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FANTASY BESTIARY



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READING THE SIGNS

Each monster in this book has one or more icons following its game statistics. These icons are designed to help you get the gist of each monster at a glance. The best way to use these icons is to page through the book with a particular encounter in mind, be it a combat encounter, a social encounter, or something else. Look for the icons that correlate to your encounter's needs, audition the monsters that catch your eye, then cast your favorite in the encounter.

Remember that a monster's abilities aren't defined or constrained by the icons. The icons reflect the sort of encounter a monster's abilities are plainly good for, but not necessarily an individual monster's motives or style. Don't let the icons substitute for your own creativity. Create a combat encounter around the dark advocate or a role playing encounter featuring terra-cotta warriors, if you'd like. These are referential tools for you as a reader, not game mechanics for you as a game-player.



THE WOLF

Hunters and general combatants fall under this sign, whether the monster works alone or in a group. These monsters are well-suited to combat encounters.



THE CAT

An agent of stealth or misdirection, this monster uses subtler tricks like poisons and disguises to overcome its foes. Use these monsters for mysterious or suspenseful encounters.



THE HAND

This is the sigil of monsters defined by magical or supernatural power, whether arcane or divine. These monsters add a magical challenge to any encounter.



THE MASK

Creatures whose wiles lay in their looks or personalities get this mark. These monsters are good for encounters focused on role-playing or drama.



THE ECLIPSE

These beings are more than monsters. Challenging them is the same as dying. Such creatures are powerful enough to serve as the defining force of an entire campaign.

FOREWORD

The *Penumbra Fantasy Bestiary* draws from the imagination and vision of more than thirty authors and more than a dozen illustrators. Besides their creativity, this book called for patience and dedication from our freelancers, through tight deadlines and sometimes difficult revisions. In looking through the list of writers and artists who contributed to the completion of this hefty book, some of those names identify first-time contributors, whose work we happily welcome into this book. Other names have appeared in many Atlas titles, and we're very grateful to have such skilled colleagues working with us again.

Still more people had to come through to make this book possible, though. Our friendly playtesters graciously spent their time losing their favorite characters to the monsters in this book for the sake of game balance, and we thank them. The skilled and helpful folks at Bang Printing turned our files into an actual book, and it's our pleasure to do business with them. You, the reader, took it upon yourself to hoist this humungous book off the shelf. Thank you all.

Now go play before you sprain something.

EXPERIENCE AWARDS

Producing the *Penumbra Fantasy Bestiary* has been an adventure in itself. We estimate the *Bestiary* to be about 223,622 words long, not including the aforementioned credits or this message. Scott Reeves, our Art Director, reports that more than 200 illustrations decorate these pages. By our conservative estimates, that's more than 3,150 square inches (22 square feet) of art. All that creative energy came together just to make your game and your adventures more thrilling. Now that I've come to the conclusion of my encounter with these monsters, I thought I'd take the chance to review the experience I've gained:

ENCOUNTER	EL	XP	NOTES
Dire Rabbit	2	500*	Cutting my own work when told by my loving husband that dire rabbits just aren't ferocious. Protestations that "you should see its teeth!" are to no avail. (Everyone would have loved the Thump extraordinary ability, though. Imagine a 500-pound rabbit causing the equivalent of an <i>earthquake</i> spell!)
Nemesis	Indeterminate	6,000+	A creature pushing 1000 hit points, who can consume entire planes of reality — the "Indeterminate" CR comes into being.
Fuzzwippit	1/2	500*	Editing my own work objectively, and trying to hide the fact that fuzzwippits are really rabbits with attitude ... hah!
Saboath	19	4,000	Biting the bullet and deciding to do an entry on angels. After all, if demons and devils are standard fantasy fare, who could protest giving the forces of good equal time?
Naryanese Snapdragon	1/2	500*	Editing my husband's work objectively, though relying heavily on the fact that he turned this piece in over a year ago to fade his memory of the original.
Zhu Ru	1	500*	A creature that would tip over in a strong wind, but who can cast <i>wish</i> at will. I decide that some creatures just aren't going to appear on the <i>summon monster</i> tables, no matter how much the players beg.
Bonethief	2	500*	Running my first online contest, then realizing at the last minute that the creature size of the winning stats was nowhere near that of the mini provided by Lance & Laser Models, on which they were based. The bonethief gets a quick dose of fantasy steroids.
The Killer Appendices	20	6,000	Three days of grueling labor that only a GM could appreciate. Light-headed from the exertion, I concluded that I deserve "story award" experience for including lists of familiars and mounts, creatures that advance by class, and monsters by terrain.

So, going on the premise that I'm a 20th-level expert (editor), I've earned at least 18,500 XP. Not quite enough to advance to epic level, but according to Table 7-2: Treasure Values per Encounter I should also get 221,900 gp. I think I deserve a raise.

Michelle Nephew
Penumbra Line Editor

* Table 7-1: Experience Point Awards doesn't support XP for monsters that are eight CRs lower than the party level. However, the minimum award given a 20th-level group is 500 XP.

The bizarre a'peril brings new meaning to the term "fashion victim." These creatures appear to be related to mimics; it is unclear whether they are the product of natural evolution or are the creation of some deranged wizard. Where a mimic tends to assume the form of heavy, solid objects — chests or furniture — an a'peril specializes in disguising itself as articles of clothing. The unfortunate person who makes the mistake of putting on that beautiful gown or elven cloak will find that it adheres to her skin and whispers into her mind — if she disobeys its commands, it will begin to crush the life from her with a savage strength.

An unworn a'peril is not a particularly dangerous opponent. It can crawl about slowly and flail at enemies with extruded pseudopods, but these attacks are quite pathetic. When it is being worn it does not attack external foes; it simply forces its wearer to either do battle or face the lethal crushing damage it can inflict. The challenge for attackers is many times finding a way to deal with an a'peril without killing its wearer.

A'peril are quite intelligent and can speak the common tongue. When an a'peril is worn, it forms a telepathic bond with its wearer that allows both communication and the sharing of thoughts and sensations. This sharing of perceptions is something that the a'peril enjoys, as the humanoid nervous system is capable of many interesting and pleasurable sensations. It can temporarily sever this telepathic link in order to avoid sensations of pain.

Solitary a'peril are generally driven by a desire for sensation; they wish to take advantage of the more developed senses of taste and pleasure possessed by most humanoids. Multiple



A'PERIL

	Small Aberration
Hit Dice:	3d8+6 (19 hp)
Initiative:	+1 (Dex)
Speed:	10 ft.
AC:	14* (+1 Dex, +1 size, +2 natural)
Attacks:	Slap +6 melee
Damage:	Slap 1d3+4 subdual
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Adhesive, Crush Wearer
Special Qualities:	Darkvision 60 ft., Detect Thoughts, Immunities, Mimic Clothing, Transmit Damage
Saves:	Fort +3, Ref +2, Will +4
Abilities:	Str 17, Dex 12, Con 15, Int 13, Wis 13, Cha 16
Skills:	Diplomacy +5, Disguise +11, Hide +11, Intimidate +4, Innuendo +1 (+3 to intercept a message), Listen +7, Sense Motive +7, Spot +7
Feats:	Skill Focus (Disguise)
Climate/Terrain:	Any urban land
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	4
Treasure:	None (based on wearer)
Alignment:	Usually neutral evil
Advancement:	1–2 HD (Tiny), 4–5 HD (Small), 7–10 HD (Medium-size)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Adhesive (Ex): Like a mimic, an a'peril can exude a slimy adhesive from its skin. This is typically used to prevent a victim from removing the sinister clothing — once worn, the only way an a'peril can be removed is by dissolving the adhesive or killing the beast. The adhesive can also be used to trap weapons; any weapon that strikes an a'peril is held fast unless the wielder succeeds at a Reflex save (DC 16). A successful Strength check (DC 14) is needed to remove a trapped weapon. The adhesive can be dissolved using strong alcohol — a pint of wine will serve. An a'peril can dissolve its adhesive at will, and the substance breaks down after five rounds if the creature dies.

Crush Wearer (Ex): On the ground an a'peril is not an especially dangerous opponent. But if anyone makes the mistake of wearing the creature, it becomes a deadly foe. As a standard action, a Small a'peril can constrict and crush its wearer, inflicting 1d6+3 points of bludgeoning damage per round. It does not need to make any sort of attack roll to inflict this damage. A Medium-

sized a'peril can crush a victim for 1d8+5 points of damage, while a Tiny a'peril inflicts only 1d4+1 points of damage.

An a'peril can also choose to restrain its victim, either instead of or in addition to inflicting damage. This is resolved using a grapple check; the a'peril receives a total bonus of +4 to its roll, and its victim cannot use Escape Artist to wriggle free (it's hard to escape from something that's glued to your skin). If the a'peril is successful, the victim cannot use any limbs that are contained within the creature — a pair of a'peril pants can prevent a victim from moving, but not from attacking, a shirt can pin the arms but not the legs, and a robe can render its victim completely immobile.

Detect Thoughts (Sp): The a'peril forms a mental bond with its victim. As a result, it can continuously detect the thoughts of its victim, as the *detect thoughts* spell cast by a 20th-level sorcerer (Will save DC 15). It can suppress or resume this ability as a free action. The a'peril can also mentally communicate with its wearer through this link.



Immunities (Ex): An a'peril is completely immune to damage from acid-based attacks, and takes only half damage from bludgeoning attacks.

Mimic Clothing (Ex): As a standard action, an a'peril can shift its form to assume the shape of any sort of article of clothing, including armor or (in the case of a Tiny a'peril) jewelry. It cannot alter its body mass, although it can spread it out; this means that forms like armor generally feel unusually lightweight, while a diaphanous gown might feel heavier than it looks. The texture of the clothing is slightly unusual, as well, and someone who examines the creature can spot the deception with a successful Spot or Craft (weaving) check, opposed by the a'peril's Disguise check.

In addition to changing its shape, an a'peril can shift its color so as to blend in with almost any background. This provides the a'peril with a +6 to any Hide check. If the a'peril covers most of a wearer's body — for example, if it is in the shape of a cloak or robe — it can pass this bonus to its wearer.

Skills: A'peril get a +4 size bonus to Hide checks, and a +2 synergy bonus to Diplomacy checks and to Innuendo

checks to intercept a message. These are worked into its stats.

Transmit Damage (Ex): The difficulty in fighting an a'peril is finding a way not to hurt the person wearing the creature. Under normal circumstances, any blow that strikes the a'peril inflicts equal damage on the wearer. In the case of bludgeoning damage, the wearer takes full damage while the a'peril takes only half. There are two exceptions to this rule: the wearer herself may attack the a'peril using a weapon that inflicts slashing damage without injuring herself (although this will certainly provoke a crushing attack from the creature); and any other character armed with a slashing weapon may attempt to strike the creature and not the wearer by taking a -5 penalty to his attack roll. If the attack fails by less than five points, it is resolved as a normal attack against both wearer and a'peril.

* If worn, both wearer and a'peril have a single AC value equal to 10 + 2 (the a'peril's natural AC bonus) + wearer's size and Dex bonuses.



a'peril occasionally band together for more complex goals, seeking to gain control of small organizations or guilds. A'peril have been known to work together with wizards or assassins, selling their services in exchange for willing hosts, exotic pleasures, and new sensations.

ADVENTURE SEEDS

☛ The party finds a beautiful robe or amazingly light suit of armor in a hoard of treasure. Once a character puts on the article, the GM passes him a note stating its demands:

Greetings, humanoid creature. This is your robe speaking. I am your new master. Don't say anything to your friends or I'll be forced to crush you to death. Now, how about getting us one of those pastries?

First the character seems to develop an interest in exotic foods, then she starts trying increasingly dangerous stunts — ones that put her at real risk of harm. How long will it take the other characters to realize what's going on, and will they be able to help her escape her deadly outfit?

And what if the a'peril is not actually hostile — instead, it needs the party's help to find its mate and children. It thinks they'll be at the formal ball the duke is holding tomorrow night — time for a review of the fashions of the rich and famous!

☛ Strange things have been happening ever since the emperor got his new clothes. An advisor suspects something is afoot, but she doesn't know what, and she comes to the party for help. Can they unravel the mystery to discover that a group of a'peril — either working alone or in alliance with a human conspiracy — has infiltrated the local government? Uneasy lies the head that wears the crown that could crush the head like a ripe tomato ...

Abroa are the bane of greedy thieves and treasure-seeking adventurers alike. These carnivorous creatures appear to be tarnished, worn coins with rough indents and raised upon their backs that look like faded stampings. When awoken, ten chitinous, insect-like legs extend out from their underside and a pair of mandibles, dripping acid, opens in the front. Abroa have no eyes or other discernable features. The gold-, silver-, or copper-colored, disk-shaped monstrosities live out most of their existence in dormancy, awaiting prey to approach the pile of coins that they call home. When something moves within range of their senses, the abroa in the pile awaken and spring to action, extending their legs and swarming their victim. The swarming abroa bite into the creature with their tiny, hidden mandibles to inject a potent acid that breaks the prey down into a pile of melted flesh that their sensitive stomachs can then digest.

Thieves' guilds and similar organizations that have reason to fear for the security of their belongings often transplant a colony of abroa to watch over their horde.

ADVENTURE SEEDS

While questing for an item, the player characters come across a false treasure hoard. Not only is a cursed facsimile of the item in question present, but the surrounding wealth of 'coins' are actually a colony of abroa. The abroa bide their time until the cursed item at the hoard's center is picked up, then attack with the full benefit of surprise.

The city is plagued with cases of shopkeepers being attacked by abroa. It appears that someone is paying for goods with drugged abroa that awaken from their stupor in an aggressive mood. Is someone just using abroa as counterfeit coins, or is there a reason these particular merchants are being targeted?



ABROA

	Fine Aberration
Hit Dice:	1/8d8+1 (2 hp)
Initiative:	+5 (Dex)
Speed:	40 ft.
AC:	24 (+8 size, +5 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d2–6 plus 1d2 acid
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Attacks:	Acid
Special Qualities:	Blindsight 30 ft., Sound Sensitivity
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 2, Dex 21, Con 12, Int 6, Wis 12, Cha 10
Skills:	Climb +7, Hide +21, Jump +7, Listen +4, Move Silently +13, Tumble +8
Climate/Terrain:	Underground
Organization:	Brood (2–5), swarm (5–20), or colony (50–200)
Challenge Rating:	1/2
Treasure:	Double coins, standard goods, standard items
Alignment:	Always neutral
Advancement:	1–2 HD (Fine)



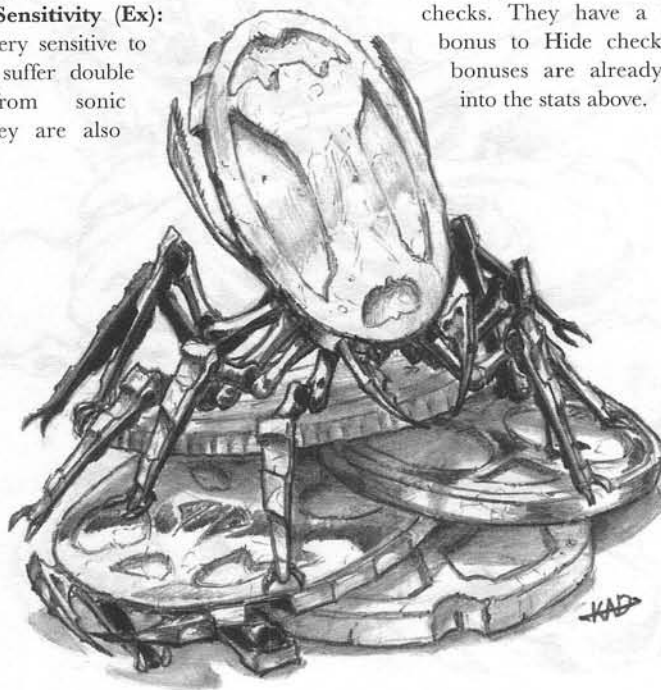
Aberration: Instead of the Darkvision aberrations normally have, abroa use Blindsight to a range of 30 feet to detect prey by sound and vibration.

Acid (Ex): The small fangs of an abroa inject its victim with an acid, causing an extra 1d2 points of damage on a successful bite attack.

Sound Sensitivity (Ex): Abroa are very sensitive to sound, and suffer double damage from sonic attacks. They are also

rendered inert by the playing of soothing music within 30 feet of them. Doing so requires a successful Perform (any instrument) check (DC 18), and causes the affected abroa to enter their dormant state for as long as the music continues to be played.

Skills: Abroa gain a +8 racial bonus to Climb, Jump, and Move Silently checks. They have a +16 size bonus to Hide checks. These bonuses are already worked into the stats above.



ACANASTER

	Diminutive Vermin
Hit Dice:	1d8+4 (8 hp)
Initiative:	-2 (Dex)
Speed:	Burrow 1/2 ft.
AC:	12 (-2 Dex, +4 size) or host's AC if higher
Attacks:	Projectile +2 ranged
Damage:	Projectile 1 point plus Implant Egg
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Ability Damage, Charm, Implant Egg
Special Qualities:	Darkvision 60 ft., Immunities, Inhibit Pain
Saves:	Fort +6, Ref -2, Will -4
Abilities:	Str 1, Dex 6, Con 18, Int —, Wis 3, Cha 9
Skills:	Hide +12, Listen +0, Spot +0
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-4 HD (Diminutive); add 1 HD per size class of host above Medium-sized

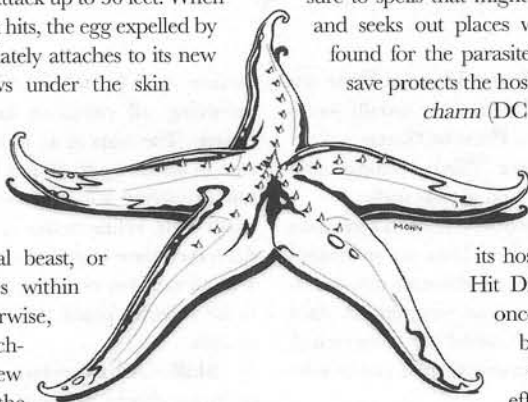


Implant Egg (Ex): The acanaster can make a projectile attack up to 30 feet. When its projectile attack hits, the egg expelled by the attack immediately attaches to its new host, and burrows under the skin within one round. If the host is not a magically-active creature such as a dragon, magical beast, or spellcaster, it dies within one day. Otherwise, after a week it hatches, and the new acanaster pierces the host's skin with its sensory spikes. The spikes are flexible enough that they can fold back under armor, and are used to detect potential hosts for its offspring. The largest, central, spike fires the acanaster's eggs.

A burrowing egg or adult acanaster can be extracted with a *remove disease* or *heal* spell. Attempting to cut free an adult acanaster causes the host 3 points of damage for every point of damage the acanaster takes, and a dying acanaster can lay a spore into its host with no attack roll necessary. Use the stats here for the egg, minus the projectile attack.

Charm (Sp): Once inside the body for more than an hour, the acanaster affects the patterns of its host's thoughts. The host hides his

condition, cares for the acanaster, avoids exposure to spells that might harm the creature, and seeks out places where hosts can be found for the parasite's offspring. A Will save protects the host from the acanaster's charm (DC 15).



Ability Damage (Ex):

The acanaster drains 1 point of its host's Constitution per Hit Die of the host's size once it has entered its body. There is no save against this effect, and it is permanent as long as the acanaster remains

in his body. The host returns to full health one day after the acanaster is removed.

Inhibit Pain (Ex): The acanaster manipulates the nervous system of its host to make it more durable. The host of an acanaster suffers no ill effects for falling below 0 hit points, until it hits -10 hit points, at which time it dies.

Skills: Acanasters get a +12 size bonus to Hide checks. This is worked into the skills, above.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Vermin have Darkvision to a range of 60 feet.

The acanaster is a spiny, parasitic animal that looks like a reddish-purple glass starfish about handspan across. It burrows under the skin of a host creature, leaving only a cluster of sensory spikes protruding. The natural host of the acanaster is the dragon, but acanasters can grow inside any magical animal or a spellcaster of any race. The statistics given here are for the smallest acanasters, suitable for infesting humans and wyrmlings. Acanasters can grow much larger in dragons and magical animals.

Acanasters live inside the flesh of their hosts, using a special ability to convince their hosts to protect them. They engage in combat — always remaining inside of their hosts — only to spread their young. Each week a mature acanaster produces one egg, which looks much like a tiny ruby; the creature stores these inside its body until its host encounters a likely victim, then it expels the eggs from its body through its central sensory spike one at a time, much like a blowdart weapon. The eggs attach themselves to the new host, burrowing under the skin, and soon hatch to continue the cycle.

ADVENTURE SEED

A plague of acanasters erupts in the magical college of a major city. After dealing with a cabal of acanaster-infected wizards, the characters try to determine the source of the outbreak, and discover that a cadre of jewelers is farming acanasters for their ruby-like eggs. They craft them into jewelry and sell them as spell components, and have been doing so for years; only those gems that actually touch skin are dangerous, after all. Can the PCs track down these items, and convince the owners to destroy them?



ADARO

In some remote island chains, natives know the truth behind myths of malevolent sea-spirits in the shape of fish-men. These "adaro" are said to travel along rainbows and kill men by shooting poisonous flying fish at them.

Adaro are actually sea-dwellers, preferring the cold depths, but are able to tolerate warmer waters. Much like merfolk and tritons, adaro appear as aquatic humans, with tail fins on their feet and gills behind their ears. Adaro sport a pike on their heads like a swordfish. They have grayish skin similar to a shark's, and their hair ranges in color from green to gray to black. Many adaro also enjoy wearing coral rings for their beauty, and circlets of various types of teeth or necklaces of bones to frighten their enemies.

Adaro form small militaristic communities in enormous structures built of coral, rock, and other natural materials. Adaro are greedy individually and as a race, sometimes stripping areas bare to create a more lavish (and garish) community. Adaro leap at the opportunity to capture and torture surface dwellers for the fun of it. They love combat and enter into it whenever presented with the slightest excuse. They are the natural enemy of merfolk and tritons, and greatly relish any chance to do battle with these "inferior" cousins of theirs. Other intelligent aquatic races are viewed as allies fit only to do the bidding of the intellectually superior adaro warriors.

In combat, adaro fire their poison-tipped crossbow bolts first and then charge into melee, thrashing about wildly with their single horn, appearing much like a shark in a feeding frenzy. At the first indication the battle is not going in their favor, adaro sound their ever-present shark-

	Medium-size Outsider (Water)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Swim 40 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Gore +4 melee, or hand crossbow +4 ranged
Damage:	Gore 1d3+3, hand crossbow 1d4 plus 1d3 Con poison
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Breathe Water, Darkvision 60 ft., Rainbow Leap, Summon Shark
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 9
Skills:	Craft (any one) +4, Hide +6, Listen +5, Spot +5, Swim +2 (+10 to avoid hazards)
Feats:	Improved Initiative
Climate/Terrain:	Aquatic
Organization:	Solitary, company (2-4), or squad (5-9)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	3-8 HD (Medium-size)



Adaro on the Prime Material Plane are always male; their colonies are usually located on the Elemental Plane of Water.

Breathe Water (Ex): Adaro can breathe both water and air naturally.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons, those mentioned in their entries, and martial weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Poison (Ex): Adaro crossbow bolts are fashioned from the bones and fins of bluefish and contain a small amount of that creature's poison. The poison requires a Fortitude save (DC 17); it deals initial and secondary damage of 1d3 temporary Constitution.

Rainbow Leap (Ex): Once per day, an adaro may propel himself from the water and through the air, similar to a dolphin's leaping ability. The adaro must charge the

surface (and be within 80 feet of it), thus incurring all penalties associated with a charge. The leap of an adaro puts the creature in an arc up to 40 feet high and 200 feet long, enabling it to leap across ships or clear small reefs. While in the air, water streaming from the adaro scintillates in the air, creating a small rainbow reaching from his exit point to his re-entry point; this effect lasts for 1d4 rounds.

Skills: Adaro receive a +8 racial bonus to Swim checks to avoid hazards. For craft checks, assume the adaro has the appropriate artisan's tools.

Summon Shark (Sp): Once per day, an adaro may sound his shark-fin horn to summon one medium-size shark to his aid; this works as *summon nature's ally II* as cast by a 5th-level sorcerer. The summons reaches the shark from the Elemental Plane of Water, compelling it to fight to the death in something akin to a feeding frenzy.



ADARO



fin horns to summon sharks to their aid. If the battle appears lost, adaro have enough sense to flee, propelling themselves from the water and through the air to put as much distance between their enemies and themselves as possible.

ADVENTURE SEEDS

• Having booked passage on a merchant ship, the PCs find themselves defending the vessel against an attack by territorial adaro. These fish-men leap across the deck of the ship, knocking men into the water to be attacked by summoned sharks.

• Adaro have been terrorizing a community of aquatic elves, who have recently sent pleas for help to their forest-dwelling cousins. The elves enlist the PCs to assist their aquatic brethren.

• In a dockside tavern, the PCs listen to a grizzled old seafarer's tale of flying fish-men from the hells who command sharks in battle against merfolk and tritons. He counts off a handful of booty-laden vessels known to have sunk in the watery demesne of these "adaro." He's too old, but should some young and hale heroic types venture to this area (he points to a spot on a map), they're sure to find both the adaro home and a king's ransom in lost treasure.



Better known from folktales as “sword-eaters,” akyanzi are a kind of evil undead that haunts sites of dishonor, cowardice, or murder. They typically appear as swarms of disembodied heads, which are hot as coals and leave fiery trails in swirling streaks as they fly. It has been written that akyanzi exist to punish those cowards who would wield weapons of honor and pose as righteous folk. More often, in the sorts of tales grandmothers tell, the sword-eaters are depicted as foul vandals who feed on fine blades out of jealousy or shame. They are the damned remains of those souls who faked bravery in life and ruined the dignity represented by the sword.

Akyanzi despise themselves and their fate, but draw some delight from the elimination of finely-crafted weapons. Sword-eaters hunt for weapons of quality, especially ancestral swords or blades of great renown or enchantment. They search only at night, smelling out recurved and hammered steel as a dog might sniff out meat. On those nights when they stalk, akyanzi manifest by the burnt-orange light of dusk near ruins, unlocked gates, graves, and forges. They travel in grim packs, panting, baying, or snarling with excitement.

An akyanzi's flesh gives off no light but is terribly hot, charring and flaking away as if ablaze. Their teeth are broken and flat, sometimes appearing a bright, molten orange. Some sword-eaters have blacksmith's tongues for tongues or mouths full of splintered iron. Long, greasy black hair usually whips behind them like oily ribbons as they fly.



AKYANZI

	Small Undead (Fire)
Hit Dice:	1d12 (6 hp)
Initiative:	+3 (Dex)
Speed:	Fly 30 ft. (good)
AC:	16 (+3 Dex, +1 size, +2 natural)
Attacks:	Bite +4 melee (+12 vs. weapons and shields)
Damage:	Bite 1d4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Eat Enchantment, Profane Sunder
Special Qualities:	Darkvision 60 ft., Immunities, Smell Steel
Saves:	Fort +0, Ref +3, Will +4
Abilities:	Str 10, Dex 16, Con —, Int 11, Wis 14, Cha 10
Skills:	Escape Artist +7, Hide +11, Intimidate +4, Knowledge (arcana) +3, Listen +6, Move Silently +7, Search +4, Sense Motive +4, Spot +6
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Cluster (2–5) or pack (5–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	2–3 HD (Small), 4–5 HD (Medium-size)



Eat Enchantment (Su): Akyanzi are inherently disruptive to a weapon's magical enchantments. Any time a sword-eater comes into contact with an enchanted weapon, whether striking or being struck, that weapon's special abilities are suppressed for 1d4 hours. This is an *antimagic* effect, rendering the weapon mundane in all ways.

Fire Subtype: The creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Profane Sunder (Ex): Sword-eaters enjoy the benefits of the Sunder feat, as well as a +8 profane bonus to opposed attack rolls when striking weapons. A sword-eater's bite does 1d6 damage and ignores Hardness. Sword-eaters only attack weapons and shields.

Skills: Akyanzi get a +4 size bonus to Hide checks. This is worked into the above stats.

Smell Steel (Ex): Akyanzi automatically detect the presence of any steel objects within 100 feet. They are able to determine the general placement of steel objects, no matter how small, but gain no special means of precisely locating secret hiding places or seeing through disguises. This ability does not detect any other materials.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be *raised*.





**NEW MINOR ARTIFACT:
THE SEVEN-HEADED SWORD**

This fearsome and ancient greatsword must not be allowed into the hands of dishonorable warriors. Once a mundane blade of great beauty, this artifact is now a terror; he who wields it commands the seven sword-eaters bound by cowardice to its blade. The sword belonged to a line of honorable warriors until it fell into the hands of a disloyal nephew, who used the weapon to execute his seven co-conspirators against the king in a display of mock allegiance. The malice, spite, and evil of those men and women is bound to the sword until their heads can be replaced with new victims.

Whenever the *Seven-Headed Sword* is drawn from its sheath, seven akyanzi are simultaneously drawn from the hells. These akyanzi are the last seven people slain by the sword; so long as these sword-eaters are bound to the weapon, they can-

not find rest or resurrection. Each new victim beheaded by the sword replaces the oldest bound akyanzi. Only beheaded victims are claimed by the sword. Freed sword-eaters immediately burn apart like beehives. When the sword is sheathed, the sword-eaters are returned to hell.

The *Seven-Headed Sword* can be used to rebuke its bound akyanzi up to three times per day as a 10th-level cleric. It is a +5 greatsword that ignores object hardness and automatically casts *heat metal* on any metal, bladed weapon which it contacts. So long as it is held in hand, the wielder cannot be damaged below zero hit points. When used to perform a coup de grace, the sword automatically, simultaneously casts *circle of doom*, centered on the victim. The sword cannot be destroyed by any means until all of its seven heads have been destroyed.

Caster Level: 15th; *Weight:* 5 lbs.

ADVENTURE SEEDS

☛ Akyanzi are not expert combatants, and yet the most satisfying trophies — those blades with long legacies of heroic masters — are typically in skilled hands. When a pack of the creatures catches wind of a particularly fine weapon held by one of the PCs, they retreat to rally other evils and return with a deadly mixed crew of undead ready for battle. Whatever it takes to send this fine sword to hell, they are prepared to attempt. They have all of eternity, after all, and likely developed a taste for the weapon in question even before the PCs happened upon it.

☛ The worst of the sword-eater folktales tell of dishonored giants who died shameful deaths in distant mountain forts. Now they dwell as enormous akyanzi, hunting the narrow mountain passes where they died in search of their old enemies, whose names are lost to time. It is said that these giants left behind their own gigantic magical swords, which they are forbidden to touch as part of their damnation. Surely such treasures would be worth finding, even with a dozen man-sized heads in the way?

A wizardly researcher, noticing that the mice in his home were getting better at avoiding his traps, decided to investigate. He captured a number of mice for his experiments, and attempted to boost their intelligence even further. After several years of exposure to magic, potions, and strange tests, he felt that he was making progress in raising the mice to the level of actual sentience.

That, of course, is when they decided to escape.

Alchemice appear much as ordinary mice, except for their opposable thumbs and the harnesses of string they sometimes wear to carry tools or drag potions with them. Although they are much more intelligent than ordinary rodents, they are not sophisticated, and don't have anything that could be recognized as a culture or society. They have created some minor tools for themselves, such as aids in burrowing or trap-springing, but have not developed any weapons, preferring to attack by stealth, ambush, and traps when they must attack at all.

Besides their fondness for food and potions, alchemice have a love of shiny objects, and often collect gems and small pieces of jewelry.

ADVENTURE SEED

The old church at the edge of town has been abandoned for years.

Whenever someone gets the idea to move in and clean things up, they invariably wind up abandoning the idea after a few days, due to the inexplicable happenings that plague them. Food is spoiled, strange noises sound in the night, weird glowing lights appear to lead people astray, and valuables disappear. The latest incident is worse: the new owner was found dead in the morning, nailed to the floor. The PCs are asked to investigate the murder, and must confront a colony of alchemice that have made their home in the church.



ALCHEMOUSE

Diminutive Magical Beast	
Hit Dice:	1/4d10+1 (2 hp)
Initiative:	+5 (Dex)
Speed:	20 ft.
AC:	19 (+4 size, +5 Dex)
Attacks:	Bite +9 melee
Damage:	Bite 1d2-7
Face/Reach:	1 ft. x 1ft./0 ft.
Special Attacks:	Prestidigitation
Special Qualities:	Darkvision 60 ft., Low-light Vision, Potion Use
Saves:	Fort +3, Ref +7, Will +0
Abilities:	Str 1, Dex 21, Con 12, Int 6, Wis 10, Cha 10
Skills:	Disable Device +4, Hide +19, Move Silently +8, Open Lock +4, Search +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate land
Organization:	Family (1-2 adults and 2-8 kits), or colony (10-20)
Challenge Rating:	1/2
Treasure:	Standard goods (small items only), double potions
Alignment:	Always neutral
Advancement:	None



Feats: Alchemice receive Weapon Finesse (bite) free as a racial bonus.

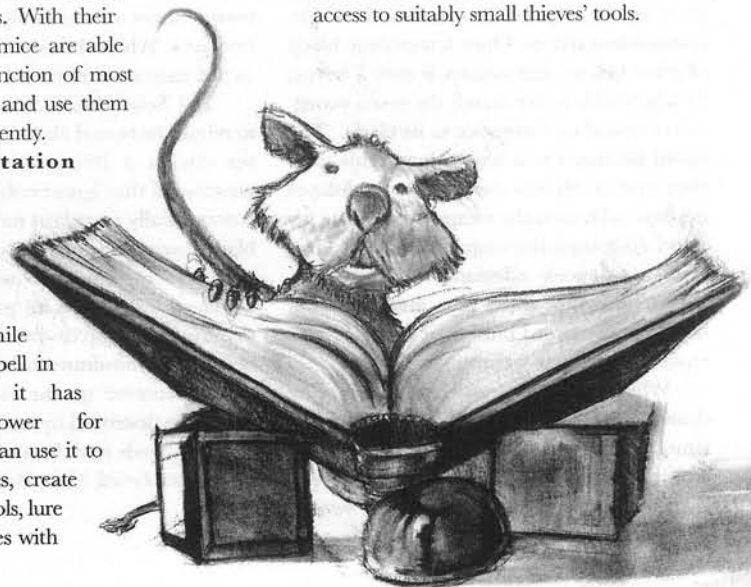
Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Potion Use (Ex): Alchemice are familiar with how potions work, and will use any potions that they obtain, both for their own recreation and for defense. A standard human-sized dose of potion will yield ten alchemice-sized doses. With their keen noses, alchemice are able to identify the function of most standard potions, and use them reasonably intelligently.

Prestidigitation (Sp): Alchemice have the ability to use the spell prestidigitation at will as a 1st-level caster. While this is a minor spell in human terms, it has tremendous power for alchemice, who can use it to levitate themselves, create tiny temporary tools, lure pets into ambushes with

enticing odors, and create strange manifestations of sounds and lights. This ability is what usually causes people to assume that they are haunted when the alchemice move in.

Skills: Alchemice receive a +12 size bonus to Hide checks, a +5 racial bonus to Disable Device checks, and a +3 racial bonus to Search checks. This is figured into the above stats. Also included are -2 penalties for Disable Device and Open Locks, since alchemice don't have access to suitably small thieves' tools.



AMORETTE



	Tiny Outsider (Chaotic, Good)
Hit Dice:	1/2d8+1 (3 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 50 ft. (average)
AC:	16 (+2 size, +3 Dex, +1 natural)
Attacks:	Unarmed strike +1 melee, or Tiny shortbow +5 ranged
Damage:	Unarmed strike 1d2–1 subdual, Tiny shortbow 1d3–1 subdual plus <i>charm</i>
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Charm Arrows, Spell-like Abilities
Special Qualities:	Damage Reduction 5/+1, Darkvision 60 ft., Immunities, Resistances, Spell Resistance 10, Tongues
Saves:	Fort +4, Ref +5, Will +0
Abilities:	Str 9, Dex 17, Con 12, Int 14, Wis 6, Cha 21
Skills:	Diplomacy +8, Escape Artist +4, Forgery +5, Hide +14, Listen +1, Move Silently +6, Sense Motive +1, Spot +1
Feats:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or flight (3–18)
Challenge Rating:	2
Treasure:	No coins, double goods, standard items
Alignment:	Always chaotic good
Advancement:	1–2 HD (Tiny)



Charm Arrows (Su): Any humanoid struck with an arrow fired from an amorette's bow must make a Will save against a DC of 15 or be affected as by *charm person* cast by an 8th-level sorcerer. Unlike a normal *charm person* spell, the victim is not charmed by the amorette, but by the next person or creature it views.

Damage Reduction (Su): Amorettes ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 5 points, but a weapon with a +1 or better enhancement bonus deals full damage.

Immunities (Ex): Amorettes are immune to electricity and petrification attacks.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons, those mentioned in their entries, and martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Resistances (Ex): Amorettes ignore the first 20 points of cold or acid damage dealt to them each round.

Skills: Amorettes receive a +8 size bonus to Hide checks. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against an amorette, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: An amorette can use the following spell-like abilities once per round, at will: *charm person*, *detect evil*, and *sanctuary*. These abilities function as if cast by an 8th-level sorcerer. Saving throw DCs are 15 + the level of the spell.

Tongues (Su): Amorettes can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability is always active.



Amorettes are tiny celestials devoted to spreading happiness and love. They appear to be a newborn humanoid children with white, feathery wings sprouting from their backs. Amorettes are often found in the company of more powerful celestials, or attending to deities of fertility or love.

Amorettes seek out good-hearted individuals without any romantic entanglements. Once they have found a "victim," they shadow that person for days, trying to find a suitable romantic match for him or her. Once an amorette identifies a potential mate, it will wait until the two people are alone, then pepper them with blunted magical arrows and flee as soon as opponents offer any sort of resistance. Unfortunately, amorettes are poor matchmakers, and a majority of the relationships they are responsible for end in disaster.

ADVENTURE SEED

The party is approached by a group of amorettes. It seems the amorettes have been following a powerful NPC for some time now, and have been unable to find the person a suitable romantic match. They appeal to the PCs for assistance, offering them payment for their assistance if need be. The characters must shadow the NPC, find someone who would make the NPC a good mate, and then help the amorettes arrange a meeting between the two. The NPC might mistake the party for assassins, or could become a dangerous enemy if the romance ends in bitterness.

Dwelling deep within tropical jungles, the amphi flourish in a hostile environment. Organized into clans or "pods," they viciously defend their territory with poisoned weapons and deadly ambushes, causing other races to give them a wide berth.

Amphi are a race related to deadly tropical tree frogs, with brilliantly colored, glistening skin that oozes a debilitating toxin. Patterns of bright greens, oranges, and blues often cover the face and back of these creatures, and members of the same pod share similar markings and coloring. Amphi are slimmer than adult humans, but with particularly powerful legs. Their large eyes are covered with a clear membrane that allows them to keep their eyes fully open under water. Although their faces are structurally very human-like, their ears do not protrude; instead membranes on the sides of the head detect sound waves. Amphi require air but can remain submerged for up to an hour at a time. Their most fascinating feature is the long, barbed tongue that can extend to nearly twice their body length to impale foes.

Amphi prefer to attack at range from ambush, using their jumping and climbing ability to attack from trees, rocks, and other objects that are difficult for opponents to traverse; they then allow their poison to weaken foes before moving in for melee combat. Sticky pads on their digits allow them to maneuver along walls and ceilings as easily as most creatures walk on the ground. Alternatively, amphi often lie submerged just below the surface of a body of water and lash out with their tongues at targets on land.



AMPHI

	Medium-size Monstrous Humanoid
Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft., swim 20 ft.
AC:	14 (+2 natural, +2 Dex)
Attacks:	Tongue +4 melee, or javelin +5 ranged
Damage:	Tongue 1d4+1, javelin 1d6+1
Face/Reach:	5 ft. x 5 ft./5 ft. (10 ft. reach with tongue)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., Leap
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 12, Dex 14, Con 11, Int 8, Wis 10, Cha 11
Skills:	Climb +9, Hide +4 (+8 in forests, jungles, or swamps), Jump +12, Move Silently +8, Spot +6, Swim +1 (+9 to avoid hazards), Wilderness Lore +6
Climate/Terrain:	Warm forest and marsh
Organization:	Solitary, pair, gang (2–4), war party (10–12), or pod (40–60 plus 40% noncombatants plus 1 adept or sorcerer of 5th to 7th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class (ranger)



Amphi speak a language of their own and some understand Common; however, due to their specialized tongue and throat structure, they are unable to produce the sounds required by most languages. Amphi characters favor the barbarian class.

The amphibian eyes of the amphi allow them to lie submerged beneath water and lash out with their tongues at targets on land with no penalty, but opponents trying to hit them do so at a disadvantage, reflected in a one-half cover bonus to the amphi.

The long barbed tongues of the amphi can be struck as a weapon and are treated as having a hardness of 0 and 4 hit points. A severed tongue results in the loss of 4 hit points and will not grow back without magical healing such as a *heal* or *regenerate* spell.

Leap (Ex): An amphi's jumping distance (vertical or horizontal) is not limited according to its height.

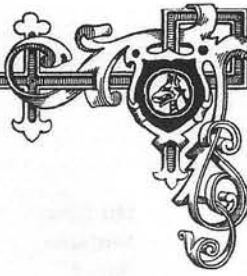
Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all sim-

ple weapons and with any weapons mentioned in their entries.

Poison (Ex): An amphi's flesh continuously oozes a toxin that reacts to humanoid and animal flesh. It causes stiffening of the muscles and reduced motor skills upon contact, as when the amphi is hit with an unarmed attack. Its Fortitude save is DC 14, and initial and secondary damage is 1d4 temporary Dexterity. As a move-equivalent action, an amphi can coat a weapon with this poison, which functions normally for the first strike and at reduced potency for the second (DC 12). Although immune to the secretions themselves, amphi never coat their barbed tongues with the poison.

Skills: Amphi receive a +12 racial bonus to Jump checks, and they receive a +8 racial bonus to Hide checks when in forests, jungles, or swamps. They receive a +8 racial bonus to Climb checks and to Swim checks to avoid hazards. These bonuses have already been worked into the stats above.





The amphi are xenophobic, attacking any creature that enters their territory. They are also known to war with amphi of differing color patterns, often continuing until one pod is eradicated. Amphi will fight to the death to defend the spawning pools where their amphibious young grow and mature.

ADVENTURE SEED

It's never difficult to find those willing to profit at the expense of others. Not long after tales of deadly, poisonous 'frogmen' begin circulating in the major port cities, a new toxin is used to slay the king's daughter. The fast-acting poison used by the assassin — who killed herself upon her capture — is created from the secretions of the amphi. Determined to stop the sale of this wicked substance, the king has offered a barony to any and all who are able to succeed in tracking down the villains who are harvesting the poison and bring them to justice.

Of course, the party will have to travel to the land of the amphi to locate the men who gather the amphi toxin, and track them through the jungle back to their base. As the sale of the toxin has begun to generate tremendous profits in the area, the locals will not be inclined to offer information. In fact, questioners may even be told to "go lick a frogman" — the latest curse in the region. Once the suppliers are found, no sooner does the party move to deal with the men than an amphi war party attacks, forcing the party into a three-sided battle.

Known for its deadly poison, the assassin caterpillar is a creature that proves that size isn't everything.

The assassin caterpillar is about three inches long. Its body is covered by six parallel rows of thorny spines that run the length of its body. These spines contain a very powerful hemotoxin, which causes a severe burning pain and internal bleeding in those pricked by them. The caterpillar is a deep red color with orange spots. The spines are yellow and blue at the base and white at the tips. Caterpillars pupate in the late summer and live for about two or three months before building their chrysalis and becoming butterflies. During this time the caterpillars are voracious eaters, consuming grass, leaves, grain, and other plants.

Despite its name, the assassin caterpillar does not attack prey. These creatures are usually unaware of any threat, and their spines are a defensive mechanism against the birds that consider them food. Merely touching an assassin caterpillar with bare skin allows the spines to pierce the skin and inject their poison, though. Thick leather gloves or other heavy clothing provides protection from the spines. Thieves and assassins are said to use assassin caterpillars as weapons, hiding several caterpillars in the possessions or room of their intended victim.

ADVENTURE SEED

It's time for the harvest, but a local village is devastated by a horde of assassin caterpillars that has invaded their fields. A few villagers are near death after being pricked by their spines, and the crop will soon be ruined. The village elders ask the PCs to help in removing the pests and saving their crops and injured villagers.



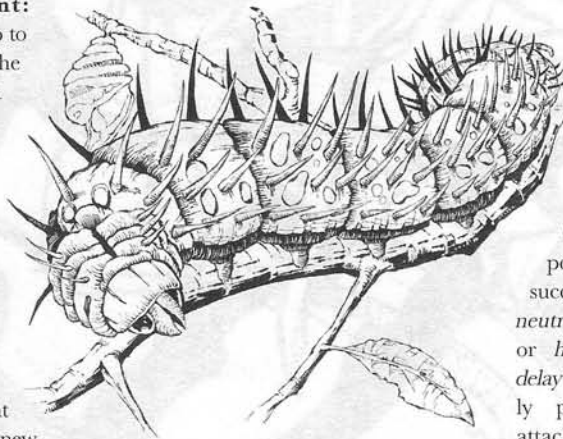
ASSASSIN CATERPILLAR

	Fine Vermin
Hit Dice:	1/8d8 (1 hp)
Initiative:	-4 (Dex)
Speed:	1 ft.
AC:	14 (-4 Dex, +8 size)
Attacks:	None
Damage:	None
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., Immunities
Saves:	Fort +2, Ref -4, Will +0
Abilities:	Str 1, Dex 3, Con 10, Int —, Wis 10, Cha 5
Skills:	Balance -1, Climb -2, Hide +13, Move Silently +5
Climate/Terrain:	Temperate land
Organization:	Cluster (2-20), infestation (20-100), swarm (100-500), or horde (500-1000)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	Special (see below)

Advancement:

After feeding for two to three months, the caterpillar builds a chrysalis around itself. Eight months later the metamorphosed caterpillar emerges as a completely innocuous butterfly with large yellow and black wings with bright orange spots. The new butterflies mate and lay eggs that develop into larvae and become assassin caterpillars within two months.

Poison (Ex): The assassin caterpillar's spines produce a very powerful hemotoxin. A burning pain is felt by the victim at the site of contact with the spines, and as damage is dealt, large bruises appear on the body. Eventually the victim dies from internal bleeding. A Fortitude save (DC 15) is needed or the victim suffers 1 point of permanent Constitution damage. A minute later, an additional Fortitude save (DC 15) is needed or the victim begins to lose hit points at the rate of 2 points per hour. Once the poison's secondary damage takes effect, the



only way to stop the damage is to take **anti-venom** made from the assassin caterpillars' poison, or to successfully cast **neutralize poison** or **heal**. Casting **delay poison** merely prolongs the attack, and after

the spell's duration is over, the poison continues as before. Casting any **cure** spells or **aid**, or taking any **cure** potions will restore lost hit points, but the victim continues to take damage. Anti-venom can be made by anyone with the Alchemy skill (DC 25) but requires the poison from ten caterpillars.

Skills: The assassin caterpillar has a +16 size bonus to Hide checks, and a +6 racial bonus to Move Silently checks. This is included above.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Vermin have Darkvision with a range of 60 feet.



BLIND MAW

	Huge Aberration
Hit Dice:	9d8+27 (67 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., run 150 ft.
AC:	14 (-2 size, +2 Dex, +4 natural)
Attacks:	6 tentacles +14/+9 melee, and tongue +12 melee or bite +12 melee
Damage:	Tentacles 1d6+4 each, tongue 1d4+2, bite 2d8+2
Face/Reach:	10 ft. x 10 ft./15 ft. (20 ft. reach with tentacles)
Special Attacks:	Constrict, Improved Grab, Tongue Grab, Trample
Special Qualities:	Blindsight 60 ft., Scent
Saves:	Fort 6, Ref 5, Will 6
Abilities:	Str 19, Dex 15, Con 16, Int 5, Wis 10, Cha 7
Skills:	Hide +2, Jump +4, Listen -20, Search +2, Spot +4, Tumble +5
Feats:	Blind-Fight, Multiattack, Run
Climate/Terrain:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	10–15 HD (Huge), 16–20 HD (Gargantuan)



Aberration: Instead of the Darkvision aberrations normally have, blind maws' sensitive sense of smell functions as Blindsight to a range of 60 feet.

Constrict (Ex): The creature crushes its opponent, dealing 1d6+4 bludgeoning damage, after making a successful grapple check. Since the blind maw also has the Improved Grab ability, it deals this Constriction damage in addition to damage dealt by the tentacle used to grab.

Feats: Blind maws receive Blind-Fight, Multiattack, and Multidexterity free as racial bonuses.

Improved Grab (Ex): If the creature hits an opponent of Large size or smaller with one of its tentacles, it deals 1d6+4 damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. If the creature does not Constrict its victim, each successful grapple check it makes during successive

rounds automatically deals 1d6+4 damage. Otherwise, it deals an extra 1d6+4 Constriction damage as well.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Blind maws have a -8 size penalty to Hide checks. A blind maw receives a -20 racial penalty to Listen checks as it has no auditory senses. This renders it immune to all spells and spell-like effects requiring a victim to hear the caster. This is worked into the skills above.

Tongue Grab (Ex): If the creature hits an opponent of Large size or smaller with its tongue, it deals 1d4+2 damage and pulls the opponent into its space without provoking an attack of opportunity, holding him with a -20 penalty to grapple checks and using its remaining attacks against other opponents. A successful hold does not deal any additional damage with the tongue, since the blind maw cannot Constrict with this attack. However, a

Native to the darkest depths of the land, blind maws are unspeakably foul nightmare creatures. The bulk of their 12-foot size is nothing more than a mass of countless bloated black tentacles, each twisting and groping in every direction, serving as both legs and feelers. At the center of this turbulent "body" is a single gaping mouth, lined with rows of hundreds of needle-sharp teeth and containing a long, perversely moving tongue. Endlessly hunting for food, a blind maw explores every crevice it passes with its tentacles and by "tasting" the air with its extremely sensitive tongue.

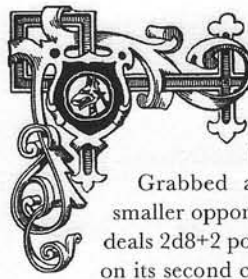
Blind maws attack by overwhelming their opponents, charging them as soon as they are detected. With a single-minded hunger they will attempt to pull felled opponents into their mouths with their tongues even as they continue attacking other enemies.

Blind maws have long been known to the evil underground races and often appear in their service, acting as trained pets.

ADVENTURE SEEDS

♣ A local town has had difficulties with inhabitants of underground realms before. But a new series of raids have been particularly brutal. It seems that the attackers have conscripted a new ally — a blind maw.

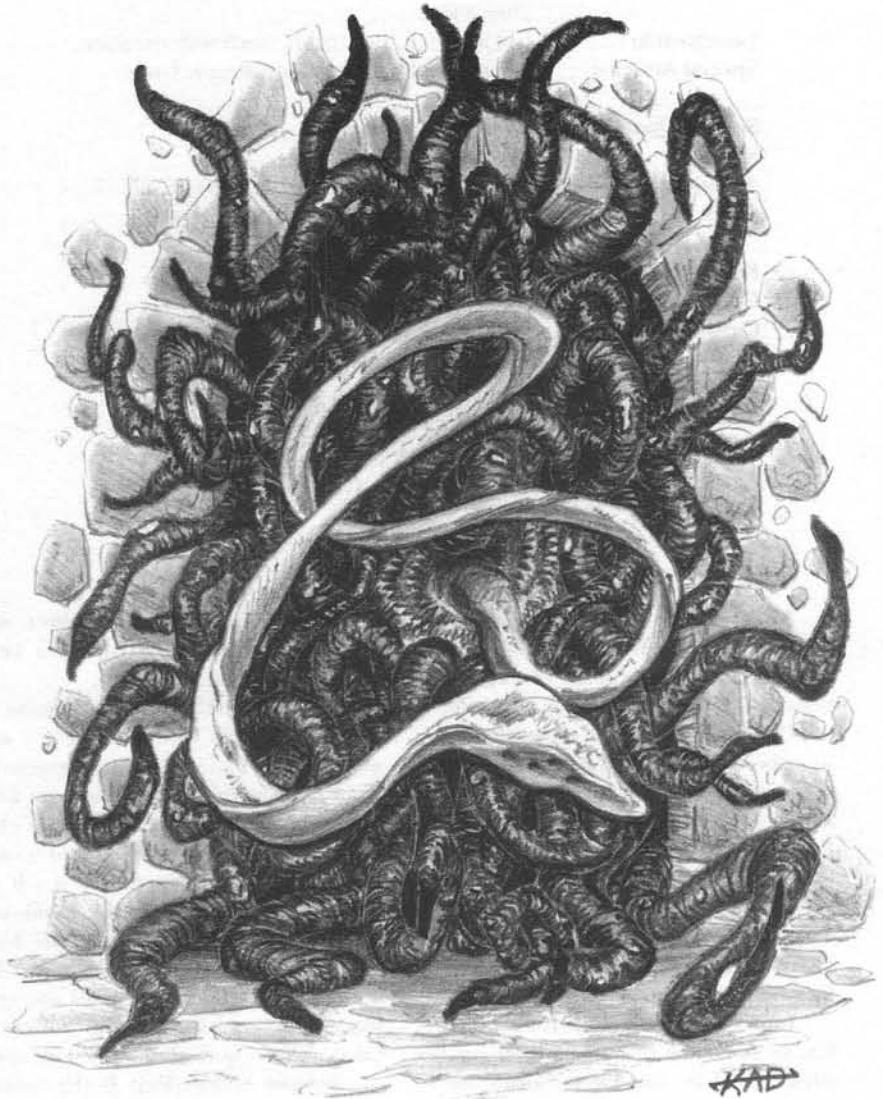
♣ The PCs have become prisoners of an intelligent underground species. They are put in the position of either proving their worth or being thrown into a pit of their captors' favorite "pets." Retrieving of these pet blind maws that recently escaped may be a suitable demonstration of the PCs' value.



BLIND MAW

blind maw that has Grabbed a Medium-size or smaller opponent with its tongue deals 2d8+2 points of bite damage on its second consecutive successful grapple check.

Trample (Ex): A blind maw can trample Small or smaller opponents for automatic tentacle damage. Opponents who do not make attacks of opportunity against the blind maw can attempt a Reflex save (DC 20) to halve the damage.

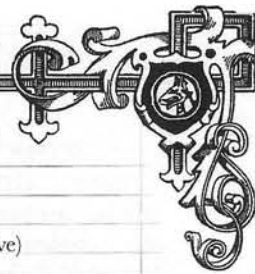


"It had no face, no front and no back that I could see. By my lantern, there was nothing but whipping blackness. Trevor vanished into that fleshy bulk, but musn't have been enough for it. It followed me almost back to the surface, with Trevor wrapped up, screaming, all the while, screaming."

- Dougray the Sword



BLOODWRAITH



	Medium-size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft. (floating)
AC:	15 (+4 Dex, +1 natural)
Attacks:	None
Damage:	None
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Blood Touch
Special Abilities:	+2 Turn Resistance, Blood Tracking, Carnivore Attraction, Darkvision 60 ft., Immunities
Saves:	Fort +2, Ref +6, Will +7
Abilities:	Str 3, Dex 18, Con —, Int 12, Wis 14, Cha 16
Skills:	Hide +6, Intimidate +10, Intuit Direction +8, Listen +10, Move Silently +13, Search +10, Spot +10, Wilderness Lore +3 (+5 to avoid getting lost)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or team (3–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–11 HD (Medium-size)



Blood Touch (Su): The bloodwraith attacks by touch; it must succeed at a grapple check, after which it pins its victim, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained. If successful, the veinous grip of the bloodwraith penetrates the skin of its target. Blood from the victim can be seen pouring into the bloodwraith through the grip. Every time the bloodwraith successfully drains Constitution, it heals 5 points of damage no matter how many points it drains. If the amount of healing is more than the damage the creature has suffered, it gains the excess as temporary hit points. *Restoration* can restore a character's lost Constitution; a character with a Constitution of 0 is dead.

Blood Tracking (Su): This ability allows the bloodwraith to find its victim by the scent of his blood. It functions much like Scent, but the bloodwraith is so sensitive that it can begin to scent its victim within ten miles instead of 30 feet, making a Wisdom check DC 10 + 2 per

hour that the trail is cold to track its victim. It will then slowly home in on the scent, getting a better and better idea of the current location of the target as it gets closer to him. If it is within 30 feet of its intended victim, it can pinpoint his location.

Carnivore Attraction (Ex): The bloody form of the bloodwraith attracts carnivores that depend on smell for their hunting in any degree. If a PC sees a pack of dogs sniffing around a cloaked figure while seeming to cringe at the same time, he's probably seen a bloodwraith.

Skills: Bloodwraiths get a +2 synergy bonus to Wilderness Lore checks to avoid getting lost. This is already included above.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the bloodwraith's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and

The bloodwraith is an undead creature originally created by the Longfoot shamans. The minions of the old empire tyrannically dominated the Longfoots, and so the shamans gathered to pool their knowledge of necromancy and the spirit world to create a creature to avenge themselves. They used spells to capture the spirit of a just-slain victim and give it the mission of destroying a particular target.

The bloodwraith knows its target by his blood, which need not be fresh. Once created, the bloodwraith hunts down its target, pursuing him until either it or he is destroyed. In combat, the bloodwraith focuses on the target it has been ordered to slay. It will defend itself against any attack, though, and will attempt to kill the attacker unless the ordered target is in the immediate vicinity. It is intelligent enough to realize when it must kill an obstacle before going on to its intended target. If successful, it returns to its creator and waits to be fed more blood to identify a new victim. Bloodwraiths can exist indefinitely, and any cleric capable of controlling undead can use them for their intended purpose. Once the necromancers of the old empire realized what the creatures were, infamous duels occurred between shaman and necromancer, with the same bloodwraith sent back and forth until one target (or the bloodwraith) was finally destroyed.

A bloodwraith without a specific target will fix on the blood of any creature it runs across. Bloodwraiths have been known to stand unmoving for generations, then suddenly awaken when the blood of a wounded adventurer — or simple townsman, or pet cat — touches it. If attacked while without a target, the bloodwraith defends itself and fixes on the blood of the first creature it harms as its next target. The bloodwraith can



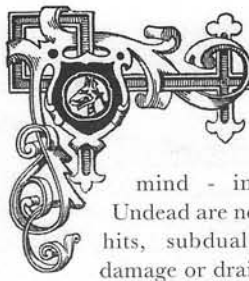
be diverted from a target by a controlling cleric who tells it to stand down or gives it a new target. However, all past targets are remembered by the bloodwraith, and if it comes upon one when it is not on another mission, it will attack. Bloodwraiths are intelligent and can wait for a target to be alone before striking.

Unlike their namesakes, the wraiths, bloodwraiths are not incorporeal. They are given substance by the victim slain to create them — they look very much like a leaking human circulatory system without the surrounding muscles and skeleton and skin. When they actually stand on the ground, they leave bloody footprints. For the most part, however, they float a few inches above the ground and can move over open water in this fashion. Bloodwraiths on a mission are sometimes garbed in cloaks and hats by their controllers, for obvious reasons.

ADVENTURE SEED

☛ The party gets into a tavern brawl and in the course of things, one of them is cut. Another party member realizes that one of the tavern's patrons has blotted up some of her friend's blood with a scrap of cloth and is heading out the door. By the time they catch him, he has already passed the cloth along.

Using the blood on the cloth, a high-powered evil priest whom the party has already made an enemy of puts a pair of bloodwraiths onto the PC's trail. The party is caught unawares, perhaps in the privacy of their rooms at the tavern.



BLOODWRAITH

mind - influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain.

They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a

range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be raised. Resurrection can affect them, but generally fails because they're unwilling to return to life.



BOG SLAIN

	Medium-size Undead
Hit Dice:	1d12 (6 hp)
Initiative:	+0
Speed:	30 ft., swim 20 ft.
AC:	16 (+6 natural)
Attacks:	Slam +1 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Darkvision 60 ft., Damage Reduction 3/—, Fire Resistance, Immunities
Saves:	Fort +2, Ref +0, Will +3
Abilities:	Str 13, Dex 10, Con —, Int —, Wis 12, Cha 3
Skills:	Swim +1 (+9 to avoid hazards)
Feats:	Great Fortitude
Climate/Terrain:	Cold marsh
Organization:	Solitary, gang (2–5), squad (6–10), mob (11–20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	2–3 HD (Medium-size)



Breath Weapon (Ex): Instead of attacking with a slam, a bog slain may instead spew a gout of foul water from its lungs and stomach out through its mouth as a standard action every 1d4 rounds. No attack roll is necessary; the line of water reaches 60 feet in length, and is 5 feet high and 5 feet wide. It fills this area, and any character who fails a Reflex save (DC 14) is caught in the area; he is checked for one round and must make a Fortitude save (DC 16) or become infected with blinding sickness. This disease has an incubation period of 1d3 days, and does 1d4 temporary Strength score damage. Each time a victim takes 2 or more points of Strength damage from the disease, he must make another Fortitude save or be permanently blinded. Bog slain can only use their Breath Weapon three times before needing to submerge in water again to replenish their water reserve. Replenishing the Breath Weapon takes two rounds for each time the bog slain has used the ability.

Damage Reduction (Su): The creature ignores 3 hit points from most weapons and natural attacks. This ability is effective against any attack that does not ignore Damage Reduction.

Feats: Bog slain receive Great Fortitude free as a racial bonus.

Fire Resistance (Ex): The waterlogged corpse of the bog slain ignores the first 10 points of fire damage done to it each round. The creature still makes saving throws normally.

Skills: Bog slain receive a +8 racial bonus to Swim checks to avoid hazards.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

The peat bogs of the colder climes have claimed many travelers, dragging them down into murky waters and death. The corpses float in these mires, slowly decomposing, and sometimes they claw their way back out again, seeking to destroy all life in their rage.

Bog slain look much as they did in life, except that their skin and flesh is swollen with water, and darkened to the color of mud. They drip peaty water wherever they go. Not all victims of bog drowning become bog slain. In many cases, those who return are travelers who were looking forward to arriving at their destination, and died angry at the unfairness of not achieving it. Another primary cause is the remnants of evil magic within the peat bog itself, seeping into the corpses and bringing them to an unholy mockery of life.

When a bog slain rises from the marsh that claimed its life, it does its best to seek out other living things and destroy them. This can lead to swarms of bog slain descending on villages, or to a few scattered individuals wandering through the marsh killing game. Bog slain are able to swim nearly as well as they can walk, and often strike from below the surface of the water or from beneath floating bogs. All the cavities in the waterlogged body are filled with the foul water of the bog, which can be spewed at victims to cause disease.

ADVENTURE SEEDS

☛ A band of brigands in a peat marsh has been using the bogs to dispose of their victims. Over the course of several years, they have accumulated quite a number of corpses in the depths of the bog. One of their latest victims was a priest of the god of death, who cursed his murderers even as he died. Now this undead priest and hordes of bog slain have risen from their watery graves and seek to exterminate all life. The brigands are desperate for anyone to help them defeat this menace.

☛ An important treaty was lost when its courier disappeared. The king needs a trustworthy party to retrieve the treaty and see it safely to its destination. Unfortunately, the courier drowned in a peat bog, and has risen as a bog slain. The treaty is still in the courier pouch on the creature's belt, but the bog slain has wandered far afield in its quest to find living things to destroy. The party must track the undead menace down and carry the treaty to its destination before war breaks out.

BOG SLAIN



NEW POTION: BOG DRAUGHT

Water drawn from a haunted bog sometimes carries a certain trace of ghostly power. With specialized enchantments, this bog water can have a lasting use in contact with the undead. Essentially, the water becomes a medium for locating and speaking with the dead. Whether bottled or poured out onto a surface, this draught ripples with the approach of material or incorporeal undead.

When poured into a large or open receptacle, like a basin or pool, the draught reflects the image of undead spirits that look into it. If stored in a glass bottle or jar, the water can be looked through to *detect undead*. If poured onto a corpse, it acts as a *speak with dead* spell. This last use exhausts the draught.

Caster Level: 5th; *Prerequisites:* Brew Potion, *detect undead*, *speak with dead*; *Market Price:* 1,000 gp



BONECHEWER



	Large Dragon
Hit Dice:	8d12+24 (76 hp)
Initiative:	+5 (+1 Dex, +4 natural)
Speed:	30 ft., fly 60 ft. (average)
AC:	20 (-1 size, +1 Dex, +10 natural)
Attacks:	Tail slam +12/+7 melee or bite +12/+7 melee, and 2 claws +7 melee
Damage:	Tail slam 1d6+5, bite 2d6+5, claws 1d8+2 each
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Bonespew, Snatch, Trip
Special Qualities:	Blindsight 120 ft., Immunities, Scent
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 21, Dex 12, Con 16, Int 5, Wis 14, Cha 10
Skills:	Climb +11, Hide +3 (+8 if poorly illuminated), Listen +13, Move Silently +12
Feats:	Flyby Attack, Wingover (dragon-only feat)
Climate/Terrain:	Underground or mountains
Organization:	Solitary, pair, or colony (5–10, plus 1d4 hatchlings, plus 1d6 eggs)
Challenge Rating:	7
Treasure:	Standard coins, double goods (gems only), standard items
Alignment:	Usually neutral
Advancement:	9–11 HD (Large), 12–15 HD (Huge)



Bonespew (Ex): A bonechewer can spit out a paste made of stomach excretions and ground bone. This breath weapon targets all creatures within a 15-foot diameter, at a range of up to 60 feet. Targets of this pasty spew must make a DC 17 Reflex save or else be immobilized. Once struck by the Bonespew attack, the target can attempt to break free as a full round action by succeeding at a Strength check against DC 18, or an Escape Artist check against DC 21. The spew-covered victim can also be broken free of the hardened spit; in this case the bonespew has a hardness of 7 and 15 hit points. Bonechewers can project bonespew three times before emptying their throat-sack. Each Medium-sized skeleton they devour replenishes one use of the Bonespew attack. Consuming a Medium-sized skeleton takes one round, while digestion of a consumed skeleton takes 5 minutes before it can be used in a Bonespew attack. With access to a fresh supply of skeletons, a bonechewer can use its Bonespew attack indefinitely, pausing only to consume and digest more ammunition.

Dragon: Dragons are immune to sleep and paralysis effects. Bonechewers have Blindsight rather than Low-light Vision and

Darkvision. A bonechewer can ascertain all foes within 120 feet by vibration, subtle shifts in air currents, and echolocation. Beyond that range it is considered blinded. Bonechewers are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A bonechewer forced into the open is at -2 to all attack and skill rolls, since its Blindsight does not function properly.

Scent (Ex): The creature can detect opponents by sense of smell, generally within 30 feet. The creature detects another creature's presence but not its specific location. The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10.

Skills: Bonechewers receive a +5 racial bonus to Listen and Move Silently checks. In addition, they also receive a +5 racial bonus to Hide if they are illuminated by anything less than daylight or a *light* spell, but take a -4 size penalty. These bonuses are figured into the bonechewer's skill totals.

Snatch (Ex): A bonechewer that hits a creature of at least Small size, but no larger than Medium size, with a tail slam attack and that does not use its Trip attack can

Vast caverns deep below the ground and tunnel-ridden mountains are the home of the bonechewer, a smaller cousin of the great wyrms of legend. Pitch black and sleek, with powerful muscles, the bonechewer is sometimes referred to by naturalists as the "blind cave drake," for it has no eyes, only hollow pits in its dark, scaled head where eyes should be. Bonechewers have small, retractable claws as well as toe pads similar to those of a gecko that aid them in climbing when they judge flying to be too awkward; if silence is called for, the quiet beast sheathes its claws and stalks on padded feet. The bonechewer's muscular tail can also support its entire weight, which aids it in climbing and allows it to hang upside down from rock projections much like a massive scaled bat. So adapted to its subterranean existence is the cunning bonechewer that it needs no eyes to hunt, as many who have ventured too deep into the earth have learned.

The bonechewer gets its name from its habit of greedily consuming the bones of its prey. This is not merely a matter of culinary taste, but rather a necessity, for the bonechewer requires bones to construct its nest. The blind beast internally mixes the ground bone with its own stomach secretions to create an osseous paste. The bonechewer stores this secretion in a throat bladder and spits it out through its hollow tongue. The bonespit hardens soon after contact with air, and the bonechewer uses it to form its delicate nest in the upper reaches of a large cavern, where it dangles much like the nests of wasps.

The bonechewer also uses its bonespit to secure captured prey. Normally, a hunting cave drake sits in a hiding place in the heights of a cavern waiting for prey, and upon sensing the prey and determining it is in a vulnerable position (such as walking over a bridge, or climbing), swoops down and snatches it up in its prehensile, forked tail. It is then thrown onto a convenient ledge, or

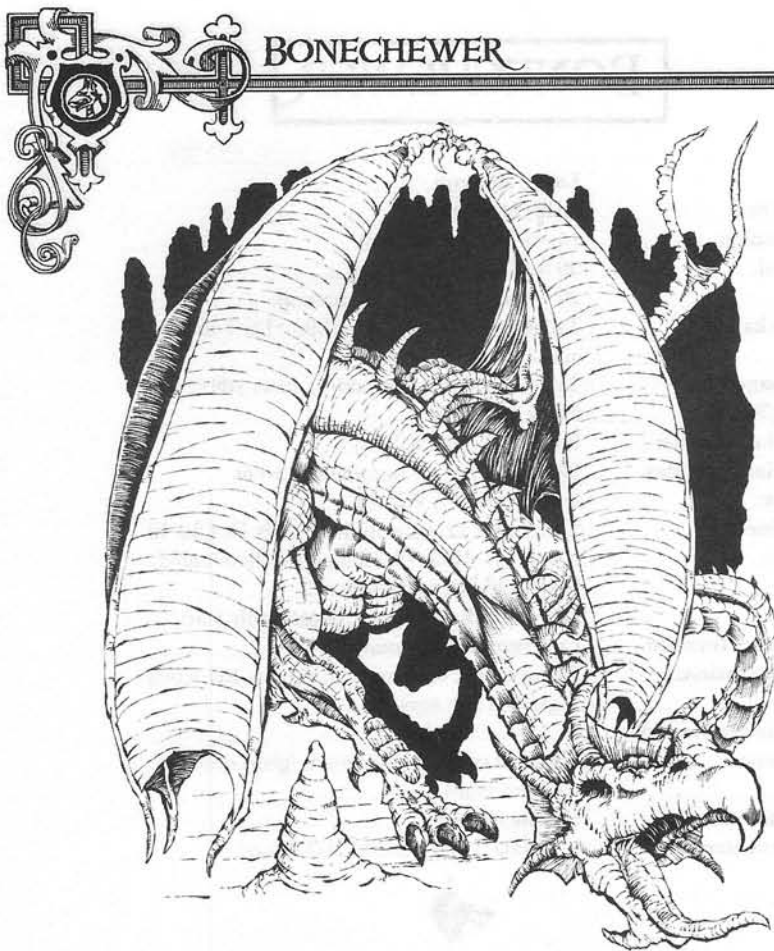
directly into the bonechewer's nest, where it is spat upon and rendered immobile by the creature's quick-hardening spit. A thriving colony of bonechewers will often feature a gallery of captured creatures held fast in the bony paste, to be used as food for baby bonechewers as they hatch from their eggs. Such a death is a long, drawn-out affair as the rapacious hatchling feeds and sleeps only to awake and eat again. The eggs of the bonechewer are covered in a thin coating of bone-spit, which often is encrusted with gems or other leavings from past meals such as coins or jewelry. Whether bonechewers decorate their eggs deliberately, or whether it is some accident of the egg-laying process, is unknown.

Bonechewer colonies share a large communal nest, and often hunt in groups if prey is scarce, communicating in high-pitched clicks and whistles. Though usually subterranean, bonechewers sometimes leave their caverns and range across the countryside, looking for an easy meal. Some subterranean races have managed to train these agile drakes as riding beasts.

ADVENTURE SEED

While going through the possessions of a recently slain group of subterranean natives, the PCs discover a large gem-encrusted rock in a chest amidst the other loot. The rock is actually a bonechewer egg, and the ultrasonic clicks and whistles of the soon-to-be-born drakeling will not only attract the attention of bonechewers in the area, but perhaps other subterranean predators that prey on such hatchlings. If lucky, the PCs might escape with a potential new mount. However, if unlucky...

BONECHEWER



attempt to start a grapple as a free action without provoking an attack of opportunity. If the bonechewer achieves a hold, it can fly off with its prey and automatically make a claw attack each round in lieu of a tail attack. It can drop a snatched creature as a free action or use a standard action to fling it aside. A flung creature travels 50 feet and takes 5d6 points of damage. If the bonechewer flings its prey while flying, the creature suffers the greater of this amount of damage (5d6) or falling damage. Falling damage is 1d6 per 10 feet, to a maximum of 20d6.

Trip (Ex): The dexterity of the bonechewer's tail also allows it to be used to trip opponents, a tactic the bonechewer uses against opponents of Large size or greater. A bonechewer that hits with a tail slam attack and does not use its Snatch attack can attempt to Trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the bonechewer.

BONECHEWERS AS MOUNTS

Training a bonechewer as an aerial mount is a daunting task. It requires a successful Handle Animal check (DC 33 for an adult, or 26 for a young specimen). All Ride checks on a bonechewer forced into the open are at +2 DC, due to the affect open spaces have upon the beast's Blindsight and nerves. A bonechewer egg is typically worth 6,000 gp on the open market. A bonechewer can serve as a paladin's mount, though a paladin must be of 9th level and have no current mount before one can be called to serve in such a capacity; providing the creature with skeletons could be a problem for a paladin, though. As mounts, bonechewers are usually found only amongst the most martial and disciplined of subterranean races.

CARRYING CAPACITY

A bonechewer can carry up to 459 lbs. as a Light load, a Medium load is up to 918 lbs., and a Heavy load is 1377 lbs. A bonechewer can carry up to its Medium load and still fly.

BONETHIEF

	Large Magical Beast (Reptilian)
Hit Dice:	2d10+4 (15 hp)
Initiative:	+0
Speed:	40 ft., climb 20 ft.
AC:	9 to 14 (-1 size, +0 to +5 natural)
Attacks:	Bite +4 melee, and 2 claws +2 melee
Damage:	Bite 1d8+3 melee, claws 1d6+1 each
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Bone Theft, Trip
Special Qualities:	Darkvision 60 ft., Low-light Vision, Scent
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 16, Dex 10, Con 14, Int 6, Wis 14, Cha 10
Skills:	Climb +11, Hide +5, Listen +6, Move Silently +7, Wilderness Lore +2 (+6 when tracking by scent)
Feats:	Multiattack
Climate/Terrain:	Warm or temperate forest
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	2
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral evil
Advancement:	3–4 HD (Large), 5–6 HD (Huge)



Bonethieves speak Draconic.

