

TRAPPER

Huge Aberration	
Hit Dice:	12d8+51 (105 hp)
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	19 (-2 size, +1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+27
Attack:	Buffet +17 melee (1d8+15)
Full Attack:	Buffet +17 melee (1d8+15)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Smother
Special Qualities:	Amorphous, damage reduction 10/ slashing or piercing, darkvision 60 ft., resistance to cold 10, resistance to fire 10
Saves:	Fort +8, Ref +5, Will +10
Abilities:	Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14
Skills:	Hide +11*, Listen +19, Move Silently +16, Spot +19
Feats:	Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13-22 HD (Huge); 23-36 HD (Gargantuan)
Level Adjustment:	—

The trapper is thought to be a distant relative of the lurker above (see that entry). Unlike its cousin, however, the trapper mimics the floor of a building, dungeon, or other structure. By manipulating its body structure while covering the floor, it can form a box that resembles a small trunk or chest.

Combat

Trappers wait until their prey is almost centered on their body (usually near the trunk or chest they form to lure prey in) before they strike. A trapper attacks by folding and wrapping its body around its prey and smothering and squeezing until either it or its opponent is dead.

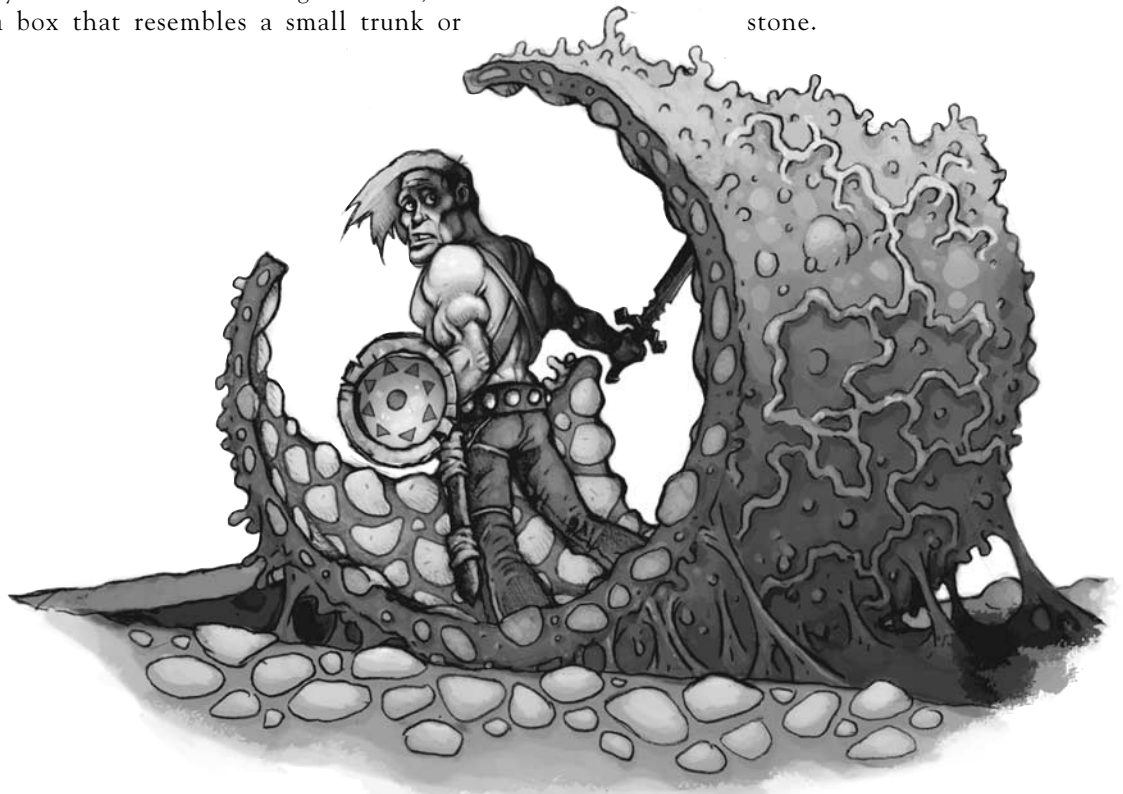
Smother (Ex): A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Additionally, the opponent must hold its breath or begin to suffocate. A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Attacks that hit an engulfing trapper deal half their damage to the monster and half to the trapped victim.

Amorphous (Ex): Trappers have no clear front or back and therefore cannot be flanked. They are likewise immune to critical hits.

Skills: *Trappers have a +12 racial bonus on Hide checks when in areas of natural or worked stone.



