

## THE SEWER GOD

Huge Outsider (Chaotic, Extraplanar, Evil)

**Hit Dice:** 20d8+140 (230 hp)  
**Initiative:** +1  
**Speed:** 40 ft. (8 squares), 50 ft. swim  
**AC:** 20 (-2 size, -3 Dex, +25 natural), touch 5, flat-footed 20

**Base Attack/Grapple:** +20/+38  
**Attack:** Slam +36 melee (2d6+10 plus horrid transformation)

**Full Attack:** 4 slams +36 melee (2d6+10 horrid transformation)

**Space/Reach:** 15 ft/15 ft.

**Special Attacks:** Reek, horrid transformation

**Special Qualities:** DR 10/magic blunt or silver blunt, bladed weapon immunity, resistance, blindsight 100 ft., tremorsense 100 ft.

**Saves:** Fort +21, Ref +9, Will +15

**Abilities:** Str 30, Dex 5, Con 24, Int 3, Wis 16, Cha 16

**Skills:** Hide +4\*, Intimidate +20, Listen +18, Move Silently +12, Sense Motive +18, Spot +18

**Feats:** Cleave, Power Attack, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Overrun

**Environment:** Underground

**Organization:** Unique

**Challenge Rating:** 18

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** —

Mysteries as deep as the ocean and as unfathomable as the stars lurk in the strange paths of the multiverse. Sometimes, those paths intersect with other planes in ways that even the wisest of wise men cannot comprehend. Sometimes, creatures cross those paths and find their way into the Material Plane. The creature known only as the Sewer God is such a lost planar traveler.

The Sewer God, whose name is unpronounceable by human tongues, is a mass of feculent, stringy gobs without discernable features but faintly humanoid in structure. It is a quivering pile of filth and slime that lurches through the unknown and unknowable depths of the world. Although more or less humanoid, the Sewer God can form up to four shapeless pseudopods from its body. Its

featureless form has no apparent sensing organs, but it somehow knows all that transpires within 100 feet.

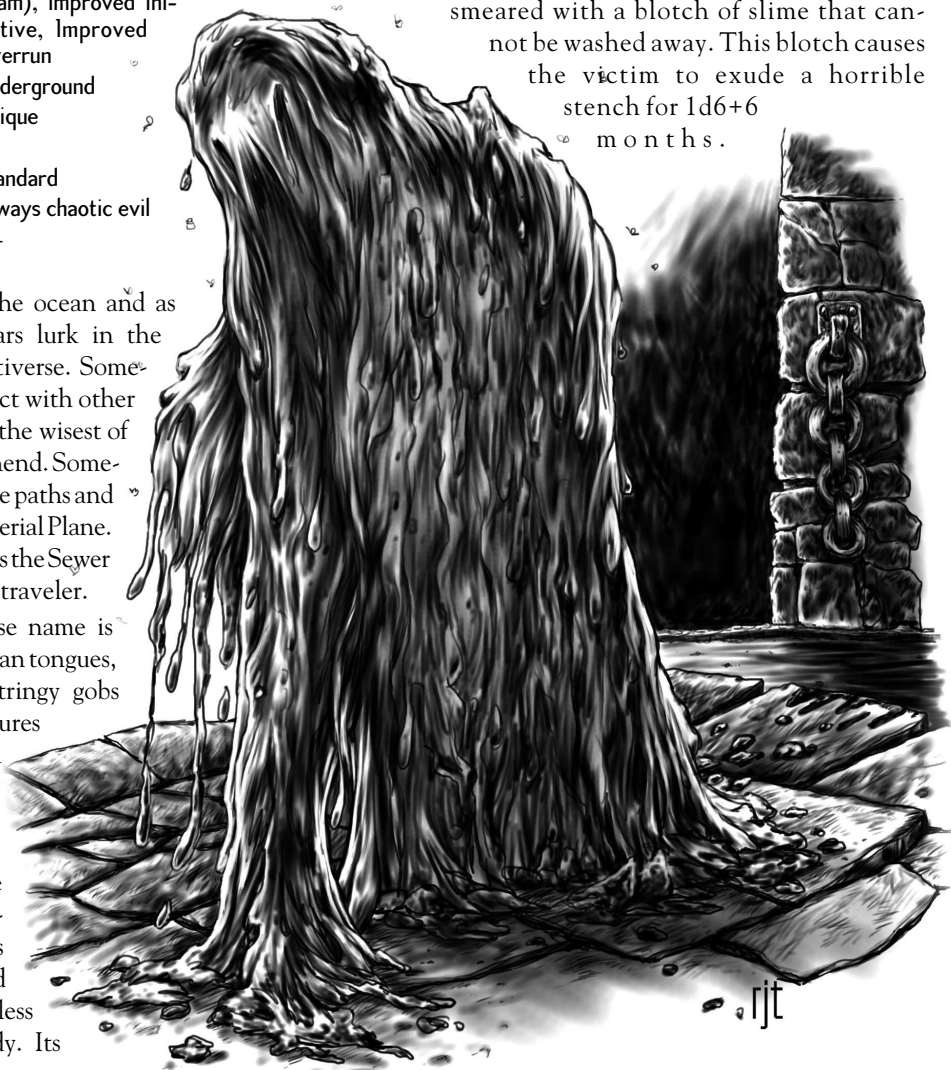
The Sewer God cares nothing for any being or for any thing. It exists, and, in its wake, it leaves nothing but a horrible slime.

### COMBAT

The Sewer God attacks any and all beings within range with its disgusting, amorphous, tentacle-like appendages.