Bone Theft (Su): Upon a successful critical hit with any of its attacks, a bonethief can magically absorb a bone from one of its victim's arms or legs (determine randomly which appendage is affected). A Fortitude save (DC 14) resists this bone theft. The loss of a bone renders the limb useless. The victim suffers a -4 circumstance penalty to his effective Strength and Dexterity scores in appropriate situations, such as combat. His movement is reduced by 75% if a leg is affected. If an arm is affected, the victim faces a 50% spell failure chance for any spell with a somatic component. The bone is permanently lost, but powerful magic such as *regenerate* can restore the victim's limb. For each bone stolen, the bonethief's natural AC bonus increases from its base 0 by +1 (to a maximum of +5) after 1d4 rounds, as the stolen bone forms new bony plating and spurs on the bonethief's body. No victim can be affected by bone theft more than once per day, and the bonethief loses 1 point of this natural bonus per day.

Feats: Bonethieves receive Multiattack free as a racial bonus.

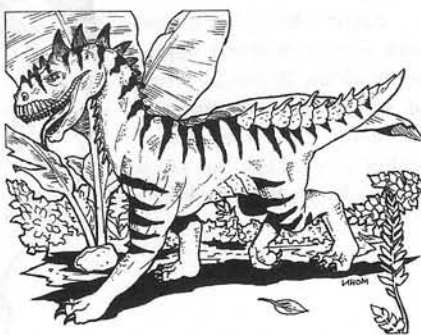
Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of

smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold

Skills: A bonethief receives a +2 racial bonus to Listen and Move Silently checks, a +4 racial bonus to Hide checks, and a +8 racial bonus to Climb checks. A bonethief also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent. These bonuses are figured into the skills listed above.

Trip (Ex): A bonethief that hits with a bite attack can attempt to Trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to Trip the bonethief.



Dark, primal rain forests hold many dangers to intrepid explorers, but few of these are so conscientiously avoided as a pack of bonethieves. These reptilian carnivores are pack hunters, fast and cunning, and possess the dread ability to actually absorb bones from their prey. A bonethief assimilates stolen bones into additional protective bony horns and plating on its own body. Over a period of a few days, though, the assimilated bones are metabolized and the extra plating disappears.

A bonethief measures about 15 feet long from nose to the end of its shortish tail, and stands about 6 feet tall at the shoulder. Its thick scales are dark green to black in coloration, which are ideal for blending in with its jungle surroundings. It has a large head and strong neck, and four long, powerful legs that end in paw-like feet sporting thick talons. A ridge of bony plates and horns grows along the creature's spine. Overlapping, bony plates cover its abdomen. The thickness and size of these protective growths varies according to how many bones the bonethief has recently absorbed.

Most bonethieves live in roaming packs, but these creatures are intelligent enough to understand the value of cooperation. Bonethieves sometimes work with kobold bands and lizard folk tribes, acting as guards and trackers.

ADVENTURE SEED

☛ Missionaries of the sun god have gone missing in a jungle frontier. The PCs are hired to find out what happened and, if necessary, rescue the missionaries from whatever danger may have befallen them. The voyage into the jungle eventually pits the PCs against a savage tribe of lizard folk and their allied pack of bonethieves, who are holding the missionaries captive until they can be eaten in an upcoming annual religious celebration.

Fortunately for civilized races, borthas are at home only in the most frigid and remote mountain tops. These creatures live solitary lives, within well-marked territorial boundaries. Borthas are barely intelligent, but cunning enough to recognize an opportunity at easy prey, such as travelers in secluded mountain passes.

Borthas look much like muscular gray ogres with a thick layer of fur covering their lower quarters and backs. Their fingers and toes are tipped with long, sharp claws, and their eyes are solid red, as if filled with blood. Adults sport two pairs of horns — one pair short and straight, the other curled like a ram's. Their hair is usually short, black, wiry, and bound with a piece of cord. Bortha wear no garments, nor do they use manufactured tools or weapons, but all proudly wear necklaces adorned with the skulls and bones of their most fierce opponents.

Relying solely upon their size, strength, and savagery, borthas know of no other combat style than tearing creatures limb from limb with their bare hands. They fight to the death almost without exception.

ADVENTURE SEEDS

☛ Having hired on as caravan guards, the PCs find themselves defending the wagons against an attack by a territorial bortha. This beast attacks anyone it can reach, attempting to lay waste to the caravan first so that it can then enjoy an uninterrupted meal of human flesh.

☛ In a valley tavern, the PCs take interest in a visiting minstrel's tale of a hoary mountain giant living somewhere on the slopes of the mountain looming over the valley to the north. Legends abound concerning the heroes who have fallen to this beast, which now wears their skulls as a necklace and decorates its lair with their enchanted arms and armor.

BORTHA

Large Giant	
Hit Dice:	5d8+20 (42 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	2 claws +8 melee, and bite +3 melee
Damage:	Claws 1d6+6 each, bite 1d8+3
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Rend 2d6+12
Special Qualities:	Darkvision 60 ft., Fast Healing 2, Scent
Saves:	Fort +8, Ref +2, Will +1
Abilities:	Str 23, Dex 12, Con 18, Int 4, Wis 10, Cha 5
Skills:	Climb +14, Jump +6, Listen +4, Spot +4, Wilderness Lore +2 (+6 when tracking by scent)
Feats:	Alertness
Climate/Terrain:	Cold mountains
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	6–9 HD (Large)



Fast Healing (Ex): At the beginning of each of the creature's turns, it heals 2 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow or reattach lost body parts, and does not restore hit points lost from starvation, thirst, or suffocation.

Giant: Unlike other giants, Borthas are not proficient with weapons. They do have a giant's typical Darkvision with a range of 60 feet, however.

Rend (Ex): If a bortha hits an opponent with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a

Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: A bortha receives a +4 racial bonus to Wilderness Lore checks when tracking by scent, and a +8 racial bonus to Climb checks. This has been worked into its stats, above.



BULL OF HEAVEN

	Huge Elemental (Air)
Hit Dice:	15d8+75 (142 hp)
Initiative:	+0
Speed:	40 ft., fly 60 ft. (good)
AC:	16 (-2 size, +8 natural)
Attacks:	Gore +16/+11/+6 melee
Damage:	Gore 1d6+10
Face/Reach:	10 ft. x 20 ft./10 ft.
Special Attacks:	Lightning, Thunderclap, Trample 2d6+7
Special Qualities:	Darkvision 60 ft., Energy Immunity, Immunities
Saves:	Fort +9, Ref +9, Will +4
Abilities:	Str 25, Dex 10, Con 20, Int 3, Wis 10, Cha 10
Skills:	Intimidate +10, Listen +5, Spot +5
Feats:	Improved Bull Rush, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	16 HD (Huge), 17–32 HD (Gargantuan), 33–45 HD (Colossal); bulls of heaven don't remain on the Material Plane long enough to grow, but bigger storms spawn bigger bulls.



Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Energy Immunity (Ex): Bulls of heaven are immune to cold, electrical, and sonic attacks.

Feats: Bulls of Heaven receive Improved Bull Rush free as a racial bonus.

Lightning (Su): As a full round action, the bull of heaven may cast a lightning bolt from its horns. This is a line 5 feet wide and 100 feet long, which strikes everything along its length for 5d6 electricity damage. A successful Reflex save (DC 15)

reduces the damage to half. A bull of heaven may use this attack once every 1d10 rounds.

Thunderclap (Su): By striking its hoof against the ground, a bull of heaven may produce a Thunderclap. This sonic attack has a spread range of 60 feet, and forces all creatures within the area of effect to make a Fortitude save (DC 22) or become stunned for 1 round and deafened for 1d4 rounds. A bull of heaven may produce a Thunderclap as a move-equivalent action once every 1d6 rounds.

Trample (Ex): Bulls of heaven can Trample Medium-size or smaller creatures for 2d6+7 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the bull of heaven during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 24) to halve the damage. The bull of heaven may not trample while flying.



The great storms that rage across the face of the world sometimes leave a remnant behind — a bull of heaven, the elemental embodiment of the power of the weather. These bulls wander the countryside for weeks, spreading chaos and destruction until they are drawn back into the elemental planes. The destructive powers of the bulls of heaven are legendary, and they are rivaled only by the storms that give them birth. When loosed into this world, bulls of heaven actively seek out large structures to destroy. Fortunately they have extremely short attention spans. If they get bored with an area, either because it is offering too much resistance or too little, they are apt to wander away in search of something more interesting.

When one bull of heaven encounters another, it will fly into a frenzied rage, and will devote all its energies to finding and slaying the other. Such battles generally lay waste to the surrounding area, and often result in the destruction of both creatures.

The bulls of heaven stand ten feet tall at the shoulder, and are nearly twenty feet long. Their hide is the dead gray color of a thundercloud, and their hooves, horns, and eyes flash with lightning.

ADVENTURE SEEDS

♣ The characters hear of a rainmaker working the local farmland during the current drought. This young lady has had remarkable success in drawing rain from the parched air, and she seems to be making a tidy profit from the farmers. Unfortunately, it seems that her incantations have a 20% chance of calling a bull of heaven along with the needed rain. It's only a matter of time before a bull shows up.

Bylurs are large, brutish quadrupeds distantly related to yeti. They are violent creatures who relish setting ambushes in lonely mountain passes and raiding small villages. Possessed of both an insatiable hunger and a feral cunning, bylurs demand the respect all those who travel in the frigid north.

If trained when young, bylurs are able to learn to speak a very rudimentary form of any one language. Frost giants have been known to capture young bylurs and train them as formidable guardians and companions.

Bylurs have goat-like hooves and an arched back. Their faces are eerily human-like, with dark purplish skin and feral, ice-blue eyes. Tufts of hair sprout from their jawlines like muttonchops, and another pair of tufts sprouts from their temples, appearing somewhat like enormous bull's horns. Their coloration patterns tend toward blends of natural cold-climate hues, such as white with streaks of black and gray. A rare blue-gray specimen is occasionally found leading a gang. The average bylur is six feet tall at the shoulder, nearly ten feet in length, and weighs about one ton.

Bylurs prefer to track their intended targets by scent, keeping to the rocky slopes above until the time is right to pounce with surprise into the group, pinning their targets beneath their immense weight.

ADVENTURE SEED

A bitter half-human, half-giant sorceress hires the party to eliminate her frost-giant father's bylur guardians, which can be found in a vale surrounding his ice fortress. Under no circumstances are the characters to attack the frost giant — the sorceress has something special in store for her cold-hearted father.



BYLUR

	Large Magical Beast (Cold)
Hit Dice:	6d10+24 (57 hp)
Initiative:	+5 (+1 Dex, +4 natural)
Speed:	40 ft., climb 10 ft.
AC:	15 (−1 size, +1 Dex, +5 natural)
Attacks:	Bite +11/+6 melee, and 2 claws +6 melee
Damage:	Bite 1d8+6, claw 1d6+3 each
Face/Reach:	5 ft. x 10 ft./10 ft.
Special Attacks:	Breath Weapon, Pounce
Special Qualities:	Darkvision 60 ft., Cold Immunity, Fire Vulnerability, Low-light Vision, Scent
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 22, Dex 13, Con 19, Int 6, Wis 13, Cha 10
Skills:	Climb +14, Hide +4 (+10 in snow and ice), Jump +10, Listen +7, Spot +7, Wilderness Lore +1 (+5 when tracking by scent in snow and ice)
Feats:	Alertness
Climate/Terrain:	Cold land
Organization:	Solitary, pair, or pack (2–5)
Challenge Rating:	6
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral evil
Advancement:	7–9 HD (Large), 10–18 HD (Huge)



Breath Weapon (Su): A bylur can expel a cone of cold as a standard action every 1d4 rounds. No attack roll is necessary; the breath simply fills 15-foot area, and any character caught in the area must make a Reflex save (DC 16) to halve the damage or suffer the full 4d6 cold damage. Bylurs cannot use their breath weapon while biting.

Cold Subtype: The creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Pounce (Ex): If a bylur leaps upon a foe during the first round of combat, it

can make a full attack even if it has already taken a move action.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Their natural coloration grants bylurs a +6 racial bonus to Hide checks in areas of snow and ice, but take a −4 size penalty. A bylur has a +4 racial bonus to Wilderness Lore checks when tracking by scent in areas of snow and ice, and a +8 racial bonus to Climb checks. These bonuses have been noted in the stats, above.



CACTUS CRAWLER



	Huge Plant
Hit Dice:	16d8+64 (136 hp)
Initiative:	-2 (Dex)
Speed:	5 ft.
AC:	14 (+4 natural)
Attacks:	2 to 4 slams +17/+12/+7 melee
Damage:	Slam 2d6+6 impact plus 1d6+6 piercing from spines each
Face/Reach:	15 ft. x 15 ft./10 ft.
Special Qualities:	Half Damage from Fire, Immune to Flanking, Immunities, Low-light Vision
Saves:	Fort +14, Ref +3, Will +1
Abilities:	Str 24, Dex 6, Con 18, Int 3, Wis 3, Cha 3
Skills:	Disguise -4 (+8 as cactus patch)
Climate/Terrain:	Warm desert
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	11-15 HD (Large), 17-20 (Huge)



The cactus crawler normally fights with four legs on the ground. Once every 1d4 rounds, however, it can rear up on one round, balancing on only two legs to hit opponents with the other four.

Half Damage

from Fire: Cactus crawlers take only half damage from fire-based attacks due to the succulent nature of their flesh.

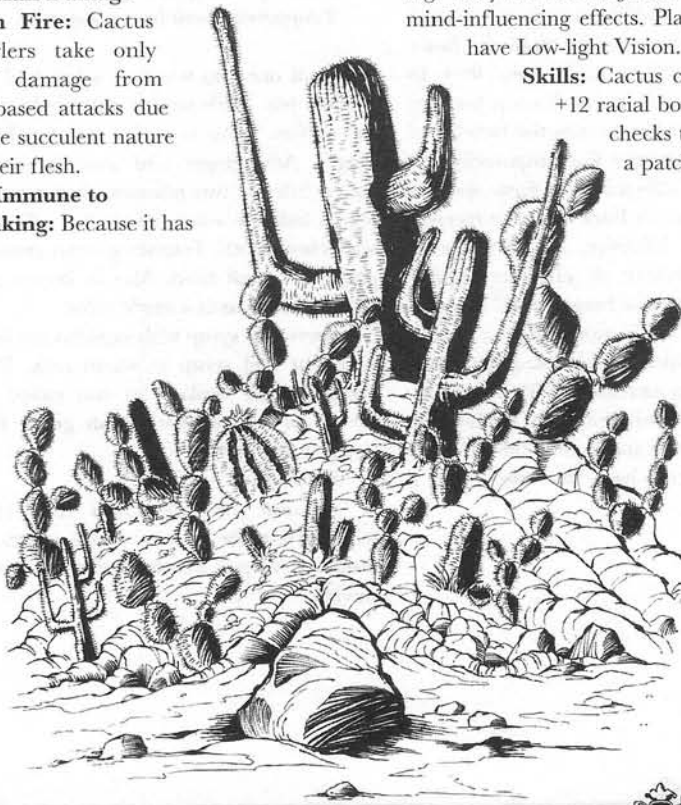
Immune to

Flanking: Because it has

no head or tail, can see in all directions, and can fight from any pair of legs, the cactus crawler cannot be flanked in combat.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Plants with vision have Low-light Vision.

Skills: Cactus crawlers have a +12 racial bonus to Disguise checks to appear to be a patch of cactus.



Desert legends tell of a cactus patch that never stays in the same place two night in a row, a plant responsible for the disappearance and death of those who approach too closely. The source of these legends is the cactus crawler, a monster whose 15-foot-long by 15-foot-wide pale green body is composed entirely of cactus flesh and spines. It moves on six powerful, stump-like legs. When at rest, the cactus crawler folds these legs beneath its torso and lies flat on the ground, so that it appears to be nothing more than an ordinary cactus patch. It has no head or tail, but dimly glowing red eyes are located between each pair of legs. No mouth can be seen, and it is uncertain whether this monster actually eats food, or if it gets its nourishment from the sun's rays via photosynthesis.

In combat, this creature can rear up on any four legs, striking out with its other two limbs, depending on the direction from which its opponent is attacking. The cactus crawler can also support itself on two limbs, either striking with two limbs both front and back, or using four limbs to strike an opponent from one direction. The succulent flesh of the cactus crawler stays moist for two full days after the creature's death, and although neither tasty nor nutritious, it does provide potable water for anyone who wishes to take the trouble to squeeze it out. A 6-inch by 6-inch by 6-inch chunk of flesh provides enough water to fill a canteen.

ADVENTURE SEED

♣ An alchemist is working on a process to preserve the flesh of cactus crawlers indefinitely. This would enable desert travelers to have a source of water that would last until needed, yet would be in no danger of leaking, spilling, or simply drying up. But to perfect this process, he needs the flesh of at least one cactus crawler to experiment on. The PCs are hired to "harvest" a sizable amount of cactus crawler flesh, no matter what it takes.



CAFFEINE WASP

	Fine Vermin
Hit Dice:	1d8-4 (1 hp)
Initiative:	+2 (Dex); +6 (+2 Dex, +4 Buzz)
Speed:	Fly 40 ft. (good)
AC:	17 (+8 size, -1 natural); +11 (+8 size, -1 natural, +4 Buzz)
Attacks:	Sting +4 melee
Damage:	Sting 1d2-6
Face/Reach:	1/2 ft x 1/2 ft./0 ft.
Special Qualities:	Buzz, Darkvision 60 ft., Immune to Mind-Influencing Effects
Saves:	Fort -2, Ref +2, Will +0
Abilities:	Str 3, Dex 15, Con 3, Int —, Wis 10, Cha 11
Skills:	Listen +5, Spot +5
Climate/Terrain:	Temperate or warm forest
Organization:	Swarm (6-60 male combatants, plus three times that number breeding males and females)
Challenge Rating:	1/4
Treasure:	Special (see text)
Alignment:	Always neutral
Advancement:	None



NEW RECIPE: CAFFEINE GRUB SYRUP WITH GINGER

1 caffeine grub, dried
1 cup water
5 slices peeled ginger
2 coppers's worth brown sugar

Heat one cup water to a low boil in a shallow pot. With mortar and pestle, grind the caffeine grub to a fine powder. Mince ginger. Add ginger and ground grub to water. Stir for two minutes, then let steep. When half the water has boiled off, strain with cheesecloth. Transfer ground grub and ginger to small bowl. Mix in brown cane sugar and stir until a single color.

Serve this syrup with sugarbreads or tea cakes, or add syrup to warm milk. Dried syrup can be broken up and baked into breads or steeped with fresh grubs for a potent travel brew.

Serves two.

A *Craft (cooking)* check (DC 12) is required to make the most of this recipe. The resulting syrup is worth 15 silver pieces per serving.

Caffeine wasps are flying insects about three inches long with a speckled carapace, the pattern of which is reminiscent of moss on stones. The adult wasp cannot feed. It exists only to swarm, breed, disperse, lay eggs, then die. Since the adult wasp cannot feed, it has a limited store of energy, and female wasps are unwilling to waste energy in combat. When a swarm is threatened, a portion of the males — those unlikely to breed successfully — defend the other wasps by stinging the menace.

Although caffeine wasps do not collect treasure, those who survive an attack can, with a little planning and patience, profit from the encounter. Once the swarm's defenders are dead, the females can be followed to discover where the so-called "friskiness" bushes that they lay their eggs on lie. This plant takes its name from its use as a stimulant for racing horses. Its leaves and berries contain high concentrations of caffeine, and are the only food eaten by the thick, prickly grubs that become caffeine wasps. About twelve weeks after the female wasps lay their eggs, these bushes will be teeming with mature caffeine grubs.

Caffeine grubs are valuable. A mature caffeine grub, if dipped into a pint of boiling water, leeches enough caffeine to make a strong coffee-like drink. Grubs are more valuable if they have full energy stores, so those farmers who grow friskiness bushes prefer to harvest the grubs just before they pupate. Caffeine grubs can be dried, to preserve them for transport and sale in large cities. Each grub is worth a gold piece, but a large



CAFFEINE WASP

NEW RECIPE: GRUBS WITH BERRY CHUTNEY

- 6 caffeine grubs, fresh and live
- 1 bottle apple brandy
- 3 fistfulls each: blackberries, blueberries, raspberries
- 1 coppers's worth struck cane sugar
- 1 lemon
- 1 orange peel

Prepare a heated saucepan with apple brandy, at least one half-inch deep or to taste. Stir in blueberries, blackberries, and raspberries until all have softened and given up some color to the brandy. Add more brandy to taste before removing from fire. Stir in sugar. Slice the lemon. While berries are still warm, spoon into serving dishes.

Squeeze lemon juice into dishes and decorate with juiced slice.

Juice the grubs with a fine knife by slicing once down the back, half the length of the grub. Do not squeeze. The grub will give up its juice slowly. Wrap each grub in sliced orange peel and serve live on the chutney.

Traditionally this dish is enjoyed early in the day by sampling the berries, slurping the caffeine juice, and repeating. Serves six.

A *Craft (cooking) check (DC 10)* is required to correctly juice a grub. This dish is a delicacy. Serving it could afford a +4 or greater circumstance bonus to *Diplomacy* or *Gather Information* checks in more formal social circles.



friskiness shrub can be host to hundreds of grubs, and shrubs tend to clump together.

ADVENTURE SEEDS

☛ A local merchant has grown a plantation of friskiness bushes. Although he sells some leaves to local veterinarians, he'd like to start producing powdered caffeine grub, since it's literally worth its weight in gold. The problem is that caffeine wasps prefer to lay their eggs on bushes in the same place they hatched. The merchant needs the characters retrieve some wasp eggs, either by finding a wild swarm, or by stealing them from another farmer.

☛ The local friskiness bush farmers decide to form a guild of coffee makers, and agree that their first guildmaster — who will have a seat on the city's ruling council — will be the one whose coffee is judged the best at the annual First Powder tasting. The characters become involved in the cheating that underlies this event on behalf of one of the competitors, trying to taint other competitors' coffee with substandard caffeine grubs, or corrupt the vote. But their dishonesty draws them into a murder inquiry when one of the leading competitors is killed.

The term "candle golem" is somewhat unfortunate, as this creature is not truly a golem, but a spontaneously created entity. A candle golem comes into existence when the molten wax from mundane candles used in a place of high ambient magic — a library at a magical academy, or a wizard's workroom, for example — is gathered, molten down, and reused. Each time this happens, the loose arcane energy is concentrated further, and, sometimes, it causes the candle to actually gain life and mobility of a sort.

A candle golem resembles a small, lumpy white humanoid, six to ten inches tall, with roughly formed features and stubby limbs. More than anything else, it looks like a partially molten wax statue. It has several wicks growing out of its body, and these are usually aflame, though the candle golem does not melt or suffer damage from them. These flames cannot be easily extinguished, and do not go out when exposed to normal wind or rain.

The candle golem is formed from candles made to serve spellcasters, and thus, its own purpose is to do likewise, if it can. Any arcane magic user who gives orders to a candle golem will find the golem obeying them to the best of its ability. Unmastered and "newborn" candle golems are very dangerous, as they can easily destroy a library without understanding what they are doing.

Candle golems are capable of speech and tend to talk in high-pitched voices, which some folk find charming and some annoying. They rarely have anything of value to say, but they can usually relay messages or relate what they've seen.

Once a candle golem has accepted a wizard or sorcerer as its master, it will be loyal unto death ... usually.



CANDLE GOLEM

	Tiny Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	15 (+2 size, +2 Dex, +1 natural)
Attacks:	Slam +1 melee
Damage:	Slam 1d3–1 impact plus optional 1d6 fire
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Burning Touch
Special Qualities:	Darkvision 60 ft., Glow, Immunities, Wax Healing
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 9, Dex 15, Con —, Int 8, Wis 13, Cha 12
Climate/Terrain:	Any land, usually urban areas
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	1 HD (Tiny)



Burning Touch (Ex): The candle golem always has at least one lit flame on its body, and it can intensify this to do considerable damage. When the candle golem strikes a target, it may choose to burn it, doing an additional 1d6 points of fire damage. It may do this once every 1d4 rounds.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Glow (Sp): At will, a candle golem can glow, providing light as per a *continual flame* spell.

Wax Healing (Su): A candle golem can be healed of damage by dripping fresh wax onto it. A typical mundane candle will provide enough wax to bring a damaged, but not destroyed, candle golem to full health. If

a magical candle is used to heal a candle golem, the effects are indeterminate — the spontaneous magic that causes a candle golem to come into existence is extremely chaotic by nature, and other magic interacts with it strangely. The GM may roll on the following chart, or create an effect similar to those listed.

1d20 RESULTS

- 1–2 The candle golem explodes, doing 3d6 damage to all within a 5-foot radius.
- 3–4 The golem simply dissolves.
- 5–7 The golem heals as normal, but gains an odd personality quirk.
- 8–13 The golem is healed as usual.
- 14–16 The golem gains 1d4 points of Intelligence.*
- 17–18 The golem gains 1 full HD.*
- 19–20 The magic powers of the candle are transferred to the candle golem; it may reproduce them on command, or at its own discretion, as if it were a mobile, free-willed version of the original wondrous item. Charged items will consume charges as normal.*

* The effect of further applications of wax from magical candles should be rolled for on a 1d12 die.



CANDLE GOLEM

NEW WONDROUS ITEMS: ROAMING CANDLES

The wax of a candle golem can be collected following its destruction and used for ordinary purposes again. At least one extraordinary purpose is also known: the creation of *roaming candles*. The sparks of a candle golem's magic life can be stoked into lasting cinders in the form of simpler, roving constructs. *Roaming candles* are simple wax candles with stubby legs and a rudimentary understanding of simple commands. *Roaming candles* move up to 10 feet a round at the command of their creators. They may

run, but they cannot overcome any sort of obstacle more than two inches high. The candles cannot defend themselves or perform any actions other than movement. Any fire can light these candles, which then burn as per a *continual flame* spell. Squeezing the wick between two fingers snuffs the flame. Each candle burns for a total of 50 hours.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *continual flame*; *Market Price:* 15,000 gp; *Weight:* 1/2 lb.



Some candle golems have a certain degree of free will, and this can be surprising to those who expect total obedience from constructs.

ADVENTURE SEEDS

♣ A servant at the local academy of magic has been gathering candle stubs and bringing them home for his own use. In so doing, he managed to inadvertently create a candle golem. Tricking it into believing he is a wizard, he has sent it out on missions of petty vengeance, burning down the houses or shops of those who have angered him. The PCs are asked to find the arsonist, but when they discover the candle golem they must also track down the person giving it orders, as well as, ideally, find a better master from the golem.

♣ The old wizard's tower, once the home to a fell necromancer, has been dark for many a year. Now, however, residents report seeing strange lights flickering in the windows at night, and some fear the old evil has returned. The PCs investigate, and find a newly formed candle golem — apparently, a recent heat wave triggered enough melting in abandoned candles to do the trick. The candle golem will immediately latch onto the party's wizard or sorcerer as its new master. Unfortunately, the evil and corrupt nature of the magic practiced in the old tower has warped the golem as well; it is sly, cunning, and mischievous, and misinterprets orders in a seemingly innocent fashion, "accidentally" starting fires, and so forth. If the PCs have no experience with candle golems, it might take them a while to realize this is malicious, not natural, behavior. Killing the golem outright is one solution, but a better one might be to find some way to cure it.

The conjurer Astrobol spent many years researching how to summon and bind spirits with innate abilities that a wizard could utilize. Some of his first successes were in mastering minor spirits of magic from the astral realms. These spirits were actually formed, he theorized, by the stuff of magic and the imprints that thousands of spell castings had on the essence of astral space. This magical energy could be harnessed into a force capable of manifesting in our own world as an insubstantial spirit — appearing as a floating, subtle disturbance of the air, as if from a heat mirage, six inches long at most — that could be bound into places or objects, or to a caster.

The results of his summoning research were tiny formless entities — cantrip spirits — that could manifest magical power. The creatures have only rudimentary abilities and no true intellect or soul, but they are beings similar to elementals. Cantrip spirits have an affinity to arcane magic and seem to dissipate if not mystically bonded to a source of such magic, be it a place with permanent spells in place, a magical item, or an arcane spellcaster. Astrobol found that he could command his summoned spirits to manifest spell effects, as well. The first such spirits caused effects such as light and noise generation, and the manipulation of objects. Further research led to the creation of cantrip spirits that harnessed the powers of detecting magic. Once summoned, these spirits remain with the target they are bound to. Astrobol found, however, that he could command them to slowly move up to 30 feet from the point they were bound. In addition, command words can be woven into the binding so that possessors of items with bound spirits, or those dwelling in places so imbued, can utilize them.



CANTRIP SPIRIT

	Fine Outsider (Incorporeal)
Hit Dice:	1/2d8–4 (1 hp)
Initiative:	+0 (–4 Dex, +4 Improved Initiative)
Speed:	Fly 5 ft. (poor)
AC:	14 (+8 size, –4 Dex)
Attacks:	None
Damage:	None
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Qualities:	Bound, Cantrip Manifestation, Darkvision 60 ft., Immunities
Saves:	Fort –2, Ref –2, Will –2
Abilities:	Str —, Dex 3, Con 3, Int 3, Wis 3, Cha 3
Skills:	Hide +14
Feats:	Improved Initiative
Climate/Terrain:	The Astral Plane
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	None



Bound cantrip spirits only exist on the Material Plane for 1 hour per level of the caster or less, depending on whether a magical source is present, or for a year and a day if its duration is magically extended; see the spells, below.

Bound (Su): A cantrip spirit must be bound to a place or object, or to a caster, otherwise it dissipates and returns to the Astral Plane from whence it came. Cantrip spirits cannot move more than 30 feet from the place, object, or person they are bound to, though they do move along with the person or object.

Cantrip Manifestation (Sp): The various types of cantrip spirits can each manifest one minor magical effect as an at-will spell-like ability, that can also be triggered or stopped by a command word spoken by the person it is bound to or spoken by anyone within 30 feet of the spirit's binding location. The duration of this power is based on the concentration given it by the spirit. Cantrip spirits are known to have been created possessing following effects: *dancing lights*, *daze*, *detect magic*, *ghost noise*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, and *resistance*. Other cantrip spells may be possible at the GM's discretion but instantaneous spells generally can't manifest as cantrip spirits. The cantrip spirit can choose or be told who or what its target should be (even for spells with a target of "you").

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal

creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Cantrip spirits have a +16 size bonus to Hide checks. This is already worked into the stat block above.

NEW SPELL: ASTROBAL'S SUMMON CANTRIP SPIRIT

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, F, M

Casting Time: 1 full round



CANTRIP SPIRIT



Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned cantrip spirit
Duration: 1 hour/level or less (see text) (D)
Saving Throw: None
Spell Resistance: No

This spell summons a cantrip spirit to serve the caster. The caster can bind the spirit to the point it was summoned, to an object, or to himself or another person. If bound to a spot, the spirit can be commanded to move no more than 30 feet from that spot. If bound to a person or to an object, the spirit will move with the person or object and can change its position relative to him or it, but can not move beyond 30 feet away. As a free action, the person a cantrip spirit is bound to can command the spirit to manifest or stop manifesting its one power. If a cantrip spirit is bound to a place or object, the caster designates a command word that anyone can use to require the spirit to manifest or cease manifesting its power as long as they speak the word within 30 feet of the spirit's binding location.

The caster is limited to binding his Wisdom modifier (or a minimum of one if he has no positive Wisdom modifier) in cantrip spirits at any one time. If the spirit is bound to

a place with no source of magical power within 30 feet of the binding spot, the duration of its presence will expire at six times the normal rate, and it will dissipate the round after it's summoned if it's not immediately bound to this plane. Magical sources include permanent or ongoing spells, magic items within the area, arcane spellcasters in the area, and other magical effects.

Focus: A summoning circle.

Material Component: Candles must be placed on specific sigils in the circle and be burned during the casting of the summoning.

NEW SPELL: ASTROBAL'S PERSONAL CANTRIP SPIRIT BINDING

Transmutation
Level: Sor/Wiz \5
Components: V, S, F, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One summoned cantrip spirit

Duration: 1 year and 1 day
Saving Throw: Will negates
Spell Resistance: Yes

This spell extends the duration a summoned cantrip spirit exists on the Material Plane after it is bound there by the caster. If the spell is not successfully resisted by the cantrip spirit, the spirit will be bound for an additional year and a day. This spell's extended duration does not stack with further castings of the spell.

Focus: A summoning circle.

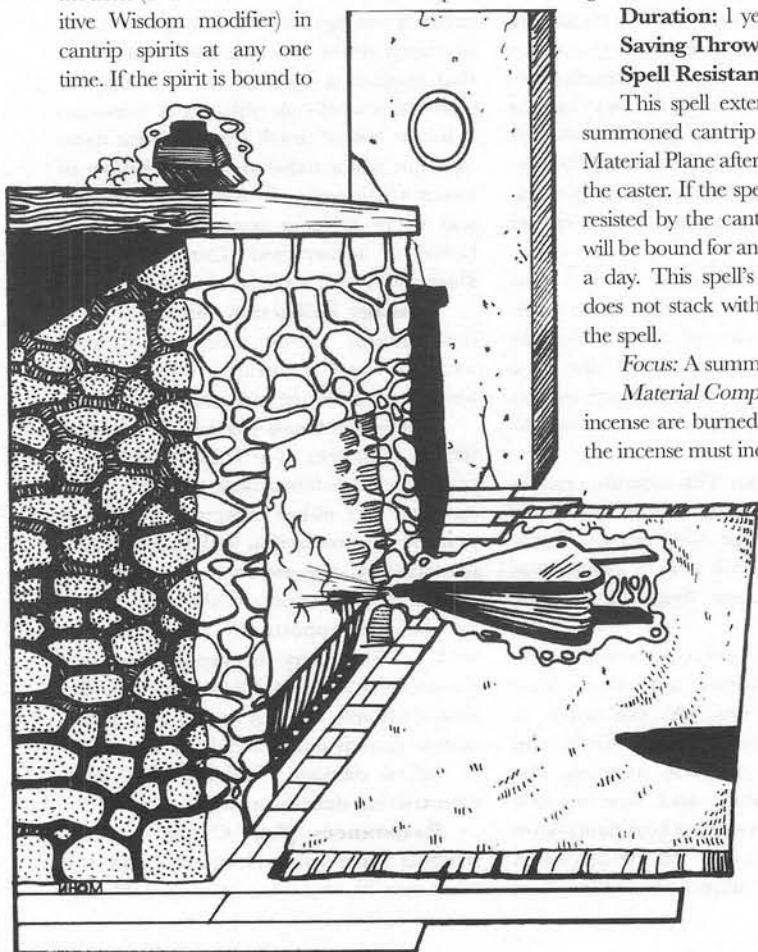
Material Component: Candles and incense are burned during the casting; the incense must include at least 200 gp worth of myrrh.

upon death or the expiration of their summoning, cantrip spirits dissipate, releasing their magical energy back to the astral plane.

ADVENTURE SEEDS

Upon subduing a small band of goblin raiders, the party finds their captives easily intimidated into confessing their recent activities. The goblins had heard of a hermit who lived alone in a cave but was known for speaking with spirits and for his oracular powers. They went in search of his advice on tribal politics, but when they found he was sick their leader decided they should kill him and take his treasure. Some in the band were uneasy about this, worrying about curses and wizardly might. The leader's poisoned dagger, however, laid open the wizard's side and the band retreated, waiting for him to die.

The poison was not quick, and the hermit managed to put some of them to sleep, cause great goutts of flame to erupt from his hands, and finally shout out reptilian roars that they feared were his dying curse. Once the hermit was dead, the band timidly investigated. As the goblins entered deeper into the inner caves, they kept seeing things out of the corners of their eyes. When the leader's dagger leapt from his hand and buried itself in the ground they all fled. Some claimed they could see the hermit's face in the rippling energy surrounding the weapon, and they all agreed it was not worth risking a ghost's malevolence to search for magic items they most likely could not use anyway. While the captured goblins could lead the party to the cave, they most definitely do not wish to enter it themselves.



The abjurer Castigor stormed into the Mathuen cabal's bailey and dismissed the guards who were present. Nemethien had seduced another young wizard into an infernal pact, trading power for his soul. Castigor had discovered the archmage's corruption but there was no way to prove it or move against the senior cabal member. Nemethien's mocking smile belied his denials of the charges, and dared the younger wizard to challenge him. Castigor knew he could not prevail against the master conjurer; his personal might was simply not equal to that of the archmage. Similarly, while Castigor was a high-ranking cabal member, he could not formally accuse Nemethien before the cabal without solid proof, or he would find himself in a spell-duel.

Castigor vented his rage in the empty bailey. Cursing, he gripped the heavy chains of the drawbridge in his wrath. He pictured the chains binding Nemethien, shackling his magic, and then wrapped around the conjurer's neck, squeezing like a python until the archmage was no more. The analytical part of Castigor's mind clicked and he looked at the chains again. With the right beginning and end form, plus the proper draconic runes of movement and life ... there were possibilities.

"Halperthia!" Castigor shouted for his apprentice, "We have a new project!"

The Castigoran constrictor is a construct constrictor snake. It is made of six feet of heavy iron chain links of a similar size and weight to used in drawbridges. Each link bears a separate finely etched draconic rune representing strength, movement, life, or elemental resistance. Linked to one end of the constrictor is an intricately constructed iron python head with a hinged jaw. Scale engravings cover the head piece and draconic runes are carved into each eye. The tail end bears a solid iron spike



CASTIGORAN CONSTRICTOR

Medium Construct	
Hit Dice:	5d10 (27 hp)
Initiative:	+2 (Dex)
Speed:	20 ft. (can't run), climb 20 ft.
AC:	20 (+2 Dex, +8 natural)
Attacks:	Bite +9 melee
Damage:	Bite 1d4+6
Face/Reach:	5 ft. x 5 ft. (coiled)/5 ft.
Special Attacks:	Constrict 1d3+6, Improved Grab
Special Qualities:	Circle Hiding, Darkvision 60 ft., Damage Reduction 15/+2, Immunities, Resistances, Rust Vulnerability
Saves:	Fort +1, Ref +3, Will +0
Abilities:	Str 23, Dex 15, Con —, Int —, Wis 9, Cha 1
Skills:	Climb +14
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium), 9–12 HD (Large)



A Castigoran constrictor's creator can command it if it is within 60 feet and can see and hear its creator. If uncommanded, the constrictor usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the constrictor a simple program to govern its actions in his or her absence.

Circle Hiding (Su): When the Castigoran constrictor clamps down on its own tail it is protected as if under the effects of a *nondetection* spell cast by a 5th-level sorcerer. This effect lasts as long as the constrictor's jaw is clamped onto its tail.

Constrict (Ex): The creature crushes its opponent, dealing 1d3+4 points of bludgeoning damage, after making a successful grapple check and in addition to the normal damage dealt by its bite attack.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits,

subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

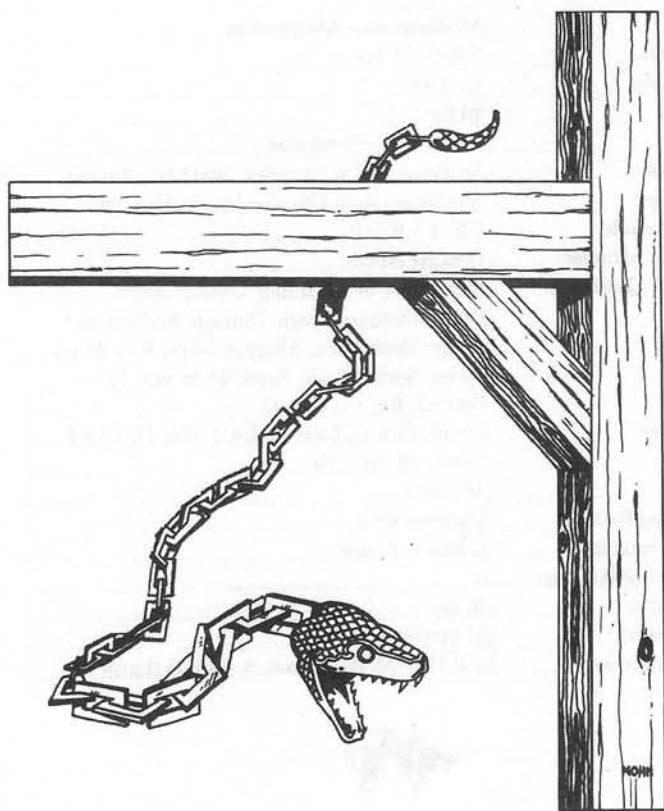
Damage Reduction (Su): The creature ignores 15 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Improved Grab (Ex): If the creature hits an opponent of at least Small size or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks. If the creature does not Constrict, each successful grapple check it makes during successive rounds automatically deals another 1d3+6 damage. Otherwise, it deals Constriction damage as well.

Resistances (Ex): Castigoran constrictors have cold, electricity, and fire resistance 10, and sonic resistance 20. The



CASTIGORAN CONSTRICTOR



creature ignores the first 10 or 20 points of these types of damage done to it each round. The creature still makes saving throws normally.

Rust Vulnerability (Ex): A Castigoran constrictor is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Skills: Castigoran constrictors have a +8 racial bonus to Climb checks. This is worked into the above stats.

CONSTRUCTING A CASTIGORAN CONSTRICTOR

A Castigoran Constrictor costs 10,000 gp to create, including 150 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.

Creating the body requires a Craft (blacksmithing) check (DC of 20). After the body is constructed, it is animated through an extended magical ritual that

requires an 11th-level character with the Craft Wondrous Item feat. This ritual requires three weeks to complete: The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *animate rope*, *bull's strength*, *endure elements* (three times), *nondetection*, *resist elements*, *shades*, and *spider climb* on the final day of the ritual, and drains 200 XP from the creator. He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

linked to the chain. This spike is shaped like a snake tail, and covered in scale engravings that match the head piece.

When the constrictor brings its tail into its mouth, this creates an abjuration effect that protects the creature from detection magic. These constructs often wait in rafters or overhead areas with this power activated, so that when they strike even magically prepared opponents are caught by surprise.

ADVENTURE SEEDS

☛ "Yes, yes, there are constructs that can be created with less life force than the golems. I can even teach you the process for creating the Castigoran constrictor. It only requires lesser spells and moderate spell power for the most part, so more junior wizards can try their hands at something more powerful than a homunculus. Most mages only require a few scrolls or a wand to complete the project. Now, in return for teaching this knowledge, here is what I want ..."

☛ The thieves' guild contact was most reassuring; even though the amulet is held in a wizard's home, the magic user focuses on enchanting items and is not any of the awful things that a wizard could be. "He is not a necromancer so there are no undead, not a conjurer so there are no bound guardian demons, and not a witch so no curses to worry about. The danger is in being confronted directly by him when he can see you, and target you with his spells. And all this guy does is make magical cloaks, boots, and jewelry. If you don't confront him, there should only be a magical trap or two, and you're quite good at detecting and getting around those. We know he has a ruffian and a dog to guard his door, but if you come in from above they're easily bypassed. No problem ... after all, what else could an enchanter use to protect his magic items?"

Once the master abjurer Castigor realized that he would eventually break with the powerful Mathuen cabal, he knew he would need to prepare years in advance. The cabal held many accomplished mages with too many secrets to let renegades depart unscathed — he would need some way to deal with the vast arsenal of destructive magic that would be arrayed against him. One of his solutions was the development of the Castigoran manavore.

The Mathuens sent a force of heavily armed adventurers and two advanced cabal members to investigate his old tower. They discovered a room containing what appeared to be a rust monster glowing whitish-green. Calling their soldiers back, the cabal's sorcerers unleashed a wave of destructive magic at the creature; it merely glowed brighter. They unleashed another wave, and the thing actually seemed to swell with power. The soldiers then sent volleys of magical arrows that bounced off the thing. Desperate, the sorcerers ordered their warriors to charge, but the warriors' magical blades had little effect, and as expected, the creature's antennae dissolved them. When the monster leapt upon the sorcerers and lashed them with its antennae, they were horrified to feel their magical power being drained from them. Even the ivory wand of one was drained of power. They called a panicked general retreat at that point, and as the strike force fled, the two sorcerers were struck down by hidden Castigoran constrictors that bore wreaths of garlic.

Shortly after the survivors returned to the cabal, an entire brood of the glowing monsters appeared in their halls and wreaked havoc among the laboratories and vaults, seeking out stored magical items and powerful cabal members. The cabal lost many of its resources in that assault, and was delayed from pursuing Castigor for a number of years.



CASTIGORAN MANAVORE

	Medium-size Aberration
Hit Dice:	5d8+5 (27 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	18 (+3 Dex, +5 natural)
Attacks:	Antennae touch +3 melee, and bite –2 melee
Damage:	Antennae touch Dissolve Magic, bite 2d6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Dissolve Magic
Special Qualities:	Darkvision 60 ft., Innate Counterspell, Garlic Distaste, Magic Damage Reduction, Magic Sustenance, Magical Glow, Rust Magic, Scent, Sense Magic, Spell Resistance 14
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +9, Spot +9
Feats:	Alertness
Climate/Terrain:	Underground
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium-size), 9–15 HD (Large)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Dissolve Magic (Su): A Castigoran manavore that makes a successful touch attack with its antennae causes the target to be drained of magic. If the target is a magical item, the effect is the same as if struck by a rod of cancellation. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. If the save is failed the item instantly loses all magical abilities. Artifacts are unaffected. Spellcasters and creatures with spell-like abilities must make a Will saving throw (DC 19) or temporarily lose all memorized spells, open spell slots, or unused uses of their spell-like ability for the rest of the day. Creatures or objects with spells on them are affected as if by a tar-

geted *dispel magic* effect (caster level 15). Each time the manavore successfully uses its Dissolve Magic ability, it gains 5 temporary hit points.

Garlic Distaste (Ex): The scent of garlic repels Castigoran manavores, keeping them at bay. A manavore will not willingly come within

15 feet of a clove of garlic, even if there is nearby magic. Similarly, a manavore will not come within 5 feet of a person who has eaten a substantial amount of garlic within the last 24 hours. This distaste is so strong that a manavore will not attempt to Dissolve Magic within 5 feet of garlic unless it has lost at least 8 points of Constitution score due to magical starvation (see below). At this point, it can once per day attempt a Will save (DC 20) to approach within the

garlic 'barrier' and try to dissolve the magic.

Innate Counterspell (Su): A Castigoran manavore is permanently protected by a constant counterspell effect, which works as if a *dis-*



CASTIGORAN MANAVORE



pel magic spell cast at 5th level were used to attempt to counter spells targeting the manavore. The manavore must make a dispel check: it rolls 1d20 with a +5 bonus for its caster level against a DC of 11 + the spell's caster level. Spells that are successfully counterspelled grant the manavore 1 temporary hit point for each level of the counterspelled spell.

Magic Damage Reduction (Su): A Castigoran manavore gains a variable Damage Reduction that increases with the power of the weapon used to attack it. Against items without magical enhancement bonuses, it gains no Damage Reduction. Against items with +1 bonus it gains DR 5/+2, against weapons with a +2 bonus it gains DR 10/+3, against weapons with a +3 bonus it gains DR 15/+4, against weapons with a +4 bonus it gains DR 20/+5, and against weapons with a +5 or greater bonus it gains DR 25/—, which is effective against any attack that does not ignore Damage Reduction. The special abilities of weapons do not affect the manavore's Damage Reduction, and weapons without an magical enhancement bonus do not trigger it.

Magic Sustenance (Ex): The Castigoran manavore must consume at least 1 spell level or 25 gp worth of magical items per day. Each day that the manavore does not consume magic causes 1 point of temporary Constitution damage, which cannot be healed until the manavore successfully uses its Dissolve Magic ability.

Magical Glow (Su): The Castigoran manavore glows as if illuminated by a greenish-white candle. This glow increases as the manavore dissolves magic or successfully counterspells it. The manavore does not benefit from the concealment normally caused by *darkness*, *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures.

Rust Magic (Ex): A Castigoran manavore that makes a successful touch attack with its antennae causes the target magical metal item to corrode, falling to pieces and becoming useless immediately. The size of the object is immaterial — a full suit of armor rusts away as quickly as a sword. Magical armor and weapons, and other enchanted items made of metal, must succeed at a Reflex save (DC 20) or be physically dissolved. A magical metal weapon that deals damage to a rust monster also corrodes immediately with no save. Wooden, stone, and other nonmetallic magical weapons are unaffected, as are nonmagical metal weapons.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Sense Magic (Ex): The Castigoran manavore senses magic as the spell *detect magic*, up to a range of 90 feet.

Spell Resistance (Ex): To determine if a spell of spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 14, the spell works normally, though the creature still gets a saving throw if the spell allows such.

NEW WONDROUS ITEM: CASTIGORAN MANAVORE CONTROL BOX

Castigor created a dilemma for himself when he made his manavores. The creatures were highly resistant to magic, and would be incredibly destructive and dangerous if left uncontrolled. Castigor's solution was to create a magical dampening effect with a delivery system peculiar to his manavores. He made a magical iron box that appeared to be a small jack-in-the-box, but with nothing inside. The box, however, actually contained a shell illusion that made it appear to manavores as a nutritious, powerful magic item. When the shell glamer was dissolved and consumed by a manavore, it triggered the box's latent secondary aspect. This secondary magical effect temporarily suppressed the manavore's defenses for one day solely with respect to spells cast by the magic user who last placed the glamer on the box. With this solution, Castigor was able to *charm* and *dominate* his creations so they could be implemented according to his plans.

To 'recharge' a box whose glamer has already been consumed by a Castigoran manavore, a spellcaster must cast *magic aura* on the box. The glamer lasts only as long as it normally would, as determined by the caster's level, and a manavore that attempts to dissolve the magic of a control box without a glamer in place drains it as it would any other wondrous item.

Caster Level: 5th; **Prerequisites:** Create Wondrous Item, *magic aura*, *dispel magic*, and spellcaster level 8th+; **Market Price:** 400 gp

The Castigoran manavore is a magically manipulated rust monster, with abjuration magic incorporated into its very essence, giving it a powerful resistance against spells, an innate dispelling effect, and much loathed antennae that dissolve magical items instead of rusting iron. These monsters require a diet of magical energy, whether from consuming spell effects or from draining magic items. The more magic pumped into a Castigoran manavore, the stronger they get.

While extremely effective against spells and magical weapons, the creatures are fairly vulnerable to mundane creatures and weapon attacks. As a precautionary measure, every manavore is instilled with an allergy to garlic, such that the creatures are repulsed by the scent of a single clove.

ADVENTURE SEED

In order to finance his escape, Castigor sold a breeding pair of his manavores to a dwarf merchant of the upper underdark. He also told the merchant of the Mathuen's headquarters and the treasures contained within, hoping to inspire a raid on his opponents. The merchant has been content, however, to breed and sell the beasts to his brethren and other sundry customers. One of these customers, a dwarf squad leader, has tunneled to just below a surface dwarf temple. He is planning a raid shortly to desecrate the temple. A blow to their stronghold of faith will be a blow against the soul of the dwarven people. He also hopes his new manavore will erase the joy of battle from the eyes of the resident dwarven clerics, paladins, and magical smiths, who rely on their many blessed weapons and heavy metal armor. Since the raid is intended to cause damage rather than procure loot, the dwarf considers the manavore an ideal weapon.



Celenians are a race that looks much like a werewolf in its hybrid form. Ranging from 6 1/2 feet to 7 1/2 feet tall, celenians are usually heavily muscled, yet quick on their feet. All celenians share the coloring of timberwolves: gray, white, or silver, streaked lightly with black.

Often, packs wander from place to place, never settling for more than a season in any one location. Once a pack is firmly established in an area, though, this travel moves from one established site to another, and takes on a set pattern that circumscribes a larger area that they consider their territory. Celenian do not interact with others very well, preferring to stay hidden and away from communities of humanoids. They see most other races as upsetting to the natural balance. However, they do note that individuals can be different, and will often treat as a member of the pack someone who has proven his loyalty and prowess.

Celenian packs — which are strictly organized by status — are broken up into smaller clans, each of which specializes in a particular craft, service, or function; for example, clans dedicated to hunting, weapon-making, and storytelling are among the oldest and most prestigious of the celenian clans. Cubs are born to parents who are often life-mates, but they are raised by the whole community and are given over to the clan that best matches their talents and abilities upon reaching puberty. The most skilled member of each clan is its alpha (though the requirements for this status are open to interpretation), and speaks for his clan at pack meetings that determine the direction the entire pack takes.

Celenians often are to be found stalking and killing members of evil races such as trolls and orcs that live and operate in their forests. A celenian



CELENIAN

	Medium-size Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	30 ft. (hide armor); base 40 ft.
AC:	15 (+1 natural, +1 Dex, +3 hide armor)
Attacks:	Battleaxe +4 melee, or javelin +3 ranged, or bite +4 melee
Damage:	Battleaxe 1d8+2, javelin 1d6+2, bite 1d6+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Low-Light Vision, Scent
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str 15, Dex 12, Con 12, Int 9, Wis 11, Cha 10
Skills:	Hide +5, Listen +7, Move Silently +5, Search +1, Spot +6, Wilderness Lore +3 (+7 when tracking by scent)
Feats:	Alertness, Track
Climate/Terrain:	Forest
Organization:	Solitary, pair, gang (3–10), or pack (20–160 plus 50% noncombatants plus one 4th- to 6th-level clan alpha per 20 adults)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class (ranger)



Celenian Traits (Ex): All celenians have Scent, Low-light Vision, and gain Track and Alertness as bonus feats. They also have +1 natural armor and a base movement rate of 40 ft.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: All celenians gain a +2 racial bonus to Hide, Listen, Move Silently, and Spot checks. They also gain a +4 racial bonus to Wilderness Lore checks when tracking by scent. Their traditional hide armor gives them a –3 armor check penalty. These bonuses and penalties are worked into the stats, above.

CELENIAN AS CHARACTERS

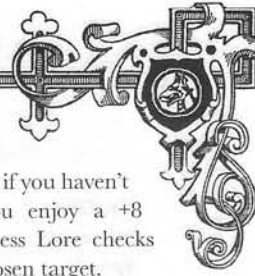
A celenian's favored class is ranger, and most of their alphas follow this profession. Those celenians who have a high Wisdom often become tribal shamans (clerics) and worship the goddess Canidae (see below).

NEW DEITY: CANIDAE, MISTRESS OF THE HUNT

Alignment: Neutral
Domains: Animal, Protection, Strength, and Travel
Typical Worshipers: Celenians, good-aligned lycanthropes, rangers, and shamans

Canidae is the divine embodiment of all that it means to be a wolf: solidarity, brotherhood, loyalty, strength, and the thrill of the hunt. Worshipers of Canidae do not revel in the blood and violence of the hunt, but rather in teamwork, community, and the nobility of their prey. Hence, her favored weapon is the natural bite. Canidae's symbol is the full moon with an eye carved into the face.





“Celenian” means “those of the moon;” they consider the moon to be Canidae’s eye, watching over the pack. A common misconception is that celenians howl at the moon. The truth is that celenians howl during their monthly religious ceremonies. These ceremonies take place when the moon is at its fullest and Canidae’s eye is fully open. Consequently, when the moon is new, it is an omen of bad luck since she cannot see or watch over the pack.

NEW DOMAIN: THE HUNT

This domain focuses on the honorable pursuit and tracking of prey and the relationships between hunter and hunted over great distances.

Granted Power: By selecting an animal, humanoid, monstrous humanoid or magical beast as the subject of your hunt, you may use the Track feat to pursue that one creature. A specific, individual creature must be selected by you by sight or by name. Each day you have the option to select a new subject or to continue pursuing the previous

day’s subject, even if you haven’t seen it since. You enjoy a +8 bonus to Wilderness Lore checks to pursue your chosen target.

HUNT DOMAIN SPELLS

1. **Pass Without Trace.** One subject per level leaves no tracks.
2. **Tree Shape.** You look precisely like a tree for 1 hour/level.
3. **Snare.** Creates a magical booby trap.
4. **Control Plants.** Talk to and control plants and fungi.
5. **Freedom of Movement.** Subject moves normally despite impediments.
6. **Tree Stride.** Step from one tree to another far away.
7. **Control Weather.** Changes weather in local area.
8. **Discern Location.** Exact location of creature or object.
9. **Sympathy.** Object or location attracts certain creatures.



is distinguished from a werewolf by its lack of claws. This distinction makes a large difference in combat, where celenians tend to depend on their weapons, relying on their natural bite attack when disarmed. These creatures often attack in groups so that they can flank their opponents.

ADVENTURE SEEDS

♣ The caravan that the PCs are travelling with is ambushed by celenians. The attack is not a random one, however. The merchants stole a relic sacred to the celenians and refused to give it back. This item is in one of the wagons.

♣ The government of their homeland asks the PCs to make an arduous overland trek in order to make contact with a new race. They are to secure a peace deal. However, when they finally find a celenian pack, not only are they forced to learn the pack’s way of doing things before the negotiations proceed and they’re allowed to speak with the council of clan alphas, but the celenians then demand that the humanoids stop their efforts at mining and logging in their territory — efforts that are integral to the nation’s war plans.



Cellar dwellers, which are also known as cavern sprites, are no more than two inches tall. They are known to take up residence in large wine cellars or cluttered basements. They avoid direct contact with the owners of the house they infest, but once they decide to take possession of a basement, cellar dwellers attempt to scare away the owners by creating the illusion that the house is actually haunted. They move objects, cause ghostly sounds to manifest, and magically open and close doors and cupboards, for example. Once the owners have left, these tiny fey have the run of the house. They eventually abandon the house once it has been cleared of everything edible or valuable.

Cellar dwellers are covered with a short, coarse fur that is gray with black stripes. Their eyes are solid black orbs and they have a short, stubby tail. Cellar dwellers often wear clothing patched together from the belongings of humanoids, usually made of dark colors. Unfortunately, cellar dwellers are renowned for increasing their numbers quickly. It takes an infant cellar dweller four days to reach adult maturity, and a female cellar dweller always gives birth to twins, triplets, or quadruplets. With their innate magical abilities, cellar dwellers have been also known to capture and take humans as spouses.

Cellar dwellers do not like to face combat, but will use their magical abilities to their advantage by animating objects to do their combat for them. They have even been known to rouse packs of rats and other subterranean creatures to their defense.

A little-known secret among the old and wise that have encountered such creatures is that placing a bowl of curdled milk in the basement repels



CELLAR DWELLER

	Fine Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+10 (+4 Improved Initiative, +6 Dex)
Speed:	15 ft., burrow 5 ft.
AC:	24 (+8 size, +6 Dex)
Attacks:	Dagger +14 melee, or hand crossbow +14 ranged
Damage:	Dagger 1d4–3, hand crossbow 1d4
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Attacks:	Spell-like Abilities
Special Qualities:	Darkvision 20 ft., Tremorsense 30 ft., Underground Animal Empathy
Saves:	Fort +0, Reflex +8, Will +3
Abilities:	Str 4, Dex 22, Con 10, Int 15, Wis 13, Cha 11
Skills:	Animal Empathy +4 (+8 for underground animals), Climb +0, Disable Device +4, Escape Artist +10, Handle Animal +4 (+8 for underground animals), Hide +22 (+26 in the dark; +30 in cellars, dungeons, and caverns), Intuit Direction +5 (+9 when underground), Jump +1, Listen +8, Open Lock +4, Search +6, Spot +8, Tumble +7
Feats:	Alertness, Improved Initiative, Weapon Finesse (dagger)
Climate/Terrain:	Urban underground
Organization:	Gang (2–5) or platoon (20–40)
Challenge Rating:	3
Treasure:	No coins, 70% gems, 30% items
Alignment:	Usually chaotic neutral
Advancement:	2–3 HD (Fine)



Fey: Rather than having the Low-light Vision common to fey, cellar dwellers have Darkvision with a range of 20 feet, and are proficient with all simple weapons and those mentioned in their entries.

Skills: Cellar dwellers have a +16 size bonus to Hide checks. Due to the coloration of their skin and dark clothing, cellar dwellers have a +8 racial bonus to Hide checks in cellars, dungeons, and caverns. When outdoors in the dark they have a +4 bonus to their Hide check. Cellar dwellers also receive a +4 racial bonus to Animal Empathy and Handle Animal skills when dealing with underground animals, and a +4 circumstance bonus to Intuit Direction checks when underground. They take a –2 penalty to Open Lock and Disable Device checks, since they don't have thieves' tools of the proper size. These bonuses are worked into the stats, above.

Spell-like Abilities: Cellar dwellers can cast the following spells as a 3rd-level sorcerer. The DC to resist these abilities is 10 + the spell level.

1/day — *ghost sound, mage hand, open/close, darkness, knock, levitate, whispering wind, nondetection*

Once per day, a group of five or more cellar dwellers may work together to cast a more powerful spell. They may permanently shrink the target down to two inches as if by an improved version of the spell *reduce* as cast by a sorcerer of 5th level, provided the victim is of Medium size or smaller. A Fortitude check (DC 11) is required to negate the effect. However, with every two cellar dwellers over five that are in the casting group, the DC increases by one point.



CELLAR DWELLER

Tremorsense (Ex): By feeling vibrations in the earth, cellar dwellers automatically senses the location of anything that is in contact with the ground, moving, and within 30 feet.

Underground Animal Empathy (Ex): Cellar Dwellers can communicate

and empathize with normal subterranean animals. This gives them a +2 racial bonus to checks when influencing the animal's attitude, and allows the communication of simple concepts and (if the animal is friendly) commands.



"I'd heard to put a bowl of milk in the cellar over night to send these buggers away, but don't you believe it. Woke up the next morning to find the kitchen eaten empty and my boots out with the cows. It was a message, I say. They's plan on staying."

— Farmer Cotswald

these tiny invaders. Cellar dwellers hate the odor of sour milk and will leave the area immediately. They have a love of onyx gemstones, though, and their loyalty may be bought for a short time with these treasures.

ADVENTURE SEED

The PCs enter a small town to find several wagons loaded with belongings along the main road, and a line leading into the country inn. Inside, a boisterous man can be heard haggling over the price of something.

Pendre Sous, a local merchant, is purchasing a number of the local farms ... and many of the farmers are looking to sell in a hurry because of the disappearance of two entire households. The Fulmans and the Barleys, and their respective farm hands, are missing. Many of the folk believe that either Pendre caused the disappearances in order to scare off the farmers and force the price of their land down, or the households have been lost to demons.

When they question Pendre, the PCs discover he believes he's doing the farmers a favor. He has no clue if he can sell the farms with such horrible rumors going on, though, so he's willing to hire the party to clear his name and raise the value of the farms he has already purchased by discovering the whereabouts of the Fulmans and Barleys.

The truth, a large portion of the farming community is already overrun with cellar dwellers. They have tunneled into several buildings and have already caused a great deal of difficulty for the occupants, though most of them don't yet realize there's a cause for the strange happenings. Worse yet, the two missing families have been shrunk by the cellar dwellers, who took them down into their underground homes as workers.

Cernans are fey spirits of the deep woods, wild and dangerous hunters and warriors of the forests. They roam through the forest trails by day, seeking game and intruders, and dance around roaring bonfires at night, singing songs that were old when mankind was born. They guard their hunting grounds and living spaces fiercely, dealing with all intruders as invaders — or prey. Cernan are not especially warlike amongst themselves. They have been known to speak with druids about the conditions of their favored hunting grounds, but even then they do not display anything approaching friendliness.

Cernans look like tall men with the heads of stags, complete with impressive antlers. Their skin is mottled green, with brown fur covering their heads and running down their chests and spines. They dress in layers of uncured hide, and carry weapons of stone and wood, along with a few crude personal items in a pouch. Feathers, bones, leather strips, and stone are used for body decoration, and many cernans etch and stain intricate spiral patterns into their antlers. Despite appearances, cernans are strict carnivores. Within the stag-like mouth, they have vicious fangs, which they do not hesitate to use in combat. There are no female cernans.

ADVENTURE SEEDS

After a small farming community burns some wooded land to expand their fields, they become the target of repeated attacks by cernans, who do their best to destroy their homes and livestock, and have managed to kill several of the farmers. The fire that the farmers used to clear the land destroyed the cernans' holy glade, and they mean to have their vengeance. Characters may be enlisted to defend the beleaguered village, or to broker a truce with the enraged fey. If the party has rangers or druids in it, they may even want to side with the cernans on this one.



CERNAN

	Medium-size Fey
Hit Dice:	2d6+4 (11 hp)
Initiative:	+2 (Dex)
Speed:	20 ft. (hide armor); base 30 ft.
AC:	15 (+2 Dex, +3 hide armor)
Attacks:	Greatclub +3 melee, or halfspear +3 melee, or antler gore +3 melee, or bite +3 melee
Damage:	Greatclub 1d10+2, halfspear 1d6+2, antler gore 1d6+3, bite 1d6+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Abilities:	Low-light Vision
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 15, Dex 15, Con 15, Int 10, Wis 16, Cha 15
Skills:	Animal Empathy +7, Hide +4, Intimidate +6, Knowledge (nature) +3, Listen +3, Move Silently +4, Spot +3, Swim +7, Wilderness Lore +8
Feats:	Track
Climate/Terrain:	Forest
Organization:	Solitary, band (2–5), or clan (10–20)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	3–6 HD (Medium-size)

Cernans speak only Sylvan.
Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.
Skills: Cernans take a –3 armor check penalty for their customary hide armor. This is worked into the skills above.



CHUPACABRA

Medium-sized Magical Beast

Hit Dice:	3d10+3 (19 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., fly 40 ft. (average)
AC:	15 (+1 Dex, +4 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6 plus poison
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Blood Drain, Poison
Special Qualities:	Darkvision 60 ft., Invisibility, Low-light Vision, Nondetection, Rapid Decomposition
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 11, Dex 12, Con 12, Int 4, Wis 12, Cha 8
Skills:	Listen +6, Spot +6, Move Silently +5
Feats:	Alertness
Climate/Terrain:	Warm land
Organization:	Solitary, pair, or flock (3–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium-size), 7–10 HD (Large)



Blood Drain (Ex): If a chupacabra paralyzes an opponent with its poison, it latches on and starts to drink blood. It does 1 point of temporary Constitution score damage each round, and can drink up to 2 points per Hit Die it possesses. A Constitution score of 0 means the character is dead. Points lost to temporary damage return at the rate of 1 point per day (or double that with total rest) per each damaged ability, and the spells *lesser restoration* and *restoration* offset it. A chupacabra always becomes visible when drinking blood.

Feats: Chupacabra receive Alertness free as a racial bonus.

Invisibility (Su): A goat sucker can become invisible as or during a move-equivalent action, as though affected by an *improved invisibility* spell. The effect lasts indefinitely, but ends when the chupacabra starts drinking blood. It cannot become invisible again until it releases its prey.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Nondetection (Su): A chupacabra is always protected by a *nondetection* effect. Anyone attempting to track or locate a chupacabra by magical means must succeed at a caster level check (1d20 + caster level) against a DC of 18.

Poison (Ex): The chupacabra delivers its poison through a successful bite attack. It requires a Fortitude save DC 12, primary damage is paralysis, and secondary damage is unconsciousness.

Rapid Decomposition (Ex): If killed, a chupacabra's body quickly decomposes. The process takes approximately three minutes, after which all that remains are a few pieces of its skeleton. The remains are almost indistinguishable from those of a large coyote or dog. A *gentle repose* spell will prevent this decomposition.



The elusive “goat suckers” are a plague on many small peasant communities. These nocturnal predators prey on goats, cattle, and other livestock, weakening or even killing the animals and leaving almost no trace of their attacks. Indeed, few nobles or scholars believe that chupacabras exist. Even when goatherds have succeeded in killing a goat sucker, they are left without a body to show the authorities.

Chupacabras are rarely visible, except when feeding. They resemble large, long-snouted dogs with big eyes, needle-like claws, and large bat wings.

Goat suckers will typically flee when discovered, but a rare few gain a taste for human blood and actively attack villagers or hunters. They swoop down invisibly upon their prey, paralyzing it with their poisoned bite before starting to drink its blood.

ADVENTURE SEEDS

The PCs stop to rest in an isolated village. They are awakened in the night to panicked cries, and upon investigation they find that a number of goats have mysteriously died or fallen ill. The villagers mumble “el chupacabra!” under their breaths, and plead for the PCs to help them. The local constable, meanwhile, dismisses their claims as “peasant superstition.”

A deranged druid has been breeding chupacabras with a taste for humanoid blood. She's started using them to raid nearby villages that are farming in sacred hills and valleys. The villagers are terrified, but rely on those fields for sustenance. Can the PCs find a compromise?

PALE KING

Fey creatures are linked to every aspect of nature, including death. Their god of the dead, Arawn, dwells in the bleak land of Annwn, the fey equivalent of the underworld, and does not venture forth under the sun any longer. This is not to say that his influence is not felt in the living world, however; his pale kings roam the sunlit lands, acting as his representatives and worshippers.

The pale kings are powerful fey intimately linked to Arawn. They are among the most feared of the fey folk, as they have little use for the living, but seek only to build their own power and to serve their dark master. To this end, they work to build an army of thralls to serve them as they serve the lord of Annwn.

There is a strong rivalry between pale kings, as each year at the autumnal equinox they must present themselves and all that they have accomplished in the past year to Arawn. The fey lord of the dead judges his servants, and rewards those who have spread fear of death through the lands of the living, and have increased the power of their courts. Those who are overshadowed by the achievements of their fellows are punished, and the weakest is always destroyed. This leads the pale kings to covertly interfere with their fellows, as well as pursue their own schemes.

Too large for ordinary horses, pale kings use dire animals as steeds, riding them into battle and on their hunts. These dire animals are often the first thralls of a pale king — undead creatures forever bound to their masters — and serve faithfully and fearlessly as their masters scour the world for victims and thralls.

Pale kings look like beautiful, perfectly proportioned elves, although they stand nine feet tall. Their hair is a



COURT OF THE PALE KING

PALE KING

	Large Fey
Hit Dice:	4d6+4 (18 hp)
Initiative:	+1 (Dex)
Speed:	20 ft. (banded mail); base 30 ft.
AC:	16 (-1 size, +1 Dex, +6 banded mail)
Attacks:	Huge greatsword +4 melee, or longbow +2 ranged
Damage:	Huge greatsword 2d8+2, longbow 1d8
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Death Gaze, Rebuke Undead
Special Qualities:	Animate Dead, Death Thrall, Damage Reduction 10/+1, Low-light Vision, Spell Resistance 16, Summon Hounds of Arawn
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 15, Dex 13, Con 13, Int 16, Wis 14, Cha 17
Skills:	Bluff +10, Diplomacy +7, Disguise +3 (+5 for acting in character), Innuendo +2 (+4 to trans- mit a message; +4 to intercept a message), Intimidate +12, Knowledge (arcana) +10, Listen +8, Pick Pocket -3, Ride +8, Search +8, Sense Motive +9, Spot +8
Feats:	Cleave, Dodge, Power Attack, Weapon Focus (greatsword)
Climate/Terrain:	Temperate hills and forest
Organization:	Solitary or court (1 pale king plus 1-6 thralls, 1-10 skeletons, and 1-6 zombies)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	5-6 (Large), 7-12 HD (Huge)



PALE KING

Because of the limited number of thralls that pale kings can control, they tend to be very selective about those they recruit. In combat, they use their Death Gaze ability against the most promising and powerful of their enemies rather than attacking them physically, as well as against any others who get in their way. After combat, they revive and claim those they choose to join them.

Animate Dead (Sp): Once per day, a pale king may *animate dead* as an 8th-level cleric.

Death Gaze (Su): As a full-round action, the pale king may gaze at a target within 30 ft., forcing the target to make a Fortitude save (DC 15) or die.

Death Thrall (Su): Any creature slain by the pale king's Death Gaze may be called back and forced to serve as the pale king's thrall. Calling back a slain creature takes five full minutes of the pale king touching the corpse. Creatures called back as thralls have the "Thrall of the Pale King" template; see the Templates section. Each pale king can control a number of thralls equal to twice his Charisma bonus.

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Rebuke Undead (Su): A pale king may Rebuke and Command undead as an 8th-





HOUND OF ARAWN

	Medium-size Outsider (Lawful, Evil)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	60 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Frightful Presence, Smite Good
Special Qualities:	Darkvision 60 ft., Damage Reduction 10/+2, Immunities, Scent, Spell Resistance 15
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 15, Dex 13, Con 13, Int 3, Wis 10, Cha 10
Skills:	Listen +4, Spot +4
Feats:	Expertise, Improved Trip
Climate/Terrain:	Any land
Organization:	Solitary, pack (2–8, possibly accompanied by a pale king and his court of 1–6 thralls of the pale king, 1–6 zombies, and 1–10 skeletons), or hunt (5–20)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3 (Medium-size), 4–6 HD (Large)



rich gold, and is usually worn loose, falling around their shoulders. Their skin is the color of bleached bone, and their eyes are featureless black pits. They sport a set of curling ram's horns on their heads. In battle, they wear featureless black iron banded mail, forged in the armories of the underworld, and wield huge black greatswords with bone handles. Their longbows are made from the bones of their victims.

ADVENTURE SEED

One of the characters has attracted the eye of a pale king who is looking to add a new thrall to his stable. For several weeks, the pale king follows the party at a distance, often allowing himself to be silhouetted against the skyline on his mount, and sending thralls and undead to test the prospective recruit in combat. After getting an idea of the capabilities of the character, the pale king will move in to slay the chosen one and then claim him or her as a thrall. Of course, his current thralls may not want a new playmate, and may decide to eliminate their prospective comrade from the running. And all the witnesses, of course.

HOUND OF ARAWN

As the hunting dogs of the fey lord of the dead, the hounds of Arawn are fierce, implacable foes. They roam the bleak land of Arann, the home of Arawn, and are sometimes loosed in the world of men to hunt down those who have greatly angered the ruler of the underworld, or just to thin the numbers of good beings. Arawn also loans his prize hounds to his servants in the mortal world. Pale Kings have the ability to summon a hunting pack to aid them.

The hounds love to terrify their prey, chase it across the countryside, and kill only when their quarry has lost the will to defend itself. Those who cross the path of a hunting pack are often set

upon as prey, as well, and the running of the hounds of Arawn is often mistaken for the Wild Hunt of legend. On especially important hunts, their lord joins them.

Though unremittably evil, the hounds can be forced to obey a strong master. Many legends speak of brave elven warriors sneaking into Annwn to steal a pair of pups, then raising and training them. While this is possible, it is a certain way to earn the enmity of Arawn himself, and most of these brave heroes eventually met with grisly fates.

The hounds of Arawn are bone-white dogs the size of large wolves, with blood-red ears. Their eyes glow softly red, as well, and their overall shape is that of the great mastiffs used as war-dogs. They have a cruel cunning to them, but are not truly intelligent.

ADVENTURE SEEDS

While camped in the woods, the characters hear the baying of the hounds of Arawn in the distance. As the night progresses, the hounds get closer, and their prey, a young boy, runs through the characters' campsite, followed closely by the hounds. Frightened characters may have no choice but to join the boy in his flight.

A pale king has challenged a local mortal lord to a hunting contest. Though the mortal lord has the most renowned hunting pack in the region, it is no match for the hounds of Arawn, unless the lord can find a skilled group of adventurers to manage his dogs and assist in the hunt. He needs to win: he's wagered the hand of his daughter on the hunt.



COURT OF THE PALE KING

level cleric up to six times per day.

