but they enjoy bringing their mantis claws to bear, and won't hesitate to attack in melee, drawing right next to smaller targets to maximize their great reach and combat reflexes.



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Bent only on slaughter, a brood spineserpent will go to great lengths to kill. Badly wounded spineserpents have been known to feign death (bluff +2), only to spring to life when a target presents itself. They have also been known to retreat from a battle, burrowing underground, only to emerge much later to spring a surprise attack while their enemy rests.

Disturbingly, spineserpents are known for crudely torturing their enemies before killing them, even in the middle of a pitched battle. Many spineserpents have been cut down during this practise-best-left-undescribed, but even the greatest warrior fears falling to a spineserpent for their killing is seldom quick.

## BROOD LORE

A character knows the following information with a successful **Knowledge: Dungeoneering** check.

**DC 20:** These creatures represent the brood, a mysterious, dangerous aberrant race that assimilates other creatures into the brood swarm. This result reveals all aberration traits.

**DC 25:** Individually, most brood creatures are not very intelligent, and the vast majority are bent only on slaughtering other creatures. Still, they should never be considered mindless animals as they are capable of cunning tactics. A brood member should never be allowed to escape from combat, as they will regenerate any wounds in a matter of hours, and some have long memories.

**DC 30:** The strange, biological assimilation process changes creatures into willing servants of the swarm, twisting their bodies into engines of destruction, and sometimes unleashing latent psychic powers. Armies of the brood swarm are led by giant, floating creatures, who are in turn commanded by creatures more alien and terrible still.

**DC 35:** Some scholars believe that the Brood swarm has been massing for generations for an all-out attack on the prime material plane.