WIZARD'S SHACKLE

	Diminutive Magical Beast
Hit Dice:	1/2d10 (2 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	14 (+4 size), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-16 (+4 when attached)
Attack:	Bite +5 melee (1d2-5 plus spell drain)
Full Attack:	Bite +5 melee (1d2-5 plus spell drain)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Attach, spell drain
Special Qualities:	Arcanesense 30 ft., blindsight 10 ft., sealed mind
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 10, Con 11, Int 1, Wis 11, Cha 2
Skills:	Hide +15, Listen +1
Feats:	Weapon Finesse
Environment:	Any
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The wizard's shackle is a 6-inch long, leech-like creature. Though it is small in size, it is greatly feared by spellcasters, for its bite drains arcane magic from a caster's mind. In some rare instances, evil spellcasters have harvested these monsters and set them loose in an enemy spellcaster's tower or laboratory. The wizard's shackle is gray-green in color, 6 inches long, and resembles a leech.

Combat

A wizard's shackle attacks from ambush. It favors hiding on ledges, bookshelves, doors, and other such places where it can drop on spellcasters that pass underneath it. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (DC 12 Intelligence check to notice).

Attach (Ex): If a wizard's shackle hits with a bite attack, it latches onto the opponent's body. An attached wizard's shackle is effectively grappling its prey. The wizard's shackle loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Wizard's shackles have a +20 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached wizard's shackle can be struck with a weapon or grappled itself. To remove an attached wizard's shackle through grappling, the opponent must achieve a pin against the wizard's shackle.

Spell Drain (Su): A wizard's shackle drains spells when attached to an arcane spellcaster. Each round the wizard's shackle remains attached, it drains 1d6 levels of

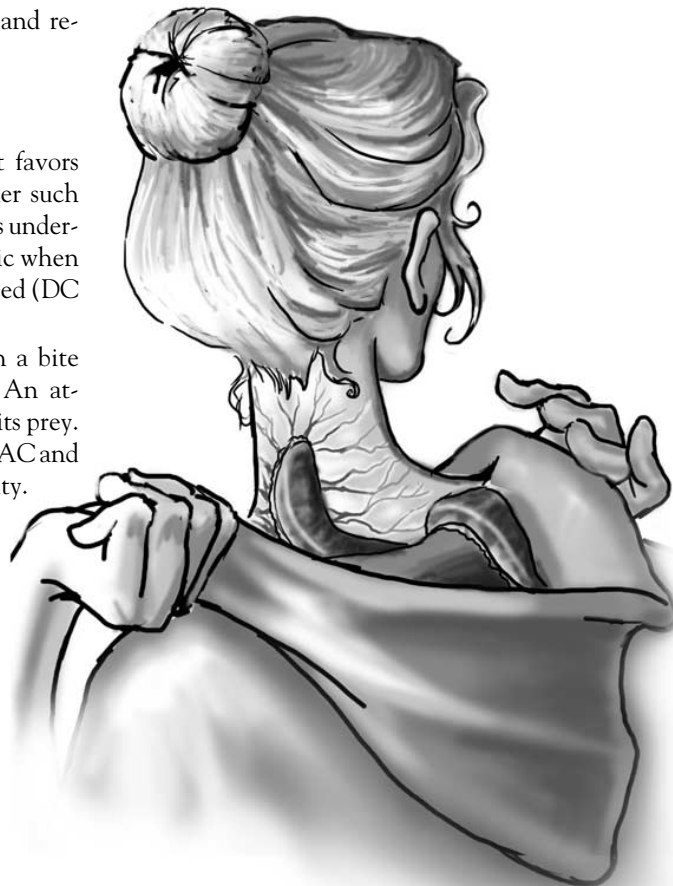
prepared spells or unused slots, beginning with the highest level spell or slot available. For example, on a roll of 4 against a 5th-level wizard, a wizard's shackle drains four levels of prepared spells. The wizard currently has one 3rd-level spell, two 2nd-level spells, and three 1st-level spells prepared. The wizard's shackle drains the 3rd-level spell and one of the 1st-level spells (determined randomly).

A creature drained of spells or slots can attempt a DC 12 Intelligence check with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell levels, it detaches and crawls away to digest its meal. Lost spells can be relearned normally.

Arcanesense (Su): A wizard's shackle can automatically detect the location of any arcane spellcaster within 30 feet. This functions as a *detect evil* spell but there is no chance the wizard's shackle is stunned and it is not blocked by stone, lead, or other material.

Blindsight (Ex): Wizard's shackles have no visual organs but can ascertain all foes within 10 feet using scent and vibration.

Sealed Mind: Immune to mind-influencing spells and effects.



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