Skills: Pale kings take a -6 armor check penalty for their banded mail armor. They receive +2 synergy bonuses for Diplomacy, Disguise when acting in character, Innuendo to transmit a message, Intimidate, and Pick Pocket checks. They also receive a second +2 synergy bonus for Diplomacy checks, and for Innuendo checks to intercept a message. This is figured into their stats.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 16, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Summon Hounds of Arawn (Sp): Once per day, the pale king may attempt to summon a hunting pack of the hounds of Arawn with a 50% chance of succeeding. The hounds arrive in a pack of 2-5 creatures.

HOUND OF ARAWN

Damage Reduction (Su): Hounds of Arawn ignore 10 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Feats: Hounds of Arawn receive Improved Trip free as a racial bonus.

Frightful Presence (Su): When the hounds of Arawn howl, they inspire fear in their prey. Anyone hearing such a howl within a 30-foot range must make a Will save (DC 11) or become frightened for 5d6 rounds; frightened characters flee or suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws if they are unable to flee. Those who make their save are shaken for a similar duration; shaken characters suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Immunities: The hounds of Arawn are immune to damage from cold and fire.

Outsider: Outsiders have Darkvision with a range of 60 feet. Hounds of Arawn are not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Smite Good (Su): Once per day, a hound of Arawn may make a normal attack to deal additional damage to a good foe. The damage bonus is equal to the hit dice of the hound (usually 2).

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 15, the spell works normally, though the creature still gets a saving throw if the spell allows such.

NEW DEITY: ARAWN, LORD OF THE LANDS OF THE DEAD

Alignment: Lawful Evil

Domains: Death, Law, War

Typical Worshipers: Pale kings, evil fey, undead creatures, necromancers, and inhabitants of Annwn

Arawn is the fey lord of the dead, and dwells in the bleak underworld of Annwn. He is the representation of the natural law that all things must end, even life. He revels in his role, and rules his shadowy domain with an iron hand, pitting his faithful servants against one another to win his praise. Sometimes he even extends his reach into the lands of the living, either through his mortal servants or his hunting hounds, although he cannot physically travel in the lands of the sun.

Being responsible for keeping the laws of the dead and ruling over them in the underworld has made Arawn a hard, bitter god. He tolerates no insubordination, though he is rumored to have been quite a rogue in his youth. He acts as king and war leader in his realm, and dispenses justice to his subjects with an iron hand. He holds his word sacred, and honors any promise he makes or deal he strikes, regardless of the other party.

Arawn's favored weapon is the bastard sword, and his symbol is such a sword piercing the hollow eye of a crowned skull.°



CREEPING FIEND

Tiny Magical Beast	
Hit Dice:	1/2d10 (2 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	17 (+2 size, +4 Dex, +1 natural)
Attacks:	2 claws +6, and bite +1
Damage:	Claws 1d3–4 each, bite 1d3–6
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Sneak Attack +1d6
Special Qualities:	Improved Evasion, Low-light Vision, Darkvision 60 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 3, Dex 19, Con 10, Int 5, Wis 10, Cha 10
Skills:	Climb +5, Hide +12, Listen +3, Move Silently +7, Spot +3
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Temperate forest, hills, and marsh
Organization:	Gang (2–5), swarm (5–20), mob (20–40), or plague (40–60)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	1–2 HD (Small)



Feats: Creeping fiends receive Weapon Finesse (claws) free as a racial bonus.

Improved Evasion (Ex): The nimbleness of a creeping fiend allows it to get out of harm's way with incredible speed. If exposed to an effect that normally allows a Reflex save for half damage, the fiend takes no damage with a successful save. Even with a failed save, the fiend takes no damage.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Sneak Attack (Ex): Creeping fiends are masters of striking from hiding. Whenever the target creature is denied its Dexterity bonus to armor class, or when flanked, a successful hit by the creeping fiend does an extra 1d6 damage.

Skills: Creeping fiends receive a +8 racial bonus to Climb checks, and a +8 size bonus to Hide checks. This is worked into the above stats.



One of the most feared predators in rural areas, the creeping fiend prowls through the undergrowth, killing and eating any prey it comes across. Though not much of a threat singly, fiends attack en masse, usually from hiding, and have been known to bring down dire bears with their razor-sharp claws. Small gangs of creeping fiends don't cause much trouble, but population explosions can mean the extinction of all the animal life in an entire area. Sustained periods of good hunting can rapidly get out of hand, as larger bands are able to bring down their prey with fewer losses, and the population keeps increasing. Records exist of entire towns falling prey to these nasty creatures. When the creeping fiend population starts getting too numerous, many local lords mount hunting parties, paying a bounty on their claws.

In appearance, creeping fiends look like bipedal cats eighteen inches tall, with thick scales rather than fur. They tend to dark brown, gray, and black coloration, and have large yellow eyes, with oblong, sheep-like pupils. Their claws are two inches long, and razor sharp. Their teeth are a tangle of long, needle-like fangs, and their tails are semi-prehensile.

ADVENTURE SEED

Some merchant genius decided that creeping fiends would make great guardian beasts. He trapped, at great risk and expense, a small swarm of the creatures, and brought them into town to try to sell them to the rich and security-conscious. He failed to count on two things, though: one was the ferocity of the creatures, and the other was the rate at which they bred. Before he was able to sell them, they overwhelmed him as he tried to transfer some to another cage. Now there are creeping fiends prowling the alleys and sewers of the city, preying on the weak and alone. And they're still breeding ...

MALES

Cropping squid are coelenterates, like octopuses, that float through the air suspended by gas sacs. They are omnivorous, but do not eat large creatures like humans. Male cropping squid are only aggressive during mating season, when they secure a territory, then use their tentacles to clear tracks over a wide patch of ground. These patterns in the vegetation, visible from the air, attract the female of the species.

Magi have recently tinkered with the cropping squid to create a male that, during a prolonged mating season, clears entire areas of farmland. These so-called "sickle" squids are relatively inexpensive to feed, since they eat scraps and leaves, and some nobles have already formed collectives that own a single squid. They share it, using it in preference to hiring dayworkers to harvest their crops. This has caused unemployment and resentment in some rural areas.

Although they are formidable fighters if roused to self-defense, both cropping and sickle squid are afraid of fire. Some attackers have discovered that it is unnecessary to kill the squid, since severing the thickest tentacle, which contains its sperm-packet, makes the squid unwilling to clear crops until the next mating season. Cropping squid do not use their breeding tentacle in combat.

In the last few months, the creators of the sickle squid have developed yet another variant, the "hatchet" squid, with thick chitinous blades on its tentacles. These squid are being sold to noblemen to replace forest laborers. Hatchet squid cut down mature trees, dress them, and lift the logs out of the working area, one tree at a time. A complication, of which the squid's creators are unaware, is that



CROPPING SQUID

MALE

	Huge Magical Beast
Hit Dice:	12d10–12 (54 hp)
Initiative:	+5 (Dex)
Speed:	Fly 80 ft. (average)
AC:	13 (–2 size, +5 Dex)
Attacks:	10 tentacles +15/+10/+5 melee
Damage:	Tentacle rakes 1d6+5 each (cropping), 2d4+5 each (sickle), or 2d6+5 each (hatchet)
Face/Reach:	10 ft. x 20 ft./10 ft. (40 ft. with tentacles)
Special Attacks:	Constrict 1d6+6, Improved Grab
Special Qualities:	Darkvision 60 ft., Float, Jet, Low-light Vision
Saves:	Fort 7, Ref 13, Will +5
Abilities:	Str 20, Dex 20, Con 9, Int 3, Wis 12, Cha 5
Skills:	Intuit Direction +5, Listen +8, Spot +8
Feats:	Alertness, Multiattack
Climate/Terrain:	Any land
Organization:	Solitary or paired (1 male with 1 female)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	13–14 HD (Huge)



MALE

Constrict (Ex): The creature crushes its opponent, dealing 1d6+6 bludgeoning damage, after making a successful grapple check. It deals Constriction damage in addition to damage dealt by the tentacle used to grab.

Float (Ex): The cropping squid flies at a rate of 80 feet per round. It also has the equivalent of a permanent *feather fall* effect at personal range.

Improved Grab (Ex): If the creature hits an opponent of at least Large size or smaller with a tentacle, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. If the creature does not Constrict, each successful grapple check it makes during successive rounds automatically deals the normal damage listed for a

tentacle attack. Otherwise, it deals 1d6+6 constriction damage as well.

Jet (Ex): As a full-round action, the cropping squid can shoot directly upward 60 feet in a single round.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

FEMALE

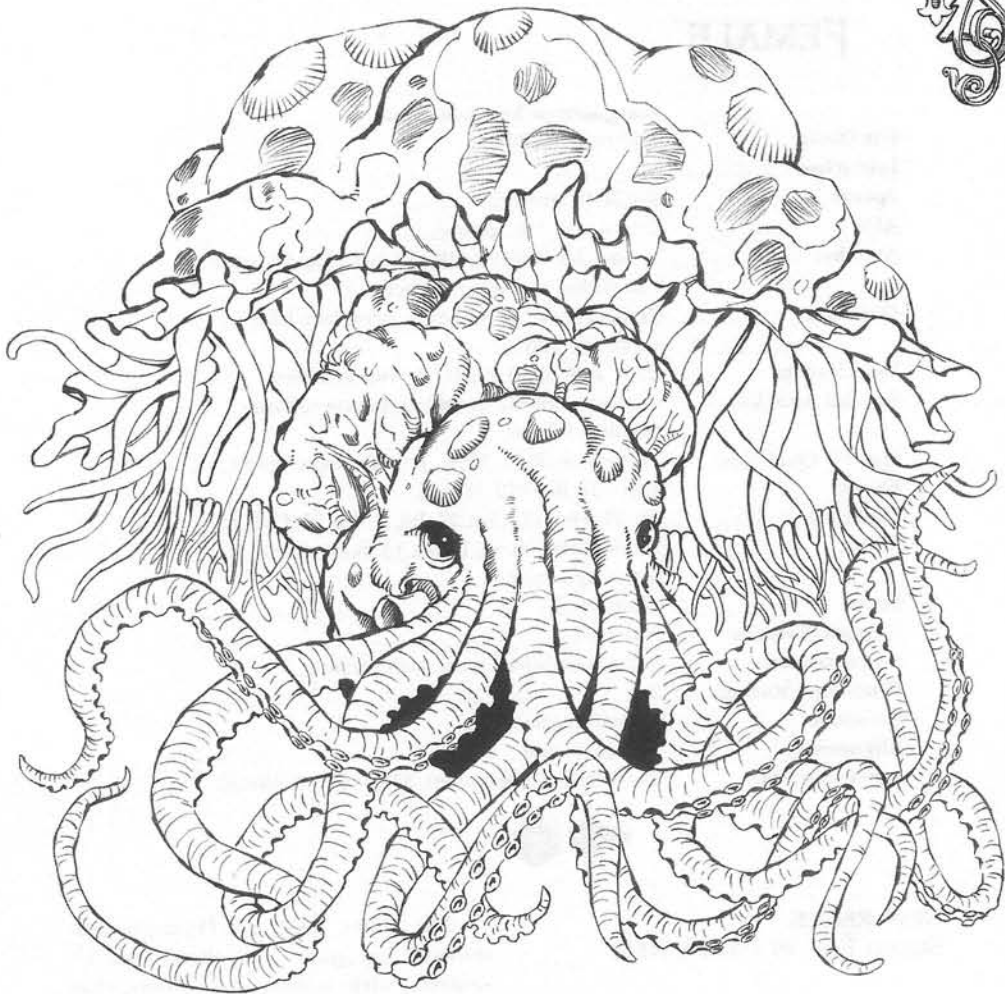
Constrict (Ex): The creature crushes its opponent, dealing 2d6+12 (tentacle) or 1d8+6 (arm) bludgeoning damage, after making a successful grapple check. It deals Constriction damage in addition to damage dealt by the tentacle or arm used to grab.

Float (Ex): The cropping squid flies at a rate of 80 feet per round. It also has the equivalent of a permanent *feather fall* effect at personal range.

Improved Grab (Ex): If the creature hits an opponent of at least Huge size or smaller with a tentacle or arm, it deals



CROPPING SQUID



normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. If the creature does not Constrict, each successful grapple check it makes during successive rounds automatically deals the normal damage listed for a tentacle or arm attack. Otherwise, it deals 2d6+12 (tentacle) or 1d8+6 (arm) constriction damage as well.

Jet (Ex): As a full-round action, the cropping squid can shoot directly upward 60 feet in a single round.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Female cropping squid have a +10 racial bonus to Spot checks for detecting male cropping squids. This is figured into the stats above.

Swallow Whole (Ex): If the creature makes a second successful grapple check after a grab, it swallows its prey, which can be up to Huge size. Damage is 2d8+12 bludgeoning plus 1d8 points of acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 35 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. This female cropping squid's gizzard can hold 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

although sickle squids' clear fields do not attract females, the harvesting patterns of hatchet squids do.

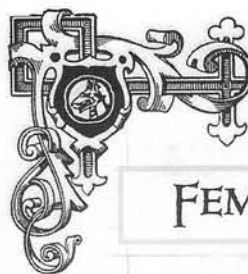
ADVENTURE SEEDS

• A group of nobles has hired the PCs to escort their sickle squid from property to property, and to guard it at night. The player characters have to outwit peasant saboteurs and fight off squid-rustling bandits. When another male sickle squid strays into the area, the PCs must also make sure their charge doesn't have its mating tentacle ripped off in a territorial brawl. But the worst part of the assignment is the day-to-day maintenance of the squid; the characters must feed it, muck out its barn, and calm it down in the presence of fires by massaging its tentacles and singing to it.

• A small community, whose population of healthy adults has been decimated by a recently concluded war, has pooled its money to buy a hatchet squid. As it slowly carves its way into a local forest, the squid upsets the monsters that reside within. The player characters are asked to guard the squid from these monsters, in exchange for ownership of one of the surplus houses the village now has. The characters must fight the evils that lurk in the forest while defending their charge, and ultimately protect the community from the female attracted by the male harvesting pattern ...

FEMALES

Female cropping squid are enormous, translucent sacs of gas that float in the uppermost atmosphere, coming to the ground only during mating season. They sink down near the ground cleared by a male, take in the reproductive tentacle of the other squid, and then bulk up by feeding on



FEMALE

	Gargantuan Magical Beast
Hit Dice:	20d10+180 (290 hp)
Initiative:	+0
Speed:	Fly 20 ft. (average)
AC:	16 (-4 size, +10 natural)
Attacks:	2 tentacles +28/+23/+18/+13 melee, and 8 arms +26 melee, and bite +26 melee
Damage:	Tentacle rake 2d6+12 each, arm slam 1d8+6 each, bite 2d8+6
Face/Reach:	20 ft. x 40 ft./10 ft. (100 ft. with tentacles)
Special Attacks:	Constrict 2d6+12 or 1d8+6, Improved Grab, Swallow Whole
Special Qualities:	Darkvision 60 ft., Float, Jet, Low-light Vision
Saves:	Fort +21, Ref +12, Will +7
Abilities:	Str 34, Dex 10, Con 29, Int 3, Wis 12, Cha 5
Skills:	Intuit Direction +5, Listen +5, Spot +3 (+13 for detecting a male)
Feats:	Multiattack
Climate/Terrain:	Any land
Organization:	Solitary or paired (male with female)
Challenge Rating:	20
Treasure:	Special (see text)
Alignment:	Always neutral
Advancement:	21–32 HD (Gargantuan), 33–60 HD (Colossal)

NEW RECIPE:
SQUID EGG IN PASTA NEST

- 1 cropping squid egg
- 3 handfuls long, flat egg noodle
- 1/4 cup Feyreaou or wine
- 3 kitchen-spoons butter
- 2 chopped onions
- 1 leek, thinly sliced
- 4 cloves minced garlic
- 1 half-basket button mushrooms
- 3 kitchen-spoons flour
- 2 sprigs thyme
- Half a cup of heavy cow's cream
- Plenty of spooned sour cream
- Ground black pepper

Half-boil squid's egg by gripping carefully but gently in strong tongs, lest the egg be cracked. The jelly coating must not be removed. Boil one half of the egg in salty water until the shell is cloudy and pink. Remove from water and immerse boiled half in very cold water.

Mix butter, flour, and Feyreaou until smooth. Let garlic and sliced leek be sauteed with onions until somewhat caramelized. Add mushrooms and cook until most of the liquid has steamed away. Mix together with heavy cream and butter mixture into a thick sauce. Heat until bubbly. Stir into boiled egg noodles.

Pile noodles onto plate with generous sauce. Sprinkle with flour. Season with thyme and pepper. Make a deep space in the noodles to fit the egg, six fingers deep. Spoon in thick sour cream. Place squid egg boiled-side down into sour cream and noodle nest, carefully pressing until stuck. Do not let the egg be cracked. Be sure jelly remains.

Serve immediately. Do not let egg warm before serving. Crack shell with spoon to eat.

A *Craft* (cooking) check (DC 17) is required to prepare this dish correctly. Made properly, the dish can garner prices in excess of 155 gp. Made improperly, the egg may slip free of the dish and break on the ceiling.

whatever is nearby. Females are perfectly capable of eating humans. Once they have consumed enough food, they rise again into the upper air and explode, scattering their translucent eggs on the winds; the female dies during the expulsion of her eggs.

Each egg is about a foot long, and has about five pounds of lift. Masons, who use them to lift stones to the top of buildings, and noblewomen, who believe eating them contributes to a slender figure, prize the eggs. They are worth about 100 gp each, but are difficult to catch, since the dying squid ejects them convulsively and they are very slippery. Each female squid contains 10d20 eggs during mating season.

ADVENTURE SEED

The characters are traveling in a theocratic state. Having completed an adventure and gained the trust of the high priest, they are invited to tour his palace gardens. There they view a remarkable, gem-encrusted globe that floats in mid-air, said to be a gift from the local god. As the players watch, the relic shatters and a slimy, floating squid crawls out of it. It becomes clear that the globe was a cropping squid egg, which had been decorated with jewels.

The high priest's enemies promptly begin to spread the rumor that the god has destroyed his globe and sent a demon to punish the high priest for his sins. The high priest's regime needs a new egg within thirty days, when the globe is to be seen in the procession for a feast day. How will the characters secure another egg?

CRYSTAL SERPENT

	Small Magical Beast (Earth)
Hit Dice:	1d10+3 (8 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., burrow 20 ft.
AC:	17 (+1 size, +2 Dex, +4 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6+1 plus 1d4 shock
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Shock
Special Qualities:	Burrow, Darkvision 60 ft., Low-light Vision, Tremorsense
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 12, Dex 14, Con 17, Int 7, Wis 10, Cha 5
Skills:	Hide +8, Listen +4, Move Silently +6, Spot +4
Feats:	Lightning Reflexes
Climate/Terrain:	Underground
Organization:	Brood (2–5), or nest (5–10)
Challenge Rating:	1
Treasure:	Special (see text)
Alignment:	Always neutral
Advancement:	2–3 HD (Medium-size), 4–6 HD (Large)



Burrow (Ex): Crystal serpents can travel as easily through stone as fish travel through water. They can travel up to 20 feet per round through solid stone, dirt, or any other type of earth except for metal. The burrowing leaves no tunnel or hole, nor does it create a ripple or any other sign of its presence. A *move earth* spell cast on an area containing a burrowing crystal serpent flings it back 30 feet, stunning the creature for 1d6 rounds unless it succeeds at a Fortitude save (DC 16 + the caster's relevant ability bonus).

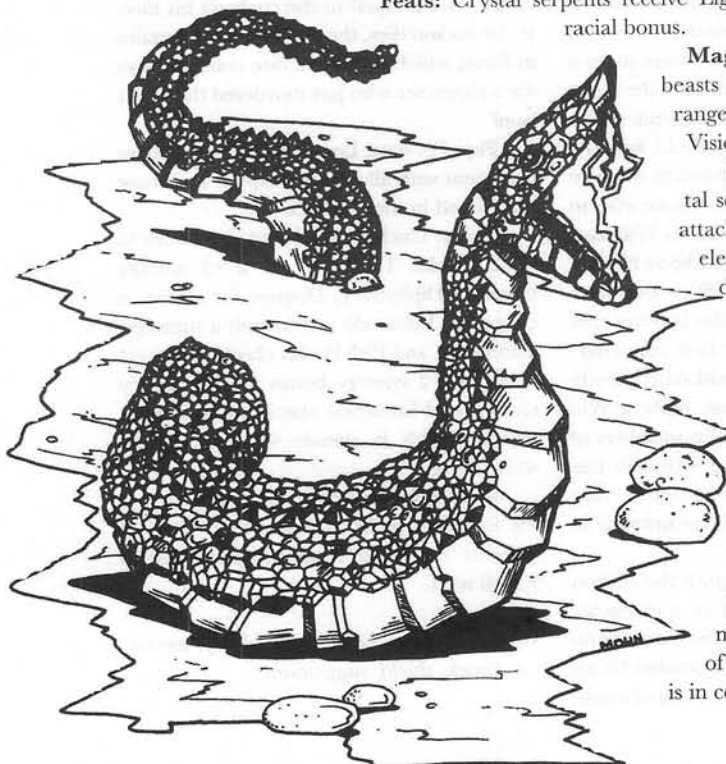
Feats: Crystal serpents receive Lightning Reflexes free as a racial bonus.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Shock (Ex): When a crystal serpent succeeds at a melee attack, it delivers a sharp jolt of electricity to its opponent, dealing 1d4 points of damage. The serpent can use this ability each time it succeeds at a melee attack.

Skills: Crystal serpents receive a +4 size bonus to Hide checks. This is included in the skills, above.

Tremorsense (Ex): Crystal serpents can automatically sense the location of anything within 60 feet that is in contact with the ground.



Crystal serpents are small, snake-like creatures that inhabit caves, mines, and dungeons. They can be anywhere from two to five feet in length and have a hide composed of thousands of tiny gems and minerals. These can be of any one type of precious stone, such as diamond, beryl, corundum, opal, etc. Large-faceted gems of the same type as those that make up their bodies serve as eyes. Crystal serpents eat gems and minerals, and can burrow through solid rock to search out their meals. They can detect the presence of gems within 60 feet.

Crystal serpents mate only under the light of a full moon. Males die soon after mating. Females lay clutches of 5 to 20 eggs, close to the surface in shallow caves. The eggs have shells made from the same gems as one of the parents, and hatch within two months. Females guard their nests jealously and will attack intruders.

Collectors prize crystal serpents for their hides. Undamaged skins of large females have been known to fetch upwards of 5,000 gp. Dwarves and miners despise crystal serpents because they eat the gems and minerals they mine.

Crystal serpents attack by biting their opponent with two diamond fangs. They generally strike without warning, and attack to defend an eating site or nest, or when provoked. When they succeed in an attack, the serpent can shock its opponent.

ADVENTURE SEED

A traveling circus and carnival has come to town. During the festivities a crystal serpent escapes from its handler and begins looking for food, causing much mayhem and attacking anyone who approaches too close. The PCs are asked to help capture the serpent alive and return it to the animal handler.

Cuckoos wander the world looking for comfortable and entertaining homes. When a cuckoo sees a family it would like to join for a while, it casts an enchantment on the head of the household. If it succeeds, the cuckoo becomes the legitimate heir of the family in their eyes, treated in every respect as if it were born to the position.

What makes the cuckoo's magic powerful rather than just mischievous is that it affects far more than one person. If the head of the household falls under the spell, then almost everyone who comes in contact with the family also believes in the cuckoo's legitimacy. Documents and family portraits will be ignored or explained with flimsy excuses, and nobody will pay attention to the fact that Queen Bode's beloved "son" is three feet tall with green skin and prominent tusks.

Once its position is secured, the cuckoo sets out to enjoy life as only a spoiled eldest child can. It demands the best of everything, orders servants around, insults visitors, and stages embarrassing situations. None of its pranks are intended to be dangerous, but cuckoos aren't known for thinking through the consequences of their actions. A joke that goes too far could get somebody killed or even start a war.

The cuckoo's spell can be broken in three ways. The cuckoo can release the family whenever it chooses, and the spell is vulnerable to a variety of counterspells. Also, each cuckoo has a secret name that can be its downfall. Anyone who learns the name and calls the cuckoo by it ends the spell and can force the cuckoo to do their bidding for three days. Several irate families have used this weakness to gain a thoroughly embarrassing revenge!



CUCKOO

	Small Fey
Hit Dice:	6d6 (21 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	13 (+1 size, +2 Dex)
Attacks:	Knife +6 melee
Damage:	Knife 1d4-1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Charm Family, Low-light Vision, Spell-like Abilities
Saves:	Fort +2, Ref +9, Will +5
Abilities:	Str 8, Dex 14, Con 11, Int 14, Wis 10, Cha 16
Skills:	Bluff +10, Diplomacy +7, Disguise +10 (+12 for acting in character), Hide +10, Innuendo +5 (+7 to transmit a message; +7 to intercept a message), Intimidate +6, Listen +2, Move Silently +10, Pick Pocket +4, Search +7, Sense Motive +8, Spot +10
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse (knife)
Climate/Terrain:	Any urban land
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement Range:	7-9 HD (Medium-size), 10-12 HD (Large)



Charm Family (Su): Once per month, a cuckoo may attempt to join a host family. It must spend at least two minutes alone with the head of the household, who must make a Will save with a DC equal to 15 + the cuckoo's hit dice + the cuckoo's Charisma modifier. If the head of the household fails the save, then she accepts the cuckoo as her own beloved son or daughter. Everyone else in the household must then make a Will save with a DC equal to 10 + the cuckoo's hit dice + the cuckoo's Charisma modifier. Everyone in the household who fails also believes that the cuckoo is the legitimate heir. Any character who enters the household subsequently or thinks about the heir must make a Will save. The DC is the same as for members of the household. Any character who fails this roll believes in the cuckoo as above. Any character who succeeds is forever immune to this cuckoo's power.

The enchantment lasts until the cuckoo ends it or is given an order by a character who knows the cuckoo's secret name. The enchantment may also be suspended by an antimagic field or dispelled by a dispel magic

effect. This supernatural ability's effective caster level is equal to the cuckoo's hit dice. If the cuckoo dies, the enchantment remains in force, which may have dire consequences for a character who just murdered the king's 'son'

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Skills: Cuckoos have a +4 size bonus to Hide checks. They also get a +2 synergy bonus to Diplomacy, Disguise for acting in character, Innuendo to transmit a message, Intimidate, and Pick Pocket checks. They get a second +2 synergy bonus for Diplomacy checks, and Innuendo checks to intercept a message. This is already worked into the stats, above.

Spell-like Abilities: Cuckoos can use the following spells as if cast by a 6th-level sorcerer. The DC to resist these abilities is 13 + spell level.

1/day — charm person, invisibility, grease, knock, shield, suggestion



CUCKOO



Cuckoos are fey that look like small trolls. They have squat bodies, green skin, and bristly black hair. Two yellow tusks curve up from the sides of their mouth, and their eyes are completely black. They like to strut around in fine clothes, but can't be bothered to mend or even wash their outfits.

ADVENTURE SEEDS

☛ The party visits the royal family of a small kingdom, only to learn that "Prince Cowpat" has just tossed wine and a merry insult in the face of a humorless ambassador. The ambassador is about to call down the wrath of her mighty empire, but several PCs realize that the son of their old friend King William is not who he's supposed to be. Can they expose the cuckoo in time to prevent a war?

☛ An important prophecy depends on one of the PCs having a daughter, and the world will end within days if its conditions aren't filled. The character doesn't have any children, but the magical powers of a cuckoo might be potent enough to avert the disaster. The party must find a cuckoo, enlist its aid, and prevent its mischief while the prophecy works itself out.

WORKERS

The da fong are a rare breed of insect descended from bees. They are taller than most humans, standing approximately 7 to 7 1/2 feet tall. Their heads are a hybrid of humanoid and bee features, the most prominent of which are their massive multi-faceted eyes. Protruding from their mouths are strong, black mandibles. A fine, downy pelt of yellow and black fur coats their bodies, and their hands and feet have just three digits apiece. Sprouting from their backs are two pairs of large, semi-translucent wings that allow them to maneuver about in the air. Hard stingers emerge from the end of the tapering abdomens of both sexes, unlike honeybees.

They live in tropical environments, building their massive hive cities on the sides of looming cliffs overlooking the jungles below. These hives, built with masticated wood pulp and a wax their queen produces, are self-contained cities and typically stand many hundreds of feet high. Enchantments cast by the queen during the wax-making process keep the entire gargantuan structure from collapsing, as well as making it more resilient to natural forces and assault.

Da fong are not segregated into castes like many other insectoid species. Instead, each member of society, with the sole exception of the queen, is capable of fulfilling any role should it become necessary. Similar to mundane bees, da fong are born in the egg crèches within the hive.

Unlike bees, the da fong don't produce honey nor do they collect pollen, not so much because it's impractical — which it is, given the relative sizes of a da fong and a flower — but rather because there is something else that interests them much, much more: magic residue. All



DA FONG

WORKER

	Medium-size Monstrous Humanoid
Hit Dice:	4d8+12 (30 hp)
Initiative:	+9 (+5 Dex, +4 natural)
Speed:	30 ft., fly 60 ft. (good)
AC:	16 (+5 Dex, +1 natural)
Attacks:	Bite +6 melee, or sting +6 melee, or longsword +6 melee, or shortbow +9 ranged
Damage:	Bite 1d6+3, sting 1d6+3 plus poison, longsword 1d8+2, shortbow 1d6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Drain Spell, Poison, Shatter
Special Qualities:	Darkvision 60 ft., Flight, Harvest Residue, Hive Mind, Spell Resistance 18
Saves:	Fort +4, Ref +9, Will +5
Abilities:	Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 5
Skills:	Balance +7 (+12 in non-confined areas), Climb +7 (+12 in non-confined areas), Craft (hive) +4, Intuit Direction +4, Knowledge (nature) +4, Search +4, Wilderness Lore +5
Feats:	Flyby Attack
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary, wing (4–8 plus one 3rd-level cleric), nest (16–40 plus three 5th-level clerics and one 6th-level fighter), swarm (60–80 plus seven 8th-level clerics, three 10th-level fighters and one 5th-level sorcerer), or hive (100+ with at least ten 12th-level clerics, five 12th-level fighters, three 8th-level sorcerers, and one queen da fong)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class (fighter, ranger, or druid)



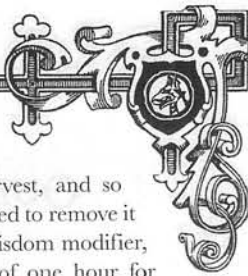
Da fong battle in swarms. At least one-third of their group fights on foot and the others fight from the air, swooping in to strike and then swooping out as others move to take their turn, and so on, until their opponent is either subdued or dead. They are very fast, but their wings are fragile and so they prefer rapid hit-and-run tactics as opposed to head-to-head brute-force confrontations. Da fong sorcerers favor mind-affecting spells that pull the more powerful foes out of battle and disable them. Anyone who comes under such a coordinated attack from the da fong usually doesn't realize he has been hit until it's too late — or he awakens in the afterlife wondering what happened.

Da fong speak their own buzzing language, which is based on the controlled vibration of their wings. They also speak Common, at least one Goblinoid tongue and either Celestial, Abyssal, or Draconic. The more intelligent among them also speak a wide variety of humanoid languages.

WORKER

Drain Spell (Su): If a da fong makes a successful grapple attack against a spellcasting opponent, beginning on the following round it may temporarily drain 1 prepared spell or spell slot per round until either the opponent breaks free or all his spells or spell





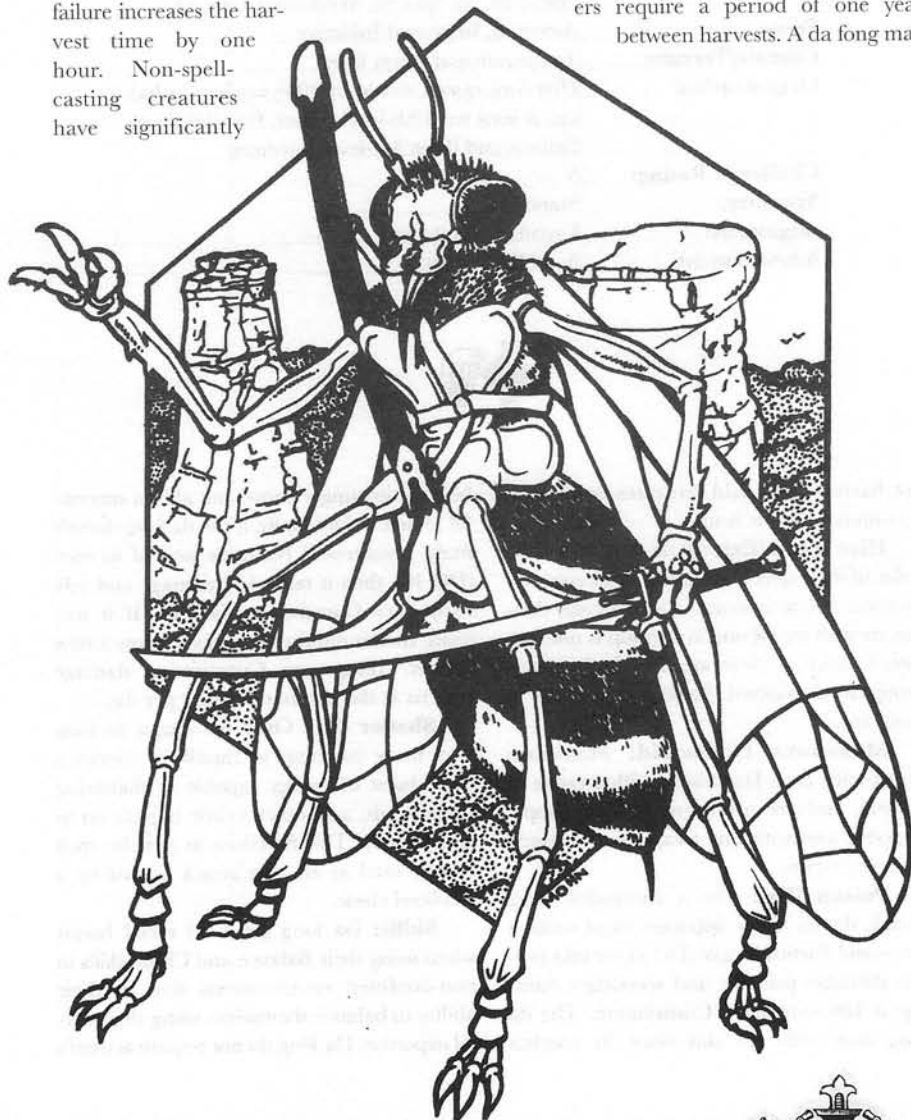
slots have been drained. The spell or spell slot returns as normal the next day.

Flight (Ex): Da fong can fly for a number of hours equal to half of their Constitution ability score.

Harvest Residue (Su): A da fong may harvest the magic residue that has built up around any living creature that gives its consent; the subject can negate the Harvest Residue process at will at any time during the process. To harvest a creature's residue, the da fong must make a successful Will check (DC 23) each hour for a number of hours equal to the other creature's primary spellcasting ability modifier plus its total spellcasting levels. At the end of that time, the creature's residue has been entirely removed. The harvester's Will check successes don't need to be consecutive, but each failure increases the harvest time by one hour. Non-spellcasting creatures have significantly

less residue to harvest, and so the duration required to remove it is equal to their Wisdom modifier, with a minimum of one hour for those with a zero or negative rating. A creature undergoing the harvest slips into unconsciousness for the duration of the process. Harvested residue is automatically channeled back to the da fong hive.

A side effect of having one's residue harvested results in the spellcaster being able to cast spells at 1 level higher than his current level for a number of days equal to his primary spellcasting ability score modifier, with a minimum of 1 day. It takes harvested spellcasters a number of months equal to 12 – their spellcaster level, to a minimum of one month, to accumulate enough residue to undergo another harvest. Non-spellcasters require a period of one year between harvests. A da fong may



living creatures capable of interacting with magic, whether that means casting it or being on the receiving end of it, build up a magical residue. The da fong can not only see this residue, but they can also harvest it. The residue appears to their eyes as a coagulated aura of purple energy, thick like syrup. Scholars who've studied the phenomenon claim that the relative location of the residue – called *sheng ming*, meaning 'celestial radiance,' in the language of the Middle Kingdom where da fong cities are most often found – to our own plane is unknown at this point. The procedure for harvesting it takes some time – as long as three days for powerful wizards whose residue build-up is massive, for example. It's not painful. In fact, once a person is put into the harvesting coma, she is completely unaware of anything transpiring, and when she awakens she feels absolutely unchanged. Once the da fong acquire the residue, they channel it into the wax building material of their home hive produced by the queen.

ADVENTURE SEED

♣ A wounded da fong messenger traveling across sea lands on the characters' ship. Winged assassins are hot on his trail, intent on preventing him from reaching his destination, a hive allied to the one from which he hails. When he dies from his wounds, will they carry the message on his behalf to the hive? They have three days to get the message to its destination before the assassins catch up to them.

QUEENS

Da fong queens are similar in appearance to other da fong, but wingless, possess ovipositors in lieu of stingers, and tend to be bigger. They spend most of their time laying eggs in the hive crèches and making the wax that is crucial to hive-building. This wax is imbued with magic residue gathered by the workers, and when processed into wax it fortifies the structure of the hive with spell-like abilities, resistances, and immunities. As such, the largest hive cities of the da fong are reportedly able to withstand assault from the most powerful spellcasters in existence.

Queens are fiercely defended by their hive workers if threatened, since they are infrequently born. If one hive's queen dies without an heiress, then its warriors will raid an enemy hive in order to steal a new one.



DA FONG

QUEEN

	Large Monstrous Humanoid
Hit Dice:	4d8+20 (38 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	11 (+1 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d8+1
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Drain Spell
Special Qualities:	Create Wax, Darkvision 120 ft., Enchant Wax, Harvest Residue, Hive Mind, Spell Resistance 24
Saves:	Fort +6, Ref +4, Will +8
Abilities:	Str 12, Dex 10, Con 20, Int 12, Wis 19, Cha 10
Skills:	Craft (hive) +7, Intuit Direction +4, Listen +6, Knowledge (nature) +4, Knowledge (arcana) +8, Spellcraft +8, Spot +6, Wilderness Lore +5
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Temperate and warm forest
Organization:	Hive (one queen served by 100+ workers including at least ten 12th-level clerics, five-12th level fighters and three 8th-level sorcerers)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large)



not harvest from said creatures before this accumulation time is up.

Hive Mind (Ex): All da fong within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No da fong in a group is considered flanked unless all of them are.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries.

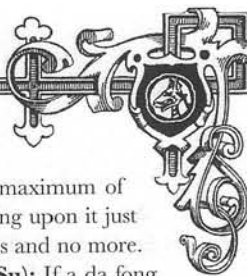
Poison (Ex): On a successful sting attack, the da fong's opponent must make a successful Fortitude save (DC 14) or take poison damage; primary and secondary damage is 1d6 temporary Constitution. The da fong may only do this once in combat

because its stinger comes out after a successful attack. Additionally, if the da fong doesn't make a successful Fortitude save of its own (DC 16), then it takes 1d8 damage and 1d4 temporary Constitution damage. If it survives, then it requires 4 weeks to grow a new stinger. Temporary Constitution damage returns at the rate of one point per day.

Shatter (Sp): Once per day, a da fong may move its wings so rapidly it creates a sonic burst of energy capable of shattering flasks, vials, and other brittle objects up to five pounds. This functions as per the spell *shatter* used as an area attack as cast by a 5th-level cleric.

Skills: Da fong get a +8 racial bonus when using their Balance and Climb skills in non-confined environments due to their ability to balance themselves using their aerial expertise. Da fong do not require artisan's





tools to use their Craft (hive) skill without a penalty. This is worked into their skills, above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 18, the spell works normally, though the creature still gets a saving throw if the spell allows such.

DA FONG WORKERS AS CHARACTERS

The da fong favored classes are fighter, ranger, and druid, although if they exhibit a talent for spellcasting they'll follow the path of the sorcerer. Few follow the wizard class, as they don't really have the patience for studied learning.

QUEEN

Da fong queens speak Common and Draconic. Although queens do not have wings, they can still speak the native Da Fong language using their mandibles, which contain specialized chitinous flaps that compensate for this lack. If a queen is attacked, the entire hive immediately comes to her assistance, unflinchingly sacrificing themselves for her.

Create Wax (Su): A da fong queen is a mystical bottleneck through which harvested magic residue is converted into da fong wax, which can be used raw to build hives or further enchanted by the queen with special qualities. If she makes a Concentration skill check (DC 30 – her Constitution modifier), she can pull residue collected by her workers into the Material Plane, channeling it into a receptacle. Each round that she does this, she may pull through 5 cubic feet of the substance. However, there is a physical strain that takes its toll on her when doing so, inflicting 1d4 points of damage each round she uses this ability. For more information on da fong wax, see below.

Enchant Wax (Su): Once per day, a queen may enchant a batch of wax equal to or less than 1 cubic foot per Constitution modifier point she has with one special quality; see below. Enchanting a batch requires 1 hour. This ability may only be used on a sin-

gle batch up to a maximum of two times, conferring upon it just two special qualities and no more.

Drain Spell (Su): If a da fong makes a successful grapple attack against a spellcasting opponent, beginning on the following round it may temporarily drain 1 prepared spell or spell slot per round until either the opponent breaks free or all his spells or spell slots have been drained. The spell or spell slot returns as normal the next day.

Harvest Residue (Su): A da fong may harvest the magic residue that has built up around any living creature that gives its consent; the subject can negate the Harvest Residue process at will at any time during the process. To harvest a creature's residue, the da fong must make a successful Will check (DC 23) each hour for a number of hours equal to the other creature's primary spellcasting ability modifier plus its total spellcasting levels. At the end of that time, the creature's residue has been entirely removed. The harvester's Will check successes don't need to be consecutive, but each failure increases the harvest time by one hour. Non-spellcasting creatures have significantly less residue to harvest, and so the duration required to remove it is equal to their Wisdom modifier, with a minimum of one hour for those with a zero or negative rating. A creature undergoing the harvest slips into unconsciousness for the duration of the process. Harvested residue is automatically channeled back to the da fong hive.

A side effect of having one's residue harvested results in the spellcaster being able to cast spells at 1 level higher than his current level for a number of days equal to his primary spellcasting ability score modifier, with a minimum of 1 day. It takes harvested spellcasters a number of months equal to 12 – their spellcaster level, to a minimum of one month, to accumulate enough residue to undergo another harvest. Non-spellcasters require a period of one year between harvests. A da fong may not harvest from said creatures before this accumulation time is up.

Hive Mind (Ex): The da fong queen is in constant communication with all of her workers within a 50-mile radius. If one is aware of a particular danger, she is as well. No da fong in a group is considered flanked or flat-footed unless all of them are.

ADVENTURE SEEDS

☛ A da fong convinces one of the spellcasting characters to let her harvest his residue, but something goes seriously wrong. When the character awakens from the harvesting coma after one day, he can no longer cast spells at all and he gains an immense resistance against spells cast at him by other spellcasters. The group's only solution is to make the long journey to the da fong's hive and convince the queen to reverse the effect.

☛ Unfortunately, she was kidnapped by an opposing hive days before the characters arrive. Now, if they want their comrade restored to normal, they must infiltrate the enemy hive to retrieve her.

☛ A group of crazed da fong begins building a new city inside an existing humanoid one. Within days, they subsume an entire city ward, the new hive merging with the original buildings, creating a nightmarish landscape. The city's rulers declare war on the hive, offering a bounty for da fong heads. At the heart of the hive lies a horribly mutated queen giving birth to unending legions of insane, similarly deformed offspring who reach maturity inside of hours instead of weeks.



**Monstrous Humanoid:**

Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries. Da fong queens have an extended Darkvision range of 120 feet.

Skills: Da fong do not require artisan's tools to use their Craft (hive) skill without a penalty. This is worked into their skills, above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 24, the spell works normally, though the creature still gets a saving throw if the spell allows such.

**NEW MAGICAL MATERIAL:
DA FONG WAX**

Only da fong queens produce this strange, tan substance. It is made of magic residue, a substance every living creature accumulates but which only the da fong know how to harvest and, more importantly, utilize. When freshly channeled by a queen onto the Material Plane, the wax is soft, warm, and doughy. Over the course of an hour it hardens. Whatever shape it is in when this happens is the shape it will keep until destroyed. Most commonly, raw da fong wax is used as a construction material for the bee people's cities. Non-enchanted wax used for walls and doors has a hardness of 10, 20 hp per inch of thickness, a break DC of 25 +1 per 3 inches of thickness, and a Climb DC of 20. Da fong wax can be made into weapons and armor, if one is so inclined, though the overall quality is negligible at best; they don't usually survive their first encounter with combat.

One notable feature of the wax is that da fong queens can augment it in such a way that it becomes enchanted with up to two special qualities. The qualities known to be regularly used in da fong hive construction are listed below.

Cold Immunity: The material is immune to cold damage, but fire attacks do double damage. At night, the material gives off a bluish glow. If later enchanted with Fire Immunity, this quality is lost.

Defensive: The material gains SR 12, a break DC +10, hardness +10, and hp +100. If

later enchanted with the Offensive quality, this quality is lost.

Fire Immunity: The material is immune to fire damage, but cold attacks do double damage. At night the material gives off a yellow glow. If later enchanted with Cold Immunity, this quality is lost.

Magic Immunity: The material gains SR 18 and an absolute immunity to one school of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. If the material also contains the Defensive quality, then this SR takes precedence. If later enchanted with the Spell Turning quality, then this quality is lost.

Offensive: This material attacks an enemy type specified during the enchantment process. When said enemy type comes within 10 feet of the material, it takes damage as per the spell *inflict serious wounds*; the Will save DC is 13 + the queen's Constitution modifier for half damage. If later enchanted with the Defensive quality, this one is lost.

Spell Turning: The material gains the permanent quality to turn magic back at its source, similarly to the spell of the same name. During a 1-hour period, the material may reflect up to 12 spell levels, after which time it resets itself. If later enchanted with the Magic Immunity quality, this quality is lost.

Toxic: The material's surface maintains a constant layer of contact poison (DC 17) with an initial damage of 1d4 temporary Strength and secondary damage of 1d4 temporary Constitution.

Wind Wall: The material has a barrier of wind flowing over a single surface, no matter what shape that surface takes. It functions like the spell *wind wall* with the exception that it doesn't need to be vertical; "up" for horizontal surfaces is away from the surface itself, whichever direction it faces; thus intruders are usually thrown away from the hive. The windy barrier is permanently in effect.

Wax so enchanted must be revitalized once per week with fresh, mundane wax — a task usually reserved for worker drones. If revitalization is missed even once, then the enchanted wax permanently loses all of its special qualities. Also, if a batch of enchanted wax loses half its hit points in damage, its special qualities are lost. As such, the enchanted form of the wax isn't often found outside da fong hive cities.



DARK ADVOCATE



	Medium-Size Outsider (Evil, Lawful, Baatezu)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	19 (+9 natural)
Attacks:	Bite +6/+1 melee, and either 2 claws +1 melee or dagger +1 melee
Damage:	Bite 1d6, claws 1d4 each, dagger 1d4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Summon Baatezu
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Resistances, See in Darkness, Spell Resistance 10, Telepathy, Tongues, Blood Contract, Shroud Form
Saves:	Fort +6, Ref +5, Will +7
Abilities:	Str 10, Dex 10, Con 12, Int 18, Wis 14, Cha 18
Skills:	Bluff +13, Diplomacy +19, Disguise +4 (+6 for acting in character), Gather Information +13, Innuendo +11 (+13 to transmit a message; +13 to intercept a message), Intimidate +15, Knowledge (law) +13, Move Silently +5, Pick Pocket +2, Search +5, Sense Motive +11, Spot +5
Feats:	Improved Initiative, Skill Focus (Diplomacy)
Climate/Terrain:	Any land and underground, often urban areas
Organization:	Solitary
Challenge Rating:	5
Treasure:	Double coins, no goods, standard items
Alignment:	Always lawful evil
Advancement:	7–8 HD (Medium-size), 9–16 (Large)



Dark advocates avoid combat as it runs counter to their ultimate objectives. If pressed, advocates will flee or summon other Baatezu to handle their dirty work.

Baatezu Subtype: Baatezu are immune to fire and poison, their resistances let them ignore the first 20 points of acid and cold damage done to them each round, can see perfectly in all darkness (including magical) with their See in Darkness ability, and can communicate telepathically with any creature within 100 feet that has a language.

Blood Contract (Su): A dark advocate may call upon the infernal powers to evoke a wish spell on behalf of a client signing a blood oath to the devil. The signing party gets to make the Wisdom check as per the wish spell. Violation of the blood contract results in forfeiture of the party's soul, transforming the signer into a soulless, as described in the Templates section. Blood

contracts may be disputed in the Courts of Baatezu, before a noble or appointed magistrate.

Damage Reduction (Su): The advocate shrugs off the first ten points of normal physical damage. Magical weapons of +1 bonus or higher do full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries. Dark advocates are also proficient with martial weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Shroud Form (Ex): The advocate's form is that of an empty robe and mask. As such, the advocate is immune to bonus damage due to critical hits and sneak attacks.

Skills: Dark advocates receive a +2 synergy bonus to Diplomacy, Disguise for acting

Chief competitor to the erinyes in seducing mortals to darkness, the dark advocates tempt with power and wealth rather than the crude yearnings of the flesh. Encountered alone in gloomy woods, abandoned courthouses, or dark alleys, advocates stand over six feet tall with a slender frame. Shrouded by a cowled robe and silvered mask, nothing cognizable lurks behind its fine trappings. Most advocates carry a large law book or other symbol of lawful authority in a free hand.

In a typical encounter, a dark advocate approaches a mortal, offering power, magic, or wealth to the needful victim. In exchange, the advocate requires some service of the mortal, perhaps seemingly inconsequential. If the mortal agrees, the devil produces a contract to be signed in blood. Only those with superior legal skills notice the penalty for failure of said service is the forfeiture of one's soul.

Dark advocates are nothing if not shrewd. Very rarely do blood contracts make a direct exchange for a mortal's soul. Another rare tactic, as it generates appeals by frustrated mortals, is to create an exchange service that cannot be completed by the mortal. More often, advocates make contracts that indirectly place the mortal in mortal peril, or require him to complete a series of incremental acts that ultimately serve the interests of the advocate and its masters.

Some advocates lose sight of their mission and instead use their contract powers to meddle in the affairs of mortals. Such advocates are sought by the infernal courts for disciplinary hearings.

So what happens after a mortal signs on the dotted line? Well, if his soul becomes forfeit there is some hope for appeal. The infernal lords take



such appeals very seriously. After all, without law the devilish hosts would denigrate into base demons. If a victim chooses to contest the blood contract, the advocate contacts the infernal lords through summoned emissaries. After a lord accepts the mortal's appeal, all parties involved are transported to the devil's realm to commence proceedings. The presiding infernal lord, which is usually a bored pit fiend, conducts the trial as supreme arbiter in most cases. At a party's request, a jury of damned souls renders judgement, though this is actually a poor option as the damned don't have much sympathy for the living. If the appealing party can convince the fact finder that the advocate engaged in some sort of trickery in either securing or executing the contract, the magistrate will void the exchange, transporting the mortal back to his own world. The mortal is allowed to keep whatever benefit he gained from the contract, as punishment to the advocate. Such an outcome happens very rarely.

ADVENTURE SEED

Hard times have driven farmer Lotz to do the unthinkable: he traded his soul to a dark advocate, Barnabas, to raise his dead wife. Lotz himself, while not terribly bright, has twelve children and an ailing farmstead to support. Luckily for Lotz, Deacon Stephen managed to stop the transaction before the farmer lost his soul. Threatened by the deacon, the advocate Barnabas has allowed a twenty-four-hour reprieve before Lotz' case can be heard in the devil's realm. Unsure of his own persuasive talents, Deacon Stephen seeks aid from the adventuring party in town. The party is faced with a daunting, but legendary task — they must travel with Lotz to the infernal courts, and try to talk the devil out of his due!



DARK ADVOCATE

in character, Innuendo to transmit a message, Intimidate, and Pick Pocket checks. They receive a second +2 synergy bonus to Diplomacy checks, and Innuendo checks to intercept a message. These are included in the skills listed above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the creature

still gets a saving throw if the spell allows such.

Summon Baatezu (Sp): Once per day, a dark advocate can attempt to summon 2d10 soulless with a 50 percent chance of success (see the Templates section), or one pit fiend (to handle appeals) with 35 percent chance of success.

Tongues (Sp): An advocate has a permanent ability to use *tongues* as the spell cast by a 12th-level sorcerer.

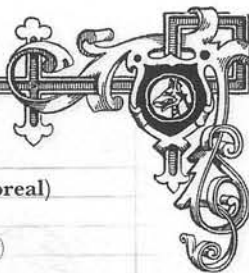


"Among the infernal races, no other devil has invoked such fear and antagonism. It is unclear if the source of such hatred lies in its ability to ensnare the souls of mortal kind, or whether it instead lies with the Advocate's kinship to mortal lawyers."

— From Preston the Holy's *The Beast Exposed*



DARK VOYEUR



	Medium-size Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
Initiative:	6 (+2 Dex, +4 Improved Initiative)
Speed:	0 ft., fly 70 ft. (good)
AC:	12 (+2 Dex)
Attacks:	Corrupting Touch +4 melee
Damage:	Corrupting Touch 1d4 (1d4+2 vs. ethereal)
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Corrupting Touch
Special Qualities:	Darkvision 60 ft., Fear Aura, Immunities, Light Vulnerability, Mirror Bound, Mirror Travel
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str 15, Dex 15, Con —, Int 13, Wis 12, Cha 13
Skills:	Diplomacy +3, Hide +13, Innuendo +1 (+3 to intercept a message), Intimidate +12, Intuit Direction +4, Listen +8, Search +8, Sense Motive +8, Spot +8
Feats:	Improved Initiative, Blind-Fight
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–8 HD (Medium-size)



Dark voyeurs are ultimately cowards and retreat from all confrontations. Only in darkness will they actively fight, but rarely to a fatal outcome, preferring to watch their opponent's fear of the unknown overtake them.

Corrupting Touch (Su): A dark voyeur that attacks a corporeal target deals 1d4 points of damage, ignoring any armor its target may have. When attacking an ethereal target it adds its Strength modifier to both attack and damage rolls. Against material targets, it adds its Dexterity modifier to attack rolls but not to damage.

Fear Aura (Su): Dark voyeurs constantly emanate an aura of fear, affecting all that come within a 5-foot radius. This ability operates exactly as the spell *fear* cast by a 6th-level sorcerer, and requires a Will save DC 15 to negate.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to

ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Light Vulnerability (Ex): Dark voyeurs are completely powerless when exposed to any form of light, becoming paralyzed; they are unable to act physically, having effective Strength and Dexterity scores of 0, but may take purely mental actions. They usually retreat from the light through their mirrors as swiftly as possible. Dark voyeurs trapped in light for 3 consecutive rounds are destroyed.

Mirror Bound (Su): A dark voyeur's affinity for mirrors is caused primarily by its link to one special mirror. This "home" mirror commonly reflected the death of the voyeur's living form, and trapped part of the departing soul within its glass. The mirror is always a glass of the inhabiting voyeur's size category or larger with a hardness of 1 and 5 hit points. All damage inflicted upon a dark voyeur's mirror is also inflicted upon the undead creature itself. Due to the dark

Folktales tell of bloody-eyed spirits that appear to those who gaze into darkened mirrors. Dark voyeurs are the source of these stories — wraith-like souls bound to darkness that manifest themselves through shadowed glass. From their window to the mortal realm they haunt the night, appearing as two faint pinpricks of sanguine light surrounded by a vaguely humanoid form. Dark voyeurs emerge only to spread terror and discord among the living, retreating afterwards to watch the results.

ADVENTURE SEEDS

On a dare a local youth has tried to summon up a monster and, to his horror, succeeds. A dark voyeur now haunts him and his friends, terrorizing their nights and tormenting them from the darkness. When a child is actually attacked, parents entreat the PCs for help.

A rival magic-user or cleric has bound a dark voyeur to her service. With a spy that can be almost anywhere, no secret is safe from the creature's master. It's up to the PCs to hunt down this elusive spy.





voyeur's vulnerability to light, this mirror is always kept in a dark area so the voyeur might rest in it during the day. If its mirror is shattered, the voyeur instantly returns to the broken glass, its body transforming 1d6 shards into exact copies of itself, but of Diminutive size (+4 to AC, +12 to Hide checks) and with only 1 hit point. These copies must all be destroyed to kill the dark voyeur, otherwise they will each flee to another mirror of their home mirror's original size or larger and will reappear at full size and with total hit points in 1d4 days. A mirror bound to a dark voyeur has the properties of a *ghost touch* item, and may be manipulated by ethereal and incorporeal creatures. Such an item retains its properties even if its inhabitant is destroyed.

Mirror Travel (Su): Dark voyeurs may travel between any two mirrors known to them much like the spell *tree stride* allows druids and rangers to walk between trees. This is cast as if by a 10th-level sorcerer. The mirrors traveled through can be no more than one size category smaller than the voyeur, lest they be too small to travel through, and dark voyeurs have a trans-

port range of 1 mile. Dark voyeurs may emerge and travel without the use of mirrors, but avoid doing so due to their vulnerability to light.

Skills: Dark voyeurs have a +4 racial bonus to Hide and Intimidate checks, and receive a +2 synergy bonus for Diplomacy checks and Innuendo checks to intercept a message. These are included in the above stats.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

DEMONS

ABYSSAL WORM PLAGUE

	Large Outsider (Chaotic, Evil, Tanar'ri)
Hit Dice:	12d8+60 (114 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft., burrow 20 ft.
AC:	17 (-1 size, +8 natural)
Attacks:	4 tentacle slams +16/+11/+6 melee
Damage:	Tentacle slam 1d8+5 plus 2d6 acid each
Face/Reach:	10 ft. x 10 ft./20 ft.
Special Attacks:	Acid Slime, Constrict 2d6, Corruption, Improved Grab
Special Qualities:	Acid Immunity, Amorphous, Damage Reduction 20/+2, Darkvision 60 ft., Half Damage, Immunities, Resistances, Spell Resistance 22, Telepathy 100 ft.
Saves:	Fort +13, Ref +8, Will +10
Abilities:	Str 20, Dex 10, Con 20, Int 12, Wis 14, Cha 16
Skills:	Balance +2, Climb +17, Hide +8, Intimidate +18, Jump +20, Listen +14, Move Silently +15, Search +14, Spot +14, Tumble +17
Feats:	Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or troupe (1 abyssal worm plague and 2-5 abyssal plague hosts)
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	12-16 HD (Large), 17-24 HD (Huge), 25-32 HD (Gargantuan)



ABYSSAL WORM PLAGUE

Acid Immunity (Ex):

Abyssal worm plagues are immune to acid damage.

Acid Slime (Ex):

Abyssal worm plagues are covered in a thick, potent acidic slime. All natural melee attacks made by the creature deal an extra 2d6 points of acid damage. Any attempt to grapple the abyssal worm



plague also causes 2d6 points of acid damage. The acid remains potent and viscous, dealing 1d6 points of damage per round after contact, until washed with at least a quart of water. Items that come in contact with the slime take 1d6 points of damage per round (minus the object's hardness). Magical items are allowed a Fortitude save

ABYSSAL WORM PLAGUE

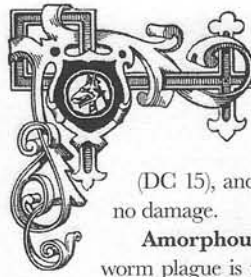
More of a force of nature than a creature, abyssal worm plagues are formed in the depths of the abyss. Carrion worms feed upon the fetid rot that collects in the bowels of the fiendish realm; after centuries of feeding, the worms form colonies and gain sentience as large, writhing mounds of black-purple worms that move en masse. Destructive demonic lords collect the colonies and send them to the material world, to sow destruction and chaos. In combat, the worm plague extrudes tentacles that grapple and constrict its opponents.

Abyssal worm plagues are attracted to areas of corruption, and thus are usually found in swamps and garbage dumps. They can, however, be attracted to societal forms of corruption, or to debauched people like traitors or assassins. In the end, when a worm plague decides to go on a rampage, no place is safe.

The worm plague's ultimate goal is to leave behind a cadre of undead servitors that carry its larvae and that it can use as the need arises; see the Abyssal plague host in the Templates section. Those undead also spread more chaos and destruction.

ADVENTURE SEED

In the PCs' home city, a secret society of nobles has turned to demon worship. The nobles have formed a slaving network to provide an easy source of sacrifices, selling their peasants and anyone they can capture to the highest bidder. After a hard fight, the PCs manage to slay the evil cleric that leads the nobles' demonic rites, but their troubles don't stop there. In the coming months, abyssal worm plagues assault the city in waves, destroying everything in their path. The nobles, who were never brought to justice, attract the worm plagues, and the PCs must now root out this corruption to stop the attacks.



DEMONS

(DC 15), and those that save take no damage.

Amorphous (Ex): An abyssal worm plague is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Constrict (Ex): The creature crushes its opponent, dealing 2d6 points of bludgeoning damage, after making a successful grapple check. It deals this Constriction damage in addition to the normal 1d8+5 plus 2d6 points of acid damage dealt by the tentacle used to grab.

Corruption (Ex): The most dreaded power of the abyssal worm plague is its ability to turn a creature into an abyssal plague host, and use it as food to create a new abyssal worm plague. To do this, the worm plague must draw a creature into its space and hold it using its Improved Grab ability (simply entering another creature's range will not work). The round after the abyssal worm plague puts the creature in a hold, it may attempt to Corrupt the creature as a full-round action. A creature being corrupted makes a Fortitude save (DC 19). It is easier for the abyssal worm plague to Corrupt creatures who are of the same alignment it is, and harder to Corrupt those of a diametrically opposed alignment. Creatures gain a morale bonus or penalty to their save based on their alignment:

+4 lawful good, +2 chaotic or neutral good, -2 lawful or neutral evil, -4 chaotic evil. Chaotic, lawful, and true neutral creatures receive no bonus or penalty. If the save fails, the abyssal worm plague has "seeded" the creature with its larvae; these will eventually grow into a new worm plague. The creature is automatically slain, and the abyssal plague host template is applied to him; 1d4 rounds later, the creature becomes an abyssal plague host.

Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

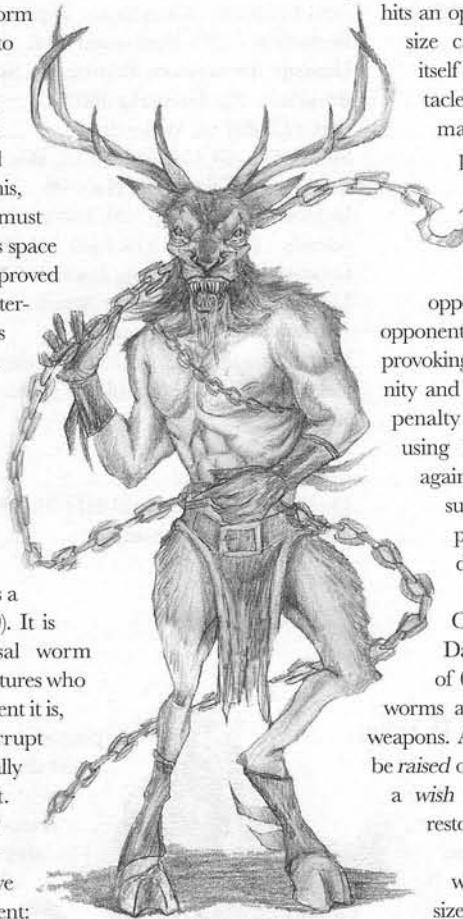
Half Damage (Ex): Any nonmagical attack against an abyssal worm plague, including hits from enchanted weapons, deals only half damage. This effect does not stack with the worm plague's Damage Reduction; apply either the Damage Reduction or the Half Damage, whichever results in the least amount of damage suffered.

Improved Grab (Ex): If the creature hits an opponent of at least one size category smaller than itself or smaller with its tentacle slam, it deals its normal 1d8+5 plus 2d6 points of acid damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold deals 2d6 points of Constriction damage as well.

Outsider: Outsiders have Darkvision with a range of 60 feet. Abyssal plague worms are not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Skills: Abyssal worm plagues take a -4 size penalty to their Hide checks, and receive a +2 synergy bonus to Tumble checks. They also get a +2 synergy bonus to Balance and Jump checks, receive a +3 dodge AC bonus when fighting defensively or taking a full-round action, and get a +6 dodge AC bonus when on total defense. This has been included in the stats, above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against an abyssal worm plague, the spellcaster makes a level check (1d20 + caster level). If the result equals or





ATHAME

	Medium-size Outsider (Chaotic, Evil, Tanar'ri)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+6 (Dex)
Speed:	40 ft.
AC:	24 (+6 Dex, +8 natural)
Attacks:	Spiked chain +13 melee, and gore +8 melee
Damage:	Spiked chain 2d4+3, gore 1d4+1
Face/Reach:	5 ft. x 5 ft./5 ft. (10 ft. with spiked chain)
Special Attacks:	Improved Disarm, Spell-like Abilities
Special Qualities:	Damage Reduction 15/+1, Darkvision 60 ft., Immunities, Resistances, Spell Resistance 13, Summon Tanar'ri, Telepathy 100 ft.
Saves:	Fort +6, Ref +11, Will +6
Abilities:	Str 16, Dex 22, Con 13, Int 14, Wis 12, Cha 12
Skills:	Craft (trapmaking) +8, Diplomacy +3, Disguise +5, Gather Information +9, Hide +11, Innuendo +3, Intimidate +6, Listen +7, Move Silently +11, Search +8, Sense Motive +9, Spot +7, Use Rope +7, Wilderness Lore +11
Feats:	Track, Weapon Finesse (spiked chain)
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8–12 HD (Medium-size), 13–20 HD (Large)



exceeds 22, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Tanar'ri Subtype: Tanar'ri have immunities to poison and electricity, their resistances let them ignore the first 20 points of cold, fire, and acid damage done to them each round, and they can communicate telepathically with any creature within 100 feet that has a language.

ATHAME

Lightning fast, the athame prefer to fight with hit-and-run tactics, using their speed to their advantage. A favorite tactic is to circle their foe, whipping a spiked chain from a distance, but always backing out of harm's way to attack again from safety. Foes that have been disarmed are attacked with bloodthirsty zeal with chains and gores.

Damage Reduction (Su): The creature ignores 15 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Improved Disarm (Ex): Rather than gore with its antlers, an athame demon may attempt a disarm attack against an opponent as if it possessed the Improved Disarm feat.

Outsider: Outsiders have Darkvision with a range of 60 feet. Athame are proficient with all simple and martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Athame always have the artisan's tools for their Craft (trapmaking) skill handy, and so don't suffer the –2 penalty for using a Craft skill without tools. They also receive a +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is taken into consideration in the stats above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the crea-

ATHAME

Athame are the scouts and trackers of the abyss; they hunt down intruders and gather information for their demon masters. Rarely used as shock troops, these demons are far too useful to waste in pitched battle. An athame is an expert in stealth and intelligence-gathering, using deceit and violence to discover secrets for its master. Athame relish inflicting pain, often torturing those they capture for their own pleasure as much as to learn anything. Their delight in torment is obvious in their disturbing cackling, and they use a mixture of mundane and magical methods to inflict agony. An athame will not always kill its prey; it enjoys knowing that a foe is spreading tales of the horrors it suffered at the hands of the demon.

Athame are roughly man-sized creatures with powerful bare human chests and arms. The legs are those of a stag, with knees bent backwards and cloven hooves. The head is likewise that of a black stag with large pointed antlers. Tiny, sharp teeth fill the mouth, with vile saliva dripping constantly down the chin. Light reflecting in the eyes often gives off an eerie red glow.

ADVENTURE SEED

The party has angered a minor demon, who has bartered for the services of an athame. Using a portal to the material world, the athame has come through to track down and capture or slay as many members of the party as possible. It silently stalks and observes the characters from afar for several weeks before making an assault. The demon will attempt to ambush lone members of the party and slay or kidnap them, returning to the abyss with as many party members as possible.



BANDERLATCH

The banderlatch is a minor demon, often summoned purely for combat or destructive situations as its mischievous and chaotic nature makes it unsuitable for most other tasks. This demon revels in destruction, whether it's knocking over the carefully stacked building blocks of a little boy or bowling into a professional phalanx.

Banderlatches are humanoid-looking demons with a hunched posture, short bandy legs, oversized arms, stiletto-like claws, and purplish-black skin. The creature's ears are long and pointed and its mouth is usually split into a wide grin showing off its many tiny fangs.

Banderlatches are generally kicked around by more powerful demons and have learned to roll with the punches. When they do find a victim weaker than themselves, they tend to batter him into submission and then slice into their prey later at their leisure, seeing what types of howls they can elicit.

Tumbling and dodging are second nature to the creature, and its whole body is designed to curl into a ball for somersaulting attacks. Once amidst its enemies, a banderlatch will attempt to strike down anything within its considerable reach. If a fight turns against the creature, it will usually attempt to jump away and then fend off its opponents at range.

The conjurer Nemethien made numerous pacts with evil outsiders over the years. One of these pacts required him to research and disseminate spells allowing banderlatches greater access to cause uncontrolled destruction in the material world. In addition to developing these spells, Nemethien secretly developed spells to grant himself control over otherwise unfettered banderlatches.

DEMONS



BANDERLATCH

	Medium-sized Outsider (Chaotic, Evil)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	19 (+4 Dex, +5 natural)
Attacks:	2 claws +5, and bite +0
Damage:	Claws 1d6+1 each, bite 1d6
Face/Reach:	5 ft. x 5 ft./10 ft. (long arms)
Special Attacks:	Crashing Rush, Extended Reach, Spell-Like Abilities, Summon Banderlatch
Special Qualities:	Resistances, Damage Reduction 10/silver, Darkvision 60 ft., Evasion, Immunity to Poison, Telepathy 100 ft.
Saves:	Fort +5, Ref +8, Will +3
Abilities:	Str 13, Dex 19, Con 13, Int 11, Wis 9, Cha 13
Skills:	Balance +6, Climb +6, Intimidate +8, Jump +10, Spot +6, Tumble +12
Feats:	Dodge, Combat Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium-size)



BANDERLATCH

ture, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 13, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: This creature can use the following spells as if cast by a 12th-level caster. The DC to resist these abilities is 11 + the spell level. *Teleport without error* can transport the athame plus 50 lbs of objects only.

1/day — *detect thoughts, heat metal, hold monster, locate creature*

At Will — *alter self, detect magic, detect secret doors, inflict light wounds, pass without trace, teleport without error*

Summon Tanar'ri (Sp): Once per day, an athame can attempt to summon 1d4 dretches with a 40% chance of success.

Tanar'ri Subtype: Tanar'ri have immunities to poison and electricity, their resistances let them ignore the first 20 points of cold, fire, and acid damage done to them each round, and they can communicate telepathically with any creature within 100 feet that has a language.

Banderlatch speak Abyssal, Celestial, and Draconic.

Crashing Rush (Ex): As a standard action, at the end of a jump of at least 10 feet the banderlatch can curl into a ball and perform an attack as if using the feat Improved Bull's Rush. This attack must be made upon a creature occupying the 5-foot by 5-foot space the banderlatch lands in. Creatures struck by this attack receive 1 point of subdual damage per foot pushed back, and are knocked prone if pushed back 10 feet or more. Regardless of the success or failure of the attack, the banderlatch makes a Tumble check (DC 20) to regain its feet as a free action after performing the attack. If the banderlatch fails the Tumble check then it is prone. Arising from a prone position is a move-equivalent action.

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.





Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, a creature with Evasion takes no damage on a successful save. A bound character or one in a completely restrictive area cannot use Evasion. The creature need not know that the attack is coming.

Extended Reach (Ex): The banderlatch's arms are twice as long as those of similarly-sized humanoid forms. This gives the banderlatch natural reach of 10 ft.

Immunity to Poison (Ex): Banderlatches are immune to poison.

Outsider: Outsiders have Darkvision with a range of 60 feet. Banderlatches are not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Resistances (Ex): Banderlatches ignore the first 15 points of acid, cold, fire, or electricity damage done to them each round. They still makes saving throws normally.

Skills:

Banderlatches receive a +2 synergy bonus to Tumble. They also get a +2 synergy bonus to Balance and Jump checks, a +3 dodge AC bonus when fighting defensively or taking full-round actions, and a +6 dodge AC bonus when on total defense. These synergy bonuses are worked into the above stats.

Spell-like

Abilities: This creature can use the following spells as if cast by a 4th-level caster. The DC to resist these abilities is 10 + the spell level.

- 1/day — bull's strength, scare
- 3/day — jump
- At Will — darkness, open/close, prestigation

Summon Banderlatch (Sp): Once per day, a banderlatch can attempt to summon another banderlatch with a 35% chance of success. On a failure, no banderlatch answers the summons. A banderlatch that has just been summoned cannot use its own summon ability for 1 hour.

Telepathy (Su): Banderlatches can communicate telepathically with any creature within 100 feet that has a language.

NEW SPELL, SUMMON BANDERLATCH

Conjuration (Summoning)
[Chaotic, Evil]
Level: Sor/Wiz 3
Components: V, S, F, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned banderlatch
Duration: 1d4 months (see text)
Saving Throw: None
Spell Resistance: No

This spell summons a banderlatch demon. Unlike normal summonings, this spell does not grant the caster any control over the summoned demon. Whether the banderlatch attacks the nearest creature, runs away, or parleys is dependent on the whims of the creature and the circumstances. The banderlatch, not the caster, decides where within the spell's range it appears when summoned. The demon manifests on this world until it is killed, banished, or the spell's duration ends. The spell lasts 1d4 months, and the banderlatch leaves the dawn after the last month's full moon. The duration is determined randomly at the time of casting. While the caster does not gain any knowledge of the duration, the banderlatch does.

Focus: A summoning circle and a brazier.

Material Component: The hearts of eight doves and something created by a child. The hearts and the child's creation are burned during the casting.

NEW SPELL, ENSLAVE SUMMONED BANDERLATCH

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)



ADVENTURE SEED

"Gentlemen, what I am proposing is essentially one night's worth of work. I need sharp blades and strong shields to deal with an unknown quantity... this is a potentially dangerous assignment.

"I have come into possession of a type of summoning spell I have never encountered before. Normally, creatures brought into existence this way remain in this dimension for a short time and are therefore limited in their usefulness. This new spell has an element of chaos to it, and summons a specific type of extraplanar creature for an amount of time far surpassing that of a standard summoning. However, the creature referenced, the banderlatch, is not one that I have heard of, and my researches have not borne any fruit in conjunction with that name. It is possible that the banderlatch is either a type of creature or a single unique individual.

"I propose to summon the creature at a secluded hamlet where I have some property. I will summon it, converse with it if able, then study the banderlatch's capabilities, map out its strengths and weaknesses, test its extraplanar immunities, and measure its martial capabilities in skirmishes with skilled opponents. That is where you come in. In addition, should its chaotic nature be sufficient to disrupt normal magical controls, I want overwhelming force to be available to dispatch the creature. So while there is a theoretical danger and risk to you, I expect it to be a highly controlled and managed risk."