**Reek (Ex):** All living creatures with a sense of smell that come within 100 feet of the Sewer God must make a Fortitude save (DC 27) or be nauseated until they leave that range. Creatures with less than 15 HD that fail the save vomit uncontrollably until they leave the area, suffering 1d3 points of temporary Constitution damage from the convulsions.

**Horrid Transformation (Su):** A living opponent struck by the Slam attack of the Sewer God must make a Reflex save (DC 17) or be smeared with a blotch of slime that cannot be washed away. This blotch causes the victim to exude a horrible stench for 1d6+6 months.



This stench forces living creatures of less than 10 HD within 10 feet of the victim to make a Fortitude save (DC 10 + the damage done) or be nauseated until they leave that range. The unfortunate victim must roll this save every day or be nauseated for the entire day. Only a *limited wish*, *miracle*, or similar powerful magic can remove the blotch.

If an opponent affected by the blotch of slime is struck a second time by the Sewer God, he must make a Fortitude save (DC 27) or be transformed

into an amorphous mass of indeterminate sewer sludge. This power operates like a *polymorph any object* spell as cast by a 20th level sorcerer.

**Bladed Weapon Immunity (Ex):** Thanks to its semi-solid, watery nature, the Sewer God is immune to all slashing or piercing weapons regardless of material or enhancement bonus.

**Resistance (Ex):** The Sewer God has 15 points of fire, cold, and electricity resistance.

**Skills:** The Sewer God receives a +8 racial bonus to Hide in filthy, sewer-like surroundings.

## SUCHFED

Small Magical Beast (Reptilian)

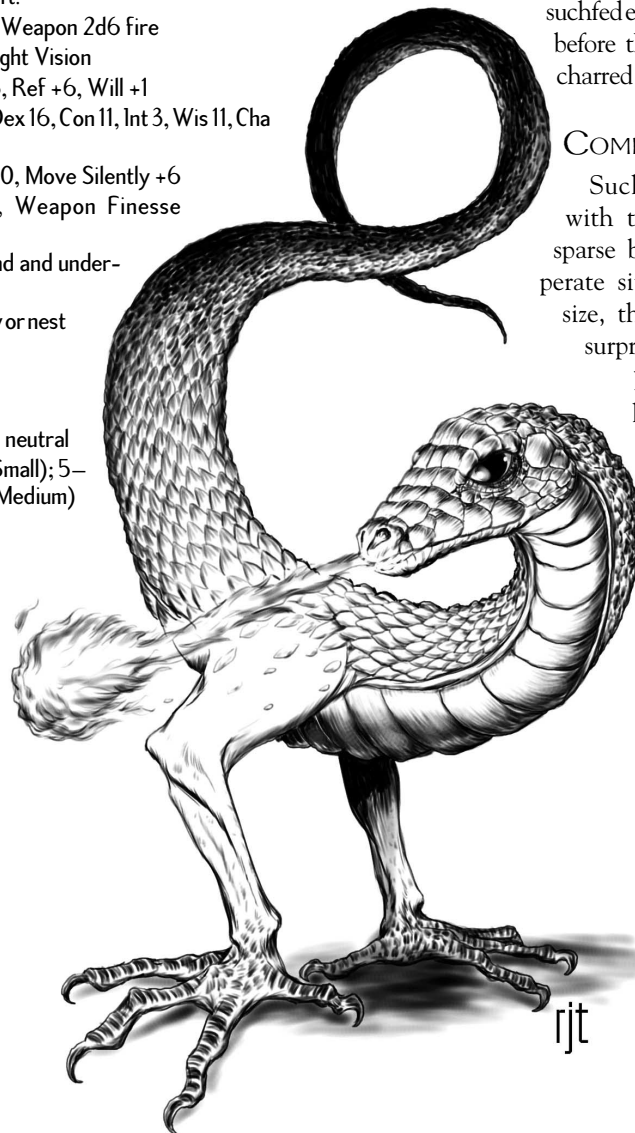
<b>Hit Dice:</b>	3d10 (16 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft. (6 squares)
<b>AC:</b>	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
<b>Attack:</b>	Bite +7 melee (1d6–1)
<b>Full Attack:</b>	Bite +7 melee (1d6–1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Breath Weapon 2d6 fire
<b>Special Qualities:</b>	Low-light Vision
<b>Saves:</b>	Fort +3, Ref +6, Will +1
<b>Abilities:</b>	Str 8, Dex 16, Con 11, Int 3, Wis 11, Cha 8
<b>Skills:</b>	Hide +10, Move Silently +6
<b>Feats:</b>	Dodge, Weapon Finesse (Bite)
<b>Environment:</b>	Any land and underground
<b>Organization:</b>	Solitary or nest (2d6)
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	4 HD (Small); 5–6 HD (Medium)

The suchfed are strange creatures that many adventurers have named “fireskins.” They earned that nickname thanks to their resemblance to normal skins and their ability to spit out goutts of fire. A suchfed is a slender-bodied lizard with two hind legs. Unlike other lizards, suchfed have no forelegs. A suchfed’s scaly skin is primarily a mottled gray in color, cut here and there with a random pattern of greenish stripes. The suchfed enjoy “cooking” their food before they eat it, and consider charred rat a delicacy.

### COMBAT

Suchfed generally attack with their bite, saving their sparse breath weapon for desperate situations. Despite their size, the bite of a suchfed is surprisingly painful.

**Breath Weapon (Su):** 3/hour; Line of fire 20ft. long; 2d6 points of fire damage; Reflex save (DC 12) for half damage.



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