DEVIL FISH

"A plague to fresh waters, a bane to swimmers and sea-folk alike, but oh, how sinfully delicious these foul creatures be. Whether fried, baked, or stewed, these devilish temptations add a risqué flavor to any traditional fish recipe. I recommend holy water and enchanted cutting knives be at hand during preparation."

— Emmet Longbottom, *The Halfling's Holybook: Fifty Exotic Recipes Fit for Small and Tall*

A delicacy among many mortal folk, the devil fish has a dual reputation for its wicked cunning and vile temper. Only the elves swear off from eating it, counting it among things forbidden to consume. The rest of the mortal races have suffered no adverse side effects after centuries of culinary delight.

Found in both fresh and sea waters, it is clear that the fish does trace some of its heritage back to the pits of the abyss. While technically demons to those in the religious know, common parlance has dubbed them devils and the name carries a certain ring. Often a foot and a half in length, with dull blood-red scales, a row of jagged sharp teeth, and nasty, razor-sharp fins, the devil fish manages to stave off most predators.

Aged fishermen swear the things display human-like intelligence and malice. Devil fish are notoriously hard to catch, and it's said that they can sense a fisher's trap with fox-like cunning. By far their most dangerous ability is to poison water with an inky blackness.

Rumors persist of a flying variety of devil fish. Sea tales describe the fish as having bat-like wings that extend when the fish leap out of water. No report has been verified, but mounting one would be the pinnacle of any true fisherman's career!

DEMONS

DEVIL FISH

Target: One summoned
Duration: 1 day/level

	Tiny Outsider (Chaotic, Evil, Aquatic)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft., 1 of every 10 can fly 10 ft. (poor)
AC:	15 (+2 Dex, +2 size, +1 natural)
Attacks:	Bite +3, and 2 fin rakes -2
Damage:	Bite 1d3+1, fin rake 1d2 each
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Pollute
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 7
Skills:	Listen +4, Spot +4
Feats:	Improved Initiative
Climate/Terrain:	Aquatic
Organization:	Solitary or school (5-15)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Tiny)



Kelly
Horsing



MAGE FIEND

	Large Outsider (Chaotic, Evil)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	16 (-1 size, +7 natural)
Attacks:	2 claws +11/+6 melee, bite +9 melee, and gore +9 melee
Damage:	Claws 1d6+5 each, bite 1d8+2 plus Energy Drain, gore 1d4+2
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Energy Drain, Spell-like Abilities
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +8, Ref +5, Will +7
Abilities:	Str 20, Dex 10, Con 16, Int 8, Wis 14, Cha 8
Skills:	Balance +6, Climb +6, Hide +6, Listen +9, Move Silently +10, Search +6, Spot +10
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary or mated pair
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–14 HD (Large)



Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to assert control over a banderlatch summoned via the *summon banderlatch* spell. If successful, the spell grants the caster control over a summoned banderlatch as if it were summoned by a standard *summon monster* spell. If the banderlatch is given conflicting commands from two sources, the two make opposed Charisma rolls to determine which command is dominant.

Focus: A masterwork dagger that must be in hand and pointed at the target banderlatch when the spell is cast.

DEVIL FISH

Outsider: Outsiders have Darkvision with a range of 60 feet. Devil fish are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Pollute (Ex): Three times per day, a devil fish may infuse a 5-foot sphere of water surrounding it with an inky darkness that allows the fish total concealment; attackers have a 50% miss chance and must guess at the fish's location. The darkness has no effect on the devil fish, since it has Darkvision. The ability also has a residual effect of poisoning the water. A solitary devil fish cannot foul any body of water bigger than a small pool, but in a full school, streams and harbors can be choked with its filth. This contact poison has a DC of 22, an initial damage of 1d12 hp, and a secondary damage of 1d6 temporary Constitution damage.

MAGE FIEND

Energy Drain (Su): Against arcane spellcasters only, the mage fiend's successful bite attack drains 1 level from the target. For each negative level, the character suffers -1 to all skill and ability checks, attack rolls, and saving throws, -5 hit points, and whenever the char-

ADVENTURE SEED

Once a year, the high baron of the realm sponsors a fishing festival. Commoners, nobility, and adventures alike mingle on the cool waters of the region in a true test of competitive skill. The target: a newly released devil fish, the most cunning and relentless sea delicacy known to all the races! The prize: a victory feast at the baron's manse, a chest of gold and silver coins, and best of all, a mounted and stuffed devil fish, suitable for any prosperous adventurer's trophy room. By the baron's own edict, magical blasting of the local waterways is strictly forbidden. Adventurers beware, however; competition is fierce and participants employ many unorthodox, and sometimes even unethical, methods to catch the nefarious devil fish.

MAGE FIEND

The mage fiend is roughly the size of an ogre, with a thick, blue-black scaly hide and cold white eyes that glow malevolently. Razor-sharp teeth line its maw, and its arms end in wicked claws. A pair of long, spindly horns sweep back from its head. The mage fiend carries no equipment or adornment; it would seem to be little more than an animal, if not for its intelligence and special powers.

The mage fiend stalks the outer planes in search of prey, though other outsiders have been known to transport the beasts to the material world in order to plague mortals, and sometimes mortal magic-users themselves summon the beasts to stalk their enemies. In such cases they can be found anywhere that wizards and sorcerers dwell.

Mage fiends have no society and little organization. Unless assembled by a greater power, they normally only come together to mate. This process lasts



for one year, after which time the child is abandoned to fend for itself and the parents leave each other's company.

ADVENTURE SEED

The worst place to be is between a wizard and a mage fiend. Decades ago, the magic-fearing pastor of the village of Somwell's little church was driven into a panic by the reckless excess of adventuring wizards come to slay a woodland monster. His vow never to let the village be ravaged by arcane magic again drew the attention of a demon. Posing as a helpful cleric, the demon crafted an artifact for the pastor: an engraved stone that senses spells within half a mile of the church. Whenever this stone detects an arcane spell of even the weakest sort, it calls a mage fiend to earth to destroy the spellcaster. Should the spellcaster flee the half-mile radius, the mage fiend remains in Somwell, causing havoc until it has slain a spellcaster or been slain itself. Although only one mage fiend can exist in Somwell at a time, a potentially endless line of the creatures is summoned until at least one arcane spellcaster is killed within their domain. Today, the stone is buried somewhere in the churchyard, but only the pastor knew the exact location of the artifact. He died last winter, never knowing the truth about the demon. When the PCs arrive in Somwell, they'll have to find and destroy the artifact or leave the village at the mercy of a lethal demon drawn by their own presence.

TATTERDEMALION

While many demons are pure, distilled evil, diminutive tatterdemalions represent the chaotic side of the breed, exulting in the confusion and pandemonium they create. Not part of the abyssal realms' elite, tatterdemalions prefer to wreak

DEMONS



acter's level is used in a die roll or calculation, reduce it by one for each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted character must attempt a Fortitude save (DC 12).

On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or Drained below 1st level, is instantly slain. He may rise the next night as a wight. A creature gains 5 temporary hit points for each negative level it inflicts.

Outsider: Outsiders have Darkvision with a range of 60 feet. Mage fiends are not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Skills: Mage fiends take a -4 size penalty to Hide checks. This is included above.

Spell-like Abilities: The mage fiend can use the following spells as if cast by a 3rd-level caster. The DC to resist these abilities is 9 + the spell level.

3/day — dispel magic

At Will — detect magic

The mage fiend can use the following spell as if cast by a 7th-level sorcerer.

3/day — spell turning

TATTERDEMALION

Tatterdemalions speak Abyssal, Celestial, Draconic, and Common.

Damage Reduction (Su):

The creature ignores 5 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.

Feats: Tatterdemalions receive Weapon Finesse (claws) free as a racial bonus.

Immunity to Poison

(Ex): Tatterdemalions are immune to poison.

Outsider:

Outsiders have Darkvision with a range of 60 feet. Tatterdemalions are not proficient with weapons. A slain outsider cannot be raised or resurrected,

although a wish or miracle

spell can restore it to life.

Rend (Ex): If a tatterdemalion is attacking to destroy an opponent's armor, every successful hit lowers the armor's bonus by -1 if the armor fails a DC 18 Reflex save; the bonus for this save is the same as its wearer's unless the armor is magical, in which case the save is the better of its wearer's or 2 + one-half its caster level. No damage roll is required for this attack. A tatterdemalion is only able to damage magical armor, shields, and weapons with enhancement bonuses equal to or less than its own Hit Dice. No tatterdemalion is able to destroy an artifact with its claws. Repairing a damaged article requires a make whole spell, one mending spell per damaging hit the tatterdemalion scored on the item, or the attentions of an appropriate mundane or magical craftsman.

Resistance to Fire (Ex): The creature ignores the first 10 points of fire damage done to it each round. The creature still makes saving throws normally.





TATTERDEMALION

	Small Outsider (Chaotic, Evil)
Hit Dice:	4d8 (18 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	20 (+1 size, +5 natural, +4 Dex)
Attacks:	2 claws +9 melee
Damage:	Claws 1d6+1 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Rend, Spell-like Abilities
Special Qualities:	Damage Reduction 5/silver, Darkvision 60 ft., Immunity to Poison, Resistance to Fire 10, Spell Resistance 5, Tumble +6
Saves:	Fort +4, Ref +8, Will +5
Abilities:	Str 12, Dex 18, Con 11, Int 14, Wis 13, Cha 12
Skills:	Balance +11, Climb +3, Disable Device +7, Escape Artist +6, Hide +8, Jump +8, Listen +4, Move Silently +8, Search +7, Spot +6, Tumble +6
Feats:	Combat Reflexes, Dodge, Weapon Finesse (claws)
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–7 HD (Small)



Kelley
Hersing

Skills: Tatterdemalions receive a +4 size bonus to Hide checks, and a +2 synergy bonus to Tumble checks. Their elongated claws function as thieves' tools for Disable Device checks. These bonuses are included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 5, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: This creature can use the following spells as if cast by a 6th-level sorcerer. The DC to resist these abilities is 11 + the spell level.

1/day — *shatter*
At Will — *blink*

havoc in the material world, only rarely being summoned by mortal spellcasters.

In the dark, a tatterdemalion easily passes for some sort of manic halfling or human child dressed in rags and tatters. In better light, they look like small humanoid with grossly elongated fingers ending in curving claws up to 4 inches long. Their "tatters" are really scattered tufts of short fur partially covering scaly skin. They have numerous pointed teeth in their almost dog-like snouts and their eyes glow with red, malevolent glee.

While they can make murderous use of their claws in combat, tatterdemalions prefer to use them to shred their victims' accoutrements. If an opportunity to humiliate or annoy an opponent presents itself, the tatterdemalion will gleefully take it. If faced with numerous opponents, they attack the most heavily armored first. Once an opponent is rendered vulnerable, the tatterdemalion switches to another foe unless it is in imminent danger of being slain. It fights aggressively if it thinks it can win, or flees unashamedly if its chances look poor.

ADVENTURE SEED

♣ A tatterdemalion sneaks through the encampment of an army. It cuts partway through the barding and tack of the horses, the soldiers' sword belts and shield straps, the torsion ropes of the siege engines, and so on. If it or its sabotage isn't detected in time, the defective equipment is likely to give way when stress is applied to it: during cavalry or infantry charges, for instance. The demon remains in the area to witness the results of its devastating prank, appearing and disappearing all over the battlefield, watching the other force slaughter the hamstringed army.

Dildersnitches are tiny creatures, usually just under two feet in height, with large rounded ears, leathery skin, and bulging eyes. Highly intelligent, they are masters of both written and spoken languages.

Dildersnitches were originally created by powerful wizards to assist in their time-consuming research. However, their extensive reading made the dildersnitches too informed for their own good, and most were either dismissed by their masters or left of their own accord. Few, if any, remain in the employ of a spellcaster, and most commoners regard them as little more than a fairy tale.

Dildersnitches are solitary in nature, but are single-minded with regards to their only real passion: languages. A middle-aged member of the race will usually know every language currently in use, as well as a number of ancient or dead ones. Hearing a new word grabs a dildersnitch's attention like nothing else, and they will gladly travel from one end of the continent to the other on little more than the rumor of a newly discovered race or tribe.

A bit aloof in nature, dildersnitches dislike combat and will avoid physical confrontation whenever possible. If they must defend themselves, a dagger is their preferred weapon. They don't hoard treasure, but they are attracted to ancient scrolls and books, especially when written in uncommon tongues.

ADVENTURE SEED

After being the target of a joke in a local tavern, a dildersnitch has cast an enchantment on a famous bard, leaving him speaking only the less-than-melodious goblin language. If the party can understand his slobbering grunts, the bard hires the PCs to find the dildersnitch's lair outside of town and bring him back to break the spell.



DILDERSNITCH

Tiny Humanoid (Dildersnitch)	
Hit Dice:	2d8 (9 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	14 (+1 natural, +1 Dex, +2 size)
Attacks:	Dagger +4 melee
Damage:	Dagger 1d4-3
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Tonguetwist
Special Qualities:	Spell-like Abilities
Saves:	Fort +0, Ref +1, Will +6
Abilities:	Str 4, Dex 12, Con 10, Int 17, Wis 16, Cha 10
Skills:	Decipher Script +10, Gather Information +4, Knowledge (arcana) +8, Move Silently +3, Listen +3, Search +3
Feats:	Weapon Finesse (dagger)
Climate/Terrain:	Any land or underground, usually urban areas
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard, plus 2d4 rare books or scrolls
Alignment:	Usually chaotic neutral
Advancement:	3 HD (Tiny), 4-5 HD (Small)



Dildersnitches speak all languages currently in use, and several dead languages as determined by the GM.

Skills: Dildersnitches have +4 racial bonuses to Decipher Script and Gather

Information checks. These are already figured in the stats above.

Spell-like Abilities: This creature can use the following spells as if cast by a 5th-level caster. The DC to resist these abilities is 10 + the spell level.

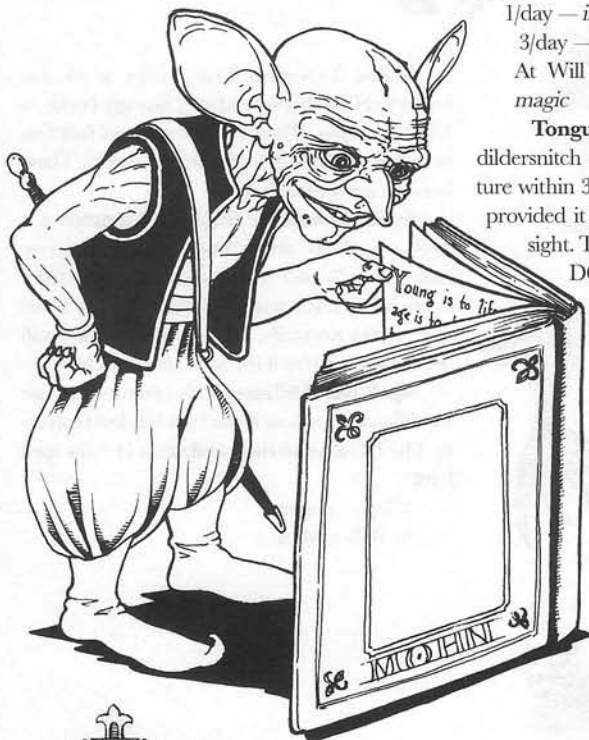
1/day — *illusory script, secret page*

3/day — *tongues*

At Will — *comprehend languages, read magic*

Tonguetwist (Su): Twice per day, the dildersnitch can use Tonguetwist on any creature within 30 feet that has the ability to speak, provided it is within the dildersnitch's line of sight. The target must make a Will save at

DC 13; if he fails, he is unable to speak any language except one chosen by the dildersnitch, even if it is one the target didn't speak prior to the enchantment. The effect lasts until the target makes a successful Will roll, which may only be attempted once per day. The dildersnitch may end the enchantment at any time it chooses, and the spell is broken immediately if it dies. Once freed from its effects, the target will forget the language, unless he already knew the language before the encounter.



DOG SOLDIER

	Medium-size Humanoid (Canid)
Hit Dice:	2d8+6 (15 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	16 (+3 Dex, +1 natural, +2 leather)
Attacks:	Short sword +3 melee, or bite +3 melee, or heavy crossbow +4 ranged
Damage:	Short sword 1d6+2, bite 1d4+3, heavy crossbow 1d10
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Scent
Saves:	Fort +6, Ref +3, Will +0
Abilities:	Str 14, Dex 17, Con 16, Int 10, Wis 10, Cha 6
Skills: Intuit	Direction +3, Listen +3, Move Silently +3, Spot +3, Swim +2 (+7 with no gear), Wilderness Lore +1(+7 when tracking by scent)
Feats:	Combat Reflexes
Climates/Terrain:	Any land and underground
Organization:	Solitary, company (4–10 plus 1 company leader of 3rd level), squad (3 companions plus 1 squad sergeant of 5th level plus 60–90 non-combatant camp followers), or troop (3 squads plus 3 troop commanders of 7th level plus 1d6 4th-level sorcerers plus 150–300 non-combatant camp followers)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class (fighter or ranger)



Dog soldiers speak Canid (their own form of Combat Reflexes, it needs to take tongue) and Common. Those with an Intelligence higher than 12 also speak Goblinoid and at least one demihuman language.

Feats:

Combat Reflexes only allow the dog soldier to make additional attacks of opportunity using its innate bite ability, not using a wielded weapon.

Otherwise, it functions exactly as the standard feat. If a dog soldier wishes to train in the standard



form of Combat Reflexes, it needs to take the feat a second time.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Dog soldiers get a +6 racial bonus when using Wilderness Lore to track by scent, a +5 racial bonus when

Dog soldiers are fierce canine-like humanoid strictly bred for battle-prowess and unyielding loyalty. Spawned by an insane mage almost a thousand years ago, these human-dog hybrids have never stopped wandering the world in their search for the mythical Lost King they were created to serve. Until the day they find him, they're content to hire themselves out as mercenaries in order to survive.

As swords for hire, they are quite unusual in that they are unquestionably loyal to their employers, or "masters" as they refer to them. Once a company of dog soldiers enters into a contract, it won't break it under any circumstances. Only when the mission or tour of duty is completed satisfactorily do they move on to the next job. Failure to meet the terms of the contract usually means death, as the entire company will commit ritual suicide in order to restore their lost honor.

Dog soldiers bear tremendous enmity toward the goblinoid races, especially gnolls and bugbears. Any time a company of dog soldiers encounters either of these two races it won't hesitate attack. In battle, dog soldiers are fearsome opponents that favor pack tactics — companies of soldiers gang up on stronger opponents and rapidly wear them down. A dog soldier won't hesitate to die in battle if that will give its comrades a definite advantage over the enemy. They are also not above fighting dirty, using any means necessary to secure a victory. While it may seem, on the surface, that battle with dog soldiers is chaotic and dominated by an anything-goes, no-holds-barred philosophy, they do in fact maintain a strict military discipline, communicating orders, maneuvers, and strategies in the midst of battle using their own language.

Because of their hybrid bone structure, dog soldiers are incapable of using bows other than crossbows. In

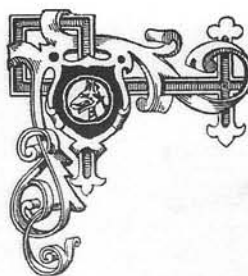
battle, they wear leather armor, which gives them the freedom of movement they require to be totally effective combatants. When not equipped with armor, they don't wear much more than light cloth pants or breechcloths. The light fur covering their bipedal form keeps them quite well-insulated against most non-extreme environments.

Leadership at the various levels of the dog soldier social structure is determined by ritual combat: a subordinate must issue a formal challenge to the leader of its unit and the leader can choose to accept or reject it. If accepted — and it usually is as the leader loses tremendous face otherwise — they duel at a designated time and place chosen by the company commander to be witnessed by the other troops. If the subordinate wins, it becomes the new leader of the unit. If it loses and survives, it is exiled from the unit forever. Challenges for leadership may not be issued during battle preparations or while the enemy is engaged.

ADVENTURE SEEDS

☛ While on a routine long-range reconnaissance, a company of dog soldiers stops in a remote town to purchase supplies. The town's prejudiced cleric, offended by their very existence, inflicts upon them a magical quest that forces them to spend the remainder of their lives in the streets like so many stray dogs. The dog soldiers beg the characters to help them break the spell.

☛ The enemy of their current master informs a company of dog soldiers that he has crucial information regarding their Lost King but will only surrender it if the dog soldiers defect to his camp. Unwilling to break their contract, they instead hire the characters to get the information from him by any means necessary.



swimming with no clothes, armor, or gear, and a +3 racial bonus to Intuit Direction checks. These bonuses are already worked into their stats.

DOG SOLDIERS AS CHARACTERS

Most dog soldiers encountered are either fighters or rangers; these classes of dog soldier favor short swords, battleaxes,

scimitars, and warhammers. Very rarely is a dog soldier born with innate magical talent; when it happens, the entire litter it comes from is also similarly endowed. These rare sorcerers are given special status among the mercenary companies, acting more often than not as advisors to the commanders and providing tactical magical support during battle.



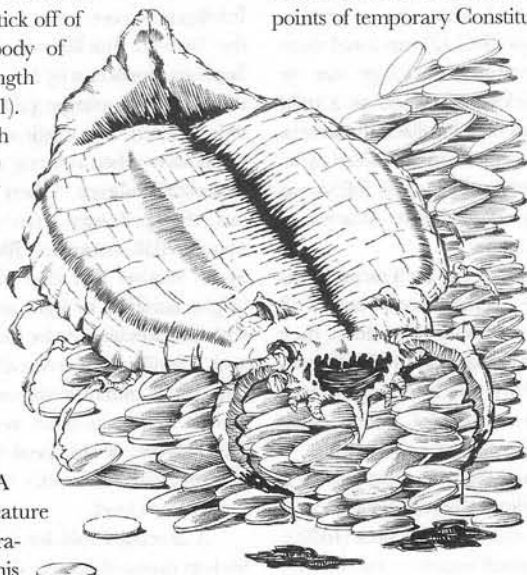
DRACOTICK



	Small Vermin (Host's Subtype)
Hit Dice:	1d8+2+3 (9 hp)
Initiative:	+0
Speed:	20 ft., climb 20 ft.
AC:	18 (+1 size, +7 natural)
Attacks:	Bite +2 melee, or touch +2 melee
Damage:	Bite 1d6+1 plus Poison, touch 1d2+1 subdual plus Attach/Blood Drain
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Attach, Blood Drain, Breath Weapon, Poison
Special Qualities:	Host Subtype, Immunities, Spell Resistance 10, Tremorsense 30 ft.
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 12, Dex 10, Con 14, Int —, Wis 10, Cha 1
Skills:	Climb +12, Hide +5 (+10 when attached to a dragon), Jump +6, Move Silently +7
Feats:	Toughness
Climate/Terrain:	Underground or any dragon
Organization:	Solitary, case (5–10), or infestation (10–40)
Challenge Rating:	3
Treasure:	None, though dracoticks are often found in dragon lairs
Alignment:	Usually neutral
Advancement:	2–3 HD (Medium, common on adult dragons), 4–5 HD (Large, common on dragons larger than adult)



Attach (Ex): If a dracotick hits with its touch attack, it uses its eight legs to latch onto the opponent's body. While Attached, the dracotick's AC is still 18. A character can pull a dracotick off of his body, or the body of another, with a Strength check (DC 11). Dracoticks weigh approximately 20 lbs. Their weight, if Attached, should be figured into a character's carrying capacity and movement rate. Enough attached dracoticks can slow even the mightiest fighter down. A Medium-size creature can have up to 12 dracoticks Attached to his body (2 on each limb, and 4 on the torso), and a Small creature can have up to 6 (1 on each limb, 2 on the torso). A



dracotick cannot Attach onto a creature of less than Small size.

Blood Drain (Ex): After Attaching to a creature, a dracotick drains blood, dealing 1d3 points of temporary Constitution damage each

full round it remains Attached. This damage returns at the rate of one point per day. Once it has drained 6 points of Constitution, it drops off and scurries into hiding to digest its sanguine repast.

Breath Weapon (Su): Dracoticks can breathe forth a smaller version of their host's breath weapon.

This attack is similar in area to the attack of a Tiny dragon of the host's type; it is either 30-

Even the mightiest of creatures have their unwanted hangers-on. Dragons are no exception, playing host to the most monstrous of parasites: the dracotick. Suffused with dragon blood and camouflaged to look like a dragon's scale, the dracotick is an odd yet powerful vermin. Normally, dracoticks are content to nestle amongst the scales of their draconic hosts, feeding off their magically potent blood. When the dracotick's body is full of the rich humor, it drops from the host's body and scuttles off to lurk amongst the dragon's hoard. Sometimes dracoticks will climb a wall near the lair and drop down upon unsuspecting passersby, perhaps confusing them for their drake host.

In appearance, dracoticks are scale-shaped, and match the color of their host perfectly. Were they not single-minded parasites, they might almost be considered beautiful. Dracoticks do not rely on their sight, which is often useless if the dracotick is feeding beneath the scales of its host; instead they use vibrations to locate moving things. Their eight small legs are feeble and inoffensive, but their mandibles possess a nasty bite that can inject a numbing toxin into the blood of a victim. Such weakened victims often succumb to the onslaught of a swarm of dracoticks. Dracoticks are physically formidable, as they can breathe a weaker version of their host's mighty breath weapon, and are somewhat resistant to spells. Many a party of adventurers, bloody and without magic following an epic battle with a dragon, have been slain or driven away from the site of their victory by dracoticks vacating the corpse of their dragon host.

Some sorcerers have discovered by arcane experimentation a means to take dracoticks as familiars, claiming their ties to the magic of dragon blood



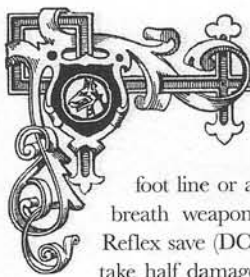
make the sorcerer's spells more effective. Most think such sorcerers to be insane or perverse.

ADVENTURE SEEDS

☛ The PCs hear rumor of a black dragon's lair in the bottom of a small marshy lake near a sleepy village. Legends tell of the beast's vast treasure, but no one has heard of the dragon in decades. While traveling through the swamp to get to their final destination, the PCs come across the dead body of the dragon. With the general location of the lair known, this seems like a golden opportunity to plunder the dragon's hoard. After navigating the traps and inhospitable terrain of the dragon-less lair, the treasure hunt turns deadly as the PCs discover the hungry dracoticks within.

☛ A near-blind but still terrifyingly powerful golden dragon comes to a band of mid-level PCs with a problem: it will soon go to meet with others of its kind, and wishes to be presentable to its fellows. It wants the PCs to assist in the cleaning and polishing of its scales, the whitening of its teeth, and other matters of draconic vanity. Their draconic employer also wishes the PCs to deal with any dracotick infestations they might come across, though it does not explain the exact nature of these "ticks." In return, the dragon promises a great reward for the PCs' assistance.

While cleaning the run-down drake, the PCs discover a sizeable infestation of hidden blue dracoticks, and the vile parasites spit sheets of lightning at them, betraying the truth about this dragon. He is actually a terribly lazy yet undeniably vain blue dragon under a magical illusion. Can the PCs discover a way to escape their predicament and escape not only the now agitated dracoticks, but also the blind dragon's lethal vanity?



DRACOTICK

foot line or a 15-foot cone. If the breath weapon inflicts damage, a Reflex save (DC 12) can be made to take half damage. Damage from the attack, if it is a damaging effect such as fire from a red dracotick, is 2d8. Non-damaging effects, such as the *sleep* gas of a brass dracotick, require saves of the appropriate type against a DC 12; thus the *sleep* gas would require a Will save. A dracotick can produce its breath weapon 3 times per day, every 1d4 rounds. If the dracotick's host has two breath weapons, as do the metallic dragons, the dracotick can choose to use whichever one it deems most appropriate as long as it does not use the combined breath weapons more than its daily allotment of 3 uses. Note, however, that dracoticks are not very intelligent; though they have an instinctive understanding of their breath weapon and its uses, they may not realize the best strategic use of it. They are, after all, just terribly nasty but quite dumb bugs.

Feats: Dracoticks receive Toughness free as a racial bonus.

Host Subtype (Ex): The dracotick has the same subtype as the dragon that was its most recent host, and all its attendant benefits. Thus, a red dracotick is immune to fire, but takes double damage from cold attacks unless it makes its saving throw, since it has the Fire subtype.

Poison (Ex): The mouthparts of a dracotick can exude a numbing toxin. The initial and secondary damage of the poison are paralysis for creatures of Medium size or smaller, while a Fortitude save (DC 12) can avoid these effects. Against creatures of Large size or greater, the dracotick's poison acts as a mild anesthetic and causes only localized numbness. This allows the dracotick to go unnoticed by its draconic host. The dracotick usually follows up its Poison attack by attempting to Attach and use its Blood Drain ability.

Skills: Dracoticks receive a +3 racial bonus to Jump and Move Silently checks, and a +8 racial bonus to Climb checks. In addition, they also receive a +4 size bonus to Hide checks, and +5 racial bonus to Hide checks if they are hiding on the body of a dragon-host. These bonuses are figured into the dracotick's skill totals.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Dracoticks have Tremorsense with a range of 30 feet instead of Darkvision. Note that this ability also allows the dracotick to sense the location of movement on the body of the dragon upon which it feeds, whether the dragon is living or dead.

DRACOTICKS AS FAMILIARS

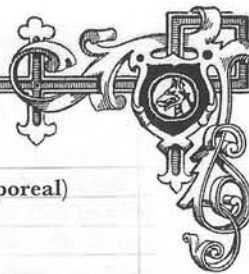
A magic user of 5th level or higher who has the Summon Familiar ability can attempt to bond a dracotick as a familiar. This is a tedious process, as the dracotick is normally unintelligent, but determined casters can accomplish it. As long as the spellcaster has no current familiar, he may make one Handle Animal check per month (DC 22) that he spends in the constant company of the dracotick. Should the magic user survive the experience and this check succeeds, the dracotick forms a primitive bond with him. While the dracotick and the spellcaster are linked, the magic user can have no other familiar and must feed the dracotick his blood daily; for the duration of the familiar-master relationship the spellcaster suffers 1 temporary point of Constitution damage. This can be temporarily restored through the use of *endurance* and similar spells.

The benefits of the bond are potent. The dracotick gains rudimentary awareness, and its Intelligence score raises to 1 rather than using the boosted Intelligence scores standard to familiars. Spells cast by the spellcaster that share the dracotick's subtype gain +1 to their save DC to be resisted. The magic user likewise gains +2 to his saves when resisting spells that share the dracotick's subtype. When dealing with dragons, the spellcaster gains a +2 circumstance bonus to skill checks with Bluff, Diplomacy, and Sense Motive. The dracotick is never a very bright familiar, though, and communication with it is difficult even for the sorcerer who owns such a familiar. It receives all other familiar benefits, but it cannot make use of the *speak with vermin* ability, as other vermin are generally unintelligent, or the *speak with master* ability. The familiar dracotick's CR is 3 + half the magic user's level.

A dracotick sold for use as a familiar can fetch in excess of 500 gp, depending on the rarity of the dracotick's last host.



DREADWRAITH



	Medium-sized Undead (Incorporeal)
Hit Dice:	12d12 (78 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., fly 60 ft. (good)
AC:	24 (+4 Dex, +10 natural)
Attacks:	2 claws +6/+1 melee
Damage:	Claws 1d6+3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Fear Aura, Flaming Lantern
Special Qualities:	Darkvision 60 ft., Immunities, Vulnerability to Fearlessness
Saves:	Fort +4, Ref +8, Will +8
Abilities:	Str 10, Dex 18, Con —, Int 10, Wis 10, Cha 3
Skills:	Hide +17, Intimidate +11, Listen +8, Search +8, Sense Motive +4, Spot +8
Feats:	Alertness, Dodge, Mobility
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–11 HD (Medium-size)



Dreadwraiths prefer to play with their prey, but when combat is inevitable or when their victim has been tortured to his limit, they will fight to kill.

Fear Aura (Ex): The dreadwraith's very presence inspires great fear. If the dreadwraith is unseen, those affected may not understand why they feel intensely frightened. When clearly visible, the sight of a dreadwraith with its eerie lantern is enough to freeze the bravest heart. Those within a 60-foot radius of the dreadwraith that see it must succeed at a Will save (DC 14) or be affected as though by *fear* as cast by a sorcerer of 7th level.

Flaming Lantern (Su): The dreadwraith relies upon the unnatural fire within its lantern to destroy and kill. Three times per day, the dreadwraith can summon a burst of hideous, roaring green fire from the front of the lantern. Composed not only of flame, but also the cruel shards of pain and shame that are cousins to fear, the lantern's blazing fire inflicts 5d10 damage and will set flammable things within a 30-foot cone alight with dancing. A successful Reflex save (DC 18) means that targets take only half damage.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from

A dreadwraith is a particularly terrifying breed of undead, existing only in order to spread fear and death. Legends tell of unfaithful priests who betrayed not only their people, but also their gods. These treacherous souls were condemned by the gods they served, cursed to never again be trusted or welcomed anywhere. Over the centuries, the gods forgot about their creations, and the dreadwraiths grew in power. Some still remain bound to ruins as temple guardians, while others have been chained with magic to serve as assassins or bodyguards to powerful necromancers. Only a rare few still walk free to ravage the land.

A dreadwraith appears as a towering humanoid figure, 7 to 8 feet tall, swathed in tattered black robes. The robes are in fact empty, but gnarled, clawed hands jut out from either sleeve. Insubstantial as other wraiths, these terrible creatures all bear a huge lantern in one hand, lit by an unnatural green-colored flame. Dread radiates from them like the light from their lantern. The dreadwraith prefers to stalk its victim slowly, in order to savor the exquisite taste of its prey's fear. Alternatively, the monster may lie in wait in plain sight between the exit and its prey, forcing a devastating confrontation.

The dreadwraith makes no sound when it moves and never speaks. The only response a dreadwraith ever makes to attempts to communicate is made with its lantern: green sparks flying from the flame indicate anger, a sullenly burning light may reveal resentment, and a triumphantly bright flare means that victory is near.



ADVENTURE SEEDS

♣ A bustling city is in the grip of a rash of hideous murders. The PCs are called upon to help solve these crimes and soothe the upset citizenry. Each victim died with a horrified expression on his or her face, and one of the murders was committed inside a completely locked room! The PCs eventually discover that all of the victims were sponsors of a mining expedition sent out into the hills to look for gold. The expedition was successful, and now one of the backers wants to get rid of the others in order to keep all of the take for himself. That backer happens to be a potent necromancer, who keeps a pet dreadwraith on hand as his primary assassin. Once the PCs figure out how the murders are being committed and why, they must intercept the dreadwraith before it takes its next victim.

♣ Over a series of nights, each of the PCs has a very personal, terrifying nightmare. Subtle clues in the dreams themselves and a nagging directional sensation lead the PCs to a secluded pyramid in the hills. There, a dark wizard is using the concentrated essence of the PCs' nightmares to draw dreadwraiths to serve him. His plan is to use an army of such creatures to conquer and rule the kingdom. The PCs realize that they can sense the presence of their own nightmare essence, as it is a part of them. They must now foil the foul wizard's plan.

DREADWRAITH

massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be raised. Resurrection can affect them, but generally fails because they're unwilling to return to life.

Vulnerability to Fearlessness: Those who are completely immune to fear, such as paladins, inflict double damage with hand-

to-hand attacks against a dreadwraith. The power of confidence and purity of heart that the truly fearless possess is enough to severely unravel the dreadwraith's already tenuous physical existence. This vulnerability does not apply to creatures incapable of fear in the first place, such as constructs.



DREAMKIND

WIST

	Tiny Outsider (Chaotic, Good)
Hit Dice:	1/2d8 (2 hp)
Initiative:	+6 (Dex)
Speed:	20 ft., fly 30 ft. (perfect)
AC:	22 (+2 size, +6 Dex, +4 natural)
Attacks:	Bite -2 melee
Damage:	Bite 1d3-4
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Befuddle
Special Qualities:	Darkvision 60 ft., Dreamkind Traits, Natural Invisibility
Saves:	Fort +0, Ref +6, Will -2
Abilities:	Str 2, Dex 22, Con 10, Int 6, Wis 6, Cha 6
Skills:	Hide +13, Listen +1, Spot +2
Feats:	Alertness
Climate/Terrain:	The Dream Plane, mortal dreams, or dream-infused areas of the Material Plane
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always chaotic good
Advancement:	None



DREAMKIND TRAITS

All dreamkind except for the nemesis share the following racial traits:

Telepathy (Su): Dreamkind can communicate telepathically with any creature capable of dreaming. As such, dreamkind do not normally use spoken languages, although a few earthbound dream lords have learned mortal tongues. To the disappointment of mortal sages, the great cities of the dream lords feature massive libraries that house rows and rows of books all filled with blank pages. The dreamkind have no need for actual writings and keep the libraries only to impress their mortal audience.

Dream Travel (Su): Dreamkind can freely travel across the Dream Plane to any location by using a full action, or into the dream of a mortal sleeper by concentrating for two rounds. Also, dreamkind may travel to any place in the Material Plane invested with the power of dreams, but such travel takes ten minutes of concentration to attune to the Material

Plane. Very few dreamkind have the requisite patience to make such a journey.

Lead Other to Dreams (Su): Dreamkind can draw others within 10 feet of themselves to and from the Dream Plane, but are limited to using this ability once per day for every two Hit Dice they have.

WIST

In most cases, wists flee from a fight, using their Befuddle ability to distract attackers.

Befuddle (Sp): Invoking the power of daydreams, wists can cloud the mind of a target with his own pleasurable yearnings. The wist's ability acts as the *daze* spell cast by a 5th-level sorcerer.

Dreamkind Traits: All dreamkind have Telepathy, Dream Travel, and Lead Other to Dreams.

Natural Invisibility (Ex): Not strictly invisible, wists simply lack a visible form. As such, spells dispelling *invisibility* do not reveal a wist.

*"When day is done, and night has come,
Run now, hide now, still now,
The Dreamkind come;
The Dreamkind come."*

— traditional halfling nursery rhyme, *Tales From the Burrows*

As ancient as the first mortal races, natives from the Dream Plane — called "the dreamkind" — populate both their home plane and those few places in the material world touched by the power of dreams. Some sages recognize the dreamkind as erratic beings confined to the plane of dreams; wiser ones suspect some innate connection between the dreamkind and dreamers.

Elves revere the "earthbound" in legend and song; dwarves whisper of deep mines in the dream world where the stuff of dreams originates; and even gnome illusionists invoke the power of the Dream Plane in the working of the glimmering arts. The eldest races remember the dreamkind from the first days of their own creation. Wrought from the stuff of dreams, many of the dreamkind watched as the gods created the material world in similar fashion. Some of the dreamkind descended to the material world to ensure a bit of the newly made potential retained its vibrancy. The rest remained in the Dream Plane, until the time newborn dreaming races called to them while sleeping. For all mortal races have stories of the dreamkind for good reason — most creatures that live also dream.

Travel to the Dream Plane is accomplished by means of plane shift or other planar gateway and voyage spells. Note that access to mortal dreams, however, remains a secret of Dream Plane denizens and the enigmatic onieromancers; these magic users are fully detailed in *Occult Lore*, also by Atlas Games. Many wizened

oneiromancers and planar travelers note the subtle difference between entering the inner world of dreams and traveling to the outer world of the Dream Plane. Some say that dream magic ebbs and flows between the inner consciousness of the dreamer and the Dream Plane; the Dream Plane always remains fixed as an extradimensional realm influenced by, but not willed by, the dreamer. The terrain of the Dream Plane sprawls with truly awesome mountainscapes, serene countrysides, tempestuous seas, and wondrous cities beyond the ken of mortal engineers.

Within the Dream Plane, the dreamkind can be generally divided into minor denizens that populate the countryside, noble dreamkind that actually minister dreams to the sleeping, and incredibly terrible and powerful dream incarnations formed from the impulses of all dreamers. Most denizens of the Dream Plane have dual natures, symbiotically reflective of the dual desires in their sleeping hosts. The first nature is called the "beatific" — an airy and wondrous aspect, leading dreamers to fly or to spend time with the ones they love most. Portions of the Dream Plane infused with the beatific resonate with the laughter of visitors and shouts of unrestrained joy. Beatific denizens welcome dreamers, bringing them gifts and refreshment for their journey through the Dream Plane. The second nature — called the "terrible" — is awful and horrific, leading dreamers to failure, terror, and death. Portions of the Dream Plane infused with the terrible echo with the screams of the victimized and the chattering of unspeakable horrors. Terrible denizens harm and chase trespassers from the Dream Plane. Rarely will a terrible attempt to actually kill a dreamer, though. Simple dreamkind express this quality through their erratic natures. The most powerful dreamkind, however,



DREAMKIND

FABLE

	Small Outsider (Chaotic, Good)
Hit Dice:	1d8+3 (7 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	2 claws +1, or bite +1
Damage:	Claws 1d3–1 each, bite 1d4–1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Caricature
Special Qualities:	Darkvision 60 ft., Dreamkind Traits
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con 10, Int 8, Wis 8, Cha 10
Skills:	Bluff +3, Diplomacy +2, Hide +6, Listen +0, Spot +0
Feats:	Toughness
Climate/Terrain:	The Dream Plane, mortal dreams, or dream-infused areas of the Material Plane
Organization:	Solitary or merry band (5–20)
Challenge Rating:	1
Treasure:	Standard coins
Alignment:	Always chaotic good
Advancement:	2–3 HD (Medium-sized)





DREAM KNIGHT

	Medium-sized Outsider (Chaotic, Good or Lawful, Evil)
Hit Dice:	5d8 (22 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Rapier +6 melee, or dagger +6 melee
Damage:	Rapier 1d6+1, dagger 1d4+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Dream Guise, Horrific Visage
Special Qualities:	Dreamkind Traits, Damage Reduction 5/+1, Darkvision 60 ft., Fast Healing 1, Lesser Dream Command, Spell Resistance 17
Saves:	Fort +4, Ref +6, Will +5
Abilities:	Str 12, Dex 14, Con 10, Int 15, Wis 12 Cha 18
Skills:	Bluff +12, Diplomacy +16, Disguise +12 (+14 for acting in character), Innuendo +2 (+5 to intercept a message; +5 to transmit a message), Intimidate +14, Perform (acting) +14, Pick Pocket +4, Sense Motive +9
Feats:	Skill Focus (Perform), Expertise, Weapon Finesse (rapier)
Climate/Terrain:	The Dream plane, mortal dreams, or places in the mortal world infused with dreams
Organization:	Solitary or troupe (2–10)
Challenge Rating:	4
Treasure:	Standard items
Alignment:	Always lawful good or chaotic evil (see text)
Advancement:	6 HD (Medium-sized), 7–8 HD (Large)



Outsider: Outsiders have Darkvision with a range of 60 feet. Wists are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Wists have a +8 size bonus to Hide checks. This is already figured into their stats.

FABLE

Fables are more prone to fight amongst themselves than with other beings, but can join together for common defense. Fables try to overwhelm opponents if in a band, biting and scratching the unfortunate until subdued. Another favorite tactic involves using the caricature ability to confuse opponents. Alone, a fable can be easily scared off.

Caricature (Sp): Once per day a fable may imbue any non-dreamkind with an extreme character trait, much as if he had cast *emotion* as a 8th-level cleric. The Caricature ability differs from the spell in that a fable itself represents only one extreme character trait or emotional state and therefore can only invoke that state in another. Also, the ability cannot be used on children of any race or species. Finally, fables may represent and invoke traits not listed under the spell. Examples include, but are not limited to, the following:

Pride: The enchanted creatures act excessively arrogant. The target temporarily receives a –4 circumstance bonus on all Diplomacy and Bluff checks or any other checks requiring a persuasive or compromising demeanor.

Greed: The enchanted creature acts with a shortsighted, child-like greed. For the duration of the ability's effect, whenever such a character

internalize conflicting desires in various complicated ways. Some maintain two personas, others balance the two in an integrated and extreme “bipolar” personality, and still others incorporate several aspects and roles into their dream-time repertoire.

WISTS

Gleeful spirits of daydreams, wists flutter across the Dream Plane's meadows and grasslands with careless abandon. Employed by dream lords as messengers, wists are invisible to mortal eyes. The presence of a wist can be detected by a notable smell unique to each person — usually this is a forgotten and cherished scent from an observer's early youth, like the scent of a deceased parent's perfume or favorite childhood meal. If wists choose to speak, they do so in chattering, youthful voices.

ADVENTURE SEED

☛ Dreams often get lost in the material world. Dreamkind are no different. A wist, bearing an important message from the dream world, has lost its way in the physical realm. It's sure that the message belongs somewhere in the local county, but it can't find the familiar soul. Several townsfolk have encountered the wist, recalling thoughts of their youth only to realize the thoughts are unfamiliar. They suspect wizardry and ask the PCs for help. The scent of heather, dried apples, and some woody smoke are the only clue to the dreamer and the dream. Will interviews, magic, and leg work be enough to assist the wist in completing its mission?

FABLES

Beings called “fables” populate much of the Dream Plane’s countryside and villages. Garbed as farmers and peasants, and each with the head of a different animal, the fables’ daily life literally serves as a cautionary tale for the waking. Whether proud, generous, spiteful, or grieved, each fable’s personality reflects an extreme of one given moral character trait. Hence, a band of fables tends towards being a dysfunctional, but interesting, community.

ADVENTURE SEED

☛ A lost band of fables wanders from a dream-infused forest into a remote halfling farming village. Within hours, the normally peaceful and orderly town erupts into chaos. The mayor storms around town in a jealous rage, the local deacon skulks from cabbage rows and corn fields with stolen bounty, and an incensed milk maid hurls out obscene cat calls from the center of the town square. A beleaguered group of halfling children, immune to the fables, approaches the party for help in reclaiming their town from the thrall of the storybooks.

DREAM KNIGHTS

Since the emergence of dreamers, dream knights have busied themselves by sensing the various urges sleepers sought, whether beatific or terrible, and learning how to cater to them. Dreams are a form of interactive play between the dream knight and a sleeper; a complicated craft and skill which confers great rank to the dreamkind who are most proficient at it.

More like a troupe of elite actors than feudal lords, the dream knights take great pride in their ability to



DREAMKIND

encounters an interesting item or appetizing treat, he must succeed a Will check (DC 19) or attempt to take it.

Vanity: The enchanted creature becomes obsessed with his appearance. The target grooms himself and straightens his own clothing compulsively. Flattery incapacitates the creature as if he were under an *enthrall* spell cast by a 12th-level sorcerer.

Dreamkind Traits: All dreamkind have Telepathy, Dream Travel, and Lead Other to Dreams.

Outsider: Outsiders have Darkvision with a range of 60 feet. Fables are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Fables have a +4 size bonus to Hide checks. This is included in the above skills.

DREAM KNIGHT

Dream knights favor duels or other sorts of dramatic one-on-one battles. The masters of the dream stage, dream knights love to engage in swordplay and other skilled weapon displays. In nightmarish form, the dream knights prefer to hunt and chase down prey for its full terror-inducing effect.

Damage Reduction (Su): Dream knights ignore 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Dream Guise (Sp): As a partial action, dream knights may alter their appearance to take on a beatific aspect like a permanent *change self* spell cast by a 15th-level sorcerer. No dream knight remembers his “original” appearance due to their constant use of this ability. While invoking this ability, the dream knight’s alignment shifts to Lawful Good.

Dreamkind Traits: All dreamkind have Telepathy, Dream Travel, and Lead other to Dreams.

Fast Healing (Ex): At the beginning of each of the dream knight’s turns, it heals 1 hit point. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs.

Feats: Dream knights receive Skill Focus (Perform) free as a racial bonus.

Horrific Visage (Sp): The darker aspect of the dream knight’s Dream Guise, Horrific Visage can be used as a partial action to contort the knight’s face and appendages into seemingly gruesome proportions, as if using a permanent *change self* spell cast by a 15th-level sorcerer. Claws, fangs, horns, and tentacles all may sprout from his body or replace limbs and fingers. Dream knights enjoy a +6 circumstance bonus to Intimidate checks when using this ability. Additionally, any mortal viewing a Horrific Visage must make a Will save (DC 20), or else become panicked; panicked characters suffer a –2 morale penalty on saving throws and must flee in a random direction. While invoking this ability, the dream knight’s alignment shifts to Chaotic Evil.

Lesser Dream Command (Su): As a partial action, a dream knight may conjure any mundane item normally less than 100 lbs. in weight. The item is made of dream stuff and cannot leave the Dream Plane. A dream knight may also compel any dreamkind creature of 2 or fewer Hit Dice to take any action as if it were under a *charm person* spell cast by a 6th-level sorcerer, and he may fascinate any mortal creature as if it were under an *enthrall* spell cast by a 6th-level cleric.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and dream knights are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Dream knights receive a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. They also receive a second +2 synergy bonus to Diplomacy checks, to Disguise checks for acting in character, to Innuendo checks to transmit a message, to Intimidate checks, and to Pick Pocket checks. This is included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 17, the spell works normally, though the creature still gets a saving throw if the spell allows such.





DREAM LORD

	Large Outsider (Chaotic, Good or Lawful, Evil)
Hit Dice:	8d8 (36 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	17 (+2 Dex, +6 natural, -1 size)
Attacks:	<i>Dream scepter</i> +9/+4 melee
Damage:	<i>Dream scepter</i> 1d8+2
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Dream Command, Dream Form, Horrific Form
Special Qualities:	Dreamkind Traits, Darkvision 60 ft., Natural Invisibility, Spell Resistance 25, Damage Reduction 10/+2, Fast Healing 2
Saves:	Fort +6, Ref +8, Will +11
Abilities:	Str 14, Dex 14, Con 10, Int 16, Wis 16, Cha 20
Skills:	Bluff +16, Diplomacy +20, Disguise +16 (+18 for acting in character), Innuendo +3 (+5 to transmit a message; +5 to receive a message), Intimidate +18, Knowledge (the planes) +14, Perform (acting) +18, Pick Pocket +4, Sense Motive +12
Feats:	Skill Focus (Perform), Expertise, Iron Will, Leadership, Improved Initiative
Climate/Terrain:	The Dream Plane, mortal dreams, and places in the Material Plane touched by dreams
Organization:	Solitary
Challenge Rating:	7
Treasure:	Double items, double coins, <i>dream scepter</i> (see below)
Alignment:	Always lawful good or chaotic evil (see text)
Advancement:	9–16 HD (Large)



DREAM LORD

Incensed, the dream lords make fierce opponents. Invoking the power of the Dream Plane, dream lords can freely summon forth minions and weapons to defend themselves. Disdaining the wasteful taking of mortal life, a dream lord hopes to subdue or enthrall attackers — or escape elsewhere in the Dream Plane if seriously threatened.

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Dream Command (Su): Once per day, a dream lord may summon up to ten dreamkind of 2 or fewer Hit Dice, 3 dreamkind of 6 or

fewer Hit Dice, and 1 dreamkind of 10 of fewer Hit Dice. These creatures are under his control as if he used a *summon monster* spell. Additionally, as a partial action, a Dream Lord may conjure any mundane item normally less than 100 lbs. in weight. The item is made of dream stuff and cannot leave the Dream Plane. Finally, a dream lord may compel any dreamkind creature of 6 or fewer Hit Dice to take any action as if it were under a *charm person* spell cast by a 12th-level sorcerer, and may fascinate any mortal creature as if it were under an *enthrall* spell cast by a 10th-level cleric.

Dream Form (Sp): As a full action, a dream lord may transform himself into a beatific aspect, taking the form of any creature under 13 Hit Dice as per the spell *polymorph self*. The

assume the role of whatever their assigned dreamer requires. Innately receptive to the unspoken wishes and desires of sleeping hosts, the knights peddle their arts to the dreaming masses without passing judgement. Each knight pledges allegiance to a dream lord, who in turn oversees the assignment of mortal dreamers.

Always taking the form of a humanoid, the knights may be found on the Dream Plane in whatever guise they last adopted. Some ambitious knights have favored roles, which they consider their “natural” form. Professional reputation is a precious commodity to these dream actors.

Under the sway of the dual impulses of the Dream Plane, dream knights act in accord with their outward appearance. While adopting a beatific form, the knights’ personalities tend towards the lawful and benevolent; however, while adopting their terrible visage, the knights’ personality mirrors its lawless and malicious appearance. Note that even when in nightmare form, knights will not kill dreamers if they can help it; subjecting dreamers to emotional abuse usually suffices.

ADVENTURE SEED

Wanting to add an air of realism to his performance as the “knight in shining armor,” an ambitious dream knight sends wists to the party of PCs with an offer: allow him to journey with the group for a week in the material world so as to observe true heroism. Should the party accept, they have a week’s encumbrance of a naive and powerful tag-a-long. On the other hand, should the party decline, they pass up the eternal gratitude of a powerful dream entity.

DREAM LORDS

The elite among an elitist brood, the dream lords reign supreme over most of the Dream Plane, save those dark places hosting the nemesis. From within dual courts, the dream lords administrate the nightly dispensation of dreams as needed. The dream lords' edicts bind all lower dream creatures.

Chosen from among the ranks of their inferiors, dream lords have legendary forms that guide and haunt mortal dreamers nightly. For example, "Lilullian" — an ancient dream lord — sits within an airy court of satin and pines in her "elder mother" beatific aspect, and upon a throne fashioned from rotted trees that fester with maggots in her "Killer with knives" nightmarish aspect. Each dream lord has at least two notable roles — one beatific, one terrible; most respected dream lords have many more.

While most dream lords are found within the Dream Plane itself, a few linger in the material world, vestiges from the time when the gods fashioned the material world from the stuff of dreams, or so it is said. These eldest dream lords tarry in places still infused with the power of dreams. Sages whisper that when the power of dreams fades from mortal lands, so then will these dream lords return to their own plane.

ADVENTURE SEED

Long ago, when the boundaries between dreams and mortal lives were thinner, a human king of profound vision and imagination earned the favor of a dream lord visiting the physical world. The dream lord blessed the family line of the king, endowing his descendants with the willpower necessary to influence the dreams of mortal men. For centuries, this blessing kept the line of kings in power, until one day their earthly

DREAMKIND

dream lord gains the physical and natural abilities of the creature, but not its special abilities. While invoking this ability, the dream lord's alignment shifts to Lawful Good.

Dreamkind Traits: All dreamkind have Telepathy, Dream Travel, and Lead other to Dreams.

Fast Healing (Ex): At the beginning of each of the creature's turns, it heals 2 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs.

Feats: Dream Lords receive Skill Focus (Perform) and Leadership free as racial bonuses.

Horrific Form (Sp): As a full action, a dream lord may transform himself into a terrible aspect, taking the form of any creature under 13 Hit Dice as per the spell *polymorph*

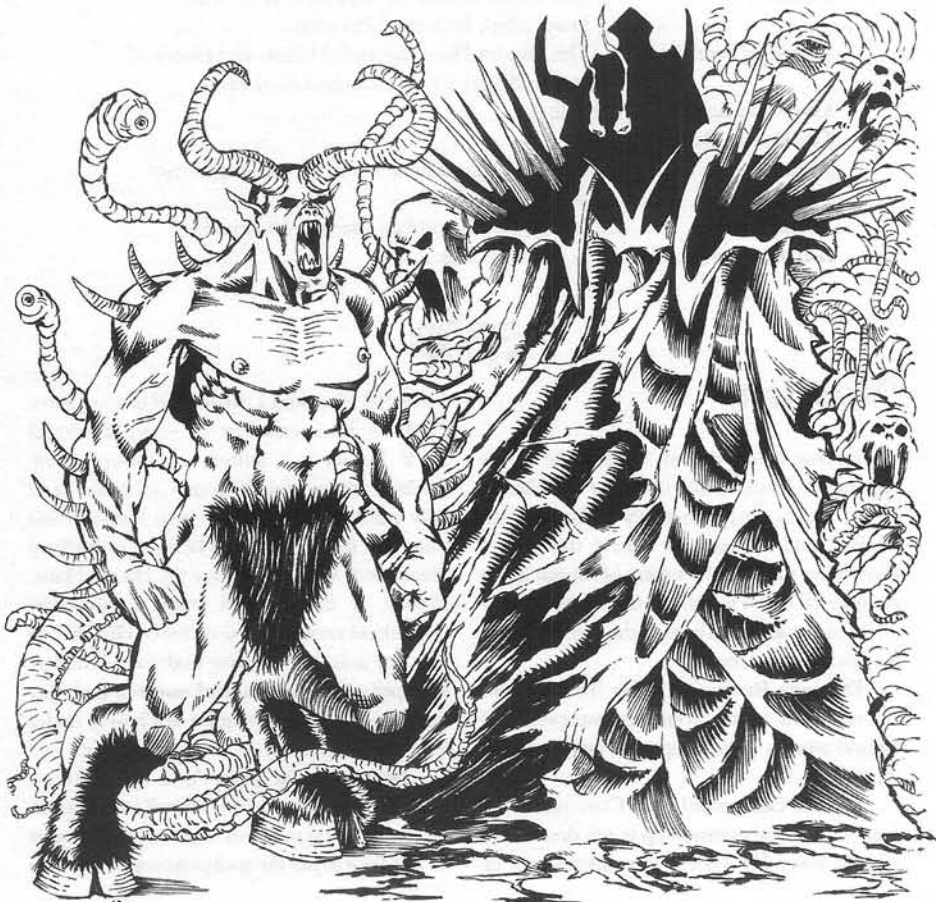
self. The dream lord gains the physical and natural abilities of the creature, but not its special abilities. While invoking this ability, the dream lord's alignment shifts to Chaotic Evil.

Natural Invisibility (Ex): A dream lord can make himself invisible at will, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and dream lords are also proficient with martial weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Skills: Dream lords have a +2 synergy bonus to Diplomacy, Disguise checks for acting in character, Innuendo checks to transmit a message, Intimidate, and Pick Pocket. They receive a second +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. These bonuses are worked into the dream lord stats.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the crea-





NEMESIS

	Colossal Outsider (Chaotic, Evil)
Hit Dice:	48d8+624 (840 hp)
Initiative:	-1 (-3 Dex, +4 Improved Initiative)
Speed:	10 ft., run 50 ft.
AC:	29 (-8 size, +30 natural, -3 Dex)
Attacks:	Slam +56/+51/+46/+41 melee, and 1d20+1 claws +54 melee, and 1d10 bites +54 melee
Damage:	Slam 4d8+16, claws 2d8+8 each, bites 4d6+8 each
Face/Reach:	40 ft. x 40 ft./25 ft.
Special Attacks:	Consume Dreams, Engulf
Special Qualities:	Damage Reduction 25/+5, Darkvision 60 ft., Regeneration 35, Spell Resistance 40
Saves:	Fort +41, Ref +23, Will +25
Abilities:	Str 43, Dex 4, Con 37, Int 5, Wis 5, Cha 3
Skills:	Intimidate +47, Knowledge (the planes) +33, Listen +50, Sense Motive +48, Spot +50
Feats:	Alertness, Blind-Fight, Power Attack, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Multiattack, Run
Climate/Terrain:	The Dream Plane
Organization:	Solitary
Challenge Rating:	Indeterminate
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	49+ HD (Colossal)



ture, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 25, the spell works normally, though the creature still gets a saving throw if the spell allows such

**NEW MAGIC WEAPON:
DREAM SCEPTER**

The traditional weapon of a dream lord, the dream scepter acts as a symbolic conduit of the lord's might. In "standard" form, the weapon acts as a fearsome scepter (*heavy mace +1*). As a partial action, the lord may transform the scepter into any melee weapon he or she prefers with the same +1 bonus. Also, while in the lord's hand and in scepter form, the lord may take a full attack action and, upon a successful strike, disincorporate another dreamkind less powerful than himself, temporarily banishing it out of existence for one day. Note that the

scepter merely functions as an enchanted mace in the hands of a non-dreamkind, and cannot be taken from the Dream Plane.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph any object*; **Market Price:** 18,312 gp

NEMESIS

Given its size, the nemesis tends not to notice most attackers. Individual limbs and heads may gnash at any that come too close to the body mass itself. Should a combatant catch the attention of the great beast, the nemesis tries to either consume it if it is dreamkind, or charge over it with its body mass if not.

Consume Dreams (Su): The nemesis eagerly devours the Dream Plane if wakened. As a partial action, the nemesis may attempt to consume a dream creature or object. The crea-

kingdom collapsed, as all earthly things do. The dreamer-kings fell to common status and were forgotten ... by everyone but the dream lord. Only by infusing the bloodline with her own power could the dream lord grant them their gift. Thus, she is forever under the sway of their dreams.

Now the line of kings has been reduced to a single, eleven-year-old boy sick with fever. While he lays comatose and dying, the dream lord bound to him is being changed by his ill dreams. One moment she is an old peasant woman in an idyllic woodland cottage. The next, she is a violent crone in a swampland shack scheming to free herself from mortal ties. If the PCs are to make sense of the crone's resentment of the commoner village, they must get the story of the dream-kings from the sweet old lady in the woods, find the boy, and heal him before his nightmares come for him.

NEMESIS

Legend persists that some day the nemesis will awaken from its sleep at the spine of the Dream Plane, and consume all dreams. Hypnos, the wizardly dream sage, claims the giant beast is composed of the refuse of incomplete dreams. Horrible appendages, a mass of heads, and forgotten landscapes and deities make up this ever-growing amalgam of the unfinished. Seething in the dark, the chattering heads dream of one dark night when the nemesis will rise and blot out the Dream Plane sky.

Should the nemesis indeed awaken and consume the Dream Plane, who can say what might happen to dreamers, or even the material world, as a result?

ADVENTURE SEED

☛ *The nemesis stirs. Writhing in its ages-long slumber, it unconsciously brings ruin to the dreamkind and madness to those who dream. A single, dark tendril stretches into the dreamland and devours a dozen sleeping thoughts before being severed by dream knights. But the tendril does not die. It slips into the sleeping minds of a tiny hamlet and feeds on their dreams. Hunted in their sleep, the people slowly go mad. Each night they sleep, their hope is eaten by fear. If they are to survive, they must all be kept awake for a single night to starve this small bit of the nemesis. Just one night of panic, murderous lunacy, and hysteria is needed to cause the death throes of a hungry nightmare at dawn.*



DREAMKIND

ture must make a Will save DC 20 or be completely consumed and destroyed. The nemesis gains the creature's remaining hit points at the time it was consumed as temporary hit points.

Objects attended by characters receive a saving throw as if the character were making it, and magic items get a saving throw with a bonus equal to 2 + 1/2 its caster level or equal to that of the character that is attending it, whichever is better. The nemesis also may consume the Dream Plane landscape itself, but such a process takes many years to complete and may be beyond the scope of the feat in practice.

Damage Reduction (Su): The creature ignores 25 hit points from most weapons and natural attacks. A +5 weapon or better negates the ability.

Engulf (Ex): A victim of the nemesis' slam attack must make a Reflex check DC 35 or be caught within its writhing body mass. For every round its is trapped within the nemesis, it takes the creature's claw and bite attacks as if caught flat-footed. Escape from the nemesis is possible by making a full-action attempt to break free (DC 30).

Outsider: Outsiders have Darkvision with a range of 60 feet. The nemesis is not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of 35 points of subdual damage per round. It can regrow or reattach severed body parts. Fire and acid deal damage to the creature normally, as do attacks that don't deal hit point damage. Attacks that can cause instant death only threaten the creature with death if it is delivered by weapons that deal it normal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Skills: The nemesis does not receive the standard +2 synergy bonus to Diplomacy to and Imnuendo to intercept a message as its ranks in Sense Motive would otherwise suggest.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the crea-

ture, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 40, the spell works normally, though the creature still gets a saving throw if the spell allows such.

ONEIROMANCERS IN THE DREAM PLANE

Seasoned oneiromancers may find it difficult travel in a dreamscape not wholly under the control of their own will; the Dream Plane is the domain of the dream lords alone, after all. Most oneiromantic abilities that affect the dreaming self function as normal due to the mysterious connection between the dreamer and the Dream Plane. But master dreamers should realize quickly that the Dream Plane does not react fluidly to a dreamer's use of Lucid Dreaming, spells, or feats. For example, the *Modify Reality*, *Study Dream Host*, *Analyze Dream Image*, and *Wake at Will* actions do not function in the Dream Plane. *Circle of dreams*, *dreamwalking*, *dream mastery* and *nocturnal stability* spells have no effect in the Dream Plane. *Oneiric bolt* damages both dreamkind and half-dreamkind alike, though; see the Templates section for more on half-dreamkind. The *Stabilize Spellcasting*, *Deep Sleep*, and *Dreamreader* feats do not function in the Dream Plane. Death, magic, and planar travel in the Dream Plane otherwise function as in the Material Plane unless stated otherwise.

All but a few of the most powerful dream lords have strictly banned the oneiromantic arts in their domains, recognizing the great power its practitioners hold over the Dream Plane. The lords regard its practice as a black art and reserve only the most nightmarish punishments for violators. Luckily for oneiromancers, few dreamkind outside the dream lord courts distinguish the use oneiromancy from regular magic, which is allowed; most violators of this law go unpunished.

Also, dreamkind never deliver dreams to an oneiromancer, perhaps sensing the innate self-control of the sleeper, and very rarely travel to such a sleeper's dreamscapes voluntarily.



DRYADS

ITNALA

	Medium-size Fey
Hit Dice:	2d6 (7 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., burrow 20 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 claws +4 melee
Damage:	Claws 1d4+3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Burrow, Spell-like Abilities, Subsume, Touch of Sleep
Special Qualities:	Low-light Vision, Symbiosis, Unnatural Beauty
Saves:	Fort +0, Ref +4, Will +5
Abilities:	Str 16, Dex 12, Con 11, Int 14, Wis 14, Cha 6 (18)
Skills:	Appraise +6, Craft (gemcutting) +6, Diplomacy +6, Escape Artist +6, Hide +6, Innuendo +2 (+4 to intercept a message), Intuit Direction +6, Listen +9, Move Silently +6, Search +6, Sense Motive +7, Spot +6, Use Rope +1 (+3 to bind someone), Wilderness Lore +7
Feats:	Alertness, Improved Initiative, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (5–9)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	3–4 HD (Medium-size)



ITNALA

Earth dryads speak Common, Sylvan, and Terran.

Burrow (Ex): An earth dryad can glide through stone, dirt, or almost any sort of earth except metal as easily as a fish swims through water. Its Burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a Burrowing earth dryad flings the earth dryad back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save DC 16 + the caster's relevant ability modifier.

Fey: Fey have Low-light Vision. Italna are not proficient with weapons.

Skills: Italna have access to the artisan's tools required for Craft checks. They also have a +4 bonus to Intuit Direction checks. They receive a +2 synergy bonus to Use

Rope checks to bind someone, and also to Diplomacy checks and Innuendo checks to intercept a message. These are taken into consideration above.

Spell-like Abilities: Italna can use the following spell as if cast by a 4th-level caster. The Will DC to resist is 15, and a failure means the target is *charmed* for 4 hours.

3/day — *charm person*

An earth dryad can also step inside any gem to reach their own gem. This ability is cast as if by a 7th-level sorcerer.

At Will — *dimension door*

Subsume (Su): Earth dryads who successfully grapple an opponent may attempt to Subsume them, drawing them magically beneath the surface of the earth and entombing them there. A helpless foe — for example, one placed under the earth dryad's *sleep* ability — can be automatically drawn beneath the surface in one round. In order to Subsume an active opponent, an earth

ITNALA

When first seen, these earth dryads have the appearance of great beauty: flawless pale skin, delicate elven features, jet-black hair, and distinctive violet eyes mark a feminine perfection whose alluring qualities cannot be denied. But this great beauty is merely a mask — a facade behind which a mischievous evil lurks. Those who see beyond the illusion are greeted with a cruel, harsh mockery of that beauty: the itnala's true form has gaunt, hard features, grasping claws, matted hair, and red gimlets for eyes.

The dwarves and drow know these creatures well, having encountered them often in their subterranean delving, and count them a special threat. Earth dryads are sprites bound to precious gems beneath the surface of the earth, and they seek to lure the unwary to their deaths by drawing them beneath the surface of the earth. Some idealize their actions as an empowerment of the earth spirits, while others take simple delight in their tricks.

When attempting to draw the unwary into the embrace of the earth, earth dryads will generally lure their victims close to them then render them helpless with their special abilities. If their prey becomes aware of the subterfuge, however, earth dryads will simply withdraw into the earth to lick their wounds and await a better opportunity. If an earth dryad's gem is directly threatened, however, her rage will become murderous and lethal force will immediately be employed.

ADVENTURE SEEDS

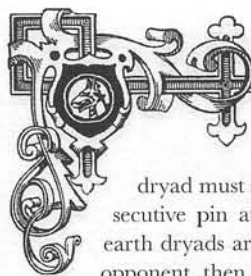
Trade through the Barrier Mountains must pass through one of two passes. Constructed in ancient times by dwarves, these passes are protected now by the human Kingdoms of Westernesse

and Haudennoc. Competition for trade between the two Kingdoms has always been high, but in recent years that competition has led to an increasingly antagonistic relationship. Now Haudennoc is mongering for war, and Westernesse has found itself increasingly beleaguered by unorthodox assaults. The most recent of these is the transplanting of several dozen italna to the Westernesse pass by Haudennoc agents. Several merchant caravans have already been lost to the malignant earth spirits, and the Westernesse trade route is quickly gaining a reputation that drives trade to Haudennoc. The Kingdom is in need of a few good adventurers who can root out the source of the recent losses and re-open the pass...

Only a year ago, the mining village of Bidsford subsisted on a meager vein of tin. But that was before their excavations uncovered a rich field of precious gemstones. Since then, their wealth has been unprecedented in the region. In recent weeks, however, the mine has met with tragedy, as one miner after another has failed to return at the end of a day's work. The mine now lies sealed, and the villagers are distressed beyond measure by the sudden reversal of their fortunes. They believe a curse has been laid over their enterprise, and accuse the witch of a nearby village — whom they believe to be envious of their success — of the deed. In reality, however, it is the wealth of the village that is the key to the bane that now curses them: unwittingly, they have delved too deeply, and disturbed the ancient resting places of the italna. These slumbering fey have awakened at the scent of mortal blood, and now lure the miners to their doom.

SHETHALA

When a dryad's oak dies, the dryad dies with it — her spirit is bound to the tree, as surely as the tree



DRYADS

dryad must succeed at four consecutive pin attempts. If multiple earth dryads are grappling a single opponent, then they merely have to make four successful pin attempts collectively. In this situation, pin attempts may be failed, so long as the victim never breaks free of all the pins. Once the fourth pin attempt is successful, the earth dryad begins drawing the character beneath the surface of the earth. The victim must make a Reflex save (DC 20) in order to avoid being completely Subsumed. So long as the pin is maintained, however, all of the earth dryads involved in the grapple may continue attempting to subsume the character as a standard action. Once beneath the surface of the earth, the victim will immediately begin suffocating as per the standard D20 System rules. The earth dryads will typically continue moving the character towards their gem, which may be as far as 300 yards away. Each round the victim must make another Reflex save (DC 20) for each earth dryad involved in the subsume attempt — each fail-

ure indicates that the earth dryads have moved him an additional 10 feet. There are tales of earth dryads who have taken a fancy to particular victims, choosing to keep them alive beneath the surface of the earth in subterranean caverns so long as they continue pleasing their captors.

Symbiosis (Su): Each earth dryad is mystically bound to a single precious gem and must never stray more than 300 yards from it. Those who do become ill and die within 4d6 hours. If the gem is removed from the earth (and not returned), the dryad is similarly affected. An earth dryad's gem does not radiate magic.

Touch of Sleep (Sp): This ability functions as per a *sleep* spell cast by a 4th-level sorcerer, except that it is effective against only one creature, and the earth dryad must successfully touch this creature





SHETHALA

	Medium-size Fey
Hit Dice:	4d6+4 (18 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	13 (+3 Dex); 17 (+3 Dex, +4 <i>barkskin</i>)
Attacks:	Ironwood longspears +4 melee, ironwood sword +4 melee, or shortbow +5 ranged
Damage:	Ironwood longspears 1d8+2, ironwood short-sword 1d6+2, shortbow 1d6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Woodland Cry, Spell-like Abilities
Special Qualities:	Low-light Vision, Spell Resistance 18
Saves:	Fort +2, Ref +7, Will +6
Abilities:	Str 14, Dex 16, Con 12, Int 14, Wis 15, Cha 18
Skills:	Animal Empathy +9, Diplomacy +6, Knowledge (any one) +6, Escape Artist +7, Handle Animal +4 (+6 with animals), Hide +7, Innuendo +2 (+4 to intercept a message), Listen +10, Move Silently +10, Search +4, Sense Motive +7, Spot +10, Use Rope +4 (+6 to bind someone), Wilderness Lore +7
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary or grove (5–8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	5–6 HD (Medium-size)



SHETHALA

in order to use the ability. This ability can be used three times per day.

Unnatural Beauty (Su): Earth dryads are possessed of Unnatural Beauty, granting them an incredibly beautiful — but illusionary — appearance. So long as this appearance remains, the earth dryad should be treated as though she possessed a Charisma of 18. In their natural form, however, earth dryads possess a Charisma score of 6. Unnatural Beauty is an illusion effect, and can be stripped away with a successful Will save (DC 15). However, this saving throw can only be attempted once an earth dryad has attacked a creature or a creature's companions.

Warrior dryads speak Common, Elven, and Sylvan.

Feats: Shethala receive Combat Reflexes free as a racial bonus.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Skills: Shethala get a +2 synergy bonus to Handle Animal checks with animals. They receive a second +2 synergy bonus to Use Rope checks to bind someone. They get a third +2 synergy bonus to Diplomacy checks and Innuendo checks to intercept a message. These are included in the above stats.

Spell-like Abilities: Shethala can use the following spells as if cast by a 6th-level

is bound to her. In some rare instances, however, a dryad outlives her tree. Usually this is because the dryad was unwillingly returned to life, such as with the spell *soul charm*, but there are tales of those whose spirits have simply proven durable enough to continue on when all seemed lost. One of the most famous elven ballads speaks of the legendary Arien, who sought for his dryad love Illuviel for thirty days and thirty nights through the lands of the dead, before returning with her at his side.

Dryads who live on “beyond their time” often become warrior dryads — known in the elven language as *shethala* or, literally, “the forsaken fey”. Warrior dryads remain beautiful creatures, but the pain of their loss transforms this beauty into a hard, sharp thing. The hair of a warrior dryad no longer changes with the seasons, as it did when she was unmaimed. Instead, it remains either an autumnal red or the bleached white of winter and death. The striking color of her eyes, which are frequently amber, violet, or emerald green, remains, but those who look upon them often lose their hearts as much to the pain that lurks behind those eyes as for the haunting, graceful features that remain. These creatures are shunned by other dryads, but often seek to protect dryad groves and forests from outside interference.

The destruction of her tree strips a warrior dryad of her shyness and nonviolence. Shethala often see their continued life as bleak, harsh, and empty. Most, however, are unwilling to completely give up hope, and some of them band together with others of their kind — not only to gain some small measure of companionship, but also to protect other dryad groves and trees from the fate that they met. These bands have developed a number of highly effective fighting techniques and warrior traditions.

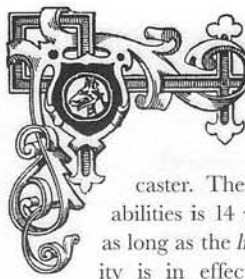


Warrior dryads will usually attack as a coordinated group. They often employ stealth, choosing to strike first from hiding using bows or other ranged weapons. Once melee has been joined, the dryads will join in a woodland cry that puts fear into the hearts of their enemies, while attacking with their weapons of ironwood.

ADVENTURE SEEDS

While traveling through an isolated corner of an ancient wood, the PCs stumble across a dying dryad. Still possessed of incredible beauty despite the deathly stillness of her pale features, the dryad murmurs curses upon those who destroyed her, and dies in their arms. PCs who follow the dryad's tracks will enter her grove, and be waylaid there by her sister dryads. They blame the *shethala* — a word they utter almost like a curse — and claim that the warrior dryads, embittered by their own loss, are attempting to destroy their trees. In reality, the band of warrior dryads has come to the area in order to protect the grove from the true threat, but even if the PCs manage to figure this out, it will probably be more difficult to convince the dryads of the *shethala*'s innocence.

The PCs stumble across a grove of *shethala* while traveling through the depths of the forest. Just a few days before, these innocent fey had been living in happy and contented symbiosis with their oaks. Tragically, however, their dryad grove was invaded by a band of powerful orcs and their trees were brutally destroyed. As if this desecration were not horrific enough, the grove had recently given birth to a number of young dryad saplings, and these were the true target of the orcs' raid. The orcs were hired by a necromancer, who intends to use the saplings as part of his foul experiments to create more powerful forms of undead. Now the *shethala* seek vengeance not only for their own tragedy, but the loss of their young.



DRYADS

caster. The DC to resist these abilities is 14 + the spell level. For as long as the *liveoak* spell-like ability is in effect, a warrior dryad becomes shaken due to the pain of the memories it stirs, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

1/day — *liveoak*, *true strike*

5/day — *ironwood*

At Will — *barkskin*

Warrior dryads also retain the following abilities as a 4th-level sorcerer. Targets must succeed at a Will save (DC 15) or be charmed for 4 hours.

3/day — *charm person*

At Will — *speak with plants*

Woodland Cry (Su): At will, a warrior dryad is capable of expressing the immense pain of her existence through a high, piercing, ululating scream capable of instilling fear in even the bravest of warriors. An affected creature becomes shaken, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. A cry by a single warrior dryad will not affect creatures with more than 3 HD, and the effects of such a cry can be negated with a successful Will save (DC 15). However, a Woodland Cry becomes more effective if there are more warrior dryads involved in making the cry. Each additional warrior dryad who joins in the cry raises the DC of the required saving throw by 1 to a maximum DC of 25, and the HD affected by 1 to a maximum of 10 HD. For example, a Woodland Cry by five warrior dryads will not affect creatures with more than 7 HD, and require a Will save with a DC of 19. Once someone has successfully saved against a Woodland Cry, he cannot be affected by another Woodland Cry for the duration of the encounter unless there are more warrior dryads involved in the new Woodland Cry than in the Woodland Cry he successfully saved against. A woodland cry will not affect non-intelligent creatures or undead.

NEW SPELL, SOUL CHARM

Necromancy [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One soul

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Soul charm works as *charm* effect against the (un)dead. This has four possible effects:

Sentient undead and similar creatures can be affected by *soul charm* as if by a *charm monster* spell, despite their normal immunity to mind-affecting attacks.

Even though a *speak with dead* spell does not actually put one in contact with the soul of the corpse being spoken to, *soul charm* can be used for one of two purposes in conjunction with a *speak with dead* spell. Casting *soul charm* twice will allow both effects to be used.

- *Either* to make the corpse speak with less cryptic answers
- *Or* to allow *speak with dead* to work when it normally wouldn't, either due to a *speak with dead* spell being cast in the past week or because the subject has been turned into a non-sentient undead.

When attempting to raise the dead, *soul charm* can be used to feed one piece of misinformation to the soul you're attempting to raise. For example, a soul normally knows the name, alignment, and patron deity (if any) of the character attempting to revive it. Using *soul charm* a spellcaster could give the soul a false name, alignment, or patron deity. Casting *soul charm* multiple times would allow a spellcaster to replace all three pieces of information with false information.

Alternatively, *soul charm* can be used during an attempt to raise the dead to convince a soul that it wants to return to the living, as per the guidelines of a normal *charm person* spell.



ELEMENTAL ATOMS



AIR

	Diminutive Elemental (Air)
Hit Dice:	1/2d8 (2 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	18 (+4 size, +3 Dex, +1 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d2-2
Face/Reach:	2 1/2 ft. x 2 1/2 ft./2 1/2 ft.
Special Attacks:	Air Mastery, Air Control, Suffocation
Special Qualities:	Body of Air, Darkvision 60 ft., Immunities
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 6, Dex 16, Con 10, Int 4, Wis 11, Cha 11
Skills:	Hide +17, Listen +3, Spot +3
Feats:	Flyby Attack, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	1 HD (Tiny)



AIR

Elemental atoms of air speak Auran.

Air Control (Ex): The atom cannot physically pick up objects, but it can manipulate air currents to lift or move objects weighing up to 5 pounds, although its flying speed is reduced by 20 feet for every pound. For example, carrying a 4-pound object reduces its speed by 80 feet to 20 feet, and it can lift a 5-pound object but its speed then drops to 0).

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an elemental atom of air.

Body of Air (Ex): An air elemental atom is able to disguise itself as a minor disturbance of the air, such as an eddy of wind kicking up the dust in a corner of a room, or as tendrils of mist. Penetrating its disguise requires a successful Spot check, opposed by the atom's Hide check.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised*

or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Feats: Elemental atoms of air receive Flyby Attack and Improved Initiative free as racial bonuses.

Skills: Elemental atoms of air receive a +12 size bonus to Hide checks. This is worked into the above skills.

Suffocation (Ex): An atom of air can attempt to suffocate a character by hovering in front of his mouth and nose, generating a wind that sucks the air from his lungs; use the standard D20 System rules for suffocation. The atom must make a successful attack roll each round to maintain its position in front of its victim. Attacks made on the atom while in this position must take care to avoid harming the suffocating individual. The attacker may either assume a -4 penalty on to hit rolls, or else any damage done in an attack beyond that necessary to kill the atom is automatically inflicted on the suffocating victim. If the character makes a Reflex save (DC 13), he can hold his breath for two rounds per point of Constitution. After this time he must make a Constitution check each round (DC 10 on the first round, +1 on each round thereafter) or else begin

Among the first spells many spellcasters learn is one that can summon a tiny elemental to serve him for just a moment or two before disappearing. While not particularly powerful in combat, elemental atoms can perform useful tasks, such as lighting or extinguishing candles, digging small pits, or blowing debris out of a room. Once those spellcasters grow strong enough in their abilities to summon greater elementals, or to cast other spells that can perform the same tasks as the diminutive elementals, they usually abandon this spell's use entirely.

An elemental atom is the smallest sentient particle of earth, water, fire, or air; in every respect appearing just like a miniature version of larger elemental types. Elemental atoms are generally less capricious than larger representatives of their types, and are also more willing to converse with their summoners in the native tongues of the elemental types, their voices quiet enough to be sometimes indistinguishable from the whisper of the wind or the crackle of burning torches. Elemental atoms also tend to have names, although it isn't clear whether they use these designations among their own kind, or only adopt them when dealing with humanoids. Each elemental type exhibits a different personality.



AIR

Elemental atoms of air tend to have names such as Puff or Gust, and are somewhat forgetful. They are often used to flit about quickly, bringing information from distant locations. An air elemental atom attacks from the air, often dropping small objects on opponents for extra damage.

ADVENTURE SEED

While casting a more-powerful summoning, something goes wrong; instead of calling forth a single, large air elemental, the caster calls forth dozens of elemental atoms of air. Unfortunately, the magic doesn't grant him the power to control all these different beings at one time, and those not subject to his commands immediately range out to wreak whatever tiny havoc they can manage, on both friend and foe.

EARTH

Elemental atoms of earth have names like Clod or Clump, and are of a generally complacent nature. They like to emerge from the wall or floor near an opponent, attacking with surprise and then retreating back into the earth.



ELEMENTAL ATOMS

EARTH

	Diminutive Elemental (Earth)
Hit Dice:	1/2d8 (2 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	18 (+4 size, -1 Dex, +5 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d2+1
Face/Reach:	2 1/2 ft. x 2 1/2 ft./2 1/2 ft.
Special Attacks:	Earth Mastery
Special Qualities:	Body of Earth, Darkvision 60 ft., Excavation, Immunities
Saves:	Fort +0, Ref -1, Will +0
Abilities:	Str 13, Dex 8, Con 11, Int 4, Wis 11, Cha 11
Skills:	Hide +13, Listen +3, Spot +3
Feats:	Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/4
Treasure:	None
Alignment:	Usually neutral
Advancement:	1 HD (Tiny)



suffocating. On the round he first fails a Constitution check, he drops to 0 hp and falls unconscious. The following round, he drops to -1 hp, and in the next round he dies. If he fails the preliminary Reflex save, the air atom sucked out a substantial amount of air before he began holding his breath. He must begin making Constitution checks (as above) on the first round following the attack.

EARTH

Elemental atoms of earth speak Terran.

Body of Earth (Ex): An elemental atom of earth can merge its vaguely humanoid body with a stone or dirt floor or wall, moving below the surface at its normal speed and then emerging at another location. It has no need to breathe while merged with earth. A *move earth* spell cast on the area it is in has no effect on the earth elemental atom.

Earth Mastery (Ex): An elemental atom of earth gains a +1 attack and damage bonus if both it and its opponent are touch-

ing the ground. If its opponent is airborne or waterborne, the atom of earth suffers a -4 penalty to attack and damage.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Excavation (Su): Once per round, an atom of earth can cause 1/10 cubic feet of earth or stone (a cube 5 1/2 inches on a side) to remove itself from a designated hole or pit, scattering evenly in the area around the pit's mouth. The atom must make contact with the material to be removed, so on subsequent rounds of excavating it must climb into the hole previously dug if it is to dig deeper.

Feats: Elemental atoms of earth receive Power Attack free as a racial bonus.

Skills: Elemental atoms of earth receive a +12 size bonus to Hide checks. This is worked into the above skills.



ELEMENTAL ATOMS

FIRE

	Diminutive Elemental (Fire)
Hit Dice:	1/2d8 (2 hp)
Initiative:	+5 (+1 Dex, +4 Improved Init.)
Speed:	50 ft.
AC:	16 (+4 size, +1 Dex, +1 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d2–2 plus 1d2 fire
Face/Reach:	2 1/2 ft. x 2 1/2 ft./2 1/2 ft.
Special Attacks:	Burn, Flare
Special Qualities:	Body of Fire, Darkvision 60 ft., Immunities, Immunity to Fire, Vulnerability to Cold
Saves:	Fort +0, Ref +1, Will +0
Abilities:	Str 6, Dex 12, Con 10, Int 4, Wis 11, Cha 11
Skills:	Balance +3, Jump +1, Hide +13, Listen +1, Spot +1, Tumble +2
Feats:	Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	1 HD (Tiny)



FIRE

Elemental atoms of fire speak Ignan.

Body of Fire (Ex): Elemental atoms of fire cannot cross water but have no fear of it, either.

Burn (Ex): Those hit by an elemental atom of fire's slam attack must make a Reflex save (DC 7) or catch fire; use the standard D20 System rules for catching on fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a fire atom with natural weapons or unarmed attacks take fire damage as if hit by the atom's slam attack, and also catch fire unless they succeed at a Reflex save.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Feats: Elemental atoms of fire receive Improved Initiative and Weapon Finesse (slam) free as racial bonuses.

Fire Subtype: The fire elemental atom is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Flare (Su): Once every 10 rounds, an elemental atom of fire can concentrate all its fiery power into a burst of light equivalent to a *flare* spell as cast by a 1st-level sorcerer.

Skills: Elemental atoms of fire get a +12 size bonus to Hide checks. This is already added into the above stats.

WATER

Elemental atoms of water speak Aquan.

Body of Water (Ex): Elemental atoms of water can travel within bodies of water at a speed of 90 feet, and have no need to breathe while so submerged. They are effectively invisible while within a body of water.

Drench (Ex): The water atom can envelop flames of non-magical origin Tiny in size or smaller within its body, dousing the flame in one round. It can dispel magical

ADVENTURE SEED

♣ A young sorcerer attempting to prove his mettle has ventured alone into the local mines, where mischievous monsters dwell. Now they've sealed him in, and unless some wise do-gooders can make sense of the message he's sent to the surface with Nugget, his elemental atom of earth, he's doomed to die down there!

FIRE

Elemental atoms of fire have names such as *Flick* or *Spark*, and tend to be mischievous. They like to dart back and forth between opponents in combat, hoping to set as many disparate fires as they can.

ADVENTURE SEED

♣ The village of Scrow is burning! While the villagers fight the blaze in one home, a tiny fire starts up in the next. The fire is visible for almost a mile, and shows no signs of stopping. No one even knows how it started or how it's spreading. The culprit is a handful of fire elemental atoms who aren't just mischievous ... they're vengeful. What could this town have done to anger these spirits of fire itself?



WATER

Elemental atoms of water have names like *Splash* or *Drop*, and are usually of a helpful nature. They prefer to fight from within a body of water, sinking into a puddle or stream, moving below the surface, and then emerging at another location to attack opponents from behind. While water elemental atoms cannot jump up from a body of water to attack, they can travel up a water-slick wall or across a dripping ceiling to splash onto an opponent from above.

ADVENTURE SEED

A mysterious series of drowned townsfolk, found dead in their own beds, demand justice. The city watch is confounded. Even if the PCs can discover the murder weapons — elemental atoms of water, of course — how do they trace them to the real killer? He's holed up in an underground wellhouse teeming with water elemental atoms. To reach him, the PCs will have to brave a murderous indoor rainfall!



ELEMENTAL ATOMS

WATER

	Diminutive Elemental (Water)
Hit Dice:	1/2d8 (2 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., swim 90 ft.
AC:	17 (+4 size, -1 Dex, +4 natural)
Attacks:	Slam +4 melee
Damage:	Slam 1d2
Face/Reach:	2 1/2 ft. x 2 1/2 ft./2 1/2 ft.
Special Attacks:	Water Mastery, Drench, Drowning
Special Qualities:	Body of Water, Darkvision 60 ft., Immunities
Saves:	Fort +0, Ref -1, Will +0
Abilities:	Str 10, Dex 8, Con 11, Int 4, Wis 11, Cha 11
Skills:	Hide +11, Listen +3, Spot +3, Swim +2 (+10 to avoid hazards)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	1 HD (Tiny)



flames in the same manner, as *dispel magic* with a dispel check of 1d20 (no bonus) against a DC of 11 + the spell caster's level.

Drowning (Ex): If an atom of water can get in a position to cover the mouth and nose of a character, it can attempt to drown him as per the standard D20 System rules for drowning. Once in place, the atom must make a successful attack roll each round to maintain its position in front of its victim. Attacks made on the atom while in this position must take care to avoid harming the drowning individual. The attacker may either assume a -4 penalty on to hit rolls, or else any damage done in an attack beyond that necessary to kill the atom is automatically inflicted on the drowning victim. If the character makes a Reflex save (DC 13), he can hold his breath for two rounds per point of Constitution. After this time he must make a Constitution check each round (DC 10 on the first round, +1 on each round thereafter) or else begin drowning. On the round he first fails a Constitution check, he falls

unconscious (0 hp). The following round, he drops to -1 hp, and in the next round he dies. If he fails the preliminary Reflex save, he didn't have a good lungful of air before he began holding his breath. He must begin making Constitution checks (as above) on the first round following the attack.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Elemental atoms of water receive a +8 racial bonus to Swim checks, and a +12 size bonus to Hide checks. This is included in the above stats.

Water Mastery (Ex): An elemental atom of water gains a +1 attack and damage bonus if both it and its opponent are touching water. If the atom or its opponent is landbound, the atom of water suffers a -4 penalty to attack and damage.



EMIGRE

	Medium-sized Shapechanger
Hit Dice:	4d8+4 (22hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	18 (+1 Dex, +7 natural)
Attacks:	2 claws +3 melee
Damage:	Claws 1d6 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Alternate Form, Darkvision 60 ft., Sense Doppelganger, Undetectable Form
Saves:	Fort +5, Ref +8, Will +7
Abilities:	Str 11, Dex 14, Con 12, Int 13, Wis 16, Cha 13
Skills:	Appraise +8, Craft (any one) or Profession (any one) +22, Diplomacy +3, Innuendo +3 (+5 to intercept a message), Listen +10, Sense Motive +10, Spot +10
Feats:	Improved Initiative, Lightning Reflexes
Climate/Terrain:	Any land, usually urban areas
Organization:	Solitary, pair, or family (2 adults plus 1d4 2-HD juveniles)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Usually chaotic neutral
Advancement:	By character class (any)



Émigrés speak the languages appropriate to their apparent race and culture.

Alternate Form (Su): Each émigré can take a single alternate form at will, which is that of an intelligent species. The mother chooses her offspring's gender, apparent race, and adult appearance during gestation. Émigrés do not revert to their natural form when they die.

Sense Doppelganger (Su): Émigrés can sense doppelgangers within a 30-foot radius.

Shapechanger: Shapechangers have Darkvision with a range of 60 feet.

Skills: An émigré has a +20 racial bonus to any one Craft or Profession skill; assume the émigré has the requisite artisan's tools for Craft checks unless circumstances disallow them.



They receive a +2 synergy bonus for Diplomacy checks and Innuendo checks to intercept a message. This is already worked into the stats above.

Undetectable Form (Su): No magical method, short of a *wish* spell, can detect an émigré's true form, or read the thoughts of an émigré that indicate it is a shapechanger.

Diviners instead receive plausible, false information. Émigrés are not aware when they are being spied upon, except if the spy is a doppelganger using its Sense Thoughts ability.

Émigrés are an exiled shapeshifting race. The predations of this race upon their favorite food source, doppelgangers, sparked a terrible war and the émigrés were forced to flee to the material world. To hide from their enemies, they insinuated their way into humanoid society.

Émigrés tend toward crafts such as blacksmithing, basket-making, or brewing, and in every case turn what would be a job into an art form. Ordinary craftsmen are sure that they, too, could do as well as the émigrés, if they just studied hard enough, or had the knack. However, the talent an émigré shows for his profession draws on the power of the supernatural.

Émigrés take on their natural shape only when they believe that there will be no witnesses. The natural form of the émigré is humanoid, about 5 feet tall, and immensely broad of shoulder. They have thick, leathery scales and a bony facial plate that tapers to ornamental horns along the jaw line. They have large hands, each with three central fingers and two bracketing thumbs that fold toward the palm. The nails on their fingers and toes are long, sharp, and retractable. Émigrés can sense the presence of doppelgangers, and find them both nutritious and tasty.

ADVENTURE SEED

• An emigre is on the hunt and the PCs are in the way. The emigre can smell a doppelganger on them; it knows someone close to them has been replaced. Who is it? What if the emigre has picked the wrong target? What if the PCs are protecting an imposter?

An *emph* is an invisible, untouchable being that dwells in light and is visible only when moving, playing, or fighting. Superstitious city folk often whisper of *emphs* to each other when the candlelight flutters or the lantern glow flickers a bit.

Emphs, in many tales, are said to alter the mood of the people around them with shifting hues, varying colors, and rapidly pulsing patterns of light. They are inexplicably drawn to strong emotions and instinctively enhance or alter such feelings. *Emphs* appear in response to violence or remorse, celebrations or displays of passion, and act like flint, striking the emotions of weak souls to produce flame.

Emphs are solitary, urban creatures, living in the largest cities where there is light to be found all night long. In daylight, *emphs* are too diluted to act or be acted upon, but indoors or at night they move freely from one patch of light to another, seeking to activate emotions and revel in the effects. They can be found in places of recurring emotions, such as taverns, temples, brothels, or homes. Sometimes they patrol back alleys to find new feelings to enjoy. When an *emph* gets bored, it makes its own feelings to bask in.



EMPH

	Huge Aberration (Incorporeal)
Hit Dice:	6d8 (27 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Fly 40 ft. (perfect)
AC:	10 (-2 size, +2 Dex)
Attacks:	Shadow Claws +4 melee
Damage:	Shadow Claws 2d4
Face/Reach:	Special (see text)
Special Attacks:	Greater Dazzle, Searing Strike, Shadow Claws, Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Dweller in Light, Immunities, Spell Resistance 15
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 17, Cha 17
Skills:	Concentration +8, Listen +9, Sense Motive +7, Spot +9
Feats:	Weapon Finesse (claws), Improved Initiative
Climate/Terrain:	Any land or underground, often urban areas
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Any chaotic
Advancement:	7–12 HD (Huge)



Aberration: Aberrations have Darkvision with a range of 60 feet.

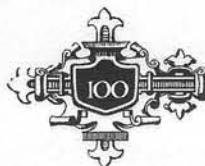
Dweller in Light (Ex): An *emph* exists within the medium of light and has no physical form. It does not give off light; it exerts control over the light it inhabits. An *emph* may occupy up to nine adjacent five-foot spaces in any configuration, so long as no part of the creature is in darkness and one occupied space contains a light source. An *emph* may concentrate its presence in fewer spaces, gaining a +1 natural bonus to its AC for every “overlapping” space. Identifying the spaces an *emph* occupies is possible with various detective magics, especially *detect chaos*, or an extremely keen eye. A Spot check (DC 30) reveals sparkles, hues, flutters or other abnormalities in occupied light. A Wisdom check (DC 15) allows creatures inside an *emph* to intuit a strange presence. *Emphs* do not have a distinguishable front and back, and so cannot be flanked. They do not fill a particular volume, and do not threaten adjacent spaces, though they do threaten whatever spaces they occupy. They move freely through any lit spaces, so long as they begin and end their turn in contact with a light source.

Magical or mundane darkness is like a physical barrier to an *emph*. The shadows of Large and smaller creatures and objects do not constitute darkness. Treat opponents in darkness as having 100% concealment from an *emph*. When faced with impassable darkness, an *emph* utilizes its *daylight* ability to clear a path, if possible.

Feats: *Emphs* receive Weapon Finesse (claws) and Improved Initiative free as racial bonuses.

Greater Dazzle (Ex): As a free action, an *emph* can cause its form to strobe violently. Any creatures seeing this display must succeed at a Fortitude save (DC 15) or be dazzled for one round. Dazzled creatures suffer a –1 penalty on attack rolls.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of



incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Searing Strike (Sp): Emphs can attack any number of creatures within their own space with an intense field of burning light as a full-round action. Creatures failing a Reflex save (DC 17) suffer 3d8+3 fire damage as the very material of the emph superheats around them and focuses into burning, insubstantial strands.

Shadow Claws (Su): Any creature directly lit by the same light an emph inhabits — that is, with less than one-half cover from the light source — casts a shadow that the emph can animate and use to attack the creature that casts it. Animated shadows are infused with the emph's willpower, momentarily creating a solid substance that strikes as a melee weapon for 2d4 damage. Attacks from a creature's shadow ignore Dexterity and dodge bonuses to AC.

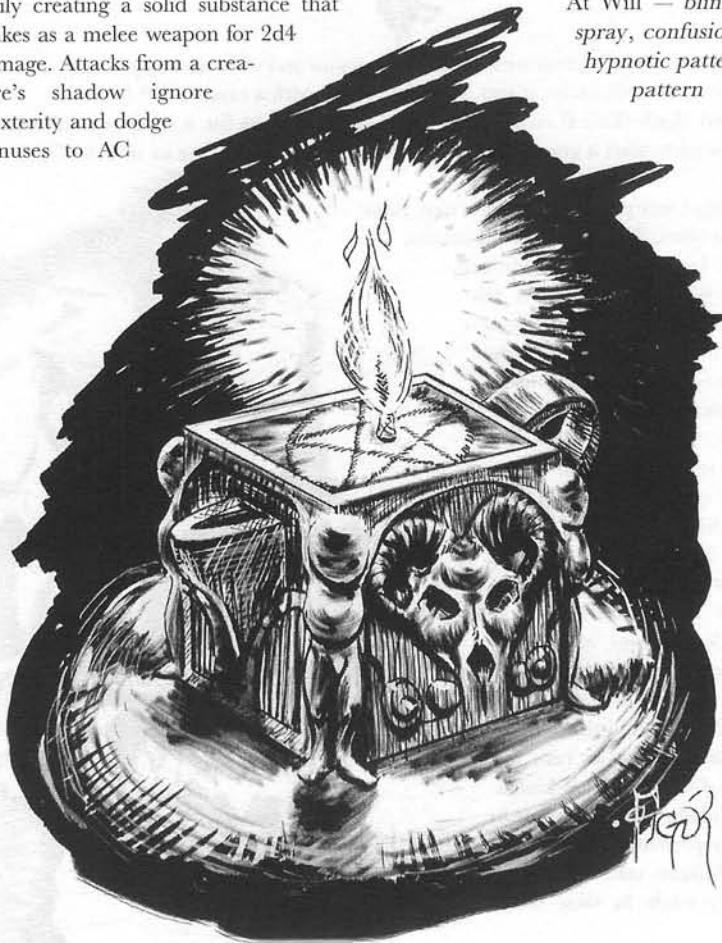
— there's no dodging one's own shadow. The emph can only animate one shadow at a time, but it does so as a free action; the shadow's attack takes a standard action, but does not count as the emph's action.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 15, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: An emph can use the following spells as if cast by a 7th-level sorcerer. The DC to resist these abilities is 13 + the spell level. Only *hypnotic pattern* and *rainbow pattern* function on targets outside the emph's occupied space. These abilities are only effective against targets capable of sight who can see the emph's occupied spaces.

1/day — daylight

At Will — *blindness*, *color spray*, *confusion*, *emotion*, *hypnotic pattern*, *rainbow pattern*



ADVENTURE SEEDS

☞ In the largest cities, it might be possible for a handful of emphs to convene in a single location and play. Woe to those who find such a place. Every patch of light would impress a different emotion on the visitors, and the resulting chaos could drive the emphs into a frenzy. If this convention of emphs was drawn to a location already rife with passionate emotions and interesting light — such as a church with fine stained-glass windows — an incredible confusion could ensue. If brave adventurers were unknowingly trapped indoors with such a collection of emphs, they would be in for a long night indeed.

☞ It is virtually impossible to know why emphs do anything. Their minds are utterly foreign, but their emotions are not. They understand human mood and imagery, and could use it to their advantage if so inspired, frightening folks away or luring them into trouble. If an emph were to become murderous, its motive might never be understood, but it would still need to be stopped. What band of heroes will face a menace of evil light?

Enkidu are fierce warriors, but are without any sort of community or society beyond the basic family unit. They are more intelligent than most animals, but are very backwards in their thinking and behavior. Their technological mastery includes fire, levers, and simple weapons, but agriculture and the domestication of animals still escapes them. These creatures survive by simple hunting and gathering. Because each enkidu needs a large territory to subsist, social groups larger than a mated pair and their immature offspring are almost impossible to maintain. Once the young are able to fend for themselves, they are chased away to establish their own hunting grounds, and the mated pair usually parts shortly afterwards.

Enkidu stand 15 feet tall, and are almost 10 feet across the shoulders. They are often very hairy, with massive hands and feet. Their skin is a deep nut brown from exposure to the elements, and they dress in multiple layers of uncured animal hides for protection. Their faces are broad-featured, with wide mouths, flat noses, and wide-set eyes. Although they carry massive spiked clubs, enkidu love wrestling and grappling. If facing an interesting foe, enkidu have been known to discard their clubs and charge immediately to grapple their opponent.

ADVENTURE SEED

After an epic wrestling match, the local king, a man of legendary strength and prowess, has befriended an enkidu. He has brought the wild giant into the city in an attempt to civilize him, teaching him about religion, philosophy, and science. The enkidu, impressed by the king's strength, is going along for the ride, but is rapidly becoming bored. It's only a matter of time before he decides that some of the little folk around him make better food than entertainment.

ENKIDU

Hit Dice:	Huge Giant 10d8+40 (85 hp)
Initiative:	-1 (Dex)
Speed:	30 ft. (hide armor); 40 ft. base
AC:	16 (-2 size, -1 Dex, +3 hide armor, +6 natural)
Attacks:	Gargantuan greatclub +12/+7 melee, or fist +12/+7 melee
Damage:	Gargantuan greatclub 2d8+7, fist 1d6+10
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Improved Grab, Rage
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +11, Ref +2, Will +3
Abilities:	Str 25, Dex 8, Con 19, Int 5, Wis 10, Cha 11
Skills:	Listen +3, Spot +3, Wilderness Lore +4
Feats:	Power Attack, Cleave
Climate/Terrain:	Warm forest, hills, plain, and desert
Organization:	Solitary, mated pair, or family (1-2 and 1d4 young)
Challenge Rating:	7
Treasure:	1/2 coins, double goods
Alignment:	Usually chaotic neutral
Advancement:	11-16 HD (Huge), 17-30 HD (Gargantuan)



Giant: Giants are proficient with all simple weapons and with any weapons listed in their entries. Unless noted otherwise, giants have Darkvision with a range of 60 feet.

Improved Grab (Ex): If an enkidu strikes a target with its fist, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Rage (Ex): Once per day, an enkidu may Rage as a barbarian does. Strength and Constitution each increase by +4, and the enkidu gains a +2 morale bonus on Will saves. His AC suffers a -2 penalty. The increase in Strength increases attack rolls by +2, and damage with the greatclub by +3. Damage with a fist is increased by +2. The increase in Constitution results in a gain of 2 hit points for each HD the enkidu possesses; this is usually an increase of 20 hit points. This Rage lasts for a number of rounds equal to 3 + the enkidu's (newly improved) Constitution modifier; this is usually 9 rounds total. At the end of the Rage, the enkidu is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of the encounter. Unlike barbarians, enkidu may not choose to end their rage prematurely.

Skills: Enkidu take -3 armor check penalty while in their hide armor.



EYAK

BLACK

	Diminutive Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +3 melee, Death Ray +9 ranged
Damage:	Kamikaze 1d4-2, Death Ray (special)
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Death Ray, Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, Spell Resistance 18, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Diminutive)



EYAK TRAITS

All eyak have the following traits:

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage naturally, though they can be healed; an eyak's fast healing ability is an exception to this rule. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

Fast Healing (Ex): At the beginning of each of the creature's turns, any eyak can heal 1 hit point so long as it has at least 1 hit point. A creature that has taken

both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. If reduced to 0 hit points or less, the eyak's Fast Healing abilities no longer function.

Kamikaze (Ex): As a last resort, any eyak is capable of crashing into a target at high speed, causing 1d4 points of damage with a successful melee attack. Whether the attack succeeds or not, the eyak will take 3d6 points of damage, though it is allowed a Fortitude save (DC 20) for half damage.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against an eyak, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds the creature's Spell Resistance rating, the spell works normally, though the creature still gets a saving throw if the spell allows such.

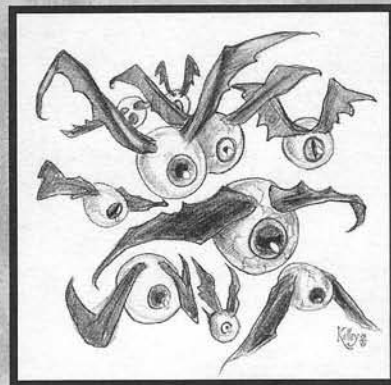
Telepathy (Ex): Eyak within 100 feet of one another maintain constant communication, allowing them to coordinate

Eyak are magical constructions, appearing, essentially, as over-sized flying eyeballs with bat-like wings 8 to 12 inches from one wing-tip to the other. Linked telepathically to their creator, individual eyak serve as spies and scouts — they are literally their master's eyes in the sky. An eyak swarm, on the other hand, is a dangerous combatant capable of slaying even the mightiest when their numbers are great enough.

There are seven different types of eyak, distinguished by the color of its eye and wings. These are black, blue, brown, green, gray, red, and yellow. Eyak swarms use unique, cooperative tactics during combat situations, and each type of eyak has its own role to play.

BLACK

Black eyak are difficult, expensive creatures to make — but their powerful ability to attack using a death ray makes it worthwhile for many spellcasters to undertake the effort. Unfortunately, the strain of releasing the mystic energy necessary to power the death ray frequently kills the black eyak; essentially, they are single-use weapons. Black eyak, therefore, are frequently used only for specific purposes, such as assassinations. And, of all the eyak, the black eyak are the most likely to be sent out alone for offensive purposes.



BLUE

Blue eyak are one aspect of the “seeing eyes” of the eyak swarm, and work in conjunction with green and yellow eyak. Blue eyak are capable of detecting magic. Smaller swarms may only have some of these three eyak types present depending on the needs of a particular task, while larger swarms may have several in case some are injured or to allow for observation in multiple directions.

EYAK

BLUE

	Diminutive Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee
Damage:	Kamikaze 1d4–2
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Kamikaze
Special Qualities:	Darkvision 60 ft., Detect Magic, Fast Healing, Immunities, Spell Resistance 15, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



their abilities and attacks. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No eyak in a group is considered flanked unless all of them are. Additionally, an eyak's creator can establish telepathic contact with them so long as the eyak remain within 100 miles, allowing the creator to see through their eyes, issue them new instructions, etc.

BLACK

Death Ray (Sp): A black eyak is capable of shooting a black ray at a chosen target within 100 feet. If the ray strikes — the black eyak must make a successful ranged attack — it will slay the target. The victim is entitled to a Fortitude saving throw (DC 15) to survive the attack. If the save is successful, the victim instead sustains 3d6 points of damage. Using its Death Ray will automatically cause the eyak 2d6 points of damage, regardless of

whether or not the attack is a success. If the eyak dies, the Death Ray can still strike its target.

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Black eyak have Spell Resistance 18.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

Skills: Eyaks receive a +12 size bonus to Hide checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

BLUE

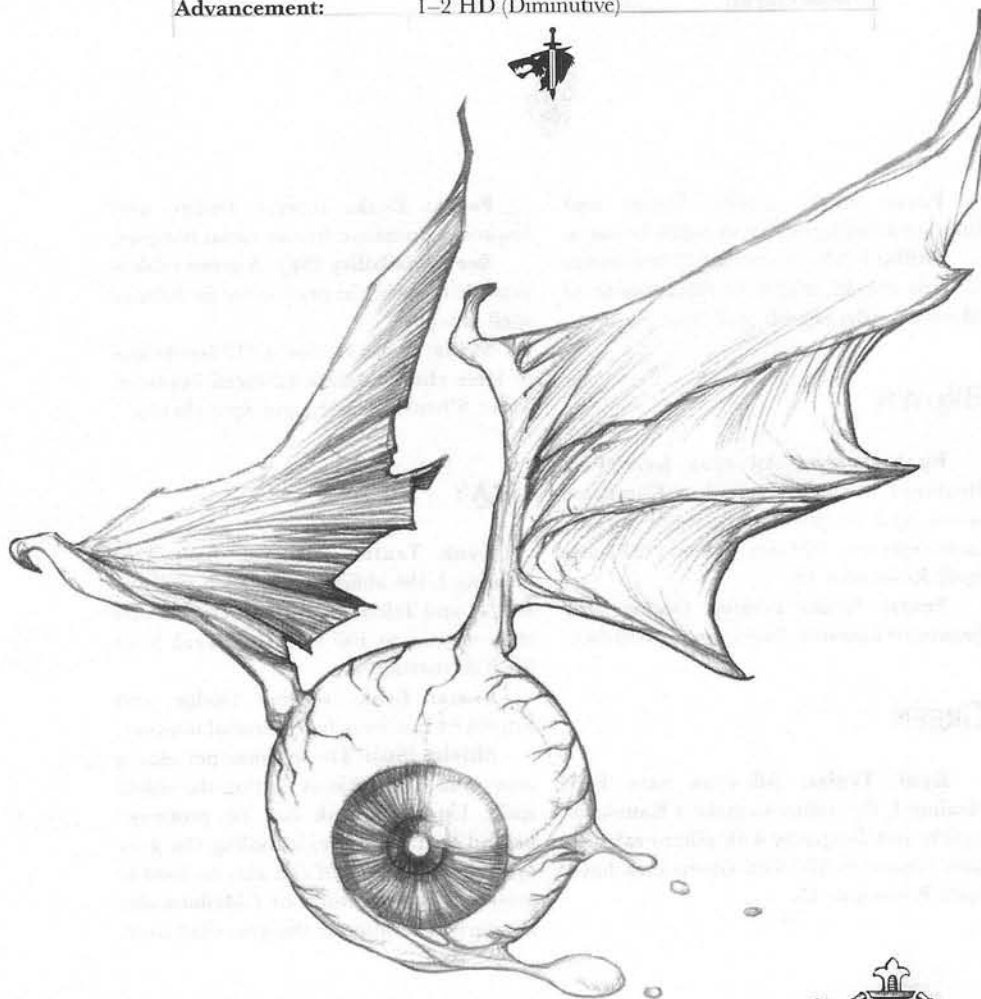
Detect Magic (Sp): A blue eyak is capable of detecting magic at will, as per the *detect magic* spell.

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Blue eyak have Spell Resistance 15.



BROWN

Diminutive Construct	
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee
Damage:	Kamikaze 1d4-2
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, Spell Resistance 10, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



BROWN

Brown eyak are extremely cheap to make ... and that's about the only thing they have going for them. Essentially, brown eyak are constructed in large numbers, and then, during combat, sent on kamikaze flights. While the thought may, at first, be comical, many warriors have died ingloriously battered to death by swarms of brown eyak.

GREEN EYAK

Green eyak, when working in a swarm with blue and yellow eyak, make it practically impossible to hide from the eyes of a swarm. Green eyak see the invisible. When not serving as part of a swarm, these three types of eyak will frequently be employed for the purposes of surveillance.



EYAK

GREEN

	Diminutive Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee
Damage:	Kamikaze 1d4-2
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, See Invisible, Spell Resistance 15, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

Skills: Eyaks receive a +12 size bonus to Hide checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

BROWN

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Brown eyak have Spell Resistance 10.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

GREEN

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Green eyak have Spell Resistance 15.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

See Invisibility (Sp): A green eyak is capable of seeing as per the *see invisibility* spell at will.

Skills: Eyaks receive a +12 size bonus to Hide checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

GRAY

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Gray eyak have Spell Resistance 18.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

Shield (Sp): Three times per day a gray eyak is capable of casting the *shield* spell. Up to 8 eyak can be protected behind it at one time, including the gray eyak itself. The *shield* can also be used to protect 2 Tiny creatures or 1 Medium-size creature in addition to the gray eyak itself.





GRAY

	Diminutive Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee
Damage:	Kamikaze 1d4-2
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, Shield, Spell Resistance 18, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



Skills: Eyaks receive a +12 size bonus to Hide checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

RED

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Red eyak have Spell Resistance 18.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

Heat Ray (Sp): At will, a red eyak is capable of shooting a red ray at a chosen target within 100 feet. If the ray strikes — the red eyak must make a successful ranged attack — it will do 1d4+1 points of damage. The victim is entitled to a Fortitude save (DC 15) for half damage.

Skills: Eyaks receive a +12 size bonus to Hide checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

YELLOW

Eyak Traits: All eyak have Fast Healing 1, the ability to make a Kamikaze attack, and Telepathy with other eyak and their creator to 100 feet. Yellow eyak have Spell Resistance 15.

Feats: Eyaks receive Dodge and Improved Initiative free as racial bonuses.

Locate Creature (Sp): At will, yellow eyak can locate a known or familiar creature as per the *locate creature* spell to a range of 1 mile.

Skills: Eyaks receive a +12 size bonus to Hide checks, a +8 racial bonus to Swim checks, and a +2 racial bonus to Move Silently, Search, and Spot checks.

GRAY EYAK

These are the defensive element in an eyak swarm. Gray eyak are capable of erecting mystical shields, from behind which their fellow eyak launch their attacks. Many wizards also keep one or more eyak of this nature near them to take advantage of the protection they offer.



RED EYAK

The red eyak are the primary offensive elements of a swarm — their heat rays serve as a bane to any who become a target of the eyak.



EYAK

RED

	Diminutive Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee, Heat Ray +8 ranged
Damage:	Kamikaze 1d4–2, Heat Ray 1d4+1
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Heat Ray, Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, Spell Resistance 18, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



CONSTRUCTING AN EYAK

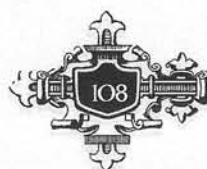
The cost of constructing an eyak is as follows:

TYPE	COST
Black	300 gp
Blue	50 gp
Brown	1 gp
Green	50 gp
Gray	50 gp
Red	100 gp
Yellow	50 gp

This cost includes the 50 sp necessary for the body, as well as all the materials and spell components that are consumed or become a permanent part of the creation.

The construction of an eyak's body involves the sewing of a bat's wings to an *enlarged eye*; where the eye comes from is unimportant — the entire construct is transformed into a different, although similar form later in the process. This requires a Craft (leatherworking) or Heal skill check (DC 12).

Once this work is completed, the eyak is transformed and animated through an



YELLOW

	Diminutive Construct
Hit Dice:	1/2d10 (2 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (perfect), swim 10 ft.
AC:	18 (+4 Dex, +4 size)
Attacks:	Kamikaze +2 melee
Damage:	Kamikaze 1d4–2
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Kamikaze
Special Qualities:	Darkvision 60 ft., Fast Healing, Immunities, Locate Creature, Spell Resistance 15, Telepathy 100 ft.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con —, Int 10, Wis 10, Cha 1
Skills:	Hide +16, Move Silently +6, Search +2, Spot +2, Swim +6
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or swarm (10–20 eyak of random types)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Diminutive)



extended magical ritual which requires a 7th-level character (14th-level for the black eyak) with the Craft Wondrous Item feat. The ritual requires 3 hours to complete (except for the black eyak, which requires 1 day to complete) and requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish; this is identical to the workroom necessary for the construction of homunculi and traditional golems.

Completing the ritual requires casting *arcane eye*, *mending*, and *scrying* on the final day of the ritual. The following types of eyak require an additional spell to be cast:

TYPE	SPELL
Black	<i>finger of death</i>
Blue	<i>detect magic</i>
Green	<i>see invisibility</i>
Gray	<i>shield</i>
Red	<i>flame arrow</i>
Yellow	<i>locate creature</i>

These spells must all be cast by the creator, but they can come from outside sources, such as scrolls. Completing the ritual also drains 25 XP. This cost is raised to 50 XP for the black eyak, and lowered to 10 XP for the brown eyak.

YELLOW EYAK

Yellow eyak are the hounds of the eyak swarm, working with green eyak to hunt down the swarm's prey. Blue eyak are capable of tracking targets. When all three of these eyak types are present, very few have escaped a swarm.

ADVENTURE SEED

A century ago the wizard Serrareth retreated to the peaceful forest of Arloret, building a secluded tower there in which he could perform his many magical experiments without interference from the outside world. Serrareth's great love was magical construction, and his tower was populated with all manner of strange magical constructs. Unfortunately, one of Serrareth's experiments went awry and his constructs turned on him ... including his massive swarm of eyak. Serrareth was killed, and the eyak were turned loose upon the forest. Today, Arloret is a dark, foreboding place – hostile to any who enter it, and shunned by all those who live near it. The swarms of eyak still prowl the woods, and it is whispered that Serrareth's tower is still populated by a plethora of his other creations. Some say these creations guard the tower against the eyak; others say that one of these creations rules over all the rest, including the eyak. Other whispers, though, speak of the fabled treasure that Serrareth was said to possess – gathered from all corners of the globe by his magical servants. Many adventurers have met their death seeking the tower of Serrareth in the depths of Arloret ...

The fomoraigs may be the ancestors of all the giantish races. The truth about their origins is shrouded in a past beyond human understanding, but the most ancient of records suggest that the first fomoraigs emerged directly from the primordial chaos that predated the formation of the worlds. They are creatures of great power, intellect, and antiquity, masters of many secrets lost to the rest of the world, who live in the wastelands of the world. They surround themselves with thralls culled from lesser races, and with the detritus of aeons of obsessively pursuing magical power.

Fomoraigs have a greed for magic of all sorts that rivals the draconic lust for treasure — magical items, tomes, or arcane knowledge are all capable of drawing the attention of the fomoraigs. When a fomoraig discovers a source of arcane power that it covets, it is implacable in its search for the object of its desire. The few learned sages who know of the fomoraigs have made dire predictions concerning the reasons for this racial acquisitiveness.



FOMORAIG

	Huge Giant
Hit Dice:	19d8+152 (237 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	Gargantuan morningstar +24/+19/+14 melee, or large javelin +24/+19/+14 melee
Damage:	Gargantuan morningstar 4d6+12, large javelin 1d8+12
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Corporeal Flux, Spell-like Abilities, Unnatural Presence
Special Qualities:	Chaos Immunity, Chaos Powers, Cold and Fire Resistance 20, Damage Reduction 20/+3, Darkvision 60 ft.
Saves:	Fort +18, Ref +8, Will +9
Abilities:	Str 35, Dex 15, Con 25, Int 18, Wis 16, Cha 14
Skills:	Alchemy +7, Concentration +10, Intimidate +5, Knowledge (arcana) +9, Search +4, Spellcraft +9 (+11 to decipher scrolls), Use Magic Device +8 (+10 for rolls related to scrolls)
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Hills, mountain, marsh, or underground
Organization:	Solitary, pair, or crew (2–5)
Challenge Rating:	20
Treasure:	Standard coins, standard goods, double standard items
Alignment:	Always chaotic, usually chaotic evil
Advancement:	20–38 HD (Huge), 39–57 HD (Gargantuan); or by class (sorcerer)



Fomoraigs are giants that are closely associated with chaos. As a creature of chaos, each fomoraig is unique — unearthly beauty and twisted horror are equally represented in this race, often in the same creature. Detailed below are the base stats for a fomoraig. Each fomoraig also has Chaos Powers that are applied to these stats after being generated randomly, as described below.

Chaos Immunity (Ex): Fomoraigs are immune to the effects of spells with the Chaos descriptor.

Cold and Fire Resistance (Ex): Fomoraigs ignore the first 20 points of cold and fire damage done to them each round. They still make saving throws normally.

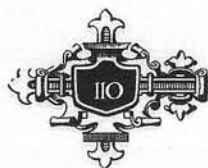
Corporeal Flux (Su): A target wounded by a melee attack by a fomoraig must make a Fortitude save (DC equal to the HD of the fomoraig) or be affected by Corporeal Flux. On

a failure, the body of the afflicted to begin to dissociate — skin runs like wax, then muscle, and finally bone and viscera. The victim suffers 1d4 permanent Constitution drain from this effect, which can only be regained by magical means. If the Constitution of the afflicted is brought to zero, the victim literally melts into a pile of indistinguishable matter.

Damage Reduction (Su): Fomoraigs ignore 20 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Giant: Giants are proficient with all simple weapons and with any weapons listed in their entries. Giants have Darkvision with a range of 60 feet.

Skills: Fomoraigs receive a +2 synergy bonus to Spellcraft checks to decipher scrolls, and another +2 bonus to Use Magic Device checks related to scrolls. These bonuses are included above.





Spell-like Abilities: Fomoraigs can use the following spells as if cast by a sorcerer of the same level as they have HD. The DC to resist these abilities is usually 12 + the spell level.

1/day per 5 HD — *charm monster*, *dispel magic*

Unnatural Presence (Su): Fomoraigs are so unnatural that their appearance causes a *fear* effect in other creatures. When a fomoraig attacks or otherwise displays hostility, creatures within its move distance (usually 40 feet) must make a Will save (DC equal to 10 + 1/2 the fomoraig's HD + its Charisma modifier) or succumb to *fear*. These creatures suffer a -2 morale penalty on saving throws, and flee randomly from the fomoraig with a 50 percent chance of dropping what they're holding. Creatures with at least as many HD as the fomoraig are immune to its Unnatural Presence.

Chaos Powers (Su): For each 4 HD the fomoraig has, roll or choose one major Chaos Power, or two minor Chaos Powers. Identical rolls may be retained to increase the number of uses per day unless otherwise specified, or rerolled. All Chaos Powers are supernatural abilities. Where appropriate, Chaos Powers

function as though cast by a sorcerer of a level equal to the fomoraig's HD.

D12 MAJOR CHAOS POWERS

- 1 Uncearthly Beauty
- 2 Blazing Eye of Chaos
- 3 Polymorph Self
- 4 Animate Dead
- 5 Roaring Void
- 6 Ethereal Jaunt
- 7 Planeshift
- 8 Summon Thralls
- 9 Increased Elemental Resistance
- 10 Vampiric Touch
- 11 Damage Reduction 5/—
- 12 Mantle of the Void

Animate Dead (Su): Once per day, the fomoraig can turn the bones or bodies of dead creatures into undead skeletons or zombies under its control as per the spell *animate dead*. The maximum number of undead created with one use of this ability is limited to a number of HD equal to the fomoraig's own HD; the maximum number of undead the fomoraig can

Derrick Gloverson, once an adventurer in the alpine regions, wrote: "I never caught sight of the creature that destroyed my companions, to my knowledge. How can I know which parts of the beast inside that mountain are the minions and which parts are the master? The passages were torn to pieces by a sound that resembled nothing living and the ruptures in the rock were immediately filled with sticky, toothy flesh. No telling how many loyal horrors there were after us, but the books told us that the creature itself dwelled far below. I tell myself that the sound we heard, the sound which crushed Furian and squeeze Meldrick's ears to blood, was the fomoraig giving orders. Its voice tore the caves to pieces. I can't fathom how that mountain could be thought to contain the creature."



A theory recorded by the Sage of the Red Library suggests that the fomoraigs do not simply desire magical power but instead need it to exist as individual beings. She imagined that the expansion of magic throughout the world at the time of creation expanded the very stuff of the fomoraigs, too. This scattered nature results not just in the variety of beings within the population but the grotesque variance within the individual fomoraig. If somehow the theory could be tested, the Sage expects that a fomoraig surrounded by enough material magic would be shaped back into an original form not seen since the dawn of all things. This form might be beautiful or hideous or might not resemble anything at all which exists.



FOMORAIG

control at one time is equal to 2 HD times the fomoraig's HD.

Blazing Eye of Chaos (Su):

Once every four rounds, the fomoraig can let out a beam of primal chaos from one or more of its eyes, striking a single target within a range of 25 feet + 5 feet per HD. The fomoraig must succeed with a ranged touch attack to affect target as with a Corporeal Flux attack; the base ranged attack bonus for a fomoraig is +11. The target is allowed the usual saves for the Corporeal Flux attack. Reroll any duplicate roll of this power.

Damage Reduction (Su): The fomoraig ignores 5 hit points from most weapons and natural attacks. This ability is effective against any attack that does not ignore Damage Reduction. This does not stack with a fomoraig's Damage Reduction 20/+3. Both operate simultaneously, such that weapons with enhancement bonuses of less than +3 subtract 20 from their rolled damage. Damage from more powerful weapons is reduced by 5. Duplicate rolls of this power increase the number of hit points reduced from the damage of more powerful weapons.

Ethereal Jaunt (Su): Once per day, the fomoraig and his equipment can become ethereal and travel in the Ethereal Plane. This effect lasts 1 round per HD the fomoraig possesses.

Increased Elemental Resistance (Su): The fomoraig may increase an existing Resistance (either fire or cold) by +10, or gain Resistance 20 to a new force of your choice (either acid or electricity). Duplicate rolls can either boost another Resistance by +10, or add another Resistance 20 that the fomoraig does not yet have.

Mantle of the Void (Su): Once per day, the fomoraig may surround itself with a multi-colored mantle of coruscating energy, which provides a +4 deflection bonus to AC, and a +4 resistance bonus to all saves. Further, the Mantle confers the effects of *freedom of movement* as the spell. The duration of the mantle is 1 round per HD the fomoraig has.

Plane Shift (Su): Once per day, the fomoraig can move itself or some other creature to any other plane of existence or alternate dimension as per the *plane shift* spell.

Polymorph Self (Su): Once per day, the fomoraig can assume the form of a different creature for one hour per HD the fomoraig has, as per the spell *polymorph self*, with the following changes:

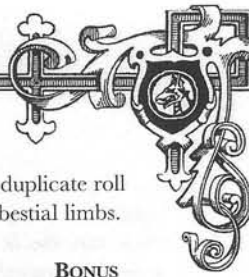
- Fomoraigs can never be comfortable in a shape other than their own. A fomoraig always suffers from a -4 modifier to attack rolls in any form other than its own. In addition, fomoraigs cannot maintain one shape for extended periods. For each hour that a fomoraig attempts to hold a single shape, it must save vs. Will (DC 20) or revert.
- There is always something subtly wrong with any form that a fomoraig assumes. A fomoraig might retain patches of scaly hide even when it polymorphs into a dire tiger, for example. A fomoraig that polymorphs into a human may have hair that writhes of its own accord, a vestigial limb tucked under its shirt, or one eye that is much larger than the other. The exact nature of the wrongness varies, but can be noticed by any observer on a successful Spot roll (DC equal to 1/2 the fomoraig's HD).

Roaring Void (Su): Once per day, the fomoraig's roar becomes a devastating cone of sound and negative energy pouring out to distance of 60 ft. Anyone within range of the cone must make a Fortitude save (DC equal to the fomoraig's HD) or suffer 14d6 damage, half of which is sonic, the other half negative energy. A successful Reflex save (DC equal to the HD of the fomoraig) reduces the effects to half damage.

Summon Thralls (Su): Once per day, the fomoraig may summon from the void a number of HD of enslaved creatures equal to its own HD. They are always the same thralls, and they return to the chaos after they are slain or dismissed. Utterly the creatures of their master, thralls are given form and the semblance of life only to serve the will of the fomoraig who is their master. Fomoraigs with the Summon Thralls ability can also create a thrall from any creature that it reduces to 0 hp. See the fomoraig thrall in the Templates section for details.

Unearthly Beauty (Su): The fomoraig receives a permanent +4 boost to its Charisma score. In addition, all or a portion of the fomoraig is so beautiful that any creature within 30 feet must make a Will save (DC equal to the fomoraig's HD + Charisma modifier) or be stunned by its unnatural loveliness for 1d6 rounds. Stunned creatures lose their Dexterity bonus to DC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned creatures. A





successful save grants immunity for the rest of the encounter. Reroll any duplicate roll of this power.

Vampiric Touch (Su): Once per day, a fomoraig who succeeds at a melee touch attack (base bonus +24/+19/+14) deals 1d6 points of damage per two HD the fomoraig has, to a maximum of 10d6. The fomoraig gains temporary hit points equal to the damage it inflicts, not exceeding the subject's current hit points +10. The temporary hit points disappear 1 hour later. This effect is as the *vampiric touch* spell.

D12 LESSER CHAOS POWERS

- 1 Combat Reflexes Feat
- 2 Natural Armor
- 3 Random Ability Score
- 4 Extra Bestial Limbs
- 5 No Visual Organs
- 6 Bestial Features
- 7 Frog-like Tongue
- 8 Darkvision 120 ft.
- 9 Magic Circle Against Law
- 10 Rage
- 11 Fast Healing
- 12 Scent

Bestial Features (Su): The fomoraig is equipped with claws on whichever of its limbs you choose, giving it a number of claw attacks equal to the number of clawed limbs it has available to use effectively in combat, as well as tusks or horns that give it one gore attack; the gore attack suffers a -5 attack penalty unless the fomoraig has the Multiattack feat. Reroll a duplicate roll. Damage is figured according to the size of the fomoraig:

	CLAW	GORE
SIZE	DAMAGE	DAMAGE
Huge	2d4	2d6
Gargantuan	2d6	2d8

Combat Reflexes Feat (Su): The fomoraig gains the Combat Reflexes feat if it did not have it already. Reroll a duplicate roll.

Darkvision (Su): The fomoraig can see with no light source at all, to a range of 150 feet. Darkvision is black and white only. Blind fomoraigs may not possess this power; reroll in this instance, or on a duplicate roll.

Extra Bestial Limbs (Su): The fomoraig gains two extra bestial limbs (or one tail) and the accompanying bonus as per

the table below. A duplicate roll gains another two bestial limbs.

D6	LIMBS	BONUS
1	Tentacles	Slam attack (see table below)
2	Ape-like arms	Multidexterity feat
3	Animal legs	+20 feet move
4	Pincer limbs	Improved Grab
5	Deadly tail	Slam attack (see table below)
6	Wings	Fly 40 ft. (clumsy)

SIZE	SLAM DAMAGE
Huge	1d6
Gargantuan	1d8

Fast Healing (Su): At the beginning of each of the creature's turns, it heals a certain number of hit points; roll 1d10 when this Chaos Power is chosen to determine the number. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs. A duplicate roll of this power gives the fomoraig another 1d10 points of Fast Healing.

Frog-like Tongue (Su): The fomoraig gains a frog-like tongue that attacks as a melee weapon and does 1d8. If the attack is successful against an opponent at least one size category smaller than itself, it may attempt to hold on to the target as with the Improved Grab feat. It either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. Each successful grapple check it makes during successive rounds automatically deals another 1d8 damage. Reroll a duplicate roll of this power.

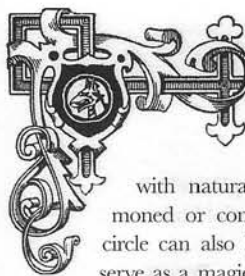
Magic Circle Against Law (Su): At will, the fomoraig can ward a 10-foot area centering on itself from chaotic creatures, as per the spell. This gives it and those inside the circle a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made by chaotic creatures. It also blocks any attempt to possess the warded creatures or exercise mental control over them, and prevents bodily contact (such as

From a letter by the sorcerer Atwinus:

"The fomoraig obsession with magic has nothing to do with their nature and is not truly some innate feature of the breed, for the fomoraig have no breeds. Their bloods are the origin points for all other giant blood and so they are free of lineage or bloodline in every way. They are creatures defined completely by motives predating the refined arts and educated pursuits of knowledge. They know greed and lust, anger and jealousy only. They're animals. They want magic only because it is a power which was not bestowed easily upon them by their father-gods. I believe they want it solely to hold over the others of their kinds. They are the early creatures, like children. To expect anything from them beyond that which a toddler is capable of is idiocy. To approach them is a waste of effort and your life. They will kill you and eat whatever you are that does not make them jealous."

Sir Gawailen, a knight who claims to have met a fomoraig in battle, recorded:

"The fomoraig is little more than an unrefined giant. They are like untempered iron. They are not subtle, precise or otherwise sharp. This rumor that they covet magic so is overblown. It has been my experience that like all giants, the fomoraig are overconcerned with their favorite treat only so long as it is enjoyable. Those fomoraig I have seen and heard of are concerned less with the magic of my sword and more with its point. You will doubtless find this true of them all. They may adore magic, but they prize first what can be eaten."



FOMORAIG

with natural weapons) by summoned or conjured creatures. The circle can also be focused inward to serve as a magical prison. This effect lasts 10 minutes per the fomoraig's HD. A duplication of this power doubles the area and duration.

Natural Armor (Su): The skin, armor, chitin, etc., of the fomoraig toughens, giving a +3 natural AC bonus. A duplicate roll of this power gives another +3 natural AC bonus.

No Visual Organs (Su): The fomoraig is blind or has no eyes, but gains Blindsight to a range of 120 feet. This ability makes invisibility and darkness (even magical darkness) irrelevant. Blindsight cannot distinguish color or visual contrast, doesn't allow a creature to read. Blindsight does not subject a creature to gaze attacks or blinding attacks. Deafening attacks thwart Blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Reroll a duplicate roll of this power.

Rage (Su): Once per day, the fomoraig may rage as a barbarian does, gaining +4 to Strength, +4 to Constitution, and a +2 morale bonus on will saves, but suffers a -2 penalty to AC. The increase in Constitution increases the fomoraig's hit points by 2 points per HD, but these hit points go away at the end of the rage. While raging, a fomoraig cannot use skills or abilities that require patience and concentration, but it may still manifest any Chaos Powers that it possesses. The fomoraig's fits of rage last 5 rounds plus one round per (newly improved) Constitution modifier point. At the end of a rage, the fomoraig is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter.

Random Ability Score (Su): A random ability score increases by 1d4+2. A duplicate roll of this power can increase a different ability score. Choose which score or roll:

D6	SCORE
1	Strength
2	Constitution
3	Dexterity
4	Intelligence
5	Wisdom
6	Charisma

Scent (Su): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per

hour that the trail is cold. Reroll a duplicate roll of this power.

FOMORAIGS AS CHARACTERS

Most experienced fomoraigs are sorcerers because the raw power of chaos that they possess makes any other understanding of magic difficult at best. There are no fomoraig druids or clerics, since the fomoraigs will never admit the authority of any power other than their own.

SAMPLE FOMORAIG

Huge Giant

Hit Dice: 19d8+152 (237 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 17 (-2 size, +2 Dex, +7 natural)

Attacks: Gargantuan morningstar +24/+19/+14 melee, or large javelin +24/+19/+14 melee, or 2 claws +24/+19/+14 and gore +19/+14/+9, and tail slam +19/+14/+9 melee and tongue slam +19/+14/+9 melee

Damage: Gargantuan morningstar 4d6+12, large javelin 1d8+12, claws 2d4+12 each, gore 2d6+6, tail slam 1d6+6, tongue slam 1d8+6

Face/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Bestial Features, Blazing Eye of Chaos, Corporeal Flux, Extra Bestial Limbs, Frog-like Tongue, Spell-like Abilities, Rage, Unnatural Presence

Special Qualities: Chaos Immunity, Cold and Fire Resistance 20, Damage Reduction 20/+3, Fast Healing 5, Darkvision 60 ft.

Saves: Fort +18, Ref +8, Will +9

Abilities: Str 35, Dex 15, Con 25, Int 18, Wis 16, Cha 14

Skills: Alchemy +7, Concentration +15, Intimidate +5, Knowledge (arcana) +13, Listen +2, Spellcraft +15, Use Magic Device +12

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Climate/Terrain: Hills, mountain, marsh, or underground

Organization: Solitary, pair, or crew (2-5)

Challenge Rating: 20

Treasure: Standard coins, standard goods, double standard items





Alignment: Chaotic evil

Advancement: 20–38 HD (Huge), 39–57 HD (Gargantuan); or by class (sorcerer)

Bestial Features (Su): This fomoraig is equipped with claws on its two hands and a set of impressively curling ram's horns, which do 2d4 claw damage and 2d6 gore damage.

Blazing Eye of Chaos (Su): Once every four rounds, the fomoraig can let out a beam of primal chaos from one or more of its eyes, striking a single target within a range of 120 feet per HD. The fomoraig must succeed with a ranged touch attack to affect target as with a Corporeal Flux attack; the base ranged attack bonus for a fomoraig is +11. The target is allowed the usual saves for the Corporeal Flux attack.

Chaos Immunity (Ex): Fomoraigs are immune to the effects of spells with the Chaos descriptor.

Cold and Fire Resistance (Ex): Fomoraigs ignore the first 20 points of cold and fire damage done to them each round. They still make saving throws normally.

Corporeal Flux (Su): A target wounded by a melee attack by this fomoraig must make a Fortitude save (DC 19) or be affected by Corporeal Flux. On a failure, the body of the afflicted to begin to dissociate — flesh runs like wax, then muscle, and finally bone and viscera. The victim suffers 1d4 permanent Constitution drain from this effect, which can only be regained by magical means. If the Constitution of the afflicted is brought to zero, the victim literally melts into a pile of indistinguishable matter.

Damage Reduction (Su): Fomoraigs ignore 20 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Extra Bestial Limbs x2 (Su): This fomoraig has a pair of wings that allow it to fly at a speed of 40 feet (clumsy), and a tail that allows a slam attack with 1d6 damage.

Fast Healing (Su): At the beginning of each of the fomoraig's turns, it heals 5 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation.

Frog-like Tongue (Su): This fomoraig has a frog-like tongue that attacks as a melee weapon and does 1d8. If the attack is successful against an opponent at least one size category

smaller than itself, it may attempt to hold on to the target as with the Improved Grab feat. It either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. Each successful grapple check it makes during successive rounds automatically deals another 1d8 damage.

Giant: Giants are proficient with all simple weapons and with any weapons listed in their entries. Giants have Darkvision with a range of 60 feet.

Rage (Su): Once per day, the fomoraig may rage as a barbarian does, gaining +4 to Strength, +4 to Constitution, and a +2 morale bonus on will saves, but suffers a –2 penalty to AC. The increase in Constitution increases the fomoraig's hit points by 38, but these hit points go away at the end of the rage. While raging, a fomoraig cannot use skills or abilities that require patience and concentration, but it may still manifest any Chaos Powers that it possesses. The fomoraig's fit of rage last 14 rounds. At the end of a rage, the fomoraig is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter.

Spell-like Abilities: The Fomoraig can use the following spells as if cast by a sorcerer of 19th level. The DC to resist these abilities is usually 12 + the spell level.

1/day per 5 HD — *charm monster*; *dispel magic*

Unnatural Presence (Su): Fomoraigs are so unnatural that their appearance causes a *fear* effect in other creatures. When a fomoraig attacks or otherwise displays hostility, creatures within its move distance (usually 40 feet) must make a Will save (DC equal to 21) or succumb to *fear*. These creatures suffer a –2 morale penalty on saving throws, and flee randomly from the with a 50 percent chance of dropping what they're holding. Creatures with at least 19 HD are immune to its Unnatural Presence.

ADVENTURE SEEDS

☞ Rumours of a reclusive sorcerer of incredible age and power have circulated in the towns and villages of the Wastelands for decades. This is creature so old and so well-versed in the magical arts that it knows spells that are lost to the mages of today. What persuasions might be required to gain access to that knowledge? What price would a being like this demand? And then, of course, what will the player characters do when they come face to face with the horribly inhuman magus they have sought?

☞ A fomoraig attacks a town to acquire the legendary Orb of Change, killing townsfolk and heroes in the process. The PCs are asked to retrieve the treasure. After doing so, they return to become caught up in the holy war instigated by a high-level NPC cleric, who is now acclaimed as a saint for surviving the slaughter. The cleric calls a crusade against all fomoraigs as malevolent beings of immense power who spurn the gods. This sets into motion a cataclysm of epic proportions, as the fomoraigs draw together to fight against a common foe, as they have not done in recorded history.



In the dark heart of the unspoiled woods, guardian spirits are called up to protect the creatures and forests. Primitive tribes of forest-dwellers worship these beings as minor gods, offering them sacrifices and prayers, and imploring them for their favor. Primitive art depicts them in battle, fighting the enemies of the forests, or in majestic poses, looking out over their domain.

Forest gods, for their part, do not go out of their way to aid their worshippers, viewing themselves as simple stewards of the woodlands, and the tribes as one more population of creatures within the forest, no more or less important than the wolves or squirrels. Those who intrude on the peace of the forest are seen as clear threats to the sanctity of the woods, however, bringing imbalance and destruction to the pristine natural wilderness. These threats are dealt with quickly and expediently.

The origin of the forest gods is hotly contested amongst those who know of them. Some claim that they are spirits from the outer planes, while others believe that they are inhabitants of the elemental realm of earth come to defend the forests. A rare few scholars believe that they hail from a different type of inner plane, one that is the embodiment of the forest. The forest gods, of course, are silent on the matter.

The appearance of a forest god is strange and frightening. They are centauroid creatures, with the hindquarters of a black bear and the forequarters of a large red stag. The torso has the keel-breasted shape of a bird, and is covered in mottled feathers. The head is that of a large gray wolf, with a magnificent rack of antlers. The arms are somewhat cat-like, with fierce retractable claws.



FOREST GOD

	Large Outsider
Hit Dice:	6d8+24 (51 hp)
Initiative:	+0 (Dex)
Speed:	40 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	2 claws +10/+5 melee or gore +10/+5 melee, and bite +5 melee
Damage:	Claws 1d6+5 each, gore 1d8+5, bite 1d8+2
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Immunities, Scent, Spell-like Abilities, Spell Resistance 21, Damage Reduction 10/+1
Saves:	Fort +9, Ref +5, Will +10
Abilities:	Str 21, Dex 10, Con 18, Int 11, Wis 20, Cha 19
Skills:	Animal Empathy +13, Hide +5 (+15 in forest), Listen +14, Handle Animal +4 (+6 with animals or beasts), Intimidate +11, Move Silently +4 (+14 in forest), Spot +10, Wilderness Lore +14
Feats:	Combat Reflexes, Track
Climate/Terrain:	Forest
Organization:	Solitary or pack (2–6)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	7–10 (Large), 11–18 HD (Huge)



Damage Reduction (Su): Forest gods ignore 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Immunities (Ex): Forest gods are immune to cold, electricity, and all weather effects. In addition, no natural creature will attack a forest god unless it is magically controlled or compelled.

Outsider: Outsiders have Darkvision with a range of 60 feet. A forest god is not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a forest god, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 21, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: Forest gods can use the following spells as if cast by a 10th-level druid. The DC to resist these abilities is 15 + the spell level.

1/day — *transport via plants, control weather*
3/day — *entangle, call lightning, plant growth, snare*

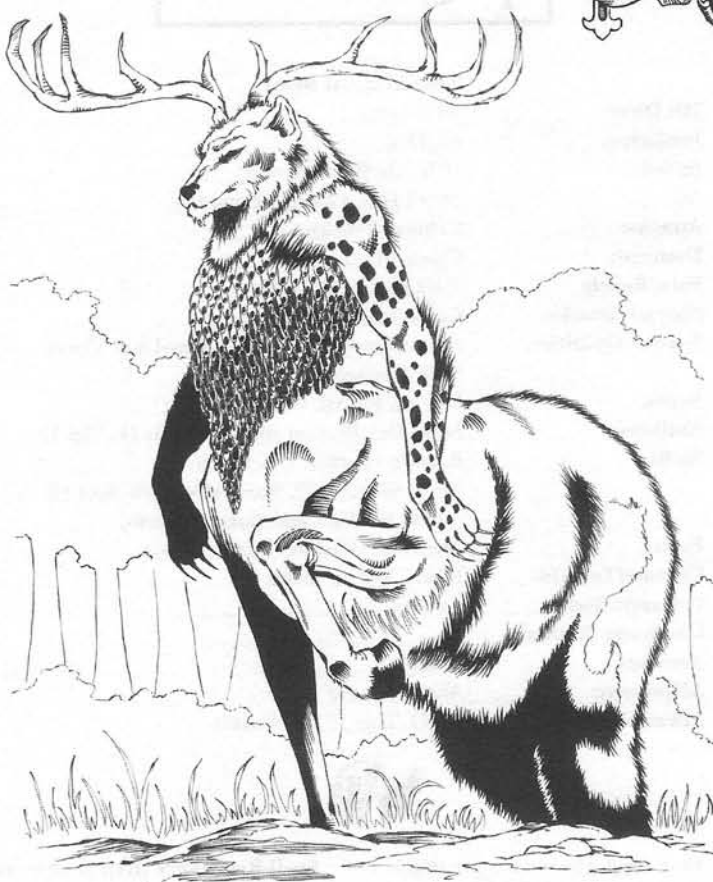
At Will — *create water, detect magic, detect animals or plants, detect poison, detect snares and pits, endure elements, invisibility to animals, know direction, pass without trace, purify food and drink*

Skills: Within a forest environment, forest gods receive a +10 racial bonus to Hide and Move Silently checks. They also receive a +2 synergy bonus to Handle Animal checks with animals or beasts. This is already figured into the stats above.

NEW WEAPON: ANTLER

Antlers removed from the head of any deer-like animal can be used as an exotic weapon. An antler can be cut down to make a weapon of any size. Each antler begins at a size





equal to the creature it was taken from. An antler gives a +2 bonus on opposed attack roll when attempting to disarm an enemy, provided your enemy's weapon is the same size as or smaller than yours. Alternately, you may choose to use an antler as a shield. When used this way, Tiny, Small and Medium-Size antlers serve as small shields (+1 bonus to AC), while Large antlers serve as Large shields (+2 bonus to AC).

Cost: 1 gp; *Damage:* 1d6 (up to medium-size) x3, 1d8 (Large) x3; *Weight:* 2-10 lbs.; Piercing

NEW MAGIC WEAPON: CERVINE SWORD

These +3 *defending antlers* are made from noble elk, magical stags, and other Large cervine creatures whose antlers can be considered "masterwork." An ancient tradition respects the origins of these creatures and imbues these weapons with very specific magics. These weapons can be used to cast the spells *know direction*, *detect animals* and *invisibility to animals* each once per day.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *know direction*, *detect*

animals, *invisibility to animals*; *Market Price:* 40,100 gp

NEW ARTIFACT: TYNES OF THE FOREST GOD

Only one of these minor artifacts is known to exist, created by a heartless druid from a slain forest god. This Large +5 *defending antler* was made from only half of a forest god's rack, however. The other half might be in use elsewhere. This weapon has the powers of a forest god trapped within it. No animal will attack the bearer of this weapon unless magically compelled. All other natural creatures must succeed at a Will save (DC 20) to combat the bearer. The weapon can be activated with symbolic gestures to cast the following spells

1/day: *call lightning*, *control weather*, *detect magic*, *detect animals or plants*, *endure elements*, *entangle*, *invisibility to animals*, and *pass without trace*.

Caster Level: 10th; *Weight:* 10 lbs.

ADVENTURE SEEDS

☛ Opening up a trade route through a dense forest is difficult enough, but when a forest god protects the animals and creatures along the proposed route, the prospect is even more daunting. After four attempts, the merchant house involved has started looking for a team of specialists that will scout the routes through the wood. The pay is almost appallingly good, and even more is promised if the route is completed on deadline. Of course, the forest god won't stand down just because some hotheads with swords want to waltz through its territory ...

☛ A druid friendly to the party has an interesting proposition. She wants to study the forest gods in their natural habitat, but isn't so foolish as to think she can do it without protection. With the characters guarding her, she proposes to locate and meet one of the elusive creatures, and ask it a lot of impertinent questions. Delicate negotiation may be required to keep everything friendly. Of course, the PCs don't know that the druid in question is evil, and seeks to use the knowledge gained to enslave the forest gods.



FRIGHT OWL

	Tiny Magical Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+4 (Dex)
Speed:	10 ft., fly 40 ft. (average)
AC:	18 (+4 Dex, +2 size, +2 natural)
Attacks:	2 claws +7 melee
Damage:	Claws 1d3-1 each
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Cause Fear
Special Qualities:	Darkvision 60 ft., Superior Low-Light Vision, Spell Resistance 12
Saves:	Fort +2, Ref +6, Will +2
Abilities:	Str 8, Dex 18, Con 10, Int 12, Wis 14, Cha 12
Skills:	Balance +8, Hide +16, Listen +16, Move Silently +22, Sense Motive +6, Spot +8 (+16 in low-light and dark conditions)
Feats:	Alertness, Weapon Finesse (claws)
Climate/Terrain:	Forest, hills, or plains
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Tiny), 3 HD (Small)



Cause Fear (Sp): Three times per day, a fright owl can let out a shrill cry as a free action that can cause fear in all opponents within 30 feet. Any living creature within range of the owl's screech must make a successful Will save (DC 14) or suffer the effects of a *cause fear* spell. This is a sonic, mind-affecting, fear effect.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a fright owl, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 12, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet. Fright owls have Superior Low-light Vision that lets them see five times as far as a human in low-light conditions such as torchlight, moonlight, etc.

Skills: All owls gain a +8 racial bonus to Listen checks and a +14 racial bonus to Move Silently checks. Owls also gain a +8 racial bonus to Spot checks in low-light and dark conditions. Fright owls receive a +8 size bonus to Hide checks, as well. These bonuses are included in the above stats.

FRIGHT OWLS AS FAMILIARS

A fright owl can be made into a familiar by a magic user of at least 3rd level with the Summon Familiar ability, and no current familiar, although it is slightly more powerful than a standard familiar. In this case, it follows all of the special rules for familiars. It grants its master a +2 to Spot checks, and uses its own Spell Resistance unless that endowed by its master is higher.



The fright owl's body is about three feet in length, making it slightly larger than a common barn owl. The wings can span almost 7 1/2 feet. They are covered with feathers of a mottled, charcoal-gray. In addition to this natural camouflage, fright owls' large wingspan allows them to glide silently while aloft.

Although their name would suggest a malevolent origin, these creatures evolved their abilities naturally. They normally use their screeching to frighten small prey and cause it to flee any cover or hiding place. This makes the target easier to catch. Like mundane owls, they combine both claws into a single attack.

ADVENTURE SEEDS

Although fright owls can live for almost 15 years, they only mate three times in their lives. Every fifth year, fright owls return to the place of their birth to mate and nest. Since the last time that the owls returned to one particular nesting site, however, a military outpost has been erected. Of course, when hundreds of fright owls alight on their fortress walls, the soldiers are trapped within their own fortification. The military has not heard from their outpost in some time, so they assume the worst about their neighboring enemy and send the characters to investigate. The PCs must rescue the soldiers, prevent a hasty response by the military, and, if possible, restore the mating grounds of the owls.

Every day at a little past noon, a number of people in a particular section of the city marketplace go crazy and run screaming. No one can figure out exactly what is happening. There seems to be no pattern other than time and place. Investigation reveals that a merchant has captured a fright owl that screeches every day just before the merchant feeds it lunch.

FROSTMITE SWARM



Small Vermin Swarm	
Hit Dice:	1d8 (4 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft., burrow 30 ft.
AC:	18 (+1 size, +7 natural)
Attacks:	Swarm (see text)
Damage:	Swarm 1 hp or 1d4 hp (see text)
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Swarm
Special Qualities:	Burrow, Heat Sense 40 ft., Immunity to Cold, Immunity to Melee and Ranged Weapons, Immunity to Mind-Influencing Effects
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 2, Dex 10, Con 10, Int —, Wis 10, Cha 2
Skills:	Hide +8 (+23 when in stasis), Intuit Direction +2, Move Silently +4
Climate/Terrain:	Cold land
Organization:	One swarm
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Medium-sized swarm), 3 HD (Large swarm), 4 HD (Huge swarm)



Burrow (Ex): A frostmite swarm can move through ice and snow as quickly as if it were unhindered. This burrowing leaves behind no noticeable trail or tunnel.

Immunity to Cold (Su): Frostmites are immune to all cold-based attacks including magical cold.

Immunity to Melee and Ranged Weapons: A swarm can only effectively be fought using fire or other damaging area effects that force the swarm to disperse. The swarm temporarily disperses if it reaches 0 hp. Once dispersed, it takes 5 minutes for a swarm to regroup. To completely destroy a swarm, damage equal to the swarm's total hit points +10 must all be caused in the same attack, otherwise the swarm simply disperses, only to reform once again. If no heat source is detected within the Heat Sense range of the swarm, it will drop back into a hibernating state.

Skills: Frostmites receive a +15 racial bonus to Hide checks while hibernating. They also receive a +4 size bonus to Hide checks. These are included in the above stats.

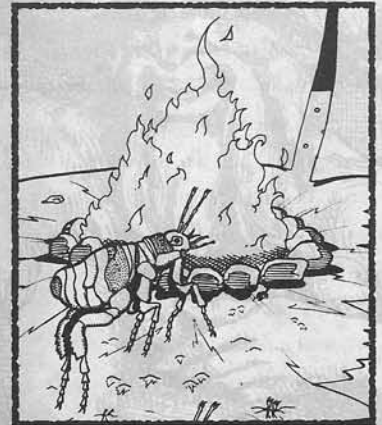
Swarm (Ex): Once they sense a heat source, frostmites swarm over a victim in one round with

no attack roll needed. Spellcasting and concentrating on spells while inside a frostmite swarm is impossible. A creature covered by the swarm who takes no action other than attempting to fight off the swarm takes 1 point of damage each round. Taking any other action results in greater damage, based on the swarm's size as shown in the table below; the swarm's Strength modifier is not included in the damage for this special attack. This damage is considered cold-based damage, as the frostmites suck the body heat right out of the victim. Creatures immune to cold-based damage are also immune to the bite of the frostmite. Creatures with no body heat, such as constructs or the undead, are also immune to this attack. The size of the swarm also determines how many creatures the swarm can cover at one time, as shown below.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Frostmites have Heat Sense instead of Darkvision, which lets them automatically sense the location of any heat source within 40 feet as long as the source is in contact with the ground.

SWARM SIZE	NUMBER OF MITES	DAMAGE	CREATURES COVERED
Small	100	1d4	1 Small
Medium-size	200	1d6	2 Small or 1 Medium-sized
Large	400	1d8	4 Small/2 Medium-sized/1 Large
Huge	800	2d6	8 Small/4 Medium-sized/2 Large/1 Huge

Frostmites are very tiny, arctic-dwelling insects protected by shelled carapaces. Its stout legs, each covered with razor-sharp hooks, propel the frostmite across snowy or icy surfaces, as well as allowing it to burrow into the terrain with amazing alacrity. At best, these creatures are nuisances, but in large numbers they can be deadly.



Found only in arctic conditions, frostmites burrow into the frozen tundra of ice and snow and wait in a cold-induced stasis until they are woken by a nearby heat source. This is usually the body heat of unsuspecting creatures or people. When the target comes within range, the frostmites react quickly, swarming out of their holes to latch onto it. As the swarm thickens, it collectively siphons the victim's body heat until it dies from hypothermia.

Frostmites are the bane of the northern tribes, who burn the needles of gnarly pine trees to generate a repellent smoke known to keep the insects away.

ADVENTURE SEED

☛ A mining encampment has gone from a prosperous community to a ghost town in a matter of weeks. The owners of the company have hired the PCs to investigate and, if possible, return the mine to working condition. Now they must discover the fate of the miners: just before they disappeared, the miners broke into a new vein that, unknown to them, hosted an enormous frostmite swarm.

The fuzzwippit resembles a large fluffy cottonball with big, limpid brown eyes and four tiny paws poking out from under its silky fur. In the wild, they are a light buttermilk color that darkens into a dense chocolate undercoat. Fuzzwippits range from their newborn size of 1 1/2 inches across to a mature diameter of about 8 inches, and weigh a maximum of 2 lbs. They live in temperate climates, constructing underground warrens that are home to dozens of fuzzwippits. They are incredibly fertile, having litters of 6 to 12 kits every month in the wild, and because they are hermaphroditic any two fuzzwippits can establish a new warren in a matter of just a few months. However, their inability to adapt to weather changes leads to massive die-offs each winter.

Because of their normally affectionate nature and ability to charm humans, fuzzwippits have been enthusiastically domesticated by the nobility of many nations. What began as a fad among the wealthy has led to a selective breeding program that has created fuzzwippits of a wide range of colors and patterns; the most prized show wippit of the moment is a light carnelian with black underfur and red-speckled eyes, which has been valued at 2,000 gp.

However, the fuzzwippit has a darker side that only comes out when the sun has set. Fuzzwippits are nocturnal pack hunters; they spend most of the day in a lethargic doze that lends itself to the human need to pet small furry creatures with big eyes, but at dusk they congregate in a pack of ten or more to search for food to sustain the warren. These diminutive carnivores have been known to bring down stags and large wolves in the wild; their tiny, needle-like teeth are especially vicious tearing instruments that leave their prey's flesh in ragged shreds. In captivity, well-fed



FUZZWIPPIT

Diminutive Magical Beast	
Hit Dice:	1/4d10–2 (1 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., burrow 1 ft.
AC:	16 (+4 size, +2 Dex)
Attacks:	Bite +6 melee
Damage:	Bite 1d4–4
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Qualities:	Charm Monster, Darkvision 60 ft., Enthral, Low-light Vision, Scent
Saves:	Fort –2, Ref +2, Will –1
Abilities:	Str 3, Dex 15, Con 6, Int 2, Wis 8, Cha 16
Skills:	Animal Empathy +6, Hide +14, Listen +2, Move Silently +4, Sense Motive +6, Spot +2, Tumble +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate plains, hills, and forest; also domestic in urban areas
Organization:	Solitary when domesticated, wild hunting pack (10–20), or wild warren (12–100)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	None



Charm Monster (Sp): Up to three times per day, a fuzzwippit can *charm* another creature as per the *charm monster* spell cast as a 8th-level sorcerer. The Will DC to negate is 17. In the wild, this ability allows the fuzzwippit to convince other predators not to view its warren as a hunting site. It also accounts for the beast's popularity as a domestic pet.

Enthral (Sp): Once per day, a fuzzwippit can use its cooing purr to *enthrall* the humanoids who view it as a pet. This is as the *enthrall* spell cast by a 5th-level bard. The Will DC to negate is 15. As a hunting strategy, a single fuzzwippit has been known to *enthrall* whole colonies of small rodents, while its warren-mates attack from behind.

Feats: Fuzzwippits receive Weapon Finesse (bite) free as a racial bonus.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow

tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Fuzzwippits receive a +12 size bonus to Hide checks, and a +4 racial bonus to Sense Motive checks. This is worked into the stats, above.

FUZZWIPPITS AS FAMILIARS

A magic user of 3rd level or higher who has no current familiar and has the Summon Familiar ability can attempt to bond a fuzzwippit as a familiar. It follows all the special rules for familiars, and the bond grants a +2 bonus to Sense Motive checks. A fuzzwippit sold for use as a familiar generally costs about 200 gp.

NEW TRADE GOOD: WHIPPETSHEEN

The pelt of a fuzzwippit (called wip-pitsheen) is valuable for cosmetic and practical purposes. Among nobles and the elite, a complete pelt is as much as two-thirds the cost of a living fuzzwippit.



FUZZWIPPET

Shawls and coats made of wippitsheen are popular for evening activities and autumn sports like fox-hunting. Rustic frontiersmen favor wippitsheen for its durability, warmth, and ability to block the wearer's scent. A garment made from wippitsheen grants the wearer a +2 circumstance bonus against checks to resist natural cold. Further, an actual pelt (not just a fur lining or weave) has special pores which funnel wind in only one direction. Wind,

therefore, seldom manages to lift up or blow away a fuzzwippit pelt. Odors do not travel out through the pelt, resulting in a -10 circumstance penalty against attempts to locate the pelt-wearer by Scent. This is just one way in which fuzzwippits manage to surprise their prey.

Wippitsheen has a hardness of 1, and 2 hit points per inch of thickness.



fuzzwippits are perfectly safe as long as they are isolated from others of their kind so as to defuse this pack mentality and their normal breeding instinct; pet fuzzwippits tend to be obese, sometimes weighing in at up to 3 or 4 lbs. Still, there are always tales of the pregnant fuzzwippit that escaped its gilded cage, then months later crept out of a hidden burrow with its now-grown litter to massacre its loving owners in their sleep. This element of danger seems only to enhance the fuzzwippit's popularity among the more decadent nobility.

ADVENTURE SEED

As reward for one of their adventures, a member of the party is given the gift of a valuable show fuzzwippit. When it escapes its cage one night, the party may think they've just lost a trophy, but the corpses of young children, viciously shredded to pieces, begin turning up a few weeks later. Now it's up to the characters to recapture their missing pet and all of its progeny, and to make restitution to the families involved.

Beyond the salt flats, in the steamy mangrove forests of the north, the aboriginal folk speak of the garkain, a vicious evil spirit that jealously protects its territory.

Something like a man-sized bat with a large, malevolent, many-fanged human face stretched between its wings, the garkain lurks in treetops. When it spies a wandering child, a cocky hunter, or some other intruder it flies down and enfolds the its victim in wide leathery wings, while those around it are nauseated by its stink. The enfolded victim quickly becomes paralyzed, and suffocates in the garkain's embrace. Picking it up with its teeth, the garkain then either carries the body aloft to feed on its flesh, or tears it to pieces upon the ground. If it must move upon the forest floor, the garkain is forced to adopt a clumsy waddling gait, since its legs are small and normally only used for clinging to trees.

Worst of all, those slain by the garkain are doomed to wander the forest as ghosts for all eternity, for their spirits are cursed to never find their resting place. Whether there are many garkain or merely a single creature that plagues this realm, never able to be truly killed, is unknown. But to be safe, travelers avoid the dark marsh forests that the garkain might call home.



GARKAIN

	Medium-sized Outsider (Evil)
Hit Dice:	5d8+15 (37 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., fly 40 ft. (clumsy)
AC:	18 (+3 Dex, +5 natural)
Attacks:	Bite +10 melee
Damage:	Bite 1d8+7
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Enfold, Improved Grab
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Nauseating Stench
Saves:	Fort +7, Ref +7, Will +7
Abilities:	Str 20, Dex 16, Con 17, Int 8, Wis 16, Cha 10
Skills:	Balance +10, Climb +8, Hide +10, Jump +10, Listen +16, Move Silently +10, Spot +10
Feats:	Alertness, Dodge
Climate/Terrain:	Warm forest
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	6–9 HD (Large), 10–12 HD (Huge)



Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Enfold (Ex): A garkain can try to Enfold a grappled creature of the same size or smaller than itself by making another successful grapple check. The Enfolded creature is wrapped within the garkain's leathery wings, and remains so until it escapes the garkain's grapple. While within its wings, beings must succeed at a Fortitude save (DC 15) or else be paralyzed by the garkain's concentrated stench; paralyzed characters are unable to move or act physically, and have effective Strength and Dexterity scores of 0, but may take purely mental actions. Attacks against the garkain while it has enfolded someone result in a 50% chance that the enfolded victim will take the same amount of damage inflicted upon the garkain before its Damage Reduction is figured in. The garkain can continue to attack with its bite attack against an Enfolded character, automatically dealing damage. The garkain cannot fly if it is Enfolding someone, though it can crawl about using its ground speed if its victim is paralyzed. If

an intelligent being of the appropriate type with a Chrisma score of at least 8 is killed by a garkain while Enfolded in its wings, he rises the next day as a ghost; see the standard D20 System template.

Improved Grab (Ex): If the creature hits an opponent of the same size or smaller than itself with its bite attack, it deals normal damage and can either attempt to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals bite damage.

Nauseating Stench (Ex): Anyone who breathes or has a sense of smell must make a Fortitude save (DC 15) if within 20 feet of the garkain or else be nauseated for 1d4 rounds; nauseated characters cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a nauseated character can make is a single move or move-equivalent

GARKAIN

action per turn. There is no limit to the number of times a character can be nauseated by the garkain's stink, and successful saves must be made each round to resist nausea. Enfolded individuals who succeed at their Fortitude save to avoid paralysis do not need to make a second save to avoid the Nauseating Stench the same round, but do in subsequent rounds.

Outsider: Outsiders have Darkvision with a range of 60 feet. Garkain are not proficient with weapons. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Skills: Garkain receive a +10 racial bonus to Listen checks. This is figured into the above stats.



ADVENTURE SEED

A great gathering of tribes has begun cutting down the forests nearby to create a huge shrine for their ancestors and a great bonfire for their yearly celebrations. Ghosts have been seen here and there, and the presence of a garkain is suspected. These rumors are not true, however. An evil shaman has been stealing the spirits of tribespeople. He uses the legend of the garkain in an attempt to scare the tree-cutters from their work, lest they discover the shaman's blasphemous laboratory hidden deep in the forest. If discovered, the shaman pleads and begs for mercy; he offers the only way he knows to free the souls of those he has trapped with his magic.

Unfortunately, his remedy demands the wings of a true garkain be found, dried, and slapped together throughout the forest. This will drive the ghosts out and into the care of the good shamans of their home tribes who can take them to their resting grounds. Should the PCs discover the shaman's lair and then slay a garkain, they still face the task of shaking its dried wings throughout a tropical forest full of other dangerous flora and fauna.

The giant cone shell is a large aquatic snail that carries its multi-colored shell about with it while traveling the sea floor looking for prey. Up to ten feet in length, the giant cone shell weighs nearly 1000 pounds with its shell. The large shell is usually very colorful, with splashes of reds, yellows, and blues, and also quite thick, providing the giant cone shell with a formidable defense from attackers. When attacked, the giant cone shell withdraws into its shell and closes a bony operculum over the opening for its foot to wait for its attacker to leave.

The giant cone shell "listens" for fish and small aquatic mammals such as otters and seals by feeling the water currents for movement. The cone shell has five venom-tipped stingers it uses to capture its prey. Each stinger is a foot long and tipped with sharp barbs to prevent it from being pulled out. Each of these stingers can only be used in a successful attack once per day. The giant cone shell can also shoot its stinger like a harpoon at its prey, up to 15 feet away. When it hits, the stinger delivers its very powerful venom, allowing the giant cone shell to reel its prey into its mouth for it to feed. If the cone shell misses with a stinger, it reels it in to attack again.

ADVENTURE SEED

At a coastal village a large, unknown monster has taken up residence in a submerged wreck. Several of the local pearl divers have been attacked, and two of the divers have even died. The others refuse to continue work until the monster has been driven off. The local guild or merchant hires the PCs to clear out the unknown assailant, which is, of course, a giant cone shell.

GIANT CONE SHELL

	Large Animal (Aquatic)
Hit Dice:	3d8+12 (25 hp)
Initiative:	+0
Speed:	10 ft.
AC:	18 (-1 size, +9 natural)
Attacks:	Stinger +4 melee, or stinger +1 ranged
Damage:	Stinger 1d6+4 plus poison
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Blindsight 60 ft., Improved Grab, Poison, Swallow Whole
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 16, Dex 10, Con 18, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +4, Spot +2
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Large)



Animal: Instead of the Low-light Vision that most animals have, giant cone shells have Blindsight that allows them to sense their surroundings to a range of 60 ft.

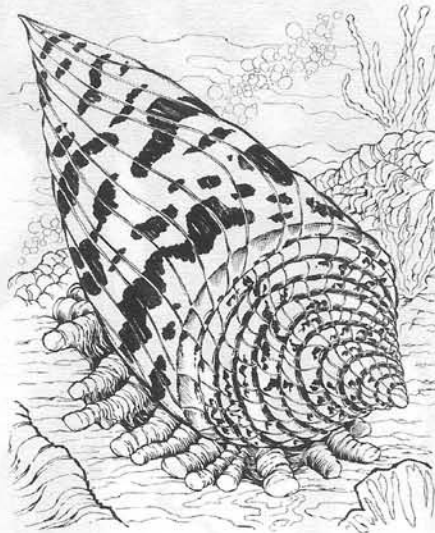
Improved Grab (Ex): If the creature hits an opponent of at least Medium size or smaller with its stinger attack, it deals stinger damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents; it takes two rounds to reel its ranged stinger attack in. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals the stinger damage.

Poison (Ex): The giant cone shell's stinger attack administers a poison requiring a Fortitude save (DC 16). On a failed save, initial damage is 2d8 points of temporary

Constitution damage and paralysis. Secondary damage requires another Fortitude save, or inflicts 1d6 points of temporary Constitution damage.

Skills: The giant cone shell suffers a -4 size penalty to Hide checks. This is included above.

Swallow Whole (Ex): If the giant cone shell makes a second successful grapple check after a grab, it swallows its prey, which can be up to Medium size. Damage is 1d6 acid damage per round. A swallowed creature who is not paralyzed can cut its way out by using claws or a Small or Tiny slashing weapon to deal half the giant cone shell's total hit points worth of damage (12 hp) to the gizzard (AC 10). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The giant cone shell's gizzard can hold 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.



GLAISTIG



	Medium-sized Fey
Hit Dice:	2d6+4 (11 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	14 (Dex)
Attacks:	Dagger +1 melee, or sling +5 ranged
Damage:	Dagger 1d4, sling 1d4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Addictive Presence, Charming Gaze, Withering Dance
Special Qualities:	Death Curse, Low-light Vision, Spell-like Abilities, Vulnerabilities
Saves:	Fort +2, Ref +7, Will +8
Abilities:	Str 10, Dex 18, Con 14, Int 13, Wis 16, Cha 20
Skills:	Balance +10, Bluff +9, Concentration +6, Diplomacy +10, Handle Animal +8, Hide +8, Listen +10, Perform (dance) +18, Spot +5
Feats:	Alertness, Iron Will
Climate/Terrain:	Any land
Organization:	Solitary or covey (1–3)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	As character class (bard)



Addictive Presence (Su): Those who dance with the glaistig find it increasingly hard to resist her in the future. Such individuals suffer a –2 penalty to saves against her Charming Gaze and her Withering Dance. This penalty is cumulative; every dance makes the next one harder to ignore.

Charming Gaze (Su): The glaistig, with her winsome smile and honey-sweet looks, is hard to ignore. When she chooses a partner and he passes up the chance to dance with her, she may force him with but a glance. This is treated as a gaze attack, with a range of 30 feet; to avoid the effects of the gaze, the target must make a Will save (DC 16) or else treat the glaistig with all the affection of a youthful crush, as if affected by a *charm monster* spell cast by a 7th-level caster. Usually, the glaistig chooses to *charm* only one individual, but if a small group is about and the glaistig is feeling lucky, she might try to *charm* them all and lead them in a merry reel. The glaistig's Charming Gaze only affects male humanoid, or other mortal creatures that find women attractive in some way, such as some ogres, certain outsiders, etc.

Death Curse (Su): If a glaistig is slain by force of arms, whoever inflicts the killing blow must make a Will save (DC 19) or else suffer the

effects of a *bestow curse* spell, uttered by the glaistig as she dies and turns into morning mist. Such death curses often take the form of a –6 to the slayer's highest ability score.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Skills: The glaistig has a +3 racial bonus to Handle Animal skill checks. This is included in the stats above.

Spell-like Abilities: The glaistig can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 15 + the spell level.

At Will — *change self*, *detect thoughts*, *emotion*, *suggestion*

The glaistig can use the following spells as if cast by a 10th-level druid, but she can only use them to aid children, the elderly, and animals. The DC to resist these abilities is 13 + the spell level.

3/day — *cure serious wounds*, *mending*, *neutralize poison*, *purify food and water*, *remove disease*

Vulnerabilities (Ex): The glaistig is a wild, strange thing, and is vulnerable to the gods of civilization; she can be Turned and even destroyed by a cleric, though few clerics know

Many fey are strange and perverse, and the nocturnal glaistig is no exception. She appears as a fair and comely lass, rosy-cheeked and unafraid of exchanging glances with menfolk. She laughs and gaily dances the night away in inns or at festivals. She can also be found after sunset, camped along empty roadsides, alone with but a herd of cattle or sheep she professes to take care of, and eager for companionship. In wilder, more rural locales, glaistig have the cloven feet of goats, and must wear long skirts to disguise their hooves whilst they dance; glaistig near civilization do not have this fey deformity.

The glaistig will invite those who seem willing to a dance, and indeed, those who take her up on her offer will enjoy themselves to the fullest and dance their merry hearts out.

Afterwards, though, they find themselves somewhat winded, for the glaistig's dance, though seeming innocuous, is one no mortal can endure. The dance drains away the life of the glaistig's partner, while the glaistig draws vitality from it. The glaistig leaves the dance fairer than before, with even more of a blush to her cheek. Whether she does this maliciously, or in the unthinking manner of the fey, no one can say.

Later, when the glaistig chances to cross paths with her former dance partner again, he finds himself hard-pressed to ignore a second invitation to dance from the glaistig. This goes on until, over time, the friends of the dancer notice he is weaker, and no longer himself. The source of his affliction is not always obvious, as the dancer generally notices no difference in his own health if asked. Then, finally, he meets the glaistig and dances one last dance — for who could refuse this sweet maid? — and their dance ends with his last breath.



As dangerous as she can be, the glaistig has a strange, contradictory nature. She is always kind to elderly folk, children, and animals. She will always aid them if they are sick and help them with chores or shepherding.

ADVENTURE SEEDS

♣ After a particularly nasty expedition, the PCs come across a week-long festival in a nearby city. Such an event is an easy meal for a group of glaistig, as the nights of dancing and revelry disguise the feeding of the hungry fey. Will the PCs become casualties in the revels as they indulge their hedonistic tendencies, or will they discover the underlying threat? Worse yet, will drunken adventurers start stabbing every lovely dancing maid they see, assuming that casual flirtation disguises the vile glaistig?

♣ A hamlet is beset by a plague that takes only the healthiest of its young men. On further investigation, it's revealed that the glaistig who lives nearby has used her powers to keep the old people and children free of the raging epidemic, but in return she has taken to finding dance partners amongst the already sickly young men of the village. Will the PCs decide to slay her, and hope they can contain the plague, or will they try to discover source of the plague? Their questioning eventually reveals that one of the old men of the hamlet is at fault. Though a cripple now, he was enraptured as a youth by the fey maiden but has been unable to dance with her all these years. He has used magic to summon a plague, using the sick children and elderly folk as bait so that he might be close to her for this last part of his life.



GLAISTIG



plays, the glaistig must make another Will save against the performer's music (DC equal to a new Perform check total), or keep dancing for another hour. This continues until the performer fails his Fortitude save, or the glaistig succeeds at her Will save, or the glaistig dances until morning at which point she is slain by daylight.

Withering Dance (Su):

Those who dance with the glaistig find their life slips away from them. After dancing a complete dance with the glaistig (2d6 minutes, or GM's determination), the glaistig's dance partner gains 1 negative level due to energy drain. For each negative level suffered, the glaistig's victim suffers a -1 penalty to all skill and ability checks, attack rolls, and saving throws, -5 hit points, and whenever his level is used in a die roll or calculation, reduce it by one for

this. She also cannot enter holy ground. The glaistig is only seen at night, and true daylight (not the spell) instantly slays her. A glaistig can use none of her special abilities on a person who wears a blessed iron ring on each finger. All of these vulnerabilities are folklore that bards might be able to recall with a Bardic Knowledge check against a DC of 20. The glaistig's greatest vulnerability, however, is to bards. A bard can use his Countersong ability to give a charmed victim of the glaistig another Will save (DC 16) to escape the glaistig's influence, using the bard's Perform skill if it is better than the victim's regular save. The Addictive Presence power of the glaistig still modifies this Will save, however. Worse yet for the glaistig, bards and other musical performers easily enrapture it. A glaistig suffers a -2 penalty to Will saves against any sort of bardic music ability, including *charm* spells or similar mind-influencing magic cast by bards. A bard or other musician may also attempt to use his music to lure a dancing glaistig away from her victim for an hour. This is treated as a Will save made by the glaistig, with a DC equal to the bard's Perform check total. The performer must make a Fortitude save (DC 10 + 1 per hour played) to keep playing at the end of each hour. At the end of the hour, if the music still

each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 16) or the negative level becomes permanent; the Addictive Presence ability of the glaistig modifies this saving throw, giving it a -2 penalty for every dance that the dancer has had with the glaistig. If the saving throw succeeds, the negative level goes away with no harm to the glaistig's partner. If the save fails, the negative level goes away, but his level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or drained below 1st level, is instantly slain. He may rise the next night as a wight; apply the standard D20 System wight template. The glaistig gains 5 temporary hit points for each negative level it inflicts. If the dancer can somehow be removed from the dance before it ends, he will not suffer this effect, though he will become violent and attempt to rejoin the glaistig if he was the victim of her Charming Gaze ability.



GOLEMS

MILLWORK GOLEM

	Medium-size Construct
Hit Dice:	6d10 (33 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	17 (+3 Dex, +4 natural)
Attacks:	2 slams +6 melee
Damage:	Slam 1d8+3 each
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Rampage, Uncoiled Arm
Special Qualities:	Damage Reduction 5/+1, Fire Vulnerability, Immunities, Unravel
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 15, Dex 17, Con —, Int —, Wis 9, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7 HD (Medium-size), 8–10 HD (Large)



MILLWORK GOLEM

Like most constructs, millwork golems follow the orders their creators give them without deviation or strategy. Attacking as single-minded automatons, they will only stop when either they or their opponent are defeated. Unlike most golems, the millwork golem's lighter weight and build allow it to run, often surprising opponents with its speed.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be

raised or resurrected. Unlike other constructs, millwork golems do not have Darkvision.

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fire Vulnerability (Ex): A millwork golem takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Rampage (Ex): When a millwork golem enters combat, there is a cumulative 10% chance each round that its elemental spirit breaks free of its master's control. The uncontrolled golem then goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 17). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

MILLWORK GOLEM

Millwork golems are the creations of rogue magic-users without either the supplies or skills to create more powerful servants. Their bodies are constructed of scraps of wood, wicker, and rope, making them physically weaker, yet faster, than most golems. Though shaped as awkward humanoids, the musty smell of sawdust lingers near a millwork golem and loose coils of rope trail behind its lurching body. These creatures are easily mistaken for vagrants or some undead creatures in poor light.

ADVENTURE SEEDS

☛ An apprentice spellcaster has disappeared from his master's home; several missing scrolls and a destroyed laboratory lead many to believe it was a kidnapping. Several days later, a wooden monster begins terrorizing the locals. Is the creature responsible for the apprentice's disappearance, or is it his creation?

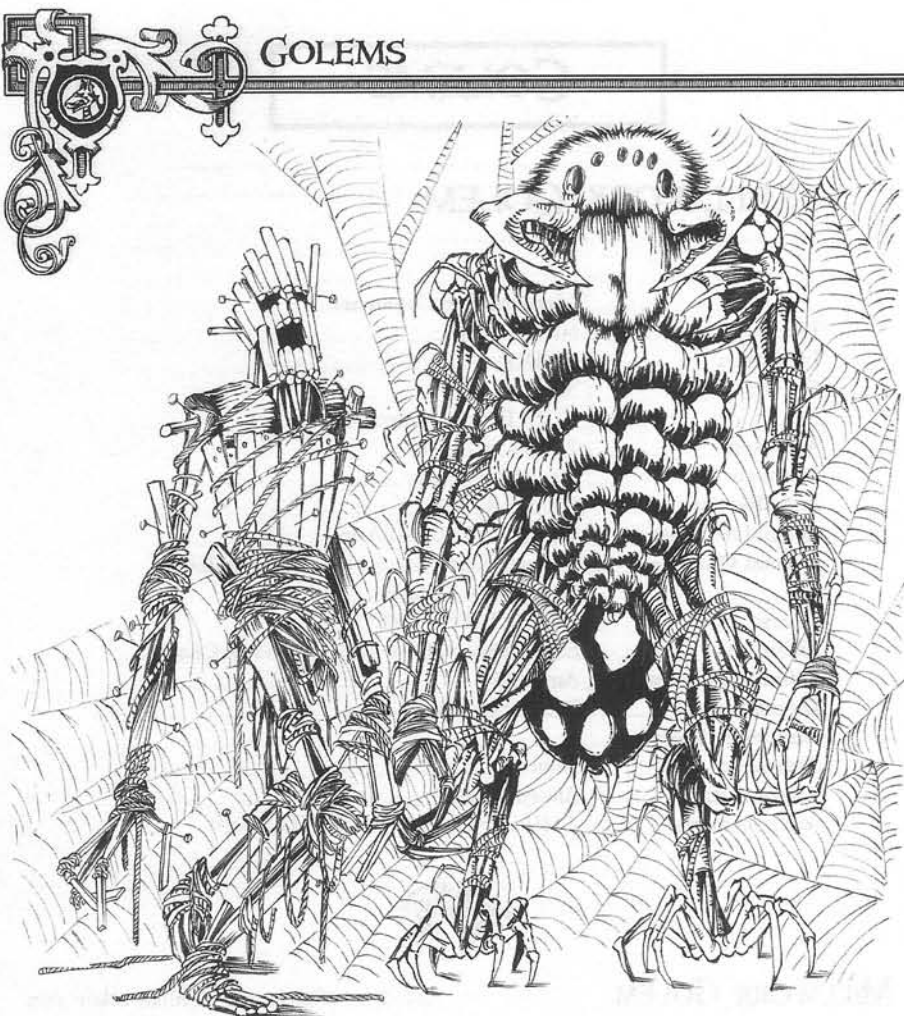
☛ The local mill unexpectedly explodes in a blast of fire. From the building burst four golems, their half-crazed creator leading them on a riot of destruction. However, the creations begin disobeying their master mid-rampage. He is able to regain control of one, but now even he is at risk as three berserk millwork golems run loose through the town.

SPIDER GOLEM

A spider golem is nearly 8 feet tall and weighs 600 pounds. Its body is a composite of corpses — those of monstrous spiders lashed together with webbing and leather. Long, arachnid legs form the bulk material for the golem's appendages, usually with several bound together for support. Even the fingers of the hands are made of spider legs, and a thick arachnid abdomen comprises the torso. A spider head rests atop the assemblage, providing eyes and a deadly bite to the construct.

First created long ago by primitive spellcasters, the art of spider golem creation has been lost for centuries. However, recent explorations in the lost temple of an ancient civilization have led to the rediscovery of the creation process. Slowly the knowledge of creating these golems is spreading, especially among male drow wizards who use them as protection from the females of their race.

GOLEMS



Uncoiled Arm (Ex): Rather than striking an opponent with one of its slam attacks, a millwork golem may unravel an arm and shoot it forth in a net-like attack at a target between Tiny and Large size. The entangling strands require no folding, have a range of 20 ft., a range increment of 10 ft., and 10 hit points. An entangled character suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. An entangled creature must succeed at a Concentration check (DC 15) or be unable to cast the spell. Once a target is entangled in the unraveled arm, an opposed Strength check can be made; if the millwork golem wins, the target is dragged within 5 ft. of the creature. The target can escape by using a full-round action to either burst the strands with a Strength check (DC 25), or to succeed at an Escape Artist check (DC 20). The golem may recoil its arm as a standard action, releasing anything netted within.

Unravel (Ex): Unlike most constructs, the millwork golem is considerably more fragile, the weak materials and haphazard construction of its body making it subject to additional damage from successful attacks. On a successful hit against the golem, an extra die of damage is added. For example, if hit with a battleaxe for $1d8+2$ damage, the golem would actually take $2d8+2$ damage.

CONSTRUCTING A MILLWORK GOLEM

The pieces of a millwork golem may come from any source of rope, wood, and wicker that are in workable condition. Assembly includes constructing a skeleton-like frame made of wood, wrapped with coils of rope, and covered in a wicker shell. Overall 40 pounds of wood, 20 pounds of wicker, and 200 feet of rope are required.

The golem costs 2,000 gp to create, which includes 100 gp for construction of



SPIDER GOLEM

	Large Construct
Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	20 (-1 size, -1 Dex, +12 natural)
Attacks:	2 slams +12/+7 melee, and bite +7 melee
Damage:	Slam 1d8+6 each, bite 1d6+3 plus poison
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Damage Reduction 20/+1, Darkvision 60 ft., Immunities, Magic Immunity, Spider Climb
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-18 HD (Large), 19-30 HD (Huge)



the body. Assembling the body requires a successful Craft (woodworking) and Rope Use check (DC 15).

The creator must be of at least 8th level and able to cast arcane spells. Completing the ritual drains 500 XP from the creator and requires *lesser geas*, *minor creation*, *polymorph other*, *rope trick*, and *web*.

SPIDER GOLEM

Spider golems are great climbers and deadly opponents, using their debilitating poison to weaken their foes.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the

effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Magic Immunity (Ex): A spider golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A spider golem cannot pass a *repel vermin* barrier. The dried spider husks comprising the golem's body are particularly vulnerable to the *shatter* spell, which inflicts 5d10 points of damage and prevents its natural Damage Reduction from functioning for 1d6 rounds. The golem receives no saving throw against these effects. A *giant vermin* spell cast upon the golem heals all damage.

Poison (Ex): When a character takes damage from the spider golem's bite attack, he must make a Fortitude save (DC

ADVENTURE SEEDS

The party has been hired by a shadowy figure to recover the formula for spider golem creation from an old wizard. The wizard is known for his paranoid security measures and has made at least one spider golem. The man hiring the party does not care if the wizard is slain, he simply wants the formula by whatever means necessary. However, the man is an agent for a group of drow that operates near the surface. The drow want this formula in order to make a small army of golems to help them control the city. If the party succeeds in capturing the spider golem formula, they will later notice an increasing number of the constructs in their fair city. In fact, the drow may even decide that the party knows too much and should be eliminated, sending a gang of the creatures after them.

While traveling through a dense jungle area of the tropics, the party discovers the ruins of a lost civilization that apparently carved great statues and built large pyramids. A good number of the time-worn buildings display a spider motif. The area itself swarms with spiders of all kinds, especially large monstrous ones resembling great tarantulas. Ettercaps and other spider-beings also dwell in the jungle and the ruins. Inscribed on the entrance to the still-sealed temple are pictograms describing the horrible death waiting those who dare enter unbidden. Naturally, the interior of the temple is inhabited by undead monstrous spiders and spider golems, which protect the riches and secrets of the forgotten people.



STAINED-GLASS WARRIOR

Stained-glass warriors are flat, angular magical constructs composed of numerous bits of colored glass, but otherwise humanoid in general shape. Their hands end in jagged glass that are used as claws, their faces have no discernable features, and their heads often are very jagged, as well. Stained-glass warriors are unable to move silently because the glass that their bodies are made of tinkles with every movement. They serve as ever-vigilant magical guardians for monasteries, libraries, and sometimes wizard towers, normally fitting perfectly into a stained-glass window pattern in the building itself; the humanoid shape of the golem is independent of what picture is depicted in the stained-glass window it inhabits. When an intruder approaches the area that is under its protection, a stained-glass warrior immediately falls out of its window. The glass then quickly reassembles in a shower of swirling bits to form the body of a stained-glass warrior. In combat, stained-glass warriors are a lethal and serious threat to unprepared individuals.

ADVENTURE SEED

The windows that stained-glass warriors inhabit are often times viewed as art objects, and many collectors prize them. Unknown to a museum, a recent addition to their collection of windows is actually a stained-glass warrior. When the window was mounted in the exhibit hall, the golem was activated and killed the staff assigned to the project. For the past two days, anyone who has entered the room has been killed. Finally, the museum's curator had little choice but to call in outside help, and has contacted the PCs. The characters must confront the stained-



GOLEMS

STAINED-GLASS WARRIOR

	Medium-size Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+0
Speed:	30 ft. (can't run)
AC:	12 (+2 natural), 18 (+2 natural, +6 Swirling Shards)
Attacks:	2 claws +2 melee
Damage:	Claws 1d6+3 each
Face/Reach:	5 ft. x 5 ft./5ft.
Special Attacks:	Distracting Colors, Swirling Shards
Special Qualities:	Darkvision 60 ft., Immunities
Saves:	Fort +0, Ref +0, Will -4
Abilities:	Str 12, Dex 11, Con —, Int —, Wis 3, Cha 16
Climate/Terrain:	Urban land, usually a wall near the location or object it's assigned to protect
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium-size), 5–6 HD (Large)



16). If he fails, he suffers the poison's initial damage of 1d6 temporary Strength. Even if he succeeds, he faces another 1d6 temporary Strength damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Spider Climb (Ex): At will, a spider golem is able to grip and hold onto almost any surface, allowing it to move as if under the effects of a *spider climb* spell as cast by a 1st-level sorcerer. It cannot make slam attacks while climbing or while suspended from a wall or ceiling; however, the golem may make bite attacks as normal. A combined strength of 21 or higher is required to dislodge a climbing spider golem. Not all structures can support the weight of a spider golem, a concern that the golem itself is completely incapable of judging.

CONSTRUCTING A SPIDER GOLEM

A spider golem's body is made up of the husks of monstrous spiders that have not yet decomposed. Each body must come from a Medium-size, Large, or

Huge monstrous spider, and at least ten bodies are required.

The golem costs 55,000 gp to create, which includes 1,000 gp for the construction and preservation of the body. Assembling the body requires a successful Craft (leatherworking) or Use Rope check (DC 15).

The creator must be of at least 15th level and able to cast arcane spells. Completing the ritual drains 1,400 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, *spider climb*, and *web*.

STAINED-GLASS WARRIOR

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits,





TOKU

	Small Construct
Hit Dice:	8d10 (44 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (can't run)
AC:	18 (+1 Dex, +1 size, +6 natural)
Attacks:	Dagger +11/+6 melee, or 2 daggers +9/+4 and +5
Damage:	Dagger 1d4+6 plus poison
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell-like Abilities
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Magic Immunity, Poison
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 18, Dex 12, Con —, Int 10, Wis 10, Cha 7
Skills:	Alchemy +2, Balance +3, Climb +4, Hide +5, Listen +2, Move Silently +3, Spot +2
Feats:	Blind-Fight, Improved Initiative, Two-Weapon Fighting
Climate/Terrain:	Any land, usually urban areas
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Lawful neutral
Advancement:	9–12 HD (Small)



subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Distracting Colors (Sp): Three times a day, a stained-glass warrior can distract creatures by reflecting light off its multi-colored body. The effect is similar to the *color spray* spell cast by a 15th-level wizard.

Swirling Shards (Su): A stained-glass warrior can let loose the bonds between the individual pieces of its body to create a whirlwind of glass shards for 1d4 rounds. This whirlwind of shards is 10 feet in diameter, and does 2d8 points of damage to those caught within it; successful Reflex saves (DC 15) take half damage. While the stained-glass warrior is swirling, the construct's Armor Class raises to 18. Once the whirlwind is

over, the shards fall to the ground and the stained-glass warrior cannot attack for one round while it reassembles itself.

CONSTRUCTING A STAINED-GLASS WARRIOR

To create a stained-glass warrior, the body must first be shaped. The window costs a total of 40,000 gp, and can be assembled with a successful Craft (glass-working) or similar check (DC 15).

Once the window is completed, the caster then must perform the creation rituals, which last for one week. During this time, the caster cannot perform any other rituals or engage in the manufacture of other magical works. To understand these rituals, the caster must be at least 15th level, be able to cast arcane spells, and have the Craft Magic Arms and Armor and Craft Wondrous Item feats.

Completing the ritual drains 1,500 XP from the caster and requires the successful

glass warrior, but be careful to not destroy anything in the museum while dealing with the magical construct.

TOKU

Toku are living dolls created as guardians for the children of prominent, influential samurai lords. In a feudal society where the future of one's clan rests squarely on the shoulders of the heir, a toku makes a formidable last line of defense in protecting one's child from supernatural assassins, cunning wizards, and vengeful ronin. Despite its charming, toy-like appearance, the doll is both frighteningly capable and extremely deadly. Male dolls are called Tokutaro-san while females are o-toku-san. A toku speaks the same language as the child designated as its ward.

A toku thrives on its ward's love and quickly befriends the child, becoming a confidante, a playmate, and a best friend. The more the child loves it, the healthier the doll becomes. An especially loved toku — one treasured not just by the ward but also by other members of the family — is said to bring tremendous good fortune to a household. On the other side of the coin, an unloved or neglected doll falls apart at the seams as emotional entropy wears it down and eventually kills it. Neglected dolls are lucky to survive even a year in households filled with such indifference. A hated doll suffers the most, however, often not lasting longer than a month. Because a toku has an alien, immature personality utterly dependent on its ward, it can quickly lose its mind when loathed by those closest to it. A hated toku is an awful burden for the family to endure. The doll rages against them, doing everything in its power to destroy their fortune, luck, and holdings. It burns

with a terrible jealousy, bitter and hurt that it can never have what its ward has — love. While it will never violate its sacred mission to keep its ward from harm, the hated doll eagerly sabotages everyone else in the family.

Unlike most other golems, a *toku* is independent and capable of free thought, though this thought is very simple and child-like in nature. It responds to orders from the clan lord so long as those orders don't put its ward in direct danger. In combat, the doll possesses the prowess of the warrior whose hair is woven into its head. A dagger, carried in the sash of its kimono at all times, is expertly wielded like a tiny sword. As its eyes are made from the bones of a dead assassin, it also contains knowledge of the shadow arts of infiltration and intrigue. As such, the doll has no qualms about fighting without rules or honor, doing whatever is necessary to ensure that its ward escapes harm. This means, for instance, that it won't hesitate to coat the blade of its dagger with deadly poisons that can kill with the slightest prick. Other weapons in its arsenal might include smoke grenades, enchanted dust packets, and caltrops. Its tongue is made from sacred and enchanted silk, empowering it with spellcasting abilities similar to a wizard's. Protection spells cast in advance are favored by *toku*, as are spells that cause confusion and chaos since they afford the opportunity to escape unnoticed. The doll only uses area effect spells as a last resort, preferring not to put its ward at unnecessary risk.



GOLEMS

casting of *geas/quest*, *limited wish*, *polymorph any object*, and *color spray*. Once the window is set in place, the caster performs the last part of the ritual, which defines for the golem the location or object it is to protect.

TOKU

Construct: Constructs never have Constitution scores. A construct is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive

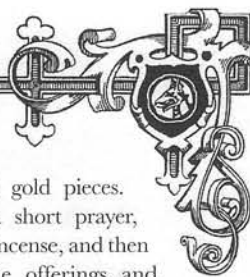
damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. Unlike other golems, *toku* are subject to mind-influencing effects, but get a +5 racial bonus when making a saving throw. *Toku* are proficient with simple weapons, and those mentioned in their entries.

Damage Reduction (Su): *Toku* ignore 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Feats: *Toku* receive Blind-Fight, Improved Initiative, and Two-Weapon Fighting free as racial bonuses.

Magic Immunity (Ex): *Toku* are completely resistant to the following schools of magic: abjuration, conjuration, illusion, enchantment, and necromancy. Evocation





spells do half damage. Divination and transmutation spells work as usual.

Poison: A toku's blade poison can be any available in the local region, but they favor ones that induce paralysis or unconsciousness as an expedient way to fell attackers, that won't also permanently harm their charge if accidentally exposed to it. As a default, use blue whinnis: Injury DC 14, initial damage 1 Con, secondary damage unconsciousness.

Skills: Toku receive a +2 racial bonus to Alchemy, Balance, Listen, Move Silently, and Spot checks. They also get a +4 size bonus to Hide checks. This is included above.

Spell-like Abilities: Toku can use the following spells as if cast by a 7th-level wizard. The DC to resist these abilities is 10 + the spell level.

1/day — *alarm, arcane eye, bull's strength, cat's grace, darkness, detect magic, detect poison, detect scrying, detect thoughts, dimension door, dispel magic, enervation, expeditious retreat, fireball, flare, fog cloud, haste, hold portal, ice storm, invisibility, knock, light, magic missile, nondetection, phantom steed, protection from arrows, protection from elements, protection from good/evil, obscuring mist, see invisibility, shocking grasp, solid fog, stinking cloud, summon swarm, tiny hut, web*

CONSTRUCTING A TOKU

The creation of a toku is an expensive and time-consuming effort. First, the petitioner, who is usually the head of the clan, must construct the doll himself from the following components: pine wood cut from the highest peak in the land for the body; hair cut from the head of a notorious warrior; ivory harvested from the teeth of a great whale for hands and feet; rosewood taken from the house of a Middle Kingdom witch for the head; pieces of the forearm bones of a dead assassin for the eyes; fragrant dried ivy from a *daimyo's* bedding for stuffing; and finally, for the tongue, a piece of red silk cut from one of the emperor's sacred ceremonial robes.

Once the doll has been built, the petitioner places it inside the clan temple with an

offering of 20,000 gold pieces. Next, he recites a short prayer, burns a handful of incense, and then rings a gong. The offerings and accompanying ceremony are intended to attract the attention of a toy-master, an eccentric breed of wizard that specializes in the construction of toku golems. Three days later, if the petition was successful, a toy-master arrives at the lord's compound. Foregoing all formality and introductions, he immediately begins the *ritual of investiture* that will breathe life into the doll. The ritual requires an additional three days to perform, at the end of which time the toku finally awakens, animated by a fey animal spirit from the Outer Planes. Immediately, this spirit bonds with its ward, so long as the child is in the castle at the time of the investiture. Once bonded, the doll never leaves the child's side and exists for the sole purpose of keeping him or her from harm.

NEW SPELL: RITUAL OF INVESTITURE

Transmutation

Level: Sor/Wiz 6

Components: V, S, M, XP

Casting Time: 3 days

Range: Touch

Target: Special

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows a wizard to create a specialized type of doll-like golem called a toku. It requires a doll built according to strict guidelines (see above), and takes a full three days to perform. During that time, the wizard calls upon the fey forces inhabiting the Outer Planes and negotiates a deal that convinces one of them to inhabit the doll. As part of the ritual, the fey takes a portion of the wizard's own essence during the transfer. Usually the fey comes from the ranks of animal spirits because they, more than any other, long to live in the human world and, as such, are the easiest to strike a bargain with.

Material Component: A doll built according to strict guidelines by a petitioner.

XP Cost: 2,000 XP for a 8-HD toku, plus 1000 XP per HD beyond that.

ADVENTURE SEEDS

☛ A *daimyo's* heir picks a fight with his cousin, whose toku naturally defends him, killing the heir. Boy and toy flee together, ashamed and dishonored. Hoping to avert war, the dead boy's distraught uncle asks the characters to capture his child and toku, and return them to the *daimyo* for punishment.

☛ One day a toku emerges from the sea near a small fishing village. For weeks, it sits at the water's edge, staring at the horizon, waiting for its ward. The village elders fear the doll will bring bad luck to the village and so ask the characters to remove it, one way or another.

☛ A desperate samurai lord needs a piece of silk from the emperor's wardrobe to finish the toku he's constructing for his daughter. By imperial decree, he's not allowed to enter the capital city himself due to past transgressions, so he commissions the characters to retrieve it for him. Of course, this could be construed as treason ...



There is a great deal of speculation on whether grumblers are sentient creatures. Many believe they are earth spirits, or that they are the odd magical creation of a long-dead elemental. Regardless of their origins, grumblers — nicknamed “rolling rocks” — are quite unique creatures and a terrible hazard to the unwary traveler.

Grumblers resemble everything from large chunks of rock, like that mined from a quarry, to huge boulder outcroppings. The confusion regarding their sentience comes from the fact that grumblers seem to ambush passers-by; they often appear to the naïve traveler as a scenic vantage point from which to view the beautiful landscape, but suddenly give way when trod upon, or simply barrel down on anyone in their path.

Never solitary, grumblers prefer to live in small collectives. They are extremely territorial, the size of their territory being directly proportional to the size of the collective. As they migrate from place to place, the noise they make is the loud, harsh rumbling sound for which they earned their name. Unlike natural phenomena like landslides, grumblers can even roll uphill.

It has been documented that hill giants often keep grumblers for pets, using them as “watch rocks.” Advance warning is inevitably given when unexpected visitors are covered in a grumbler landslide. Mountain giants like grumblers too, but for different reasons, almost all of which involve a sport called “hurling.” Witnesses to the game have said that the “rocks” emit a pealing shriek as they fly across crevices and canyons, only to be caught on the other side and then thrown back again.



GRUMBLER

Large Aberration	
Hit Dice:	5d8+20 (42 hp)
Initiative:	+2 (+4 natural, -2 Dex)
Speed:	10 ft. (see below)
AC:	15 (-2 Dex, -1 size, +8 natural)
Attacks:	Slam +5 melee
Damage:	Slam 2d6+4
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Landslide, Trample
Special Qualities:	Damage Reduction 8/—, Tremorsense 120 ft.
Saves:	Fort +5, Ref -1, Will +4
Abilities:	Str 16, Dex 7, Con 18, Int 2, Wis 10, Cha 2
Skills:	Hide +10, Tumble +8
Climate/Terrain:	Mountains
Organization:	Cluster (3-5), rabble (6-10), or slide (11-20)
Challenge Rating:	5
Treasure:	25% goods (gems only)
Alignment:	Always neutral
Advancement:	1-2 HD (Small), 3-4 HD (Medium-size), 6-8 HD (Large), 9-12 HD (Huge)



Aberration: Unlike most aberrations, grumblers do not have Darkvision.

Damage Reduction (Su): A grumbler ignores 8 hit points from most weapons and natural attacks. This ability is effective against any attack that does not ignore Damage Reduction.

Grumbler Traits: Grumblers are immune to poison, mind-affecting spells and abilities, and stunning. They are not subject to critical attacks and cannot be caught flat-footed or flanked. Grumblers take half damage from fire- and cold-based attacks.

Landslide (Ex): A group of grumblers may cause a landslide, assuming they're in an environment conducive to such. A landslide must start on high ground and must be able to travel at least 100 feet from start to finish. The path must follow the natural slope of the terrain, and has a bury zone equal to the total reach distance of all grumblers in the landslide. For instance, four Large grumblers, each with a reach of 10 feet, combine for a bury zone of 40 feet. The slide zone to each side of the bury zone of a grumbler landslide is half its bury zone. Those in the bury zone take 3d6 damage plus the normal slam damage of each grumbler in the landslide, or half this

damage if they make a successful Reflex saving throw (DC 15). They are subsequently pinned. Those in the slide zone take 1d6 damage plus half of the normal slam damage of each grumbler in the landslide, or no damage if they make a successful Reflex saving throw (DC 15). Those who fail their saves are pinned. Pinned characters take 1d6 points of subdual damage per minute while pinned. If the pinned character falls unconscious, he must make a Constitution check (DC 15) or take 1d6 points normal damage each minute thereafter until dead or freed. This Landslide attack may only be attempted once per day, as the grumblers must move back into position to do it again should the opportunity present itself.

Trample (Ex): Instead of its normal attack, a grumbler may choose to Trample a creature that is at least one size smaller than itself as a standard action. This attack does double its normal slam damage. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 10 + 1/2 the grumbler's HD + the grumbler's Strength modifier) to halve the damage.

Tremorsense (Ex): A grumbler does not see in the normal sense, as it has no



eyes. By feeling vibrations in the earth, a grumbler automatically senses the location of anything that is in contact with the ground, moving, and within 120 feet.

Skills: Grumblers receive a -4 size penalty and a +10 racial bonus to Hide checks. They also receive a +6 racial bonus to Tumble checks. This is worked into the above skills.

NEW WONDROUS ITEM: MUMBLER

Small chunks of grumblers sometimes break off during their strange lives. These chunks can be used as translation devices for the purpose of communicating with grum-

blers and, sometimes, ordinary rocks. To use a mumbler, it must be placed against the subject rock and then leaned against ear-first.

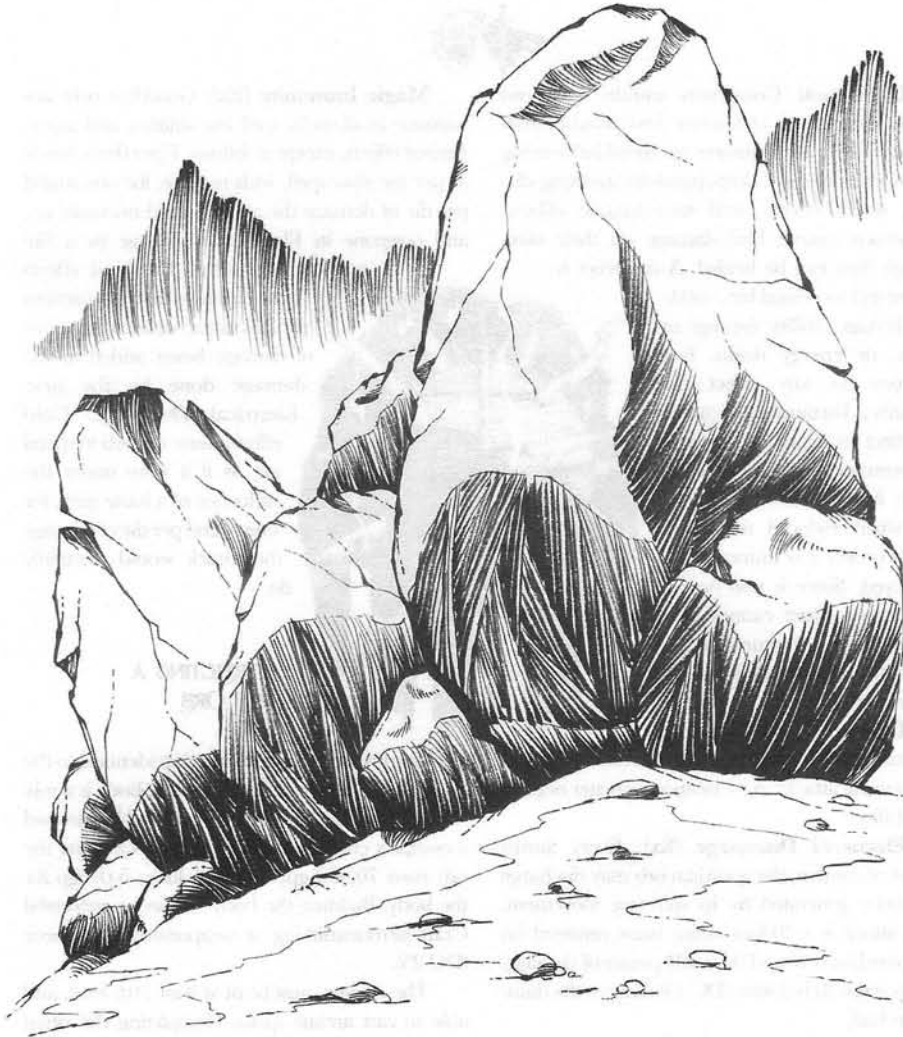
The rock's part of the conversation is heard as rumbling, humming words recognizable as Common with a little effort. Only 25% of mumblers allow communication with ordinary rocks.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *charm person*, and a suitable portion of a living grumbler; **Market Price:** 2,000 gp.

ADVENTURE SEEDS

☛ The council leaders of a small, mountain village have asked the party to look into the recent deaths of several members of the community. All were mysteriously crushed to death near the same cliff that overlooks a small popular swimming hole. Meanwhile, the family of young Katie Sowers is growing more and more concerned with her infatuation with her imaginary friend, Rocky. Unknown to everyone, this imaginary friend is actual a very, very young grumbler that Katie took home with her one day after swimming with the older kids. Rocky's mother is determined to get her young offspring back.

☛ A mad magician has captured and transported a small collective of grumblers back to his city of origin, placing them in the window over one of the alleys that run by his house. It's no secret to anyone, especially his neighbors, that he's hoping they'll fall on Amunda Crink, a surly old fruit vendor who sets up on her stall at the alley mouth every morning and yells at the top of her lungs to potential customers. Already, two of the city watch have been killed while chasing a fleeing footpad through the alley. The adventurers are called to talk some sense into the magician.



Faced with religious restrictions regarding the depiction of humanoid forms in art, the followers of the Faceless One have created servants similar to golems, but without the man-like shape. These guardian orbs are complex mechanical devices, powered by mystic sources, that tirelessly serve and guard their creators.

Guardian orbs are smooth spheres of silvery metal, roughly four feet in diameter, that hover a few feet off the floor. The surface of the sphere is covered in etched curves, spirals, and angles, which conceal several small openings and hatches. There is no top or bottom to a guardian orb. Most guardian orbs are equipped with sharp blades that can extend out to ten feet, and small grasping arms with fine manipulators that can reach five feet. Their manipulators allow them perform simple, repetitive functions that don't require a great deal of finesse, like mixing cauldrons, or lighting all the candles in the room at the same time each day. In combat, guardian orbs spin rapidly on all three axes, with weapons flicking out as needed to strike at foes.

Guardian orbs cannot speak although they can be commanded by their creators. Directions given to guardian orbs are, by necessity, very simple, along the lines of, "Let no one pass through this room unless I am with them."

ADVENTURE SEED

A wealthy merchant of the party's acquaintance invites them to his birthday party. One of his rivals has anonymously made him a magnificent gift: a guardian orb. Unfortunately for the birthday boy, the orb has been instructed to kill him at the first opportunity. As soon as the guests turn their backs on the thing, it flashes into action, doing its best to slice and dice its target. The characters must act quickly to ensure an invitation to the next birthday party.



GUARDIAN ORB

	Small Construct
Hit Dice:	3d10 (16 hp)
Initiative:	+5 (Dex)
Speed:	Fly 60 ft. (perfect)
AC:	22 (+5 Dex, +1 size, +6 natural)
Attacks:	1d6 blades +6 melee
Damage:	Blades 1d6+4 each
Face/Reach:	5 ft. x 5 ft./10 ft. (blades give extended reach)
Special Attacks:	Electrical Discharge
Special Qualities:	Damage Reduction 20/+1, Darkvision 60 ft., Immunities, Magic Immunity
Saves:	Fort +1, Ref +6, Will +1
Abilities:	Str 16, Dex 20, Con —, Int —, Wis 10, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	5
Treasure:	None, but may guard someone else's
Alignment:	Always neutral
Advancement:	None

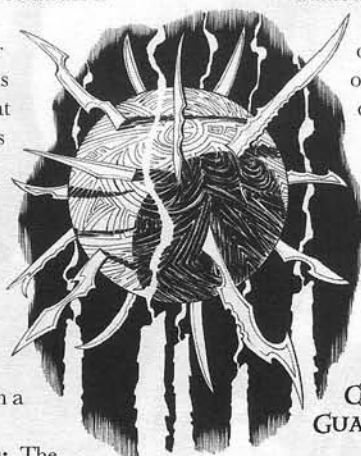


Construct: Constructs usually have no Intelligence scores and never have Constitution scores. They are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Electrical Discharge (Ex): Every fourth round of combat, the guardian orb may discharge electricity generated by its spinning movement. This attack is a 10-foot-radius burst centered on the guardian orb, and does 4d4 points of damage. A successful Reflex save (DC 15) reduces the damage to half.

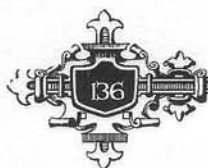
Magic Immunity (Ex): Guardian orbs are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire effects slow it as per the *slow* spell, with no save, for one round per die of damage the attack would normally do, and postpone its Electrical Discharge by a like number of rounds. Electrical effects heal damage that a guardian orb has taken, with excess points of damage being added to the damage done by the next Electrical Discharge. Cold effects cause the orb to speed up, as if it were under the influence of a *haste* spell, for one round per die of damage the attack would normally do.



CONSTRUCTING A GUARDIAN ORB

Constructing a guardian orb is identical to the creation of a golem. The alloy of the body is a mix of silver and steel, and must be assembled around a complex core of brass clockworks. Creating the orb costs 70,000 gp, which includes 5,000gp for the body. Building the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 25).

The creator must be of at least 14th level, and able to cast arcane spells. Completing the ritual drains 1,800 XP from the creator, and requires the spells *chain lightning*, *fly*, *geas/quest*, *limited wish*, and *polymorph any object*.



H'LIBLIKA



	Large Magical Beast
Hit Dice:	5d10+20 (47 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	2 claws +8 melee, and bite +6 melee
Damage:	Claws 1d6+4 each, bite 1d8+2
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Improved Grab, Pounce, Rake 1d6+2, Trip
Special Qualities:	Damage Reduction 25/+3, Darkvision 60 ft., H'liblika Hide, Low-light Vision, Scent, Soft Spots
Saves:	Fort +8, Ref +7, Will +1
Abilities:	Str 18, Dex 16, Con 18, Int 4, Wis 10, Cha 10
Skills:	Balance +9, Climb +12, Hide +4 (+12 in rocky or mountainous terrain), Listen +2, Move Silently +7, Spot +2
Feats:	Multiattack
Climate/Terrain:	Temperate or cold hills or mountains
Organization:	Solitary, pair, or pride (3-6)
Challenge Rating:	6
Treasure:	1/2 coins, 1/2 goods, 1/2 items
Alignment:	Usually neutral
Advancement:	6-9 HD (Large), 10-14 HD (Huge)



Damage Reduction (Su): The creature ignores 25 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Feats: H'liblika receive Multiattack free as a racial bonus.

Improved Grab (Ex): If the h'liblika hits an opponent of at least one size category smaller than itself or smaller with both its claws or its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. If the h'liblika gets a hold, it can Rake.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Pounce (Ex): If a h'liblika leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A h'liblika that gets a hold can make two Rake attacks (+6 melee) with its hind legs for 1d6+2 damage each. The h'liblika can also Rake if it Pounces on an opponent.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: A h'liblika receives a +4 racial bonus to Balance and Move Silently checks, and a +8 racial bonus to Climb checks. It suffers a -4 size penalty to Hide checks, but when in rock or mountainous terrain, it gets a +8 circumstance bonus to Hide. These bonuses are included in the stats above.

Soft Spots (Ex): A small patch of hide at the base of the neck lacks the h'liblika's Damage Reduction. The creature's eyes are similarly vulnerable. Attacks targeted at one of these vulnerable areas are

H'liblikas are terrifying predators that stalk mountain passes and rocky hills. They feed primarily on goats, sheep, and rams, but will also hunt mountain lions, humanoids, or even other predators. An h'liblika that tastes humanoid flesh often becomes addicted. It will seek out settlements and terrorize them until everyone has fled or been eaten. In villages near h'liblika hunting grounds, peasants refuse to speak the creature's name for fear of drawing its wrath.

H'liblikas stand about three feet at the shoulder and are over seven feet long. They have the body and mane of a lion, but a reptilian head ending in a vicious beaked maw. They also boast a pair of raptor-like talons, which they use to cling to cliff faces. Their tough hide is a mottled gray and brown, and their eyes are a wicked shade of green.

An h'liblika will attack nearly anything its own size or smaller, typically clinging to cliff faces and pouncing on its prey from above. It often trips its prey and plays with it — with its invulnerable hide, there are few creatures an h'liblika cannot bring down, and even the most frantic struggling is harmless to it. H'liblika are bold only against creatures that cannot harm it. If one takes damage from a spell or a magical weapon, it will flee into the mountains. If hit in one of its soft spots, however, it is likely to lash out in a (literally) blind rage.



ADVENTURE SEEDS

♣ A noble in a remote mountain town asks the PCs to rid his people of the h'liblika that's been terrorizing the area. Little do the PCs know that the noble is really after the beast's hide. He has already sent a number of other hunters after the h'liblika. It killed them, of course, and has developed a taste for manflesh.

♣ A pair of h'liblikas are terrorizing a remote village with entirely too much cunning. The PCs try to help, but lack the magic to overcome the creature's hide and don't know about its soft spots. The villagers whisper of an orcish druid who lives in the hills. Might he know how to kill the beasts?

H'LIBLIKA

–8 to hit, but they bypass Damage Reduction and inflict double normal damage. If the h'liblika has been hit in one eye, it is considered dazzled and takes a –1 penalty on all attack rolls. If hit in both eyes, the creature is blinded; blinded creatures have a 50% chance to miss, lose their positive Dexterity bonus to AC, and their opponents get a +2 bonus to attack. The blinded h'liblika moves at half speed and suffers a –4 penalty on most Strength- and Dexterity-based skills, as well as not being able to make Spot skill checks.

Trip (Ex): If a h'liblika hits with its bite attack, it can attempt to Trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to Trip the h'liblika.

NEW ARMOR: H'LIBLIKA HIDE

The hide of a dead h'liblika can be crafted into a powerful protective garment. The craftsman must have at least 6 ranks in Craft (armorsmithing or leatherworking) and access to a knife or dagger with a +3 or better enhancement bonus. Otherwise, creating h'liblika hide is just like crafting masterwork hide armor.

H'liblika armor has the following statistics: Armor Bonus +4, Maximum Dex Bonus +4, Armor Check Penalty –2, Arcane Spell Failure 20%, Speed 20/15 ft., Weight 25 lbs. Additionally, the hide provides its wearer Damage Reduction 3/+3. It is considered medium armor, and sells for 4,165 gp.



HALPERTHIAN RATTLER



	Small Construct
Hit Dice:	3d10 (16 hp)
Initiative:	+3 (Dex)
Speed:	20 ft. (can't run), climb 20 ft.
AC:	25 (+1 size, +3 Dex, +11 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d2 plus poison
Face/Reach:	5 ft. x 5 ft. (coiled)/5 ft.
Special Attacks:	Hypnotic Dance, Poison Injection
Special Qualities:	Damage Reduction 15/+2, Darkvision 60 ft., Immunities, Cold, Electricity, and Fire Resistance 10, Sonic Resistance 20, Vulnerability to Rust
Saves:	Fort +1, Ref +4, Will +0
Abilities:	Str 10, Dex 17, Con —, Int —, Wis 9, Cha 1
Skills:	Climb +8, Hide +7
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4–5 HD (Small), 6–7 HD (Medium-size)



An Halperthian rattler's creator can command it if it is within 60 feet and it can see and hear its creator. If uncommanded, the rattler usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the rattler a simple program to govern its actions in his or her absence.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Hypnotic Dance (Su): When the Halperthian rattler moves its body in a

sinuous pattern and rattles its tail piece, a sonic, light, and mind-affecting ability is activated that has the effect of a *hypnotic pattern* spell cast by a 7th-level sorcerer. Maintaining the effect is a move-equivalent action.

Poison Injection (Ex): When a Halperthian rattler successfully bites an opponent, it injects any poison currently contained in its fangs into that opponent. The fangs can only contain one dose of a poison at a time. As a default, use sassone leaf residue, which is a contact poison with a DC of 16, initial damage of 2d12 hp, and secondary damage of 1d6 temporary Constitution.

Resistances (Ex): An Halperthian rattler ignores the first 10 points of cold, electricity, or fire damage done to it each round. It also ignores the first 20 points of sonic damage done to it each round. The creature still makes saving throws normally.

Skills: Halperthian rattlers get a +8 racial bonus to Climb checks, and a +4 size bonus to Hide checks. This is worked into the stats, above.

Vulnerability to Rust (Ex): An Halperthian rattler is affected normally

Halperthia decided she needed a night on the town. She and Castigor had been toiling nonstop for months designing and perfecting his living steel constrictor — an easy-to-make guardian or trap creature with significant strength and power. But still Castigor insisted they would need more when the dam broke and the cabal's firestorm was unleashed upon them. A late dinner and evening's entertainment was just what she needed to relax and unwind.

Halperthia soon found herself being entranced by the graceful dancers of the local inn. The sinuous motions, the rapid-fire clacking of the castanets, and the flashy dresses of the dancers combined to evoke the feeling that she was being hypnotized by a beautiful serpent. It is at times like these when inspiration can strike.

When Halperthia returned to the tower, her mind was racing as she set to work on a project to complement Castigor's constrictor. The result was another construct snake, smaller, slimmer and more graceful than the constrictor. Halperthia's creation used three-and-a-half-foot steel chains for the body. Each link bore a separate finely etched draconic rune representing beauty, grace, movement, life, or elemental resistance. Linked to one end of the constrictor was a forged serpent head with a hinged jaw and two pits behind the eyes. The pits were access holes where a dose of poison could be poured to use in the creature's fang strike. Scale engravings covered the head pieces, and draconic runes were carved into each eye. The tail end bore a hollow iron spike linked to the chain body and covered in oval projections. This spike was shaped like a snake tail and covered in scale engravings that matched the head piece. When the tail piece moved, a mesmerizing rattle sound, reminiscent of castanets, emanated from the projections.



Instead of the crushing power of the constrictor, this construct was designed for elegance and a beauty that could entrance. It was covered in a shimmering oil that created swirling patterns as the construct moved. The tail rattles sent out harmonizing sonic vibrations that blended with the light displays to support a magical entrancing effect. Halperthia's idea was for the rattler to complement Castigor's constrictor. The rattler would be an obvious fixture in a room, beginning its mesmerizing dance when a target entered the room. Once a target was transfixed, the constrictor would drop upon the helpless prey and crush its immobile victim.

ADVENTURE SEED

According to rumors, the sorcerer Kalmarthias has grown rich off of the magical ropes and cloaks he enchants and sells. His security is also reputed to be lax, for nobody would dare confront him directly. His one man-at-arms, although quite a physical powerhouse, does not seem too concerned with keeping a watchful eye over his master's property. It could be that the stories of Kalmarthias keeping a brood of vipers near his treasures are true, and any who think of plundering his trove would do well to carry anti-venom close about them just in case.



HALPERTHIAN RATTLER

by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTING AN HALPERTHIAN RATTLER

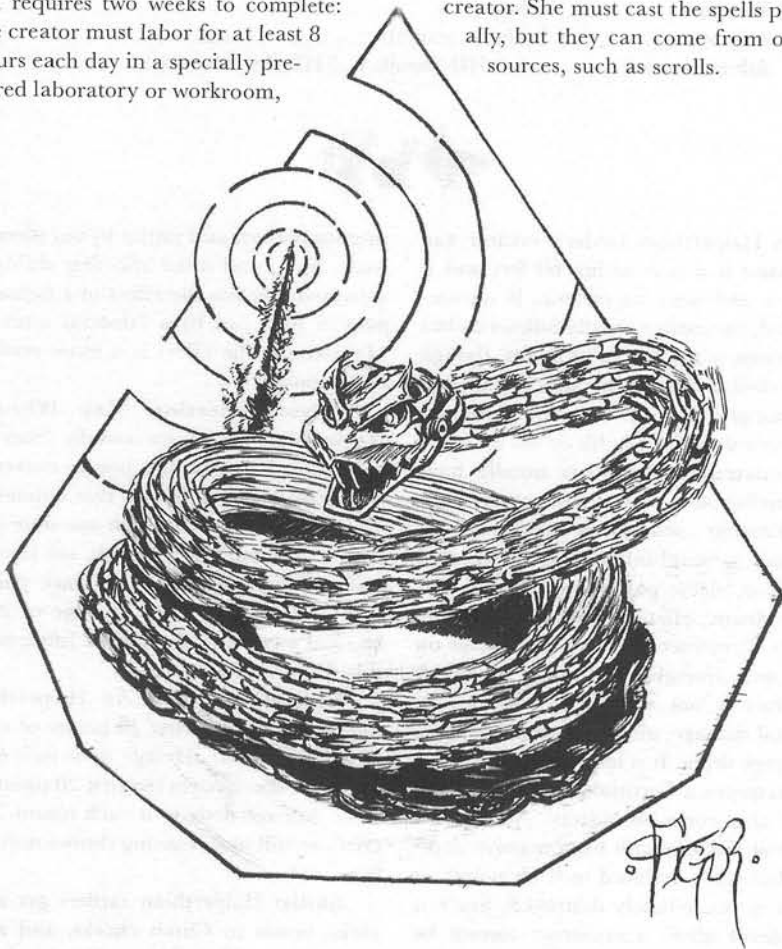
An Halperthian rattler costs 7,500 gp to create, including 150 gp for the body. This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation. Creating the body requires a Craft (blacksmithing) check (DC of 20).

After the body is constructed, it is animated through an extended magical ritual that requires a 7th-level spellcaster with the Craft Wondrous Item feat. This ritual requires two weeks to complete: the creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom,

similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP). The previously crafted body can be reused, as can the laboratory.

Completing the ritual requires casting *animate rope*, *endure elements* (x3), *hypnotic pattern*, *resist elements*, *shadow conjuration* and *spider climb* on the final day of the ritual, and drains 100 XP from the creator. She must cast the spells personally, but they can come from outside sources, such as scrolls.



HARROWER

	Large Outsider (Chaotic)
Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	30 ft.
AC:	19 (-1 size, +10 natural)
Attacks:	Axe +9 melee, or Disintegration Ray +4 ranged
Damage:	Axe 2d6+5, Disintegration Ray (special)
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Disintegration Ray
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Resistances 20
Saves:	Fort +7, Ref +4, Will +4
Abilities:	Str 21, Dex 10, Con 16, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Jump +13, Listen +8, Search +8, Spot +8, Tumble +2
Feats:	Power Attack, Cleave
Climate/Terrain:	Any land
Organization:	Solitary, swarm (5–20), or plague (40–60)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	6–15 HD (Huge)



Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

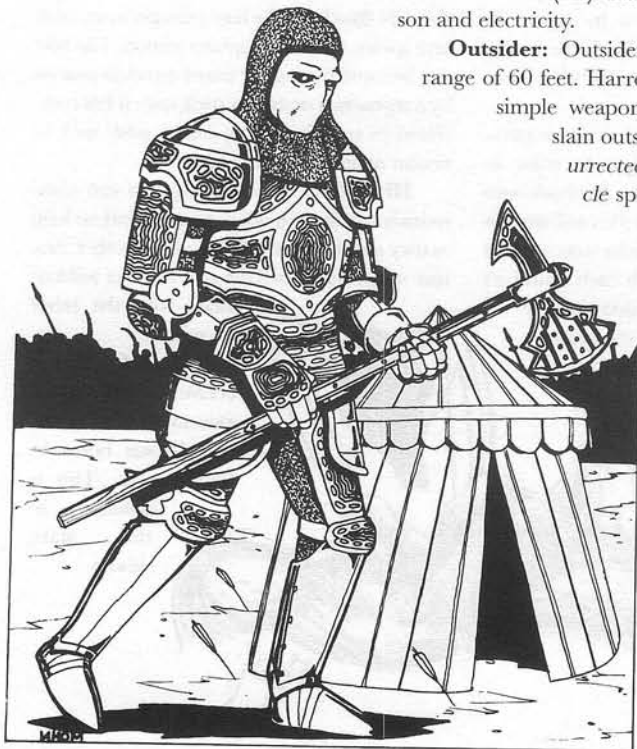
Disintegration Ray (Sp): Once each minute, a Harrower may project a *disintegration* ray from its eyes. This ray disintegrates up to a 10-foot cube of matter with a successful ranged touch attack. A successful Fortitude save (DC 16) reduces the effect to 5d6 damage.

Immunities (Ex): Harrowers are immune to poison and electricity.

Outsider: Outsiders have Darkvision with a range of 60 feet. Harrowers are proficient with all simple weapons and martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Resistances (Ex): Harrowers ignore the first 20 points of acid, cold, or fire damage done to them each round. They still make saving throws normally.

Skills: Harrowers receive a +2 synergy bonus to Tumble checks. This is included above.



Harrowers are pure destruction made flesh. They glory in the devastation they bring, attacking relentlessly and mindlessly, destroying indiscriminately. Harrowers are called to places where a large number of deaths are occurring, especially when magic accompanies the carnage. Natural disasters seem as likely to draw them as manmade ones. When half their numbers have been slain, or the disaster is brought under control, they fade back to their otherworldly home.

Rumors implicate harrowers as the servants of an evil and destructive god, who gave the ability to invoke them to its priests. Another account suggests that a powerful wizard, obsessed with the nature of destruction, was killed by a vengeful populace. His spirit fragmented, forming the first harrowers.

In appearance, the harrowers are human-shaped figures ten to twelve feet tall, wearing ornate, dark gray plate armor. They carry huge, two-handed axes, and their faces are featureless, except for a pair of white glowing eyes. Harrower axes and armor are a part of the creature, and vanish with the body upon death. Harrowers have never been known to attempt to communicate, and seem to speak no language.

ADVENTURE SEED

The characters are staying in a sleepy little community overnight, when disaster strikes. The prairie grass surrounding the town catches fire due to an unintended campfire. As the roaring flames near the town, the folk fighting the flames see the towering forms of harrowers moving just behind the frontlines of the inferno. Unless the characters lend a hand, the town is almost certain to be wiped from the map, by fire or by fiend.

A hive spider is a type of arachnid creature that goes through very distinct different stages of existence. In the first stage of the hive spider's life, it is small, undistinguished, two-inch-diameter spider with an abnormally large abdomen. The juvenile hive spider can easily be destroyed and has few special abilities at this point. It attacks its prey when it is sleeping, entering the victim's body via its mouth. Once the hive spider has entered the body, it devours the brain matter and creates a nest. It then takes control of the body by attaching itself onto the spinal cord, effectively becoming the brain of the host.

In the second stage of life, the hive spider finds a dark and damp location, and begins secreting a slick substance from its host's pores. The substance eventually forms a shell around the host's body. Soon, the host's body undergoes a hideous metamorphosis and emerges from its shell as an adult hive spider. Its bloated, blackened body sprouts eight spider legs from its back, an array of multi-faceted eyes from its head, and mandibles from its mouth. See the Templates section for more on this creature.

ADVENTURE SEED

In Fullmer's Hollow, the spider is considered a wise and benevolent incarnation of neutrality. How one treats spiders in the village is believed to affect the village's fortune; no one kills a spider in Fullmer's Hollow, for fear of being cursed. Then the hive spiders arrive. Who brought them? Why? The villagers are in the midst of a crisis of faith. By killing the hive spiders, they risk bringing more trouble on their little town. Surely some brave out-of-towners can solve their problem.



HIVE SPIDER JUVENILE

	Fine-sized Aberration
Hit Dice:	1/2d8 (2 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., climb 15 ft., burrow 5 ft.
AC:	22 (+8 size, +4 Dex)
Attacks:	Bite +12 melee
Damage:	Bite 1 hp plus poison
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Attacks:	Poison, Possession
Special Qualities:	All-Around Vision, Darkvision 60 ft., Hive Mind
Saves:	Fort +1, Ref +4, Will -1
Abilities:	Str 11, Dex 19, Con 12, Int 13, Wis 9, Cha 9
Skills:	Balance +7, Climb +11, Hide +23, Jump +3, Listen +1, Move Silently +7, Search +4, Spot +2, Tumble +7
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate land
Organization:	Solitary or swarm (10-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	See hive spider adult template



Aberration: Aberrations have Darkvision with a range of 60 feet.

All-Around Vision (Ex): Hive spiders have multi-faceted eyes that give them a +4 bonus to Spot and Search checks, and they can't be flanked.

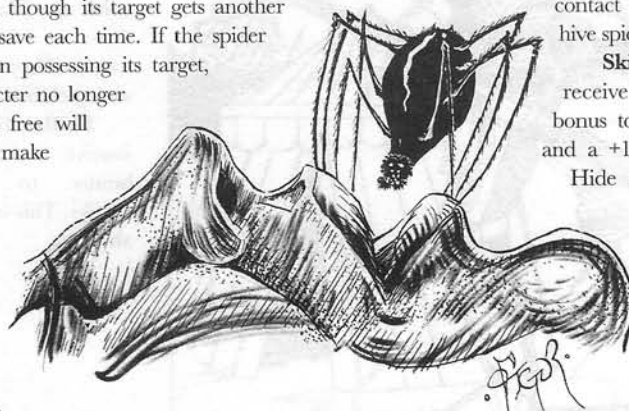
Poison (Ex): Once bitten by a juvenile hive spider's bite attack, a Fortitude saving throw (DC 12) is required to avoid being paralyzed for 1d4 rounds.

Possession (Ex): Once a victim is paralyzed, the hive spider attempts to enter its mouth. The victim is allowed a Fortitude save (DC 10), as a natural gagging reflex will attempt to force the spider out; the spider may attempt to re-enter the victim's mouth each round it's paralyzed, though its target gets another Fortitude save each time. If the spider succeeds in possessing its target, the character no longer retains its free will (this may make

it unplayable as a PC, at the GM's discretion), and the spider will soon force it to exude a slick substance from its pores that forms a hard shell around its body. The shell has a hardness of 12, is an inch thick, and has 25 hp. The shell takes only 1/2 damage from mundane or magical fire. 1d4 days later, the host emerges as an adult hive spider; see the Templates section. The host can be saved during the transformation process by a *regenerate* or similar spell; once it has completed its transformation, only a *wish* spell or similar magic can turn it back.

Hive Mind (Su): Hive spiders can communicate with each other, as one mind, as long as they are all within 400 feet of each other. Any hive spider that leaves the area of affect will lose contact with the other hive spiders.

Skills: Hive spiders receive a +8 racial bonus to Climb checks, and a +16 size bonus to Hide checks. This is included in the stats, above.



HUNTER BUSH



	Large Plant
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
AC:	14 (-1 size, +5 natural)
Attacks:	Thorn +1 ranged
Damage:	Thorn 1d4 plus poison
Face/Reach:	5 ft. x 5 ft./40 ft. (roots give extended reach)
Special Attacks:	Constrict, Entangle, Poison
Special Qualities:	Immunities, Tremorsense 100 ft.
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 10, Dex 10, Con 16, Int 2, Wis 10, Cha 10
Climate/Terrain:	Temperate forest
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-5 HD (Large), 6-9 HD (Huge)



Constrict (Ex): If a creature falls to the ground, as might happen as a result of the hunter bush poison or because it's become entangled in the plant's roots, it is immediately subject to an automatic Constricting attack that does 1d6 damage each round. Cutting a creature free from this attack is a full-round action, but succeeds automatically. A character cannot cut itself free without help.

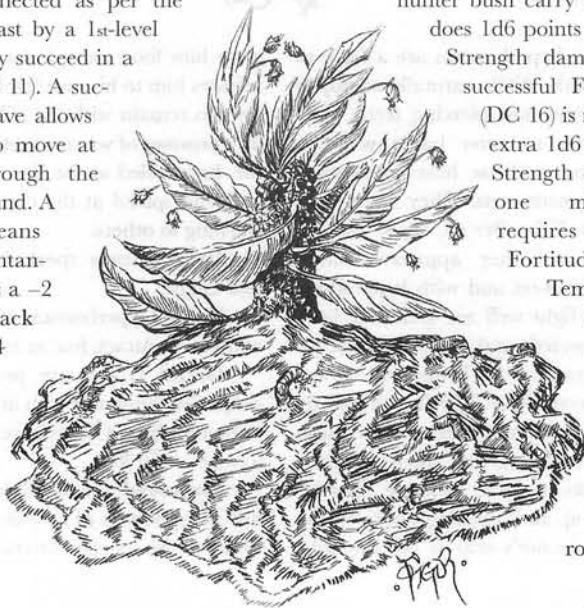
Entangle (Ex): Any creature entering the reach of the hunter bush is subject to its entangling root system. Each round, creatures are affected as per the *entangle* spell cast by a 1st-level druid unless they succeed in a Reflex save (DC 11). A successful Reflex save allows the character to move at half speed through the area for that round. A failed save means the creature is entangled, and suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and can't move. Entangled creatures can

break free and move at half speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20). Damage done to the roots does not count against the hit point total of the hunter bush.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Hunter bushes have Tremorsense at a range of 100 feet rather than the Low-light Vision typical of plant creatures.

Poison (Ex): The thorns fired by the hunter bush carry a poison that does 1d6 points of temporary Strength damage unless a successful Fortitude save (DC 16) is made, plus an extra 1d6 of temporary Strength damage after one minute that requires a second Fortitude save.

Temporary damage returns at a rate of one point per day. A hunter bush can fire one thorn per round.



The hunter bush is an immobile, carnivorous plant native to temperate forests. It has a central stalk standing approximately five feet tall in the midst of an expansive root system that spreads out just under the forest soil. The root system prevents other large plants from growing in its area, resulting in forest clearings of 20 to 30 feet in diameter around the heart of the plant. The stalk at the center is roughly two feet in diameter, covered in rough bark, and sports a number of small, bell-like flowers of a bright yellow color. These flowers contain poison thorns that can be expelled at great velocity, up to a range of 30 ft. These thorns, along with the entangling roots, provide the hunter bush with a supply of victims to fertilize its soil.

ADVENTURE SEEDS

• A small tribe of goblins has come up with an ingenious way to supplement their income and food resources. They've rearranged the trails through the forest to lead wanderers into the clearing created by a huge hunter bush. Once the bush has killed the interlopers, the goblins emerge from the underbrush with long-handled rakes, pruning hooks, and other implements needed to haul the bodies out of the entangling roots and loot them. Characters may be investigating missing persons in the forest when they spring this trap, or they may be unlucky enough to wander into the clearing themselves.

• An old foe of the characters has taken refuge with an evil druid in his glade. The crafty nature priest has surrounded the heart of his domain with a ring of hunter bushes. With his druidic abilities, he can pass through the ring with impunity, but it forms a formidable barrier to others. If the characters want their enemy, they must find their way through this dangerous hedge of plants to assault the druid's grove itself.

Hyperboreans are fierce-looking, humanoid bears that stand well over 12 feet tall. They come from the northernmost reaches of the world, where the sky burns in an everlasting twilight and the great winds originate. While at first glance they appear to be savage and barbaric, they are far from it. An intelligence and compassion that belies their terrifying visages burns in their eyes. When they speak, they are articulate and knowledgeable.

Hyperboreans travel in tribal groups, spending 10 months out of every year following sprawling herds of dire elk, buffalo, and caribou as they roam the unending northern tundra. The remaining two months of the year they spend at the *pfaterden*. This is an annual intertribal gathering where all manner of goods are traded, marriages are arranged, information and news are exchanged, and the Council of Elders decides tribal policy for the coming year. Competitions are held from the moment the first tribe arrives until the last tribe departs. Gambling, of course, goes hand in hand with the hyperborean competitive nature. Many fortunes have been lost by the fall of the cards and tumble of the dice, much to the chagrin of some and the delight of others. Of all the commodities traded, bought, and sold at the *pfaterden*, the most valuable of all is the tale. Storytelling amongst the hyperboreans is a highly prized art; a good tale is worth far more than mere goods. No calling in life garners as much respect as that of bard; called *vratir* in their own language, bards are the closest thing to an aristocracy in a society that places little value on unmerited status and prestige.

Frost giants bear a terrible enmity toward the hyperboreans, stopping at nothing to utterly exterminate them. Every few decades, the local giants descend upon the *pfaterden* in an immense, terrifying



HYPERBOREAN

	Large Giant (Ursid)
Hit Dice:	9d8+45 (85 hp)
Initiative:	+1 (Dex)
Speed:	30 ft. (hide armor), swim 30 ft.; base 40 ft.
AC:	18 (-1 size, +1 Dex, +3 hide armor, +5 natural)
Attacks:	2 claws +12/+7 melee and bite +7 melee, or huge greataxe +12/+7 melee, or huge greatsword +12/+7 melee, or huge longspear +12/+7
Damage:	Claws 2d4+7 each, bite 1d8+3, huge greataxe 2d8+7, huge greatsword 2d8+7, huge longspear 2d6+7
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Improved Grab
Special Qualities:	Darkvision 60 ft., Scent
Saves:	Fort +11, Ref +4, Will +7
Abilities:	Str 25, Dex 13, Con 20, Int 10, Wis 18, Cha 15
Skills:	Animal Empathy +3, Handle Animal +3, Intuit Direction +4, Listen +10, Spot +5, Swim +7 (+17 when swimming with no gear; +15 to avoid hazards), Wilderness Lore +8 (+13 when tracking by scent)
Feats:	Blind-Fight, Endurance, Power Attack, Improved Bull Rush
Climate/Terrain:	Cold land
Organization:	Scout (1), outriders (2–5), patrol (6–10 plus 2 polar bears or 1 dire bear), band (12–20 plus 4 polar bears or 2 dire bears, and 1–4 humanoid, goblinoid, and giant servants), or tribe (25–50 plus 8 polar bears or 4 dire bears, and 3–12 humanoid, goblinoid, and giant servants)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always good
Advancement:	By character class (ranger, bard or druid)



In combat, hyperboreans are a force to be reckoned with. While naturally equipped with sharp claws and piercing teeth, they normally prefer to enter battle wielding forged weapons such as heavy greataxes, spears, and greatswords. They fight with gusto and zest. Life, after all, is just another competition, and they approach battle accordingly, head-on and with brute force. Enemies that fight well are generally honored and respected, and those who ask for mercy are granted it. Prisoners of war become the property of the tribe for exactly one year. The tribe treats them fairly but as indentured servants, giving them the most menial of tasks, such as cleaning up after meals, setting up and breaking camp, and so on. After a prisoner's year is up, the tribe

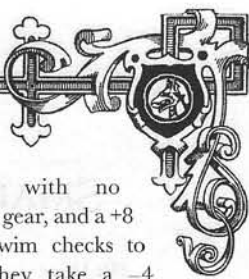
gives him food enough for three days then releases him to his own fate. Many, however, elect to remain with the tribe. Should a former prisoner of war ever return as an aggressor, he is killed at the first opportunity and his head spiked at the camp entrance as a warning to others.

Hyperboreans speak Ursid, Common, and Giant.

Feats: Hyperboreans receive Endurance and Power Attack free as racial bonuses.

Giant: Giants are proficient with all simple weapons and with any weapons listed in their entries. Giants have Darkvision with a range of 60 feet.

Improved Grab (Ex): If the creature hits an opponent of at least Medium size or smaller with its claw attack, it deals normal



damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals the damage for the claw attack.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Hyperboreans get a +5 racial bonus when using Wilderness Lore to track by scent, a +10 racial bonus to Swim checks

when swimming with no clothes, armor, and gear, and a +8 racial bonus to Swim checks to avoid hazards. They take a -4 armor check penalty for their hide armor. These bonuses are worked into the above skills.

HYPERBOREANS AS CHARACTERS

Hyperboreans favor the ranger and druid classes; 5 percent of them are multi-classed bards. The rangers among them usually take giants as their racial enemy, but this isn't an absolute. Other racial enemies include frost worms, remorhaz, white dragons, winter wolves, and predatory northern dire animals.



horde. The hyperboreans, always prepared for this eventuality, resist to the best of their ability. That both sides suffer immeasurably and yet persist in their war on one another is a testament to the profundity of their ages-long feud.

ADVENTURE SEEDS

♣ A local lord claims part of the hyperborean territory as his own private game preserve. Despite his edicts, they continue to follow the herds, so he conscripts the characters to put a stop to the hyperborean "trespasses."

♣ Something is viciously killing off the hyperborean elk herds. The tribal shamans claim it's the Death Bear, an ancient god who has supposedly been hibernating for the last 5,000 years. Others say it's an army of undead frost giants raised from the grave to seek vengeance. In truth, it's a pair of rocs living in the mountains nearby.

On the far reaches of the realm of water, at the antipode of the realm of fire, the waters grow ever chillier until the infinite ocean itself freezes into ice. The water elementals who exist here are different from their fellows. They are more rigid, sharp-edged and solid. Normal water elementals think of them as cousins rather than brothers. The ones who are spawned in the elemental glaciers and icebergs take on a crystalline form and are known as ice elementals.

An ice elemental appears as a vaguely humanoid shape composed of ice, sometimes with jagged edges but often with smooth surfaces. Ice elementals are usually clear or frosted, but some have been reported as being a spectacular blue or green color.

Ice elementals are capable of swimming, though they rarely do. When these creatures do travel by water it's by floating, either alone or as part of a larger glacier or ice floe.



ICE ELEMENTAL

SMALL

	Small Elemental (Cold, Water)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., swim 10 ft.
AC:	17 (+1 size, +6 natural)
Attacks:	Slam +4 melee
Damage:	Slam 1d6+3 plus 1d4 cold
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +4, Swim +2 (+10 to avoid hazards)
Feats:	Power Attack

MEDIUM

	Medium-size Elemental (Cold, Water)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 10 ft.
AC:	19 (+1 Dex, +8 natural)
Attacks:	Slam +6 melee
Damage:	Slam 1d8+4 and 1d6 cold
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +6, Spot +6, Swim +3 (11 to avoid hazards)
Feats:	Power Attack

LARGE

	Large Elemental (Cold, Water)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., swim 10 ft.
AC:	20 (-1 size, +2 Dex, +9 natural)
Attacks:	Slam +10/+5 melee
Damage:	Slam 2d6+7 and 1d8 cold each
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +10, Ref +4, Will +2
Abilities:	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +10, Spot +10, Swim +5 (+13 to avoid hazards)
Feats:	Cleave, Power Attack



ICE ELEMENTAL



Ice elementals are thus an especially dangerous threat to sea-going craft: intelligent icebergs.

The seal-hunting tribes which live in the distant north, consider the so-called "imsamunam" (ice bodies) to be spirit-influenced water. According to their mythology, all ice is formed when a spirit nests in a volume of water to sleep. Water which wakes, thaws and heads off to work in the rest of the world. This puts the home of all spirits in the most distant north, where the most spirits are sleeping. The seal-hunters, therefore, feel safe so near the spirit-home.

Ice elementals are regarded as soldiers, of a sort, who have been rewarded with duty near the homeland. They are called "unamtattol" (armored water) and treated with great reverence. It's considered bad luck to cross the path of an ice elemental, for they only move

ICE ELEMENTAL, TRAITS

All ice elementals share the following traits:

Ice elementals speak Aquan but rarely choose to do so. Their pronunciations are crisp but cold, and usually devoid of emotion.

Cold Aura (Ex): Creatures hitting an ice elemental with natural weapons or unarmed attacks take cold damage as though hit by the elemental's slam attack.

Cold Mastery (Ex): An ice elemental gains a +1 attack and damage bonus if both it and its opponent are in an environment with a temperature below freezing. If the opponent or elemental is in an environment with a temperature above freezing, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Cold Subtype: The creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Feats: Ice elementals gain Power Attack free as a racial bonus.

Freezing Constitution (Ex): For every hour spent in an environment with a temperature above freezing, the elemental suffers one temporary point of Constitution score damage that cannot be healed until the elemental enters an area where the tempera-



about when there is important business to be done. To battle them is tantamount to blasphemy, just one step from attacking the gods.

Seal-hunter legends say that the world eventually turns entirely to ice in the north where the physical world turns to the spirit world. Perhaps they're correct. What if there is a place in the distant north where the ice elementals can travel freely between the planes?

Old whaling songs sometimes contain references to ships frozen in glaciers or ice shelves in the oceans at the edges of the world. Most often, these songs warn against traveling too far from home or memorialize some beloved, vanished whaling crew that just might be preserved in the ice of some distant shore. A few tease treasure hunters with tales of gold visible through the ice.

In the lands where ice elementals grow to enormous sizes, these songs take on a different tone. It isn't chance or fate which causes ships to become frozen in the ice; it's the judgement of colossal ice elementals. Bands of gigantic glaciers can work together to engulf even two-masted ships as punishment for whatever behavior is considered heinous to the beings of the infinite ocean.

Consider the power a handful of enormous ice elementals could have over a far-removed coastal village that has somehow offended them. The song "Farewell Aymlee" records the



ICE ELEMENTAL

HUGE

Hit Dice:	16d8+80 (152 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., swim 10 ft.
AC:	21 (-2 size, +4 Dex, +9 natural)
Attacks:	Slam +17/+12/+7 melee
Damage:	Slam 2d8+10 and 2d6 cold each
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Damage Reduction 10/+2, Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +14, Spot +14, Swim +7 (+15 to avoid hazards)
Feats:	Cleave, Great Cleave, Power Attack

GREATER

Hit Dice:	21d8+105 (199 hp)
Initiative:	+5 (Dex)
Speed:	20 ft., swim 10 ft.
AC:	22 (-2 size, +5 Dex, +9 natural)
Attacks:	Slam +21/+16/+11 melee
Damage:	Slam 4d6+12 and 2d8 cold each
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Damage Reduction 10/+2, Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +17, Ref +12, Will +7
Abilities:	Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +19, Spot +19, Swim +8 (+16 to avoid hazards)
Feats:	Cleave, Great Cleave, Improved Critical (slam), Power Attack

ELDER

Hit Dice:	24d8+120 (228 hp)
Initiative:	+6 (Dex)
Speed:	20 ft., swim 10 ft.
AC:	23 (-2 size, +6 Dex, +9 natural)
Attacks:	Slam +25/+20/+15/+10 melee
Damage:	Slam 4d8+13 and 4d6 cold each
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Cold Aura, Cold Mastery
Special Qualities:	Damage Reduction 15/+3, Darkvision 60 ft., Freezing Constitution, Immunities, Snuff Flames
Saves:	Fort +19, Ref +14, Will +8
Abilities:	Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +22, Spot +22, Swim +9 (+17 to avoid hazards)
Feats:	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder





ALL ICE ELEMENTALS

Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	Small 1, medium 3, large 5, huge 7, greater 9, elder 11
Treasure:	None
Alignment:	Usually neutral
Advancement:	Small 3 HD (Small), medium 4–7 HD (Medium-size), large 8–15 HD (Large), huge 16–20 HD (Huge), greater 21–23 HD (Huge), elder 24+ HD (Huge)



ture is below freezing. Temporary damage returns at the rate of one point per day.

Skills: Ice elementals receive a +8 racial bonus to Swim check to avoid hazards. This is included in the above stats.

Snuff Flames (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. This causes the elemental one hit point of damage. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the elemental's Hit Dice total. Touching magical fire in this manner causes the ice elemental one hit point of damage per level of the spell it attempts to dispel. This damage is in addition to any damage caused by actually touching the fire. The elemental's Cold Subtype does not double the damage from snuffing flames.

ICE ELEMENTAL SIZE TABLE

ELEMENTAL	HEIGHT	WEIGHT
Small	4 ft.	34 lb.
Medium	8 ft.	280 lb.
Large	16 ft.	2,250 lb.
Huge	32 ft.	18,000 lb.
Greater	36 ft.	21,000 lb.
Elder	40 ft.	24,000 lb.

ICE ELEMENTAL, LARGE

Damage Reduction (Su): A Large ice elemental ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

ICE ELEMENTAL, HUGE

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

ICE ELEMENTAL, GREATER

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

ICE ELEMENTAL, ELDER

Damage Reduction (Su): The creature ignores 15 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

winter when a fishing village was consumed by glaciers. Who will ever be able to say why it happened?

ADVENTURE SEEDS

❧ Mount Crigor is said to be the haunt of a frost giant hermit who is known as a master illusionist. Stories say that while many have died trying, only the gnome Illienthen Quickfingers managed to enter the hermit's ice caves, maneuver past the living glacier guardians, navigate the mazes that did not exist, and impress the giant with his wit, skills, and bravado. Quickfingers is said to have learned many mystical secrets from the hermit.

❧ In the depths of winter, many communities celebrate a holiday dedicated to the cold beauty and power of winter. On that day only, frozen waterfalls become gates to a dimensional ice realm. In this realm, fantastical ice creatures walk and live, and hold a beautiful but cold court dance. It is said that those who observe courtly etiquette and admire the beauty of the event may be rewarded, but those who touch anything in the realm risk shattering its beauty and earning the ire of its artisans. Those who bring flames into the winter palace at the heart of the realm are set upon by ice elementals at once.

The worst freezes of the northern plains have produced fearsome elemental predators called ice lions. They are the embodiment of the killing cold of the winter tundra, and roam the ice fields, slaying any that cross their path. Entire villages have been wiped out by a small pride of ice lions, leaving nothing but frozen corpses and shredded dwellings. When the roar of the ice lion is heard in the north, people build up their fires and stay indoors.

Ice lions look like ice sculptures of large cats, all sharp facets and glittering reflection, stretching 10 to 12 feet from its head to the base of the tail. They typically develop manes of frost around their heads, as the moisture from the air crystallizes on their bodies. Their teeth and claws are razor sharp, and over six inches long.

ADVENTURE SEEDS

While crossing a cold tundra, the party is caught in a terrible blizzard. With no shelter and dwindling supplies, they are forced to proceed through the hellish cold and wind. As they weaken, they find themselves stalked from a distance by a pride of ice lions. With their energy flagging, and the cold seeping into their bodies, they must keep constantly in motion, or run the risk of their pursuers closing in for the kill.

A small village on the icy shore of the sea is looking for a strong group of adventurers. Each year, when the pack ice forms and pushes up into the harbor, a huge ice lion comes down from the north to terrorize the village for the entire winter. Hunting parties are consumed, the palisade is assaulted, and children are found frozen in their beds. This has been going on for five years, and enough is enough. They offer great riches to the brave warriors who will winter with them and slay the monster that haunts the icy nights.



ICE LION

	Large Elemental (Air, Cold)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	Bite +9 melee, and 2 claws +4 melee
Damage:	Bite 1d8+5, claws 1d6+2 each
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Aura of Cold
Special Qualities:	Darkvision 60 ft., Immunities, Fire Vulnerability
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 20, Dex 14, Con 16, Int 2, Wis 10, Cha 10
Skills:	Listen +3, Move Silently +5, Spot +6
Feats:	Track
Climate/Terrain:	Cold plains
Organization:	Solitary or pride (2-5)
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	8-9 (Large), 10-12 HD (Huge)



Aura of Cold (Su): Ice lions radiate cold within a 5-foot area of themselves. Those who have spent one round in this area must, on each subsequent round, make a Fortitude save (DC 16) or suffer 1d4 cold damage.

Cold Subtype: The creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Feats: Ice lions receive Track free as a racial bonus.

Skills: Ice lions get a +2 racial bonus to Listen and Spot checks. This is included above.



ICE STALKER



	Medium-Size Elemental (Cold)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+4 (Dex)
Speed:	50 ft.
AC:	19 (+4 Dex, +5 natural)
Attacks:	2 claws +6 melee, or Ray of Frost +13 ranged
Damage:	Claws 1d4+1 each, Ray of Frost 1d3 cold
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Armor Damage, Ray of Frost
Special Qualities:	Darkvision 60 ft., Immunities
Saves:	Fort +6, Ref +6, Will +4
Abilities:	Str 13, Dex 19, Con 13, Int 10, Wis 14, Cha 16
Skills:	Hide +9, Intimidate +8, Listen +8, Move Silently +12, Spot +8
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Cold mountains or plains
Organization:	Solitary, pair, cluster (2–5), or large cluster (5–20)
Challenge Rating:	5
Treasure:	No coins, standard goods, standard items
Alignment:	Always neutral evil
Advancement:	8–13 HD (Medium-size), 14–21 HD (Large); or by character class (ranger)



Ice Stalkers prefer stealth and ambush to a straightforward attack. They lurk, shark-like, in the ice and snow, waiting for their chosen target to weaken from exposure, and then surreptitiously use their Ray of Frost ability as often as possible from a point of concealment before engaging in melee; this generally exhausts the magical healing of its target before the real fighting begins. If they are strongly opposed, they break and lose themselves in the snow and ice, only to return later for a second attack. A character has a +4 bonus to Spot a hidden ice stalker employing its Ray of Frost.

Armor Damage (Su): On a successful claw attack, the ice stalker may damage the armor of the target in addition to doing normal damage. The victim must make a Fortitude save (DC equal to 10 + half of the ice stalker's HD) or its armor bonus is reduced by 1. Until the item is completely destroyed, it may be repaired by a mundane craftsman or through the use of a *mend* spell.



Each casting of *mend* restores one armor bonus point to an item. Magical armor and natural armor are not affected by this ability.

Cold Subtype: The creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although a wish or miracle spell can

restore it to life.

Ray of Frost (Sp): Ice stalkers can cast ray of frost as a 2nd-level caster as a standard action once per turn. The range is 30 feet, and it does 1d3 points of cold damage on a successful ranged attack.

When the chill of winter deepens, the ice stalkers step across the threshold from their own frozen realm. During the ancient time of the Great Ice, much of the world belonged to them. Their hatred for those who usurped their claim when the glaciers retreated is deep and implacable.

An ice stalker is gaunt and man-shaped, a hunch-backed figure composed entirely of ice. Long arms end in cruel talons that seem to glitter. The heart of an ice stalker is a frozen chunk of the ancient, rime-filled ocean from whence the creatures originated. Its malicious face has a mane of icicles in place of hair and beard. Only the eyes of the ice stalker show some semblance of life. Each contains the blue-white sparkle of light reflected off of ice and snow. Sometimes partially visible within the body of the ice stalker are jewels, magic items, or trinkets of little worth that it has taken from its victims.

When an ice stalker is slain, it evaporates except for its heart, which melts into a salty slurry. This is the essence of each individual. If it is collected and strewn into the frigid sea, or over glacial ice, a new stalker will rise there, the memories of the slain one fresh in its frozen mind. And revenge is a dish best served cold.

ADVENTURE SEED

During a bitterly cold winter, a stealthy invasion of ice stalkers goes unnoticed for some time; locals accept the increase in winter-killed livestock as the natural result of the season. But starvation sets in as animals begin to freeze in barns and travelers are found frozen in mid-step, their clothing and armor shattered. More ice stalkers pour into the region, drawn by the cold and slaughter. And the more ice stalkers, the longer winter lasts. The ice stalkers believe that if they can replace all warmblood life, the cold need never retreat. And then nor would the ice stalkers.



Created by magicians who crave political power, infiltrators are prized for their ability to work their way into a society's governmental structure and subtly do away with key public figures. Infiltrators are intelligent constructs shaped in the image of a particular individual, generally with the goal of replacing him or her. Other infiltrators take the guise of a political figure's loved one, and are used as spies. In short, the infiltrator's true purpose is one of deception. Some infiltrators are even unaware of their exceptional nature: these "dormant" creatures unconsciously infiltrate a political structure, until one day their master emerges from the shadows and reveals their true nature using a predetermined command word. It is not impossible for an infiltrator copied from a good-hearted individual to develop a conscience and even experience remorse, but it still is compelled to obey its master.

Once created, the infiltrator possesses the personality, appearance, manners, and even the memories of the person it is destined to replace. With its magical strength, mesmerizing gaze, and poisonous touch, the infiltrator is a very capable spy, able to easily neutralize and take the place of nearly anyone, making it a very powerful tool of subtle political destruction.



INFILTRATOR

	Medium-size Construct
Hit Dice:	7d10 (38 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	Poison touch +9 melee, or rapier +9 melee, or dagger +6 ranged
Damage:	Poison touch (special), or rapier 1d6+4, dagger 1d4+4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Charming Gaze, Poison
Special Qualities:	Damage Reduction 5/gold, Darkvision 60 ft., Hidden Purpose, Immunities
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 18, Dex 13, Con —, Int 10, Wis 11, Cha 14
Skills:	Bluff +8, Disguise +2 (+12 to impersonate their double)
Climate/Terrain:	Any land and underground, often urban areas
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Any (determined at construction)
Advancement:	8–18 HD (Medium-size)



Charming Gaze (Su): At will as a standard action, the infiltrator can *charm* a humanoid by looking into his or her eyes as per the spell *charm person* cast by a 7th-level sorcerer. This ability follows the rules for gaze attacks, except that the infiltrator must take a standard action, and those only looking at it are not *charmed*. Anyone targeted by the infiltrator in such a way must succeed at a Will save (DC 13) or be unable to cause the infiltrator or her master any harm for the next 12 hours. The afflicted character considers the infiltrator to be a good friend, but will not necessarily go as far as attacking his or her party members. The ability has a range of 10 feet. It is a mind-influencing ability.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive

damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

Damage Reduction (Su): An infiltrator ignores 5 hit points from most weapons and natural attacks. A gold weapon, or a +1 weapon or better negates the ability.

Hidden Purpose (Su): The infiltrator responds to a command word implanted in it by its master during the creation process. The command word can be of any length, from a monosyllabic word to a long sentence. Whenever the infiltrator hears this command word, it automatically recognizes the speaker as its master and obeys any direct order it is given. If specified, it may not even remember having been contacted by its master and will unknowingly execute its task. An unwilling infiltrator may resist its master if it succeeds at a Will saving throw (DC 20).

Poison (Su): On a successful touch attack, the infiltrator's target must make a Fortitude save (DC 13). If he fails, he suffers the poison's initial damage of unconsciousness for 1d4 minutes. Even if he succeeds, he faces more damage 1 minute later, which he





can also avoid with a successful Fortitude saving throw. This secondary damage is unconsciousness for 15 minutes.

Skills: Infiltrators have a +6 racial bonus to Bluff checks, and a +10 racial bonus to Disguise checks to impersonate the person they were built to replace. These are included in the stats above.

CONSTRUCTING AN INFILTRATOR

Creating an infiltrator costs 50,000 gp, including 30,000 gp for construction of the body. This cost represents the various incenses, spell components, and other equipment necessary for the enchantment and the construction of the creature. The creator must also have successfully used *detect thoughts* on the character to be mimicked once in the last month.

The character's first task is to create the body. This requires a mixture of clay, forest dew, a sphinx's feather, some pure silver, and an acorn or a rock for the heart; the creator must also include a hair of the character he wishes the infiltrator to mimic. Crafting the body from the clay and shaping it like a par-

ticular humanoid requires a successful Craft (sculpture) check (DC 20) and Disguise check (DC 20).

Once the body has been successfully assembled, the character attempting the creation of the infiltrator has to complete the magic ritual in order to animate the body and create its personality, memories, and alignment. This ritual requires the character to be a spellcaster of at least 10th level, to have the Craft Wondrous Items feat, and to spend 15 days in his laboratory working on the infiltrator, spending about 8 hours per day without interruptions. If the character spends less than 8 hours in one day, or if he skips a day, the whole process has to be started over. Any gold pieces spent on the failed ritual are lost, but the body stays intact.

At the end of these 15 days, the creator must personally cast the following spells: *alter self*, *bull's strength*, *charm person*, *cloudkill*, *detect thoughts*, and *lesser geas*. The character can cast the spells from different sources, such as staves, wands, or scrolls, but he must do it himself. Then he must utter the date of birth of the person to be mimicked by the infiltrator. The ritual costs the creator 2500 XP.

ADVENTURE SEEDS

• **Hernakken** is a small mining village in the countryside. However, its tranquility seems to have come to an end as, lately, suspicions have begun to arise among the common folk about the town's newly arrived sheriff. This sheriff was trained in a great military academy in a neighboring city, and has been dispatched to Hernakken by his superiors in accordance with a long-standing arrangement with the town. But never has someone see him cough, sneeze, or even eat! What the villagers do not know is that their sheriff, whose strange behavior is explained by the fact that he is not human, was not sent by the academy, but rather by someone far more powerful who is interested in Hernakken's gold mines ...

• The evil wizard **Tiamael** is in great need of brave adventurers to take up a dangerous mission. He lacks only one component to complete a powerful mass-slaying ritual — the **Rainbow Drop**, a magical crystal located in the **Haerdrumm** cave complex. Unfortunately, his cruel reputation makes even adventurers of questionable morals wary of him. In order to get what he wants he creates an infiltrator named **Krisalia**, giving it the body of a beautiful adventurer. She has the mandate of infiltrating a promising adventuring party, and leading the adventurers through the cave complex so as to bring the crystal back to Tiamael.

The irrinja spends most of its time masquerading as a man, commonly posing as a wilderness guide or a lost hunter looking for his tribe. When the desert winds rise, however, it stalks off into the wastes and lies amidst the shifting sands, letting its cover its body. A short time later, the sand dune bursts open and the irrinja steps forth ready to hunt.

The irrinja is a hulking brute, covered in sandy bristles and spiky hair. It has a muzzled head something like that of a wild dog, except for its wet, red eyes and sharp bristles akin to those of a hedgehog or a porcupine. Its hands are tipped with cruelly curved talons, and its feet are thick and silent as it pads across the desert. Despite its bestial appearance, the irrinja is as quick as a snake and moves with a fluid grace.

The irrinja favors a stealthy approach to hunting. It tracks down those who seek shelter from the desert's sandstorms, or who have set up camp for the day. Once it finds a likely victim, it sneaks close and snatches him into its maw, dislocating its jaw and swallowing him like a snake swallows an egg. It then rushes off into the desert to digest its meal.

If the irrinja is mortally wounded and left to die in the desert, it only remains slain until the next time it is covered by the desert sand. Once buried beneath a sand dune, the irrinja revives a short time later, emerging from its sandy tomb to again hunt those seeking passage across the desert. After particularly large sandstorms, deserts infested by the irrinja are very dangerous places to be.



IRRINJA

	Large Shapechanger
Hit Dice:	4d8+12 (30 hp)
Initiative:	+5 (Dex)
Speed:	30 ft., 40 ft. on all fours, burrow 20 ft. (sand only)
AC:	17 (-1 size, +5 Dex, +3 natural)
Attacks:	Bite +6 melee, and 2 claws +4 melee
Damage:	Bite 1d8+4 plus Improved Grab, claws 1d6+2 each
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Improved Grab, Swallow Whole
Special Qualities:	Alternate Form, Darkvision 60 ft., Desert Master, Pounce, Quadrupedal Movement, Sand Rebirth, Scent
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 19, Dex 20, Con 17, Int 14, Wis 16, Cha 10
Skills:	Climb +6, Escape Artist +8, Hide +8, Jump +8, Knowledge (local) +5, Listen +10, Move Silently +10, Read Lips +7, Spot +9
Feats:	Alertness, Combat Reflexes, Multiattack
Climate/Terrain:	Desert
Organization:	Solitary, pair, or pack (4–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class (ranger)



Alternate Form (Su): An irrinja can shift between its natural form and any humanoid form at will as a standard action if it is covered completely with sand. An irrinja remains in humanoid form indefinitely, though to change into its normal form, it must again cover itself with sand. The ability is otherwise similar to *polymorph self* cast by a 9th-level sorcerer. During sandstorms, an irrinja disguised as a human traveler or guide will wander from camp and lie down to be covered by sand, and then prey upon its former travel companions. The butcher bird and other carrion birds of the desert can sense transformed irrinja as they prepare to arise; the wise folk of the deserts learn to pay heed to the butcher bird's cry, as a warning that an irrinja may be near.

Desert Master (Ex): The irrinja is never affected by adverse desert conditions. For example, it can see through sandstorms, never feels the effects of heat, and is never rendered sunblind. Its footing is always sure over even the loosest sandy slope, and it never sinks in silt pools.

Improved Grab (Ex): If an irrinja hits an opponent of at least Medium size or smaller with its bite and one claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals bite and claw damage.

Pounce (Ex): If the irrinja leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Quadrupedal Movement (Ex): An irrinja may, as a free action, drop anything in its hands and revert to a four-legged mode of transportation, increasing its speed to 40 feet. It cannot use its claw attacks while moving on four legs, and must use a move-equivalent action to stand back on two legs. When





running on all fours, the irrinja becomes a Large (long) creature, and its Face and Reach alters to 5 feet x 10 feet/5 feet. The irrinja may also burrow at a rate of 20 feet, but may only burrow through sand. While burrowing, it cannot use its claws to attack.

Sand Rebirth (Su): The irrinja gains sustenance from the desert sands, even when slain. Any dead irrinja, even one reduced to scattered bones, that is completely covered by desert sand is subject to an effect identical to *true resurrection* wherever its skull lies. If the irrinja is merely wounded, it regains 3 hit points per round that it is covered by desert sand and not burrowing.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Shapechanger:

Shapechangers have Darkvision with a range of 60 feet.

Skills: Irrinja receive a +5 racial bonus to Listen and a +3 racial bonus to Move Silently checks. They take a -4 size penalty to Hide checks. These are worked into the skills above.

Swallow Whole (Ex): If the irrinja makes a second successful grapple check after a grab, it swallows its prey, which can be up to Medium size. Damage is 1d6+3 points of acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 20 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. This irrinja's stomach can hold one Medium, two Small, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

ADVENTURE SEEDS

☛ Along a desert pilgrimage route, a guild of guides based in a remote outpost has been slowly replaced by a pack of irrinja. Pilgrims and travelers who engage their services never reach their destinations. A brotherhood of tribal shamans is in a fervor, and its members have started accosting strangers on the pilgrimage route in an attempt to uncover the source of the problem. The PCs are unfortunate enough to become victim to these tribal raids as they travel across the desert. Will they fall victim to religious zealots, or discover that the guidesman's guild is a haven for the irrinja?

☛ After years of self-involved adventuring and spell research, an old wizard has taken up residence in a town on the edge of a forbidding desert. The wizard offers cheap teleportation to those wishing to cross this desolate wasteland, perhaps wishing to do some good near the end of his life. The irrinja packs who wander there have heard of this turn of events, and know that the wizard's charity may affect their food supply. They have sent for their grisly champion, an assassin-monk irrinja called the Eater of Dreams. Rumors of the ensuing showdown have spread far and wide. When the PCs stumble into this clash will they guard the wizard, or go hunting the Eater of Dreams? If they do nothing, the wizard will be slain by the martial prowess of the Eater of Dreams, and the desert will once again become a place of woe and dread.

Like all golems, jewel golems are magical automatons imbued with great power and created for a specific purpose. Their existence is conjured forth through the use of incredible mystic energy and elemental forces. But unlike traditional golems, which are imbued with an earth spirit, jewel golems are powered by air spirits. The process of creating the golem traps the unwilling spirit within its artificial body, and binds it to the arcane purpose for which it has been created.

As a general rule, jewel golems have the appearance of slim humanoids made from a specific gemstone. Aquamarine, diamond, emerald, ruby, and sapphire golems have translucent, well-cut figures that glow with a soft inner light, giving them a beauty that belies their tremendous physical strength. The other four jewel golems — jade, opal, pearl, and bloodstone — tend to have somewhat bulkier figures, and have the appearance of polished stone.

Traditional golems are slow, steady fighters, gaining in strength and endurance what they lack in speed and mobility. Jewel golems, on the other hand, combine their immense physical strength with a potent speed — a deadly combination that has often spelled the doom of those who would stand against them upon the battlefield. But though they are physically powerful, when jewel golems are successfully damaged they do not suffer it well — chipping and cracking rapidly worsens until their entire crystalline structure shatters, releasing the air spirit that once drove them.

Those who would hunt jewel golems with dreams of claiming the wondrous gems left after their destruction are met with nothing but disappointment. The destruction of a jewel golem not only exhausts the arcane energies that powered the

JEWEL GOLEMS

AQUAMARINE GOLEM

	Medium-Size Construct
Hit Dice:	4d10 (22 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	22 (+2 Dex, +10 natural)
Attacks:	Slam +7 melee
Damage:	Slam 1d6+6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Construct, Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Magic Immunity, Protection from Elements, Reconstruction, Spell-like Abilities, Golem Wish
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 18, Dex 14, Con —, Int 11, Wis 11, Cha 14
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral good
Advancement:	5–8 HD (Medium-size), 9–15 HD (Large), 16–25 HD (Huge)



AQUAMARINE GOLEM

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Golem Wish (Sp): Once per month, an aquamarine golem can grant a wish made by any sentient creature. The golem will only

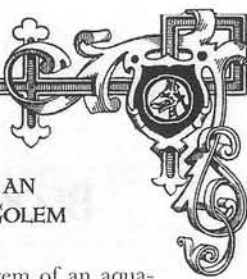
grant this boon to those it considers particularly worthy of reward — selfless wishes are also more likely to be granted than selfish ones. This effect is in all ways identical to the wish spell, with the following exceptions: first, aquamarine golems can only grant one wish to a person in their lifetime. Once a person has received a wish from an aquamarine golem, that individual cannot receive another wish from any aquamarine golem, ever again. Second, the golem does not have to pay the XP costs or material component costs that may be associated with a wish spell.

Magic Immunity (Ex): Aquamarine golems are immune to all spells, spell-like abilities, and supernatural effects except as follows. Sonic attacks (such as that inflicted by a shatter spell) do half damage, with a Fortitude save for no damage.

Protection from Elements (Su): The presence of an aquamarine golem grants all creatures and objects within 20 ft. (including the golem itself) the benefits of a protection from elements spell against acid, cold, fire, electricity, and sonic attacks. This effect can



JEWEL GOLEMS



absorb 240 hp per day, after which damage is taken normally. A *dispel magic* or similar effect will suppress this ability for a number of rounds equal to the caster's level, but only if the golem fails a Will save (DC 10 + spell level + caster's ability bonus). The golem can choose to withhold this protection from a creature or object within range at will.

Reconstruction (Su): Even if it is shattered into a thousand pieces, an aquamarine golem will still regain 2 hit points per day, as the pieces of the golem are slowly drawn back together by the powerful magical force that animates it.

Spell-like Abilities: Aquamarine golems can use the following spells as if cast by a 10th-level cleric. The DC to resist these abilities is 10 + the spell level.

At Will — *bless*, *detect good*, *remove disease*

CONSTRUCTING AN AQUAMARINE GOLEM

The birthing gem of an aquamarine golem must be an aquamarine worth at least 10,000 gp. This stone, after being cut with exacting precision, must then be etched with magic runes using the acidic blood of the blue viper — a rare giant snake that can only be found in the depths of the southern jungles. This blood must then be washed from the gem in the waters of the morning tide. The golem costs 50,000 gp to create, which includes the cost of the birthing gem. Preparing the gem requires a successful Craft (gemcutting) or similar skill check (DC 15).

The creator must be of 17th level or above and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *geas/quest*, *polymorph any object*, *protection from elements*, and *wish* (x2).

As noted above, an aquamarine golem can never truly be

golem's mystic life, it also drains the very essence of the stone itself, leaving nothing but a cracked, brittle structure that crumbles to worthless dust at the slightest touch.

AQUAMARINE GOLEM

Aquamarine jewel golems are the pale blue of a clear sea above white sand, with the appearance of a well-cut gem. They are the smallest of the "cut" jewel golems, and those who gaze into their depths are often met with the sight of incredible beauty — the reflective patterns of light seem to have a meaning and purpose all their own. They possess no facial features, yet those that meet them are often left with the impression of a friendly grandfather smiling down upon them. They possess no mouths, but their deep, reverberant voices seem to speak directly to the soul.

Aquamarine golems are often found aboard ships, which is their preferred mode of travel. Sailors who know of the aquamarines never deny them passage, for they are seen as good luck. This reputation is not unearned, for aquamarines have been bound to their form to offer aid and succor to any who are worthy of it — a judgment they often make with the aid of their magical abilities. Though they are often distant and mysterious, they are known as good traveling comrades. It is said by some that in their journeys the aquamarine golems seek for something; perhaps the ancient birthplace of the "golem race," a lost magical Mecca where the secrets of the jewel golems were first researched and discovered. If such a thing is true, the golems themselves have never spoken of it.

Aquamarine golems are rarely involved in combat — they do not seek it out, and their lives seldom lead



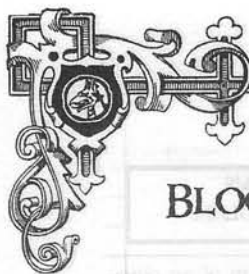
others to engage in battle with them. In fact, when faced with the prospect of unsheathed arms, they often do all that they can to avoid or escape the situation. If this fails, however, the aquamarine golem is not without a potent arsenal of magical effects.

ADVENTURE SEED

♣ The undistinguished minion of a villain the PCs fought in the past suddenly becomes a powerful warlord almost overnight. This sorcerer's troops have captured the capital city, and are well on the way to utter domination of the realm. At the heart of his success, though, is an elaborate hoax. After having originally tricked a wish from a wandering aquamarine golem by disguising his alignment magically, and so foiling the golem's divinations, the sorcerer now holds the oblivious golem on a sailing ship crewed by paid actors with instructions not to return to port. He presents his own alignment-disguised lackeys to the golem every month to make wishes on his behalf, always with a carefully-planned, plausible, and heart-rending story. Though aquamarine golems are usually immune to magic, the sorcerer's manipulations have always affected the creature's environment and other people, rather than the golem itself. The PCs must discover this charade and release the aquamarine golem from its unwitting captivity ... then convince it to put things back to right.

BLOODSTONE GOLEM

The bloodstone golems are the largest of the jewel golems — they are hulking monstrosities of gray stone, laced with veins of red. The average bloodstone golem stands approximately 12 feet tall and weighs



JEWEL GOLEMS

BLOODSTONE GOLEM

	Large Construct
Hit Dice:	18d10 (99 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	27 (-1 size, +1 Dex, +17 natural)
Attacks:	Slam +21/+16/+11 melee
Damage:	Slam 2d6+13 plus 1d6 fire
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Heat
Special Qualities:	Damage Reduction 30/+2, Darkvision 60 ft., Immunities, Invisibility, Magic Immunity, Spell-like Abilities
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 29, Dex 12, Con —, Int 6, Wis 9, Cha 10
Feats:	Power Attack, Sunder
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	15
Treasure:	None
Alignment:	Always neutral
Advancement:	19–23 HD (Large), 24–42 HD (Huge)



destroyed through physical means. The only way in which an aquamarine golem can be permanently destroyed is if a person to which it has granted a wish wishes for its destruction or freedom. This action results in the breaking of the magical bonds that maintain the golem, allowing the spirit that animates it to return to the Elemental Plane of Air.

BLOODSTONE GOLEM

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or

less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 30 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Feats: Bloodstone golems receive Power Attack and Sunder free as racial bonuses.

Heat (Su): At will, a bloodstone golem can superheat its body. Anyone touching the golem suffers 1d6 points of fire damage per round. Similarly, creatures who are struck by the bloodstone golem while its heat ability is in effect suffer 1d6 points of fire damage in addition to its standard slam damage. If the bloodstone golem takes cold damage while its Heat ability is in effect, the first 6 points of cold damage are negated, but the damage dealt from the Heat ability is temporarily reduced by the same amount for one round.





DIAMOND GOLEM

	Medium-size Construct
Hit Dice:	25d10 (137 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	40 (+5 Dex, +25 natural)
Attacks:	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d6+10 plus 1d6 cold
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Cold, Supreme Cleave
Special Qualities:	Damage Reduction 30/+2, Darkvision 60 ft., Immunities, Magic Immunity
Saves:	Fort +8, Ref +13, Will +8
Abilities:	Str 25, Dex 21, Con —, Int 12, Wis 10, Cha 10
Feats:	Cleave, Great Cleave, Great Fortitude, Improved Initiative, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, squad (4–6), or mixed gang (1 ruby, 2–4 pearl or diamond golems)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	26–30 HD (Medium-size), 31–50 HD (Large)



For example, if a golem suffers 5 points of cold damage it will not take any damage, but anyone suffering the effects of the Heat ability in the following round will only take 1d6–5 points of damage from it. Similarly, if the golem were to suffer 10 points of cold damage, it would negate 6 of those points and so take only 4 points of damage; anyone suffering the effects of its Heat ability in the following round would take 1d6–6 points of damage from it. The Heat ability always inflicts at least 1 hp of fire damage. A *dispel magic* spell or similar effect will suppress the Heat ability for a number of rounds equal to the caster's level, but only if the golem fails a Will saving throw (DC equal to 10 + the spell level + the caster's relevant ability bonus).

Invisibility (Sp): A bloodstone golem can turn invisible at will as if using an *improved invisibility* spell cast by a 10th-level sorcerer. A *dispel magic* spell or similar effect will affect this ability normally, despite the golem's Magic Immunity.

Magic Immunity (Ex): Bloodstone golems are immune to all spells, spell-like abilities, and supernatural effects, except as

follows. *Dispel magic* will affect their Heat and Invisibility abilities (as described above). Any spell that inflicts damage through the use of negative energy, such as *harm* or *inflict minor wounds*, does normal damage.

Spell-like Abilities: This creature can use the following spells as if cast by a 17th-level caster. The DC to resist these abilities is 10 + the spell level.

- 1/day — *mass heal*
- 5/day — *heal, regenerate*
- 10/day — *cure serious wounds*
- 15/day — *cure light wounds*

CONSTRUCTING A BLOODSTONE GOLEM

The creation of a bloodstone golem requires a birthing gem worth 3,000 gp. This stone must be cut into a flat disc, and then polished to a bright shine using a rare, purple jeweler's rouge that can only be found in the deepest mines of the northern dwarves, and the blood of the cleric sacrificing himself for the golem's creation. The golem costs

around 5,000 pounds. Its limbs and torso are massive and smooth, and usually shine as if freshly polished.

Bloodstone golems are created from the blood of a priest and bound to holy places. On the one hand, they are known as fierce guardians and protectors of such places. On the other, they are also respected for their incredible healing powers, which are said to come from the sacrificial blood from which they are born.

Bloodstone golems will only enter combat if they feel the holy place they are charged with guarding is threatened in some way. If that happens, however, they are implacable in their fury. Their first action upon entering combat (or preparing to enter combat) is to turn invisible. They may also superheat their own body, unless they feel that this may compromise their advantage of surprise. From that point forward, they simply rely on their immense physical power and the inability of their foes to effectively injure them.

ADVENTURE SEED

While the PCs are recuperating from their most recent adventure, they are approached by a man named Elijah. Elijah is an honest man who tells them a horrific story: his brother, Cardin, a simple priest, was kidnapped by an evil mage, who sacrificed Cardin in order to create a dark bloodstone golem. Elijah wants that golem destroyed, and his brother avenged.

When the PCs discover that Cardin has willingly sacrificed himself for the creation of the bloodstone golem, the characters face a moral conundrum: if Cardin willingly sacrificed himself, what right does his brother have to demand the destruction of the bloodstone golem he died to create?

DIAMOND GOLEM

Diamond jewel golems are fast, strong, and resilient. They are possessed of the clear, faceted perfection of the gem from which they are created. In the heat of combat, they are often observed to glow from within with a faint light of cold blue.

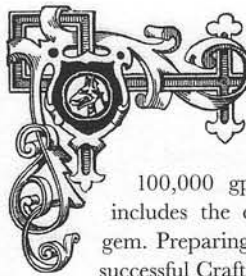
Unlike many other jewel golems, the physical shape of a diamond golem can vary greatly. But whether they have the appearance of a massive, heavy-set guard, or a slim, well-chiseled soldier, their virtues remain unchanged — and their potency in combat is unaltered. A squad of diamond golems is a sight to be feared on any battlefield.

Diamond golems were designed for a single purpose: combat. Although they do not possess many magical gifts, the strength of the diamond golems exists in their natural attributes: their bodies possess all the endurance, strength, and fortitude of the diamond itself, combined with a fierce speed made possible by the purity of magical energy that the diamond is capable of holding.

Over the centuries, evil spellcasters seeking to expand their dominion have tampered with the design of the jewel golems. One of the most potent fruits of this research is a variant of the diamond jewel golem known as the bloodrush golem.

ADVENTURE SEED

☛ A string of freakish, brutal murders has recently struck the city in which the PCs are staying. The killer lying behind these murders is a free bloodrush golem that has, unfortunately, gone insane: it is brutally murdering its victims for the intense rush of drug-like pleasure that each killing gives it.



JEWEL GOLEMS

100,000 gp to create, which includes the cost of the birthing gem. Preparing the gem requires a successful Craft (gemcutting) or similar skill check (DC 17).

The creation of a bloodstone golem also requires both an arcane spellcaster and a divine spellcaster. The arcane spellcaster must be 15th level or above. The divine spellcaster must be 5th level or above. During the completion of the creation ritual, the divine spellcaster willingly sacrifices himself: his blood, when spilt on the birthing gem, serves as the foundation on which the matrix of the golem's body is spontaneously constructed. Completing the ritual drains 2,000 XP from the arcane spellcaster and requires *improved invisibility*, *limited wish*, and *polymorph any object*.

A bloodstone golem is bound for all eternity to the protection and service of a single holy site, relic, or similar subject of religious importance. This focus is chosen by the divine spellcaster at the moment of his sacrifice.

In some dim corners there are whispers of attempts to create dark bloodstone golems with the blood of unwilling sacrifices. Many say that these attempts fail, consuming the would-be creator in a backlash of his own bloodlust. Others, however, whisper of bloodstone golems created for no other purpose than the service of their murderous creators. A dark bloodstone golem should replace the bloodstone golem's *cure* and *heal* abilities with equivalent *inflict* and *harm* abilities, and raise its CR by 1.

DIAMOND GOLEM

Cold (Su): At will, a diamond golem can make its body extremely cold. Anyone touching the golem suffers 1d6 points of cold damage per round. Similarly, creatures who are struck by the diamond golem's slam attack while its Cold ability is in effect suffer 1d6 points of cold damage in addition to the normal slam damage. If the diamond golem takes fire damage while its Cold ability is in effect, the first 6 points of fire damage will be negated, and the golem's Cold effect damage is reduced for one round by a number of points equal to the fire damage negated. For example, if a golem suffers 5 points of fire damage, it will not take any damage, but

anyone suffering the effects of its Cold ability in the following round will only take 1d6–5 points of cold damage from it. Similarly, if the golem were to suffer 10 points of fire damage, it would negate 6 points leaving it to take 4 points of fire damage, and anyone suffering the effects of its Cold ability in the following round would take 1d6–6 points of damage from it; the minimum damage the Cold ability can do is 1 hp. *Dispel magic* or a similar effect will suppress the Cold ability for a number of rounds equal to the caster's level, but only if the golem fails a Will saving throw (DC equal to 10 + spell level + caster's relevant ability modifier).

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The diamond golem ignores 30 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Feats: Diamond golems receive Cleave, Great Cleave, Great Fortitude, Improved Initiative, and Power Attack free as racial bonuses.

Magic Immunity (Ex): Diamond golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *dispel magic* will affect their Cold ability (as described above). Sonic attacks, such as that inflicted by a *shatter* spell, do half damage, with a Fortitude save for no damage.

Supreme Cleave (Ex): A diamond golem has the ability to take a 5-foot step before making a Cleave or Great Cleave attack.





EMERALD GOLEM

	Medium-size Construct
Hit Dice:	6d10 (33 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	20 (+2 Dex, +8 Natural)
Attacks:	Slam +7 melee
Damage:	Slam 1d6+4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Automatic Counterspell, Spells
Special Qualities:	Damage Reduction 5/+1, Darkvision 60 ft., Immunities, Magic Immunity
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 16, Dex 14, Con —, Int 19, Wis 10, Cha 10
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class (wizard)



CONSTRUCTING A DIAMOND GOLEM

The birthing gem of a diamond golem does not need to be possessed of particularly exemplary attributes; any diamond worth at least 1,000 gp will usually suffice. It is believed that this process was a deliberate compromise between the greater power potentially possible if stones of higher quality were used, and the advantage of being able to easily turn out large numbers of diamond golems. The golem costs 50,000 gp to create, which includes the cost of the birthing gem. Preparing the gem requires a successful Craft (gemcutting) or similar skill check (DC 15).

The creator must be of at least 14th level and able to cast arcane spells. The ritual must be completed at precisely the hour of noon — a time at which the magical essence of a diamond is said to be at its most potent. It drains 1,000 XP from the creator and requires *polymorph any object* and *limited wish*.

The bloodrush golem differs from the diamond golem in five ways:

- A bloodrush golem costs 50,000 gp to create, and requires a birthing gem worth at least 5,000 gp.
- Bloodrush golems possess sharp, diamond-hard spikes on the backs of their hands, allowing them to do 2d10+10 points of damage with their slam attack.
- A bloodrush golem lacks the Cold ability of a diamond golem. It also lacks the blue glow that the traditional diamond golem possesses during combat.
- A bloodrush golem possesses the supernatural ability to Bloodrush: when a bloodrush golem strikes with its spikes, it is capable of automatically absorbing spilt blood from its hapless victim. A bloodrush golem is then able to use this blood to fuel its own potency in combat. For every 20 points of damage delivered to a creature with blood, a bloodrush golem gains an additional +1 damage bonus to a maximum of +10, at which point it is satiated. This bonus fades away over time, with the golem losing a +1 bonus for every 10 minutes during which it is not replenishing its supply of blood. As a bloodrush golem absorbs blood, it seems to pulse with reddish veins.

EMERALD GOLEM

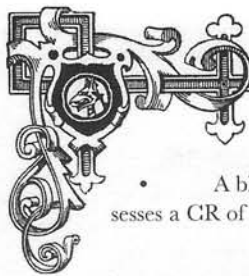
Although physically unimpressive — they stand only about as tall as the average man — the soft, green glow of an emerald jewel golem belies a hidden power: an emerald golem is noteworthy among other jewel golems for its limited ability to cast spells. When emerald golems work their magic, their pleasant glow brightens to a harsh, threatening glare.

Emerald golems are frequently found working as wizard's assistants — their additional spells are used up for experiments in lieu of those of their master. Their use, however, requires that certain precautions be taken in order to accommodate their ability to automatically counter spells. Emerald golems will generally rely on their magical abilities in combat, despite their physical strength.

ADVENTURE SEEDS

While sacking the tower of the evil lich they have just defeated, the PCs suffer a cunning revenge: an emerald golem that once belonged to the lich was given its final command to follow the most powerful arcane spellcaster in the group. The emerald golem is always near enough to counter the magic-user's spells, but not to be attacked.

The sorcerer Chelan has spent the last year preparing for the greatest task of his life: the creation of an emerald golem. Last night he imbued the golem's birthing gem with its fourth spell. This morning when he awoke, however, the gem had disappeared. Chelan suspects that it has been stolen by one of his rivals, and pleads with the PCs to help him recover the lost gem: unless it is returned to him by the stroke of midnight, the gem will be destroyed and Chelan will need to begin his work all over again.



JEWEL GOLEMS

- A bloodrush golem possesses a CR of 12.

EMERALD GOLEM

Emerald golems are particularly leery of closing to melee range in any situation where their Automatic Counterspell ability may be triggered, thereby provoking attacks of opportunity.

Automatic Counterspell (Su): If any spellcaster attempts to cast a spell within 200 ft. of an emerald golem, the emerald golem will automatically counterspell the attempt as if using a *dispel magic* spell. The emerald golem *must* attempt the counterspell, and will be able to attempt the counterspell even if it has not readied an action. This is a conditioned response, in which the emerald golem reacts automatically with supernatural speed in order to enact the counterspell. However, the emerald golem *will* provoke attacks of opportunity when attempting the counterspell. Note that the Automatic Counterspell ability does not count against the emerald golem's spells per day, and may be used even if the emerald golem has cast all of its 3rd-level spells for that day and would normally be unable to cast *dispel magic*.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Magic Immunity (Ex): Emerald golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Sonic attacks, such as that inflicted by a *shatter* spell, do half damage, with a Fortitude save for no damage.

Spells: (6/6/5/3) Emerald golems know *dispel magic* and five other spells; as a default, assume they are capable of casting the spells listed below. These spells are cast as a 10th-level sorcerer, though emerald golems have fewer spell slots than this level would imply. The DC to resist these spells is 10 + the spell level. (See the construction rules, below, for details regarding other spell selections for emerald golems.)

0 Level — None

1st Level — *magic missile*, *obscuring mist*

2nd Level — *blur*, *mirror image*

3rd Level — *dispel magic*, *fireball*

CONSTRUCTING AN EMERALD GOLEM

The birthing gem of an emerald golem must be an emerald of unsurpassed quality, worth at least 3,000 gp. The preparation ritual requires that a sorcerer (or similar arcane spellcaster) imbue the emerald with five spells. The sorcerer must make both a successful Spellcraft check (DC 15) and Craft (gemcutting) or similar skill check (DC 15) five times over the course of five days; this is one spell per day for each of the five spells being used.

Once a spell has been successfully placed within the emerald, the sorcerer will be unable to cast that spell for one year. In effect, the sorcerer has placed a significant portion of his own innate magical talent within the emerald. In the short term, this process physically exhausts the sorcerer, rendering him unable to cast spells for a period of 24 hours. During this time he must rest and prepare for the next day's attempt.

If the sorcerer fails a skill check during this process, the emerald is destroyed. If the process is not completed within five days from the time the first spell is placed within the gem, the emerald is also destroyed. Note that the sorcerer will still be unable to cast the spells already placed in the gem for a period of one year.

The five spells that the birthing gem is imbued with are also the five spells that the





JADE GOLEM

	Medium-size Construct
Hit Dice:	15d10 (82 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	24 (+4 Dex, +10 natural)
Attacks:	Unarmed strike +15/+10/+5
Damage:	Unarmed strike 2d6+6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Ki Bolt, Quivering Palm, Stunning Attack
Special Qualities:	Abundant Step, Blindsight 30 ft., Blur, Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Improved Evasion, Leap of the Clouds, Light Step, Magic Immunity, Magic Immunity, Slow Fall, Wall Walk
Saves:	Fort +5, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con —, Int 14, Wis 14, Cha 14
Skills:	Balance +20, Climb +10, Escape Artist +10, Hide +20, Jump +10, Move Silently +24, Tumble +10
Feats:	Blind-Fight, Deflect Arrows, Expertise, Improved Initiative, Improved Unarmed Strike, Dodge, Mobility, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	15
Treasure:	None
Alignment:	Always neutral
Advancement:	16–25 HD (Medium-size), 26–40 HD (Large)



completed emerald golem will be able to cast, in addition to *dispel magic*. Additionally, the emerald golem will be able to cast a number of spells per day as per the minimal level required to cast its most powerful spell. Note, however, that all emerald golems cast spells as though they were a 10th-level spellcaster. Using a higher-level spell in the creation of the birthing gem results in a spell which the golem cannot cast, but *does* allow the golem to cast more spells per day.

Once the birthing gem is prepared, the rest of the creation process can be completed by any arcane spellcaster. This spellcaster must be of a high enough level to cast the most powerful spell used in the preparation of the birthing gem, though, even if he is unable to cast the specific spell in question.

The golem costs 50,000 gp to create, which includes the cost of the birthing gem.

This process does not drain XP from the creator — the sacrificed spells are sufficient — but does require a successful Spellcraft skill check (DC 15) and the casting of *polymorph any object*, *dispel magic*, and *limited wish*.

JADE GOLEM

Abundant Step (Sp): A jade golem is capable of slipping magically between spaces, as per the spell *dimension door*, three times per day as though cast by a 10th-level sorcerer.

Blindsight (Ex): A jade golem is capable of sensing slight vibrations in the air and ground, allowing it to operate effectively without vision. This ability makes invisibility and darkness irrelevant to the jade golem, though it still can't see ethereal creatures.

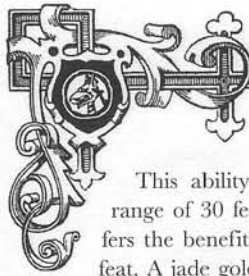
JADE GOLEM

There are actually seven different types of jade jewel golems, each created from a different color of the gem. These are fire jade golems (red), water jade golems (blue), earth jade golems (yellow), wood jade golems (green), imperial golems (violet), death golems (black), and void golems (white). Although these golems all differ slightly from one another, they are collectively known as superb martial artists, combining the natural strength of their gemstone bodies with the speed and skill of the fighting arts. Jade golems are also capable of drawing on the same unique Ki energy as monks to fuel a variety of mystic abilities.

Jade golems are dangerous and subtle adversaries, capable of using their stealth abilities to strike without warning, and disappearing before their enemies have a chance to respond. Those who succeed in confronting them openly, however, will have no better luck: jade golems are equally skilled in open combat, and are uniquely equipped to take advantage of every facet of a potential combat environment.

ADVENTURE SEED

PCs make powerful enemies, and powerful enemies will look to have their revenge. A jade golem assassin is set upon the trail of a PC. A cunning, subtle, and extremely dangerous opponent, the threat of the jade golem is quite capable of stretching over months of game time, as it strikes at every inopportune moment it can find. To make matters even worse, PCs who manage to dispose of the first assassin may find that their troubles are only beginning: other jade golems can easily be sent. And PCs who truly make a nuisance of themselves may find an entire assassin's circle — all seven types of jade golems — pursuing them.



JEWEL GOLEMS

This ability operates out to a range of 30 feet. This ability confers the benefits of the Blind-Fight feat. A jade golem's Blindsight may be thwarted by deafening attacks.

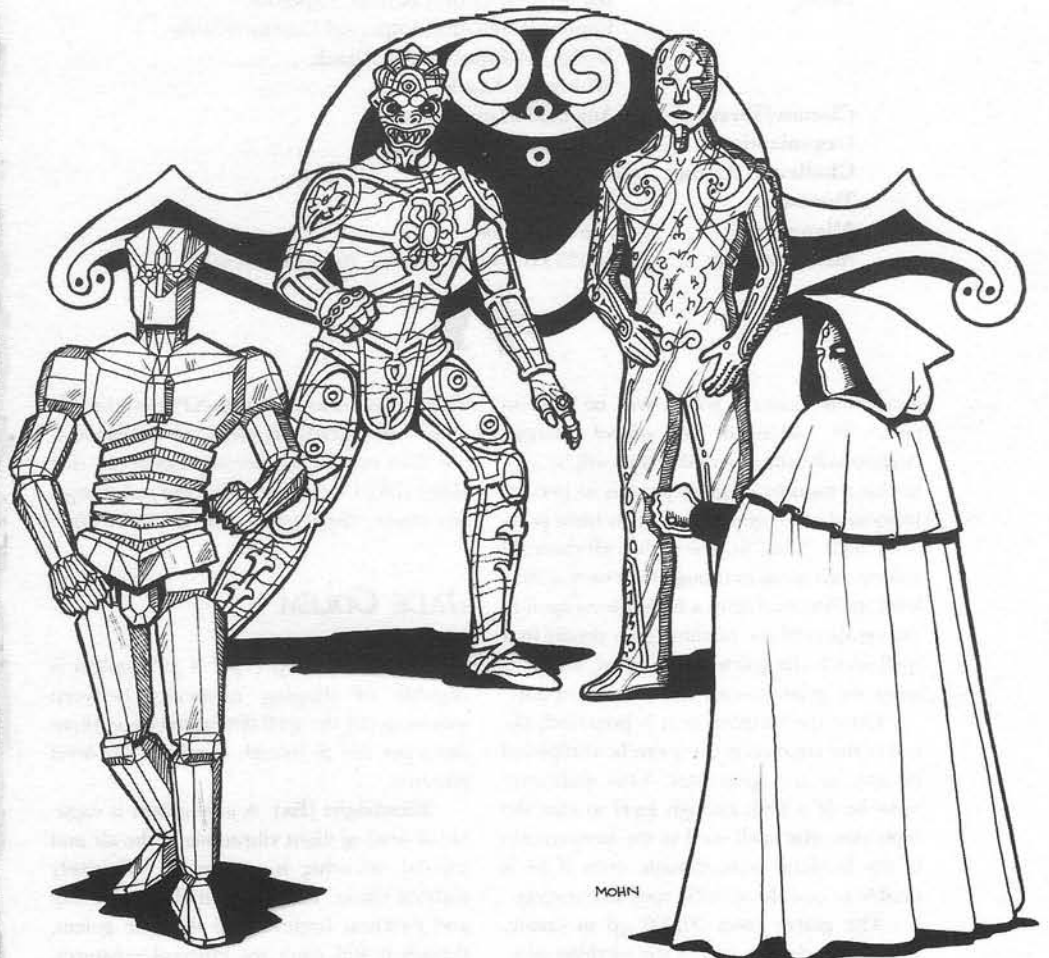
Blur (Ex): At will, a jade golem is capable of moving quickly enough to incur the benefits of a *blur* spell. In order to use this ability, a jade golem must have moved 20 feet or more within the last round. This is an extraordinary ability, granting the jade golem one-half concealment (20% miss chance).

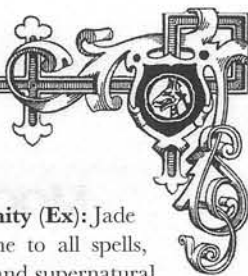
Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is

immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Feats: Jade golems receive Blind-Fight, Deflect Arrows, Expertise, Improved Initiative, Improved Unarmed Strike, Dodge, Mobility, Spring Attack, and Whirlwind Attack free as racial bonuses.





Improved Evasion (Ex): A jade golem can avoid even magical and unusual attacks with great agility. If a jade golem makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, such as a red dragon's fiery breath or a *fireball*, the jade golem instead takes no damage. Even on a failed save, the jade golem only takes half damage from such attacks.

Ki Bolt (Sp): Five times per day, a jade golem is capable of focusing *ki* energy in order to make a ranged magical attack. This attack always takes the form of a bolt thrown from the hand, and requiring a successful ranged touch attack in order to strike its target. The color of the bolt matches the color of the jade golem. A *ki* bolt from a red, blue, yellow, green, white, or black jade golem inflicts 3d6 points of damage on its target. A *ki* bolt from a violet jade golem, on the other hand, functions as per a *charm person* spell cast by a 10th-level sorcerer.

Leap of the Clouds (Ex): A jade golem's jumping distance (vertical or horizontal) is not limited according to its height.

Light Step (Ex): Despite its great weight, a jade golem's mastery of *ki* allows it to minimize the effect of its movement. It gains a +10 bonus to Reflex saves to avoid pits and similar traps, while characters attempting to track a jade golem suffer a -15 penalty to their skill check unless the tracker is using a non-visual tracking method. With a successful Balance check, a jade golem is capable of walking across seemingly impossible surfaces (DC to be determined by GM, see table). A jade golem can choose to move without the benefits of the Light Step ability at will.

DC	SAMPLE SURFACE
35	Thin ice at normal speed
40	A piece of string stretched across a cavern
50	Grass tops
60	Water

Magic Immunity (Ex): Jade golems are immune to all spells, spell-like abilities, and supernatural effects, with the following exceptions based on the specific type of jade golem:

COLOR	VULNERABILITY
Red	Water
Blue	Fire
Yellow	Wind/Air
Green	Death/Necromancy
Violet	Mind-influencing
Black	Positive Energy (take damage as per undead)
White	Negative Energy

Quivering Palm (Su): Once per day, a jade golem can use the Quivering Palm ability to set up vibrations within the body of another creature, that can then be fatal if the jade golem so desires. This ability functions in all other ways as per the monk's Quivering Palm ability. A victim of a jade golem's Quivering Palm must make its Fortitude save against a DC of 20.

Skills: A jade golem's body is built to confer a +6 racial bonus to its Climb, Escape Artist, Jump, and Tumble checks. It also receives a +16 racial bonus to Balance and Hide checks, and a +20 racial bonus to Move Silently checks. These bonuses are indicated above.

Slow Fall (Su): A jade golem within reach of a wall can use the wall to slow its descent, and is capable of falling any distance without harm in such situations.

Stunning Attack (Su): A jade golem has the ability to stun a creature damaged by its unarmed strike. The jade golem can use this ability once per round, but no more than three times per day. A foe struck by the jade golem's Stunning Attack is forced to make a Fortitude saving throw (DC 20), in addition to receiving normal damage. If the saving throw fails, the opponent is stunned for 1 round. This ability acts in all other ways as per the monk's Stunning Attack ability.

Wall Walk (Su): A jade golem can climb and travel on vertical surfaces or even traverse ceilings with ease. The jade golem must have bare hands and feet in order to climb in this manner. The jade golem climbs at half its normal movement speed. A creature with a Strength score of 25 or more can pull the jade golem off the wall.

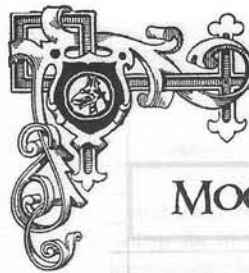


MOONSTONE GOLEM

Moonstone jewel golems are mysterious creatures capable of shifting freely and quickly between multiple planes, and equally at home upon each of them. Like the gems from which they are made, they have a subtle appearance — dusky with hidden depths of rainbow color. Similarly, those who have met moonstone golems are often left with the unsettling sense that these silent creatures have depths that remain unseen by even the keenest eye. Even their masters are known to feel unease, many claiming that their creations seem to serve purposes greater than any known to themselves.

Wizards value moonstone golems greatly for their plane-shifting capabilities, frequently calling on them to guard their workshops and towers from otherworldly assaults. Spellcasters who serve other lords will frequently set such golems to guard treasures of mundane kinds. More than one would-be thief has met his doom at the hands of a guard he could neither see nor expect.

Some extraplanar adventurers have reported the presence of numerous moonstone golems along the borders of the ethereal and astral realms in certain locations. These moonstone golems are said to attack anyone who crosses, or appears to be attempting to cross, into the material world — almost as if the golems were guarding something. What this could be, however, is unknown.



JEWEL GOLEMS

MOONSTONE GOLEM

	Medium-size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	22 (+2 Dex, +10 natural)
Attacks:	Slam +11/+6 melee
Damage:	Slam 2d6+6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Mass Sleep
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Immunities, Magic Immunity, Clairvoyance, Etherealness, Astral Shift
Saves:	Fort +3, Ref +5, Will +5
Abilities:	Str 18, Dex 14, Con —, Int 16, Wis 14, Cha 18
Skills:	Sense Motive +20
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Medium-size), 21–35 HD (Large)



CONSTRUCTING A JADE GOLEM

A jade golem's birthing gem begins as a block of jade at least twelve inches square and worth 2,500 gp. The color of jade will determine the color of the final jade golem. The golem costs 100,000 gp to create, which includes the cost of the birthing gem.

Creating the golem requires both an arcane spellcaster and a monk (or similar class at the GM's discretion), both of whom must be of at least 15th level. The preparation of the birthing gem for the golem requires that the monk carve the requisite block of jade into a symbolic epitome of his fighting school's philosophy, while the arcane spellcaster imbues the stone with magical energy, beginning the process of turning the jade into the living embodiment of the monk's teachings. This requires a successful Craft (gemcutting) or similar skill check by the monk (DC 15), and a successful Spellcraft check by the arcane spellcaster (DC 15).

The final creation ritual drains 1,000 XP from the arcane spellcaster and 3,000 XP from the monk. It also requires that the arcane spellcaster cast *polymorph any object*, *haste*, and *limited wish*.

MOONSTONE GOLEM

Moonstone golems take full advantage of their ability to shift between the Material, Ethereal, and Astral Planes during combat. Note, however, that they are not capable of moving directly between the Astral and Ethereal Planes. If a moonstone golem has the ability to choose the time of its strike, it will wait until nighttime, when its ability to shift planes is most effective. In general, moonstone golems stalk their prey from the Ethereal Plane, shifting quickly to the Material Plane to attack, attempting to catch their victims flat-footed before returning to the Ethereal Plane. If their victims prove capable of pursuit in the Ethereal Plane, moonstone golems then shift to the Astral Plane.

Astral Shift (Su): A moonstone golem can shift from the Astral to the Material Plane (or vice versa) as a move-equivalent action, or as part of a move-equivalent action. However, they are only able to move from the Material to the Astral Plane during the night or while standing in or moving through shadow. A moonstone golem can also bring up to five other creatures it is cur-





rently in contact with along with it. The ability is otherwise identical to *etherealness* as cast by a 16th-level sorcerer.

Clairvoyance (Sp): Three times per day, a moonstone golem is able to concentrate upon some locale and hear or see (its choice) almost as if they were there. This ability is identical to a *clairaudience/clairvoyance* spell cast by a 10th-level sorcerer.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Etherealness (Su): A moonstone golem can shift from the Ethereal to the Material Plane (or vice versa) as a move-equivalent action or as part of a move-equivalent action. However, they are only able to move from the Material to the Ethereal plane during the night or while standing in or moving through shadow. A moonstone golem can also bring up to five other creatures it is currently in contact with along with it. The ability is otherwise identical to *etherealness* as cast by a 16th-level sorcerer.

Magic Immunity (Ex): Moonstone golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. All spells capable of affecting ethereal creatures will affect a moonstone golem normally, regardless of whether or not it is currently on the Ethereal or Material plane.

Mass Sleep (Sp): At night, a moonstone golem has the spell-like ability to cause a comatose slumber to come upon any creatures near it. This will affect up to 25 HD worth of

creatures up to 50 feet away from the moonstone golem. Creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the golem are affected first. No creature with 10 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. This ability cannot be used during daylight hours. It can be used twice per day. This ability works in all other ways as per a *sleep* spell cast by a 10th-level sorcerer.

Skills: A moonstone golem receives a +18 racial bonus to Sense Motive checks. This is worked into the stats above.

CONSTRUCTING A MOONSTONE GOLEM

The birthing gem of a moonstone golem must be a flawless moonstone orb, exactly three inches across, and worth at least 1,000 gp. Preparing this gem requires a Craft (gemcutting) or similar skill check (DC 15). The golem costs 50,000 gp to create, which includes the cost of the birthing gem.

The creator must be of at least 17th-level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *polymorph any object, limited wish, etherealness, astral projection, and clairvoyance/clairaudience*.

OPAL GOLEM

Brilliant Hue (Su): At will, an opal golem can choose to shine with the brilliant range of the opal's hues. This function as per a *light* spell cast by a 5th-level sorcerer.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note

ADVENTURE SEED

☞ The sorceress Miramae approaches the PCs for help: the moonstone golems that once served her as guardians have turned against her, and she has found herself banished from her own tower. Her most powerful resources remain trapped within the tower, and the golems are simply too strong for her to overcome without help. The PCs may elect to try a frontal assault, but it may be a wiser — and safer — course of action to infiltrate the tower in an attempt to discover what has caused Miramae to lose control of her creations.

OPAL GOLEM

Opal jewel golems are masters of stealth and deception. They accomplish through deftness and guile what others might attempt with strength of arms. They are often created for the purpose of sabotage, theft, or assassination — tasks for which they are uniquely suited, and at which they seldom fail.

Opal golems usually have a translucent, milky white appearance. They frequently dress in a concealing black, however, to assist their stealth abilities. Opal golems prefer to avoid open combat, relying instead upon the wide variety of stealth abilities available to them in order to cripple or eliminate opposition before it is aware of their presence.

ADVENTURE SEED

The local thieves' guild suddenly finds itself facing new competition: a rival guild, composed entirely of opal golems, has moved into town. PC rogues may find the guild calling upon them and their friends to drive the opal golems out of town.

Meanwhile, the city guard is less than thrilled to discover these new outlaws in their town, and may approach more-heroic PCs with the same request. The opal golems themselves may even approach the PCs as they look to expand their guild. And there may be something to the rumor that these opal golems are not truly as independent as they seem ...



JEWEL GOLEMS

OPAL GOLEM

	Medium-size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	19 (+4 Dex, +5 natural)
Attacks:	Slam +10/+5 melee
Damage:	Slam 1d6+4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Crippling Strike, Silencing Attack, Sneak Attack +5d6 + 1 Str
Special Qualities:	Brilliant Hue, Construct, Damage Reduction 5/+1, Darkvision 60 ft., Defensive Roll, Fast Sneak, Immunities, Magic Immunity, Uncanny Dodge
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 16, Dex 18, Con —, Int 12, Wis 12, Cha 12
Skills:	Balance +14, Climb +13, Disable Device +11, Escape Artist +14, Hide +14, Listen +11, Move Silently +14, Pick Pocket +14, Read Lips +11, Search +11, Spot +11, Tumble +14, Use Magic Device +11
Feats:	Dodge, Improved Initiative, Mobility, Spring Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Medium-size), 21–35 HD (Large)



that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Crippling Strike (Ex): An opal golem can Sneak Attack opponents with such precision that its blows weaken and hamper them. When the opal golem damages an opponent with a Sneak Attack, that character also takes 1 point of Strength damage. Ability points lost to damage return to their own at the rate of 1 point per day.

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Defensive Roll (Ex): An opal golem can roll with a potentially lethal blow to take less damage from it. Once per day, when an opal golem would be reduced to 0 hit points or less

by damage in combat (from a weapon or other blow, not a spell or special ability), the opal golem can attempt to roll with the damage. It makes a Reflex saving throw (DC equal to the damage dealt) and, if it's successful, it takes only half damage from the blow. The opal golem must be aware of the attack and able to react to it in order to execute its Defensive Roll. If it is denied its Dexterity bonus to AC, the opal golem can't use Defensive Roll.

Fast Sneak (Ex): When using Move Silently and Hide, the opal golem can move at its normal speed without suffering a penalty to those skills.

Feats: Opal golems receive Dodge, Improved Initiative, Mobility, and Spring Attack free as racial bonuses.

Magic Immunity (Ex): Opal golems are immune to all spells, spell-like abilities, and





PEARL GOLEM

	Medium-size Construct
Hit Dice:	6d10 (33 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	21 (+4 Dex, +7 natural)
Attacks:	Slam +9 melee
Damage:	Slam 1d6+7
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Damage Reduction 5/+1, Darkvision 60 ft., Immunities, Magic Immunity
Saves:	Fort +2, Ref +6, Will +2
Abilities:	Str 20, Dex 18, Con —, Int 10, Wis 10, Cha 10
Feats:	Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, gang (2–4), or mixed gang (1 Ruby, 2–4 pearl or diamond golems)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–15 HD (Medium-size), 16–30 HD (Large)



supernatural effects, except as follows. Fire-based effects affect an opal golem normally.

Silencing Attack (Ex): If the opal golem successfully hits a flat-footed opponent with a melee attack, the opponent is unable to speak for one round. This prevents the casting of spells with verbal components, shouting of warnings, and any other activity that requires the use of the voice. The opal golem may choose not to use a Silencing Attack.

Skills: Opal golems are built to take advantage of a +10 racial bonus to Balance, Climb, Disable Device, Escape Artist, Hide, Listen, Move Silently, Pick Pocket, Read Lips, Search, Spot, Tumble, and Use Magic Device checks. These bonuses are noted above.

Sneak Attack (Ex): If an opal golem hits an opponent who is denied his Dexterity bonus to AC, or if it flanks him, the attack deals +5d6 extra damage. The ability functions as per the rogue's Sneak Attack ability.

Uncanny Dodge (Ex): An opal golem reacts to danger before its senses would normally allow it to do so. An opal golem retains its Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. It still loses its Dexterity bonus to AC if immobilized. An opal golem cannot be flanked, since it can react to opponents on

opposite sides of it as easily as it can react to a single attacker. The exception to this defense is that a creature capable of Uncanny Dodge who is 4 or more Hit Dice higher than the opal golem can flank it, and thus Sneak Attack it.

CONSTRUCTING AN OPAL GOLEM

The birthing gem of an opal golem must be an opal worth at least 2,500 gp. Preparing this gem requires a Craft (gemcutting) or similar skill check (DC 15). The golem costs 40,000 gp to create, which includes the cost of the birthing gem.

The creator must be of at least 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *polymorph any object*, *limited wish*, *light*, and *nondetection*.

PEARL GOLEM

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal

PEARL GOLEMS

Pearl golems have the appearance of the stone from which they are created, ranging from a lustrous white to yellow, from pink to pure black. Pearl golems are noteworthy because they are plentiful, and they are plentiful because — compared to other jewel golems — they are extraordinarily cheap to produce.

This low expense, however, comes with a price of its own: pearl golems are not only physically weaker than most other golems, they also lack many of their other abilities. Because they don't have the magical advantages of their brethren, pearl golems must rely on purely physical means of bringing their opponents low. However, the relative ease of creating a pearl golem often means that they are found together in great numbers — they will not hesitate to use their greater numbers to their advantage.

ADVENTURE SEED

While looting a forgotten crypt, the PCs stumble across a cache of precious gems — including a number of large pearls. Unknown to the PCs, however, these pearls are, in fact, jewel golem birthing gems. When the existence of this treasure becomes public knowledge, the PCs become the targets of every spellcaster in a dozen planes. In many realms, the secret for the creation of jewel golems has been forgotten, and these birthing gems are the key to unlocking the ancient arcane rites.

RUBY GOLEM

Rubies are among the most beautiful of gemstones, and the jewel golems created from them are, literally, cut from the same stone. Their hard, sharp crimson bodies stand six to eight feet tall, glowing with an inner light that signals their lightning-quick ability to respond and support their fellow jewel golems.

Ruby golems are the most difficult and expensive type of jewel golem to create; they require an extensive knowledge of all the other jewel golems. Despite this, they are frequently created due to their ability to enhance the armor of other golems of the jewel family, taking a devastating support role in mass combat. Typically, they are placed in squads with diamond and pearl jewel golems. When multiple ruby golems appear in a single group, however, the result can be particularly devastating, as they protect each other while launching powerful attacks at their foes.

Ruby golems appearing individually are rare, but not unheard of. When in combat alone, ruby golems will attempt to use their ruby-colored energy ray from a distance, whittling down their opponents before engaging in melee.



JEWEL GOLEMS

RUBY GOLEM

	Medium-size Construct
Hit Dice:	12d10 (66 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (+8 natural)
Attacks:	Slam +15/+10 melee, or Ruby Beam +9 ranged
Damage:	Slam 2d8+9, Ruby Beam 5d6
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Ruby Beam
Special Qualities:	Damage Reduction 15/+1, Darkvision 60 ft., Immunities, Magic Immunity, Ruby Glow, Ruby Light
Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 22, Dex 10, Con —, Int 13, Wis 13, Cha 10
Climate/Terrain:	Any land or underground
Organization:	Solitary, gang (2–4), or mixed gang (1 ruby, 2–4 pearl or diamond golems)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	13–25 HD (Medium-size), 26–40 HD (Large)



damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Feats: Pearl golems receive Cleave, Improved Initiative, and Power Attack free as racial bonuses.

Magic Immunity (Ex): Pearl golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Any ability that affects the quality of air,

such as the *cloudkill* spell, will do double damage to the pearl golem.

CONSTRUCTING A PEARL GOLEM

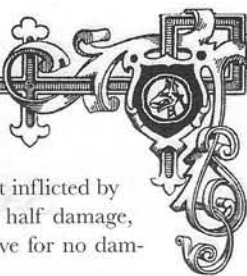
The birthing gem of a pearl golem must be a pearl worth at least 750 gp. This pearl must be polished and enchanted, but does not need to be cut. Preparing the pearl, therefore, requires a Spellcraft check (DC 10). The golem costs 20,000 gp to create, which includes the cost of the birthing gem.

The creator must be of at least 14th level and able to cast arcane spells. Completing the ritual drains 250 XP from the creator and requires *polymorph any object* and *limited wish*.

RUBY GOLEM

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death





effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 15 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Magic Immunity (Ex): Ruby golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Sonic

attacks, such as that inflicted by a *shatter* spell, do half damage, with a Fortitude save for no damage.

Ruby Beam (Sp): Once per day per hit die (12/day for a standard ruby golem), a ruby golem is capable of projecting a ray of ruby-colored energy from its forehead as a standard action. The ruby golem must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 5d6 points of force damage, Fortitude save (DC 20) for half damage. This ability cannot be used at the same time as the Ruby Glow ability, below.

Ruby Glow (Sp): Once per day per hit die (12/day for a standard ruby golem), a ruby golem can imbue another jewel golem with a Ruby Glow. This takes the form of a ray of ruby energy, which originates at the ruby golem's chest and reaches out to envelope the chosen subject in a ruby-colored aura. The recipient gains a +10 deflection bonus to its AC. The recipient of a Ruby Glow can negate its effects with a successful Will

ADVENTURE SEED

Among ruby and sapphire golems who have gained their freedom, some are set apart. They are known as the "star golems" — so named because of the white "stars" that shine near their center. It is rumored among spellcasters that they take up a mission of freeing other jewel golems from servitude.

When the PCs cross a star ruby golem's path in the middle of a remote, deserted mountain pass, the magic users in the party realize that where a star golem is, there is also bound to be a controlled jewel golem about to be let free, usually by the sudden death of its powerful mage master. Following the golem and letting it do its dirty work could well result in the characters being the first on the scene to plunder a newly-vacated hidden wizard's tower, but will good characters go along with this plan, or end up coming to the unfortunate spellcaster's aid?



SAPPHIRE GOLEM

Sapphire jewel golems are also known as King's Protectors, due to the fact that they are often created by court magicians in order to safeguard monarchs. The physical strength, telepathy, and ability to neutralize poison of these light-blue jewel golems combine to make them the perfect companions and bodyguards for those rich and powerful enough to afford them.

In general, sapphire golems avoid combat — particularly in situations where they are playing the role of the bodyguard. They prefer, instead, to escort their charge to a safe location. When combat is unavoidable, however, sapphire golems will generally soften up any opposition with a barrage of their sapphire needles before entering melee range to take advantage of their powerful slam attacks.



JEWEL GOLEMS

SAPPHIRE GOLEM

	Medium-size Construct
Hit Dice:	8d10 (44 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	20 (+2 Dex, +8 natural)
Attacks:	Slam +11/+6 melee, or Sapphire Needles +8/+3 ranged
Damage:	Slam 2d6+7, Sapphire Needles 1d4+7
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Sapphire Needles
Special Qualities:	Atonement, Damage Reduction 20/+1, Darkvision 60 ft., Detect Good/Evil, Immunities, Magic Immunity, Neutralize Poison, Protection from Evil, Telepathy
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 20, Dex 15, Con —, Int 16, Wis 15, Cha 15
Feats:	Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9–25 HD (Medium-size), 26–40 HD (Large)



save (DC 20). The recipient of a Ruby Glow must be within 200 feet of the ruby golem and maintain line-of-sight contact, otherwise the Ruby Glow comes to an end. A ruby golem cannot use Ruby Glow on itself, although it can be used on a different ruby golem. A Ruby Glow can be maintained indefinitely, but requires that the ruby golem dedicate a move-equivalent action to it for every round during which it is maintained. Multiple Ruby Glows can be maintained by the ruby golem at the same time. This ability cannot be used at the same time as the Ruby Beam ability, above.

Ruby Light (Su): At will, as a free action, a ruby golem can choose to increase the soft red luminisence of its body to a bright, illuminating intensity. Other than the ruby color of the light, this ability operates in all ways as per a *daylight* spell cast by a 10th-level sorcerer. At will, the ruby golem is also able to use its Ruby Light ability as per a *discern lies* spell cast by a 10th-level cleric. This requires the use of a standard action, during which the ruby golem studies any one subject who stands completely within its ruby light. If the ruby light has been negated in

some way, such as by means of a *darkness* spell, this ability will not function.

CONSTRUCTING A RUBY GOLEM

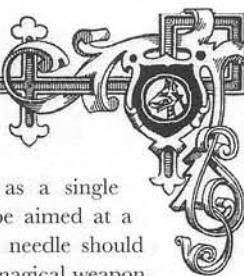
The birthing gem of a ruby golem must be a ruby worth at least 4,000 gp. Preparing this gem requires a Craft (gemcutting) or similar skill check (DC 15). The golem costs 125,000 gp to create, which includes the cost of the birthing gem.

The creator must be of 17th level or higher, able to cast arcane spells, and have successfully constructed a jewel golem in the past. Completing the ritual drains 2,500 XP from the creator and requires *polymorph any object*, *limited wish*, *daylight*, *shield*, and *resilient shield*.

SAPPHIRE GOLEM

Atonement (Sp): Once per month, a sapphire golem is capable of removing the burden of evil acts or misdeeds from a sub-





ject, as per the *atonement* spell. This ability is cast as by a 10th-level cleric and does not carry with it the XP cost described in the *atonement* spell description.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet. (Note that jewel golems remain immune to mind-influencing effects, even though they are generally possessed of greater intelligence than traditional golems.)

Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Detect Good/Evil (Sp): At will, a sapphire golem may cast *detect good* or *detect evil* as by a 10th-level cleric.

Feats: Sapphire golems receive Improved Initiative free as a racial bonus.

Magic Immunity (Ex): Sapphire golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Sonic attacks, such as that inflicted by a *shatter* spell, do half damage, with a Fortitude save for no damage.

Neutralize Poison (Sp): At will, a sapphire golem may cast *neutralize poison* as by a 10th-level cleric. This is accomplished by delivering an antidote via one of the sapphire golem's needles, which extends slightly from its hand.

Protection from Evil (Sp): A sapphire golem constantly emanates a *magic circle against evil* as though cast by a 15th-level sorcerer. This ability can be suppressed at will by the sapphire golem.

Sapphire Needles (Ex): Sapphire golems are capable of shooting 24 sapphire needles per day from their fingertips as a ranged attack. The golem can shoot up to 8 (4 per hand x 2 hands) of these needles in one round. All of the needles shot from one

hand are treated as a single attack, and must be aimed at a single target. Each needle should be treated as a +3 magical weapon. Each needle does 1d4 points of damage. There is a 90% chance that a needle will be destroyed on impact. Needles that survive can typically fetch up to 100 gp in the open marketplace.

Telepathy (Su): A sapphire golem can communicate telepathically with any creature within 100 feet that can speak a language.

CONSTRUCTING A SAPPHIRE GOLEM

The birthing gem of a sapphire golem must be a sapphire worth at least 2,500 gp. Preparing the gem requires a Craft (gemcutting) or similar skill check (DC 15). The golem costs 75,000 gp to create, which includes the cost of the birthing gem.

The creator must be of at least 17th level, able to cast arcane spells, and have successfully constructed a jewel golem in the past. Completing the ritual drains 1,500 XP from the creator and requires *polymorph any object*, *limited wish*, *magic circle against evil*, and *wish* (x2). Alternatively, a multi-classed arcane/divine spellcaster of any level sufficient to cast the necessary spells can cast *polymorph any object*, *limited wish*, *magic circle against evil*, *atonement*, *detect good*, *detect evil*, and *neutralize poison*. An arcane spellcaster and a divine spellcaster can also work together, although this requires that both spellcasters be of at least 15th level and make Spellcraft checks at DC 15.

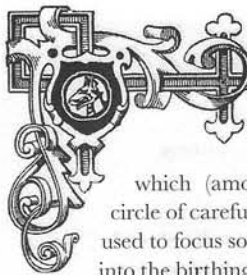
CONSTRUCTING JEWEL GOLEMS

The cost listed for each golem includes all materials and spell components that are consumed or become a permanent part of it.

The first step in the creation of a jewel golem is the selection and enchantment of the birthing gem, from which the golem's physical body will eventually be crafted. In game terms, this requires a character of the appropriate level, possessing the Craft Magic Arms and Armor and Craft Wondrous Items feats. The initial preparation of the birthing gem requires two weeks of work, during which the creator must spend at least 8 hours each day in a specially prepared laboratory or workshop, in

ADVENTURE SEED

♣ The sapphire golem *Urlesh* — a name meaning “king’s own” in the dwarvish tongue — has sat unmoving upon the great stone throne of the dwarven kingdom of Orekdal for more than five centuries. In all that time Orekdal has had no true king, and now will Orekdal have a king until *Urlesh* rises from the throne and offers it to the *Elahn'duehl* — the “unborn king”. It appears, however, that the long wait of Orekdal has finally come to an end: *Urlesh* has risen, and chosen a new king. The regent, however, smells foul play. She suspects that *Urlesh* has somehow been covertly replaced by a different sapphire golem. She hires the PCs to surreptitiously discover the jewel golem's true nature.



which (among other things) a circle of carefully aligned mirrors is used to focus solar and lunar energy into the birthing gem. This chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

In addition, this preparation process consumes 1/10th of the total cost of the golem in question. Only the most exceptional of gems are capable of focusing the intense mystic energies that form the heart of a jewel golem. Lesser stones, or flawed stones, will shatter during the preparation process, but only after consuming the preparation cost.

Once the birthing gem has been prepared, the true work of creating the golem can begin. An extensive process of magical rituals, requiring two additional months to complete, must be performed. During this time, the gem is used as a crystalline matrix from which the body of the jewel golem is spontaneously created. In addition, the elemental spirit that powers the golem is gathered and bound to the evolving structure of the golem's body.

During this period, when not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, or talking. Interruption of this work for any reason will cause the creator to lose control of the arcane energies he is attempting to harness, destroying the birthing gem and forcing him to start from scratch if he wishes to continue. Note, however, that once the birthing gem is prepared, the creator can wait as long as he likes before using that gem to actually construct a jewel golem. A gem prepared by one person can even be used by another person.

Completing the ritual drains the appropriate XP from the creator and requires casting any necessary spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

CONTROLLING JEWEL GOLEMS

There are two types of jewel golem: controlled and free.

A jewel golem's creator can command a controlled golem if it is within 60 feet and can see and hear its creator. If uncommanded, a controlled golem usually follows its last

instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple program to govern its actions in his or her absence, such as "Remain in this area and attack all creatures that enter" (or only a specific type of creature), "Ring a gong and attack," or the like. However, jewel golems are generally more intelligent than traditional golems, allowing them to carry out more complex tasks.

A jewel golem becomes free in one of two ways: if one is separated from its master for more than 3 months without an active command — or if its master dies while the golem does not have an active command — it will automatically become free and capable of pursuing its own goals. If, however, it is separated from its master for more than 3 months — or its master dies while it has an active command — the jewel golem must make an Intelligence check once per year against a DC equal to the caster level of its master in order to become a free golem.

There are several exceptions to this: the aquamarine and opal golems are never controlled — they begin their existence as free golems. Diamond and pearl golems are always considered controlled, unless their master specifically gives them their freedom. Moonstone golems are constantly contesting their control — they make an Intelligence check at the moment of their creation, and will continue to make Intelligence checks every year until they are successfully free, against a DC equal to the caster level of their master. It is rumored, however, that certain "free" moonstone golems are still controlled by some greater imperative — see their description.

Bloodstone golems are also a special case: they will obey the commands of anyone associated with the holy site they are guarding, unless those orders interfere with their ability to protect the holy site. They can only become free golems if the holy site is completely destroyed, at which point they must make an Intelligence check against a DC equal to the caster level of the divine spellcaster involved in their creation — otherwise they continue guarding the place where the holy site once stood. Dark bloodstone golems, on the other hand, follow the standard control rules described above.



JIGOKOMUSHI

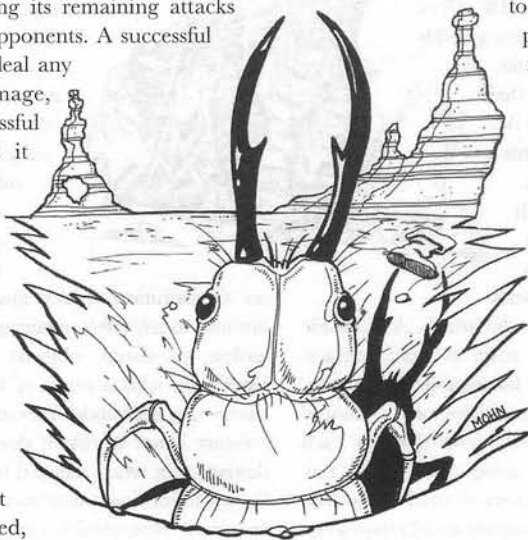


	Large Beast
Hit Dice:	8d10+32 (76 hp)
Initiative:	+5 (+1 Dex, +4 natural)
Speed:	30 ft., burrow 10 ft.
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	Bite +10/+5 melee
Damage:	Bite 2d6+7
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Improved Grab
Special Qualities:	Darkvision 60 ft., Low-light Vision, Pit Trap, Tremorsense 60 ft.
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 21, Dex 12, Con 18, Int 1, Wis 12, Cha 6
Skills:	Hide +4 (+8 when buried in pit), Listen +8
Climate/Terrain:	Desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	1/10 coins, 30% goods, 30% items
Alignment:	Always neutral
Advancement:	9 HD (Large), 10–12 HD (Huge)



Beast: Beasts have Low-light Vision and Darkvision with a range of 60 feet.

Improved Grab (Ex): If the jigokomushi hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals bite damage. If the jigokomushi is damaged after grabbing its prey, it retreats backward down its pit at burrowing speed, dragging the victim



with it; apply the standard D20 System suffocation rules in this case.

Tremorsense (Ex): By feeling vibrations in the earth, the jigokomushi automatically senses the location of anything that is in contact with the ground, moving, and within 60 feet.

Pit Trap (Ex): Anyone or anything entering a jigokomushi's pit trap must succeed at a Dexterity check (DC 15) or slip on the loose sand and slide to the bottom of the pit, where the jigokomushi lies buried waiting to ambush its prey.

Skills: A jigokomushi suffers a -4 size bonus to Hide checks, but gains a racial bonus of +4 to its Hide skill when it buries itself in its pit. This is included in the stats above.

Known as the "hell-bug" due to its ferocity, the jigokomushi is a large burrowing insect-like monster inhabiting deserts. These creatures dig tapering pits 60 feet in diameter that often resemble cave openings, then cover themselves with a layer of loose sand at the bottom and lie in wait for unsuspecting prey. However, if food does not come to it, the jigokomushi is a desert hunter of considerable reckoning. It approaches prey slowly by burrowing just beneath the surface of the sand until it is within melee range, then it bursts from the sand to take its prey unawares. Jigokomushi prefer giant insects and mundane desert animals as their victims, and generally require one meal a day equivalent in size to a giant insect.

Jigokomushi resemble enormous antlions. Many small, tough, hair-like fibers poke out from between their body segments, allowing them to sense movement within the immediate area. Their coloration tends toward beige or other naturally occurring desert hues, but an occasional rare albino specimen is possible. Rumors also tell of a fire-red jigokomushi. Jigokomushi average 12 feet in length and weigh about 1,500 pounds.

ADVENTURE SEED

Rumors persist of a hero slain in the deserts of the east. His squire took up his magic weapon and fled into the dunes, only to be captured and devoured by a giant flame-red insect. The legendary weapon still rests at the bottom of the ferocious hell-bug's pit-lair with the bones of the squire.



In the civilized island chains to the east, jikininki are believed to be demons who eat dead human bodies. These demons are often the spirits of dead men or women whose greed prevented their souls from entering a more peaceful existence after death. A particular myth tells of a strong-willed priest who once kept watch near the body of a deceased person. Suddenly a jikininki arrived to devour it, but the priest's prayers liberated the demon's soul.

Jikininki appear much like a cross between zombies and ghouls. They retain the same basic outward appearance they had in life, only now very much decomposed, with a hunchbacked, feral posture and ragged fangs and claws. The undying greed of these corpse-eaters is manifest in their practice of wearing funerary finery, some of which went to the grave with them and some of which they have taken from corpses. Jikininki speak the languages they spoke in life.

Jikininki favor bursting up from shallow graves or leaping from behind tombstones, but are cunning enough to use whatever natural features provide them the best advantage against the living. They bite first in an attempt to afflict the living with their rotting curse, before flailing about with their ragged claws.

ADVENTURE SEEDS

The PCs are determined to see to it that a recently deceased comrade, associate, relative, etc. makes a peaceful transition from this world to the next, and so they take turns keeping watch over the body. After a number of uneventful evenings, a jikininki appears to devour the corpse, but the PCs give battle in an effort to provide their friend safe passage and to free the soul of the jikininki so that it may finally rest, as well.



JIKININKI

	Medium-size Undead
Hit Dice:	2d12+3 (16 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., burrow 10 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Bite +2 melee, and 2 claws –3 melee
Damage:	Bite 1d6+1 plus Minor Rot, claws 1d4 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Minor Rot
Special Qualities:	+2 Turn Resistance, Darkvision 60 ft., Eat Corpse, Immunities
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str 13, Dex 13, Con —, Int 13, Wis 13, Cha 13
Skills:	Appraise +6, Hide +6, Intimidate +6, Intuit Direction +2, Jump +6, Listen +6, Move Silently +6, Search +6, Spot +6, Tumble +3
Feats:	Toughness
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2–5)
Challenge Rating:	2
Treasure:	Double art (jewelry only)
Alignment:	Always chaotic evil
Advancement:	3 HD (Medium-size)



Eat Corpse: One disgusting aspect of jikininki nature can actually work against them in combat. Due to their ever-ravenous hunger, corpse-eaters are prone to falling upon any fresh corpse they encounter, including those of their fallen comrades, becoming momentarily oblivious to their surroundings while they feed. To avoid this potentially suicidal behavior, jikininki must succeed at a Will save (DC 17) or spend a full-round action greedily gulping down chunks of flesh, thus losing their Dexterity bonus to AC and granting opponents a +4 to their attack rolls.

Minor Rot (Su): The bite of a jikininki exposes its target to the supernatural disease *minor rot* on a successful attack. A Fortitude save (DC 16) must be made to avoid contracting the disease. On a failure, after the incubation period of 1 day, the victim takes 1 point of temporary Constitution score damage each day. Two successful saving throws in a row means the victim recovers naturally, otherwise the victim recovers naturally in 2d3 days if not reduced to 0 Constitution, and thus killed. Any

disease-curing or curse-removing effect will heal *minor rot*.

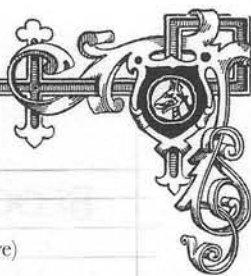
Skills: Jikininki receive a +2 synergy bonus to Tumble checks. This is included in the above skills.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the jikininki's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.



KANERSHEE



Medium-sized Magical Beast	
Hit Dice:	5d10+10 (37 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (+5 Dex, +4 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d8+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Blink, Damage Reduction 5/+1, Darkvision 60 ft., Detect Evil, Detect Lycanthrope, Low-light Vision, Revealing Howl, Scent
Saves:	Fort +6, Ref +9, Will +1
Abilities:	Str 15, Dex 21, Con 14, Int 12, Wis 10, Cha 11
Skills:	Hide +10, Listen +10, Move Silently +12, Spot +10
Feats:	Alertness, Endurance, Improved Initiative
Climate/Terrain:	Forest, hills, or plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral good
Advancement:	6–7 HD (Medium-size), 8–12 HD (Large)



Blink (Su): A kanershee can *blink* at will as per the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Damage Reduction (Su): A kanershee ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Detect Evil (Su): At will, kanershee can *detect evil* as per the spell.

Detect Lycanthrope (Su): Kanershee have the supernatural ability to detect any lycanthropes within 60 feet of them. This ability reveals the type of lycanthrope, as well.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Revealing Howl (Su): All lycanthropes within a 100-foot radius of a kanershee that hear its Revealing Howl must make a Will save (DC 17) or revert to animal or hybrid form; there is a fifty percent chance of changing to either if the lycanthrope has a hybrid form.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by

smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

KANERSHEE AS MOUNTS

Kanershee make excellent special mounts for halfling and gnome paladins. Kanershee can only carry mounts of Small size (not dwarves), and have the same carrying capacity as a riding dog. A kanershee can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check. Riders take no damage when they fall from a kanershee. If trained for war, kanershee can make trip attacks just as wolves do.

Training a kanershee as a mount requires a Handle Animal check (DC 25 for a young creature, or DC 30 for an adult) and that the kanershee be willing. Kanershee pups are worth 2,000 gp each on the open market. Professional trainers charge 500 gp to rear or train a kanershee, and kanershee can wear any saddle suitable to a riding dog.



Kanershee are intelligent, powerful hunters of lycanthropes, originally bred from blink dog stock. These omnivorous canines stand three and a half feet at the shoulder, and weigh over 100 pounds. Their fur is the yellow-brown of their blink dog heritage. Kanershee mate for life, and they are very protective of their pups, which many races value as trainable guard dogs. Even when bred with normal dogs, the resulting pups retain the ability to sense lycanthropes, but possess no other kanershee abilities.

Kanershee actively keep a five-mile radius around their den free of evil. Because of this protection, druids and fey creatures consider such areas safe havens. While kanershee hate all evil, they particularly abhor werewolves, wererats, and other evil lycanthropes. Their hatred for these creatures is so strong that they have been known to track them relentlessly, even following them into cities and towns. Unless provoked, they do not normally attack non-evil lycanthropes such as werebear and wereboars.

Like blink dogs, kanershee prefer to hunt in packs and are generally brave, tireless fighters.

ADVENTURE SEED

While the PCs are enjoying themselves at a tavern, a large, badly wounded kanershee wanders in and sniffs the air. Just as the barkeep yells at a patron to remove the mangy dog from his establishment, the kanershee lets out a bone-chilling howl. When he does so, a group of five men seated at a table in front of the PCs rises and transforms into hybrid wererats. The lycanthropes killed the kanershee's mate and left him for dead. Bent on exacting his revenge, he has been following them for days. If the PCs aid him in this fight or heal him, the kanershee befriends them, possibly becoming a useful group member.

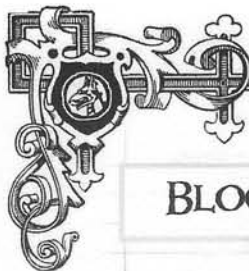


The kr'awn are a race of horrible beings resembling a patchwork of humanoid and salamander, with a slimy hide, webbed hands and feet, and gills. Kr'awn vary greatly in appearance, but all are twisted and deformed. Some have extra limbs, others glow in the dark, and still others have backwards heads.

The dark Order of Modakva originally bred these creatures for sacrifice by corrupting an aquatic race via alchemy and vile necromantic rituals. The kr'awn eventually united under the more specialized, powerful kr'awn, and overthrew their masters. A few enclaves of kr'awn remain, and the secrets of breeding and controlling them still lie waiting in the decrepit ruins of the Modakva.

The kr'awn live in isolated communities well out of sight of humanoids. The kr'awn build crude structures for protection or use natural caves near their breeding pits. Only the king or queen has private quarters, where it holds court and develops its powers. Kr'awn live mostly by hunting and fishing, though they also cannibalize their sick and old, and occasionally raid lizardfolk and troglodytes. Kr'awn communities are centered around their breeders. An established colony will have three or four of these giant, bloated monstrosities. They are effectively defenseless, but if attacked they emit a psychic distress call that alerts every kr'awn within ten miles.

In addition to the breeders, a kr'awn community usually consists of at least a hundred blood kr'awn, about a dozen howlers, and a handful of scryers. A single royal kr'awn rules the community, though some might have younger "apprentices" preparing to establish their own colonies. Kr'awn practice no religion and worship no gods, though lesser kr'awn



KR'AWN

BLOOD KR'AWN

	Small Aberration (Aquatic)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., swim 20 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	2 claws +2 melee
Damage:	Claws 1d3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Harvest Kr'awn Vulnerability, Kr'awn Traits
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 12, Int 6, Wis 12, Cha 8
Skills:	Hide +8, Listen +3, Move Silently +4, Spot +3, Swim +0 (+8 to avoid hazards)
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Solitary, pack (2–4), brood (3–4 howlers, plus 4–24 blood kr'awn), or colony (100 blood, 3–4 breeders, 10–12 howlers, 3–6 scryers, 1 royal)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–6 HD (Medium-size)



KR'AWN TRAITS

Despite their deformities, kr'awn can move with ferocious speed and strength. Unless controlled by a master, lesser kr'awn will attack anything that infringes on their territory. More-intelligent kr'awn try to lure opponents into the water, where they have the advantage.

Shocking Appearance (Ex): The first time a humanoid sees a given type of kr'awn, he must make a Will save (DC 14) or be shaken with horror for one round; shaken characters suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Amphibious (Ex): All kr'awn are able to breathe and operate in water and on land. If kept out of water for a day or longer, kr'awn take a –2 circumstance penalty to all rolls.

Fearless (Ex): Kr'awn were bred with few survival instincts. They are immune to magical and mundane fear effects, and readily attack creatures far more powerful than themselves. Scrying kr'awn have no immunity to fear effects.

Susceptible to Enchantments (Ex): Kr'awn are easily controlled by magic. They automatically fail any save to resist a mind-influencing magical or psionic effect. If the

kr'awn is currently controlled by one enchantment when another is cast, the kr'awn's current controller may make a Will save on the kr'awn's behalf. Royal kr'awn have no special susceptibility to enchantments.

Deformities (Ex): No two kr'awn look alike. Roll on the table at right for typical kr'awn deformities; blood kr'awn roll twice.

BLOOD KR'AWN

Kr'awn speak a crude form of Aquan, and most can understand Common.

Aberration: Aberrations have Darkvision with a range of 60 feet.

Harvest Kr'awn Vulnerability (Ex): A blood kr'awn targeted by a *harvest kr'awn* spell (see page 180) is automatically killed, leaving a desiccated husk. If the kr'awn is currently controlled by someone else's enchantment magic, its master may make a Will save to negate on its behalf.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Fearless, Susceptible to Enchantments, and Deformities.

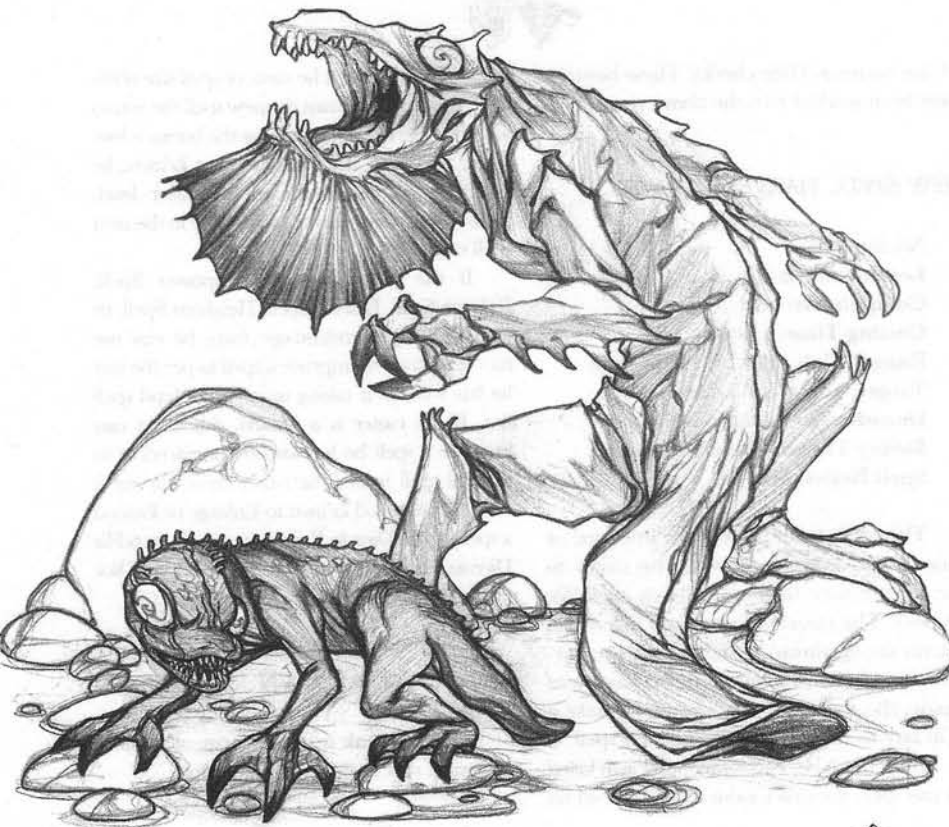
Skills: Kr'awn receive a +8 racial Swim bonus to avoid hazards. Blood kr'awn have a





KR'AWN MUTATION TABLE

d20	MUTATION	EFFECT
1-8	No mutation	
9-10	Backward head or limbs	No game effect
11	Tiny mouth	No bite attack
12	Missing forearms	No claw attacks
13	Phosphorescent skin	-2 racial penalty to Hide checks
14	Scrawny	-1 Hit Die, -2 Strength score
15	Powerful legs	Increase base speed by 10 ft., and gain +10 racial bonus to Jump checks
16	Spider eyes	All-Around Vision gives +4 racial bonus to Spot and Search checks, and they can't be flanked
17	Gaping maw	Gain bite attack for 1d4 damage, or increase bite damage by one die
18	Extra arms	Two extra claw attacks
19	Acid blood	An attacker that wounds a kr'awn for normal damage must make Reflex save (DC 14) or take 1d6 acid damage
20	Horrible stench	Non-kr'awn must make a single Fortitude save (DC 14) or be nauseated for as long as they remain within 30 feet.



consider their king or queen to be a veritable god-thing. The royal kr'awn and the sryers pilfered many of the artifacts and writings from the Order of Mođakva. Since royal kr'awn were not bred with the short life spans of their lessers, it is possible that the same royals have been alive — and studying magic — since the original kr'awn revolt.

BLOOD KR'AWN

Blood kr'awn are the most common and base of these creatures, bred to fuel their masters' magic. They are weak combatants, but fearless and much tougher than their small frames would suggest. A blood kr'awn is about the size of a large child, with bulbous eyes and a small, toothy maw. It scurries about on all fours, squealing loudly and slashing with its claws when agitated.

ADVENTURE SEED

☛ An evil wizard is searching high and low for the lost secrets of the Order of Mođakva. The PCs encounter the villain's henchmen in various dungeons, and eventually discover his plan to breed blood kr'awn for power. But the PCs also find clues leading to a community of free kr'awn — possible allies in their fight against this growing evil.

HOWLING KR'AWN

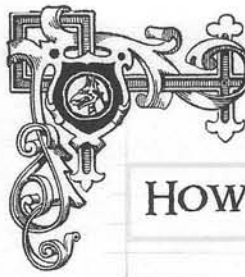
Howlers are the lowest kr'awn with magical abilities. Their creators bred them to serve as sentries and guardians, though their ability to terrify enemies makes them devastating spearheads in an assault.

Howlers are human-sized creatures that prefer to move on all fours. They are protected with a series of interlocking, chitinous plates that protect as well as banded mail does. Their eyes bulge from their bony heads, and most howlers have a lizard-like frill that drapes their necks. When they howl, the frill flares out dramatically.

A howling kr'awn will wait patiently at its post for hours. When an intruder is detected, it lets loose with its terrifying howl. It then viciously attacks any intruder that doesn't flee.

ADVENTURE SEED

The only bridge to Reikland Island is now under the watch of a brood of howling and blood kr'awn, stationed there to keep all visitors away. Has the entire island beyond the bridge been claimed by the kr'awn and, if so, what's happened to the people who live on the island?



KR'AWN

HOWLING KR'AWN

	Medium-size Aberration (Aquatic)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft., swim 20 ft.
AC:	16 (+6 natural)
Attacks:	Bite +4 melee and 2 claws +2 melee
Damage:	Bite 2d4+2, claws 1d4+1 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Terrifying Howl, Psychic Howl
Special Qualities:	Darkvision 60 ft., Kr'awn Traits, Invisibility Purge, Detect Invisibility
Saves:	Fort +3, Ref +1, Will +3
Abilities:	Str 14, Dex 11, Con 14, Int 6, Wis 10, Cha 10
Skills:	Hide +4, Listen +8, Spot +8, Swim +2 (+10 to avoid hazards)
Feats:	Multiattack
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Solitary, pair, brood (3–4, plus 4–24 blood kr'awn), or colony (100 blood, 3–4 breeders, 10–12 howlers, 3–6 scryers, 1 royal)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–5 HD (Medium-sized)



+4 size bonus to Hide checks. These bonuses have been worked into the above stats.

NEW SPELL: HARVEST KR'AWN

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One blood kr'awn/3 levels
Duration: Instantaneous
Saving Throw: Special (see text)
Spell Resistance: Yes

This spell drains the essence from one or more blood kr'awn, allowing the caster to use it to power further spells or spell-like abilities. The targeted kr'awn are killed and get no saving throw. If the kr'awn are currently controlled by another's enchantment magic, the controller may choose to make a Will save to negate the effects of this spell.

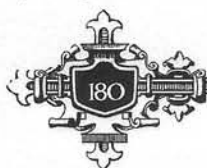
For every 2 Hit Dice of blood kr'awn killed by this spell, the caster gains +1 caster level on

the next arcane spell he casts or spell-like ability he uses. He must cast the new spell the round after he casts *harvest kr'awn* or the bonus is lost. If the next spell cast is also *harvest kr'awn*, he does not get the bonus to his caster level. Instead, the bonuses stack and apply to the next spell cast.

If the caster has the Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, or Maximize Spell metamagic feats, he can use *harvest kr'awn* to improve a spell as per the feat he has without it taking up a higher-level spell slot. If the caster is a wizard, this effect can improve a spell he has already prepared at its normal spell level. The caster must harvest 2 Hit Dice of blood kr'awn to Enlarge or Extend a spell, 4 Hit Dice to Empower a spell, or 6 Hit Dice to Maximize a spell. It requires 2 Hit Dice to Heighten a spell by one level.

HOWLING KR'AWN

Kr'awn speak a crude form of Aquan, and most can understand Common.





SCRYING KR'AWN

	Medium-size Aberration (Aquatic)
Hit Dice:	4d8 (18 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Dagger +3 melee
Damage:	Dagger 1d4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Mental Blast, Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Kr'awn Traits, Remote Sensing, Telepathy
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 14
Skills:	Bluff +6, Diplomacy +4, Intimidate +6, Innuendo +2 (+4 to intercept a message), Listen +2, Scry +7, Sense Motive +6, Spot +3, Swim +0 (+8 to avoid hazards)
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Solitary, pair, or colony (100 blood, 3–4 breeders, 10–12 howlers, 3–6 scryers, 1 royal)
Challenge Rating:	4
Treasure:	1/2 coins, standard goods and items
Alignment:	Usually neutral evil
Advancement:	By character class (sorcerer)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Detect Invisibility (Su): A howling kr'awn automatically knows if there are invisible, ethereal, or astral creatures within 15 feet. This is a continuous effect.

Feats: Howling kr'awn receive Multiattack free as a racial bonus.

Invisibility Purge (Sp): A howler may utter a low-pitched, wailing moan at will that has the same effect as *invisibility purge* as if cast by a 3rd-level cleric.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Fearless, Susceptible to Enchantments, and Deformities.

Psychic Howl (Su): A howling kr'awn can unleash a screech that does 3d6 damage to any ethereal or incorporeal creature within 30 feet. Creatures affected by this power can make a Will save against DC 11 to take half damage. This howl is a higher pitch than the Terrifying Howl ability, and does not affect corporeal creatures.

Skills: Howling kr'awn get a +2 racial bonus to Spot and Listen checks. Kr'awn receive a +8 racial Swim bonus to avoid haz-

ards. These bonuses have been worked into the above stats.

Terrifying Howl (Su): When a howler screams, all non-kr'awn within 30 feet must make a Will save (DC 11) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Anyone with the Iron Will feat is immune to this effect. The howl can be heard for miles (and typically alerts other kr'awn to danger), though only those within range must make a saving throw.

SCRYING KR'AWN

Kr'awn speak a crude form of Aquan, and most can understand Common.

Aberration: Aberrations have Darkvision with a range of 60 feet.

Mental Blast (Sp): A scrying kr'awn can target a single creature within 30 feet with this attack. It must be able to see its target. The affected creature must make a Will save (DC 16) or be stunned for 2d4 rounds. Alternately, the scrying kr'awn can choose to affect its target as with a *confusion* spell cast

SCRYING KR'AWN

Bred to gather intelligence and interrogate prisoners, the scrying kr'awn were ultimately the downfall of the Modakva. They used their (relatively) high intelligence and telepathic abilities to conspire in secret. Eventually, they were able to develop a strain of kr'awn that combined the strengths of all their kind, and that could resist charms and enchantments.

Scrying kr'awn appear to be thin and frail, though they possess a sinewy strength and toughness. Their heads are bulbous to accommodate their brains, and their tiny, slit-like mouths seem almost decorative.

Unlike most kr'awn, scryers have no special resistance to fear. In fact, most avoid physical combat if at all possible. They lack the natural claws and fangs of their brethren, and if cornered they defend themselves with a dagger made of howling kr'awn hide.

ADVENTURE SEED

☛ A group of miners tunneling near an underground water source are being secretly monitored by a scrying kr'awn who believes a powerful magical device to be buried somewhere near the mine. Once the miners reach the sealed cavern containing the treasure, the scryer will have its people kill them. When something goes wrong and the miners need to be rescued, will the PCs accept the help of strangely generous kr'awn, or will they divide their efforts between saving the miners and fighting the kr'awn?



KR'AWN



by an 8th-level sorcerer. This ability can be used once every 1d4 rounds.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Susceptible to Enchantments, and Deformities. Scrying kr'awn do not have the Fearless ability.

Skills: Kr'awn receive a +8 racial Swim bonus to avoid hazards. Scrying kr'awn get a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. These bonuses have been worked into the above stats.

Spell-like Abilities: Scrying kr'awn can use the following spells as if cast by a 8th-level sorcerer. The DC to resist these abilities is 12 + the spell level.

1/day — *scrying*

At Will — *detect thoughts*

Remote Sensing (Su): At will, the scrying kr'awn can see through the eyes and hear through the ears of any kr'awn (except royal kr'awn or other scryers) that was spawned by the same breeder. It takes about 1 minute of concentration and a Stry check (DC 15) to

establish the connection. This power lasts as long as the kr'awn maintains its concentration.

Telepathy (Su): The scrying kr'awn can communicate telepathically with any creature that has a language.

SCRYING KRAWN AS CHARACTERS

A scrying kr'awn's favored character class is sorcerer, but because of their short life spans (typically 10 to 20 years) few ever advance past 5th level.

ROYAL KRAWN

Kr'awn speak a crude form of Aquan, and most can understand Common.

Aberration: Aberrations have Darkvision with a range of 60 feet.

Detect Invisibility (Su): A royal kr'awn automatically knows if there are invisible, ethereal, or astral creatures within 15 feet. This is a continuous effect.



ROYAL KR'AWN

	Medium-size Aberration (Aquatic)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+2 (Dex)
Speed:	20 ft. (hide armor), swim 20 ft.; base 30 ft.
AC:	21 (+2 Dex, +3 natural, +6 howler hide armor)
Attacks:	2 claws +6 melee or Poison Spittle +6 ranged
Damage:	Claws 1d6+2 each, Poison Spittle (special)
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Poison Spittle, Mental Blast, Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Kr'awn Traits, Detect Invisibility, Telepathy, Fast Healing 2, Spell Resistance 22
Saves:	Fort +4, Ref +4, Will +9
Abilities:	Str 14, Dex 14, Con 14, Int 14, Wis 14, Cha 16
Skills:	Bluff +6, Diplomacy +6, Hide +5, Listen +6, Move Silently +5, Search +6, Sense Motive +6, Spot +6, Swim +2 (+10 to avoid hazards)
Feats:	Iron Will
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Solitary or colony (100 blood, 3–4 breeders, 10–12 howlers, 3–6 scryers, 1 royal)
Challenge Rating:	9
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	By character class (sorcerer)



Fast Healing (Ex): At the beginning of each of a royal kr'awn's turns, it heals 2 hit points if it is at least partially submerged in water. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them, and does not restore hit points lost from starvation, thirst, or suffocation.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Fearless, and Deformities. Royal kr'awn do not have the Susceptible to Enchantments ability.

Mental Blast (Sp): Like a scrying kr'awn, a royal kr'awn can attack the mind of a single creature within 30 feet. It must be able to see its target. The affected creature must make a Will save (DC 17) or be stunned for 2d4 rounds. Alternately, the royal kr'awn can chose to affect its target as with a *confusion* spell cast by a 12th-level sorcerer. It can use this attack every 1d4 rounds.

Poison Spittle (Ex): The royal kr'awn's ranged attack has a 10 foot range increment, with 50 feet maximum range. On a successful

attack, the royal kr'awn's this ranged attack delivers a contact poison that requires a Fortitude save DC 14 to avoid a primary effect of 1d2 temporary Constitution score damage. A minute later, a second Fortitude save is required or the victim takes another 1d4 temporary Constitution score damage. This damage returns at the rate of one point per day.

Skills: Kr'awn receive a +8 racial Swim bonus to avoid hazards, and take a –5 armor check penalty. These have been worked into the above stats.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the royal kr'awn, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 22, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: The royal kr'awn can use the following spells as if cast by a 12th-level sorcerer. The DC to resist these abilities is 13 + the spell level. The royal kr'awn can use its *harvest kr'awn* ability to

ROYAL KR'AWN

After decades of abuse at the hands of the Order of Modakva, the scrying kr'awn secretly bred the first royal kr'awn. These powerful creatures combine the strengths of their lesser cousins and have no susceptibility to charms and enchantments. A mere handful of royal kr'awn have ever existed. There is typically a single king or queen leading any free kr'awn community.

A royal kr'awn is slightly taller than a human male, walking upright and boasting vicious claws. Its eyes glow faintly and bespeak a horrible, malevolent intelligence. A king or queen almost always dons a full suit of armor crafted from a howling kr'awn's hide.

Royals usually surround themselves with a court of blood kr'awn, scryers, and howlers. They willingly draw on the life force of blood kr'awn when threatened. While they are not fearless, they are powerful warriors who do not hesitate to engage opponents.

ADVENTURE SEED

The PCs happen across a large kr'awn community suffering under the yoke of a cruel king. The scryers telepathically approach the PCs and beseech them to help overthrow their oppressor. The problem? This particular royal kr'awn is over 200 years old and a high-level sorcerer to boot.



BREEDER KR'AWN

Kr'awn communities are built around their breeders. These giant, bloated monstrosities are effectively defenseless, but will be defended to the death by the entire colony if attacked. Breeders dwell in water-filled breeding pits generally located at the center of a kr'awn community, and produce dozens of gelatinous eggs each week. The survival rate of kr'awn young is abysmally low, however.

ADVENTURE SEED

Something goes wrong with a local wizard's attempt to kidnap kr'awn eggs through teleportation, and now a kr'awn breeder is stranded in the wizard's townhouse, just five miles from the kr'awn lair. Terrified of the kr'awn who will come after him, the wizard skips town. Can the PCs return the breeder without having to face a whole community of outraged kr'awn? Could this somehow turn into a chance for peaceful negotiations between humans and kr'awn?



KR'AWN

BREEDER KR'AWN

	Large Aberration (Aquatic)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	10 ft., swim 10 ft.
AC:	9 (-1 size)
Attacks:	None
Damage:	None
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Distress Call, Kr'awn Traits
Saves:	Fort +1, Ref +0, Will +3
Abilities:	Str 10, Dex 10, Con 12, Int 6, Wis 12, Cha 8
Skills:	Hide +0, Listen +3, Move Silently +4, Spot +3, Swim +0 (+8 to avoid hazards)
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Colony (100 blood, 3-4 breeders, 10-12 howlers, 3-6 scryers, 1 royal)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	2-6 HD (Large)



increase the power of its spell-like abilities as well as any spells it casts.

1/day — *phantasmal killer*

3/day — *charm monster, suggestion*

At Will — *harvest kr'awn, scare, sleep, telekinesis*

Telepathy (Su): A royal kr'awn can communicate telepathically with any creature that has a language.

chance of arcane spell failure, and the wearer's speed is 20 feet if normally 30 feet, and 15 feet if normally 20 feet; run speed is quadruple as normal. Howler hide armor weighs 30 lbs., and costs 400 gp in areas where kr'awn are common.

ROYAL KR'AWN AS CHARACTERS

A royal kr'awn's favored class is sorcerer, and most have at least one or two levels in this class. They typically take the Still Spell metamagic feat at higher levels to compensate for their armor.

NEW ARMOR: HOWLER HIDE

A suit of howler hide armor has a +6 armor bonus, but a +2 maximum Dexterity bonus, and a -5 armor check penalty. It has a 30%

BREEDER KR'AWN

Kr'awn speak a crude form of Aquan, and most can understand Common.

Aberration: Aberrations have Darkvision with a range of 60 feet.

Distress Call (Su): If attacked, breeders emit a psychic distress call that alerts every kr'awn within ten miles of danger.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Fearless, Susceptible to Enchantments, and Deformities.

Skills: Kr'awn receive a +8 racial Swim bonus to avoid hazards. Breeder kr'awn have a -4 size bonus to Hide checks. These have been worked into the above stats.



KRISH-DHARJAT



	Medium-size Humanoid (Krish-dharjat)
Hit Dice:	1d8-1 (3hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	13 (-1 Dex, +4 chain shirt)
Attacks:	Longsword +0 melee or heavy crossbow -1 ranged
Damage:	Longsword 1d8-1, heavy crossbow 1d10
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Psionics
Special Qualities:	Krish-dharjat Traits, Psionics
Saves:	Fort -1, Ref -1, Will +3
Abilities:	Str 8, Dex 8, Con 8, Int 12, Wis 12, Cha 12
Skills:	Autohypnosis +4, Climb +0, Intimidate +3, Listen +3, Spot +3
Feats:	Weapon Focus (longsword)
Climate/Terrain:	Mountains, forest, desert, or marsh
Organization:	Cadre (2-4), seeking (5-20), or school (20-40)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	As character class (psion)



Krish-dharjat Traits (Ex): Krish-dharjat receive the following adjustments to their abilities: +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Strength, -2 Dexterity, -2 Constitution. The krish have advanced minds, but use slaves or the power of their minds to accomplish physical tasks, and so are somewhat frail and uncoordinated. Autohypnosis is always a class skill for krish. Krish receive a +2 racial bonus on saving throws against psionic powers because of their innate familiarity with psionic powers of all kinds. Krish-dharjat take Ur-Krish as an automatic language; this obscure language is similar to many disparate tongues, and is perhaps some sort of common ancestor language. Krish frequently learn Common, Elven, and Draconic.

Psionics (Sp): Krish-dharjat with Wisdom scores of 10 or higher may manifest the 0-level power (talent) *detect psionics* once per day. Krish with Charisma scores of 10 or higher may manifest the 0-level powers (talents) *missive* and *telem-*

pathic projection once per day each. Krish with Intelligence scores of 10 or higher may manifest the 0-level power (talent) *finger of fire* once per day.

Skills: This krish-dharjat has a -2 armor check penalty. This is included in the above skills.

KRISH-DHARJAT AS CHARACTERS

Within their refuge-schools, most krish-dharjat are psions, psychic warriors, or more rarely monks. Krish-dharjat found outside their refuge-schools have to learn the more realistic arts of combat. The stat block above is for a warrior of 1st level.

The krish-dharjat's preferred class is psion, of any specialty. A multiclass krish's psion class does not count when determining whether he suffers an XP penalty. Furthermore, each time a krish takes a level as a psion he gains +1 racial bonus psionic power point.

The krish-dharjat are a reclusive race of great mental prowess. They are seldom encountered in great numbers, and are often given to living in remote locations. Individual krish value their privacy, and do their best to dissuade visitors. However, this does not keep adventurers and would-be students from traveling to them in hopes of learning their mental arts, or petitioning them as seers and oracles. The krish-dharjat are known to be well-versed in the ways of astral realms and pocket dimensions.

The origins of the krish-dharjat are clouded in mystery. Some say their race stepped forth from the bubbling ectoplasm when the world was new, and as they saw the gods finish willing the universe into being, they learned to imitate them and so created their mental arts. Others say they are an ancient race that once walked the world and created a vast empire of psychic might that enslaved all the thinking races they came across; they mingled their essence with many of the creatures they came across, and created the various psionic creatures that can be found today. Whatever the truth of their origins, the core of their power is their understanding that the power of will can overcome mundane reality, and so physical endeavors are inferior to matters of the mind.

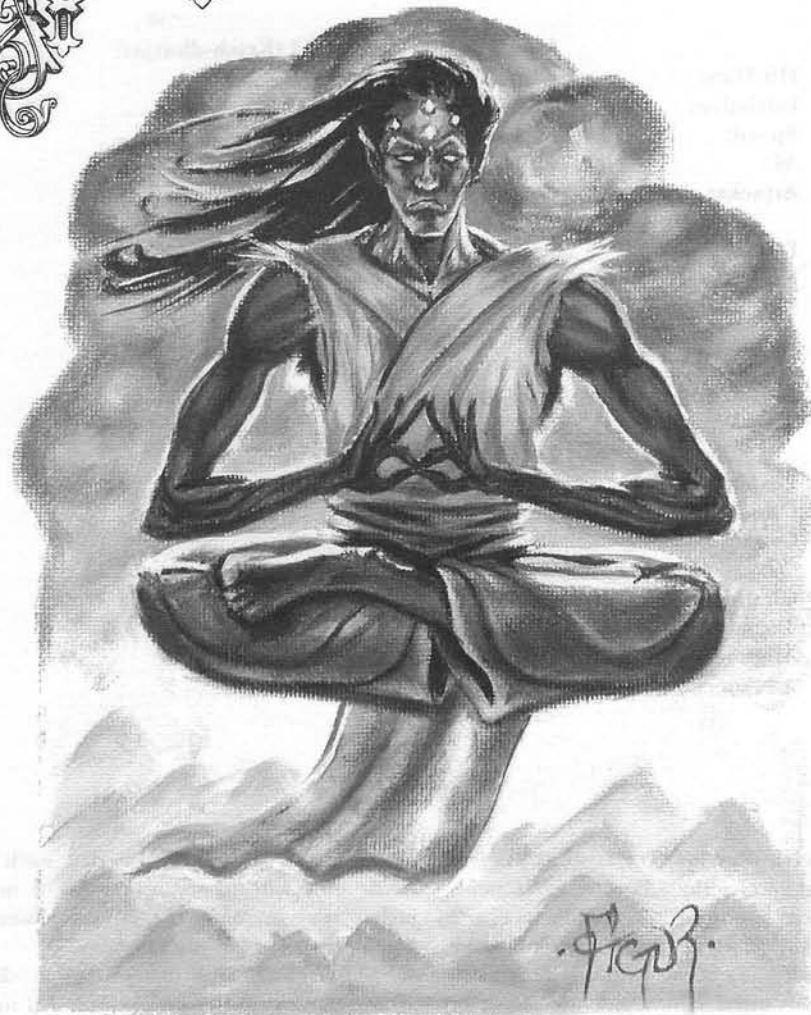
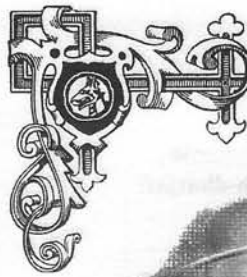
The average krish-dharjat is slightly taller than a human and has eyes of pure swirling silver tinted with other colors as the krish's emotions change. Their skin is a mild sky-blue, and their hair is usually midnight black, dark blue, or shimmering pearl-white. They are long-lived, like the elven people. Those krish who learn the psionic arts of their race develop a small round gem at the chakra points on their skull for every discipline they grow talented in. A master krish has a vertical line of many chakra gems upon his forehead, marking him as an individual not to be trifled with. These

stones possess a portion of the krish-dharjat's psionic power; the first such chakra stone becomes the psicrystal of the krish, and can even, if the krish is sufficiently powerful, leave his forehead and venture forth on legs of ectoplasm like a spider of the mind.

Few of the krish-dharjat find happiness in physical pursuits, though some become monks and fortify their inner power in a different way. They exude confidence and wisdom, and when they choose they make great diplomats and negotiators. Some of the younger krish believe the ancient legends that say the empire of the krish-dharjat once ruled over much of the world, and seek to resurrect its ancient power and glory. Their elders see no point to temporal power, and would rather spend their time plumbing the astral depths.

ADVENTURE SEED

☛ A group of powerful young krish-dharjat is searching a complex of subterranean ruins for what they believe to be an artifact of the empire of their ancestors. Unfortunately, one among them is the servant of a powerful undead krish, a vampire of some psionic prowess who seeks the artifact for himself. The PCs stumble across this group of seekers as they return from their own search for treasure in the depths of the complex. Having come through the perils of the underground ruins, the weakened party must now confront a fresh group of krish-dharjat who sense that the artifact they seek is amongst the party's loot. Will the party give them the artifact when they claim it as their birthright, or will things turn to a physical confrontation? The krish will flee if the fight even hints at going against them, but the vampiric master of the renegade krish will now be on the PCs' trail.



NEW MAGIC WEAPON: KAISANGUM

These bizarre mental weapons might be proof of an ancient krish civilization. The secret to their construction is long gone now; all that remains are the hilts of vanished swords. A trained monk or psychic warrior, however, can recall the power of the weapon with a Concentration check. A dagger (DC 10), short sword (DC 15), or longsword (DC 20) can be made real to the mind on the

end of the hilt. The imagined blade appears like glass. When used in battle, this weapon deals damage directly to the target's mind, rather than his body. Some kaisangum deal Wisdom damage, others deal Intelligence damage. All damage lost is temporary, returning at the rate of 1d4 points per hour, rather than the usual rate. If the wielder of a kaisangum takes any damage, a new Concentration check must be made to maintain the existence of the weapon.

Caster Level: 10th-20th; Weight: 1 lb.



KURI



	Medium-size Animal
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Debilitating Bite, Trip
Special Qualities:	Low-light Vision, Scent
Saves:	Fort +5, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 15, Cha 2
Skills:	Hide +4, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2 (+6 when tracking by scent)
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate plains
Organization:	Solitary, pair, or pack (5–9)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Medium-size), 4–5 HD (Large)



Animal: All animals have Low-light Vision.

Debilitating Bite (Ex): Prey bitten by a kuri must succeed at a Fortitude save (DC 15) or suffer 1d6 temporary Dexterity score damage. A minute later, the kuri's victim must make a second Fortitude save or suffer another 1d6 temporary Dexterity score damage. A victim whose Dexterity reaches 0 is paralyzed. Dexterity damage normally returns at a rate of one point per day. Elves are immune to this paralysis, but not the temporary ability score damage; their Dexterity score will go no lower than 1.

Feats: Kuris receive Weapon Finesse (bite) free as a racial bonus.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Kuris receive a +4 racial bonus to Wilderness Lore checks when tracking by scent. This bonus is included above.

Trip (Ex): When a kuri hits with its bite attack, it can attempt to Trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to Trip the kuri.

NEW POISON: OIL OF DEBILITATION

When applied to a slashing or piercing weapon, this substance has the effect of the putrid saliva of a kuri. Once damage is successfully dealt with a coated weapon, the opponent must succeed at a Fortitude save (DC 15) or suffer 1d6 temporary Dexterity score damage. A minute later, the victim must make a second Fortitude save or suffer another 1d6 temporary Dexterity score damage. Anyone whose Dexterity score reaches 0 is paralyzed. Dexterity damage normally returns at a rate of one point per day. Elves are immune to this paralysis, but not the temporary Dexterity score damage; their Dexterity will go no lower than 1.

A single vial contains enough oil to coat one Large weapon, two Medium-size weapons, four Small weapons, or eight Tiny weapons. The oil is used up on a successful hit, otherwise it will wear off and lose potency in 1d4 hours.

Caster Level: 1st; **Prerequisites:** Brew Potion, a one-ounce vial of live Kuri saliva; **Market Price:** 300 gp

Kuris are a rare and deadly breed of hyena that roam the savannah after nightfall. These cunning pack animals thrive as both scavengers and hunters. Due to a steady diet of rotten animal flesh, kuris' mouths are havens for foul bacteria. One bite can cause an extremely painful series of muscular seizures, effectively rendering the victim paralyzed. Although temporary, this paralysis can prove fatal when the victim is surrounded by a pack of hungry kuris. Many tribal shamans have discovered specialized ritualistic dances that work to restore movement to one bitten by a kuri, though.

Kuris appear very much like normal hyenas, with solid black fur. A kuri's eyes glow pale red in the dark, adding to its unwholesome reputation. More gaunt than hyenas, kuris seem sometimes to have an almost skeletal appearance, especially in times of drought or famine.



ADVENTURE SEED

During their travels near a remote savannah, the PCs happen upon a small village in the midst of a "kuri dance" to relieve an afflicted warrior. After the successful ritual, the dancer welcomes the PCs and explains what they just witnessed. Whether moved by the villagers' need or by the offer of a modest reward, the PCs are persuaded to set out to rid the area of a particularly cunning pack of kuris.

Creatures borne of social depravity and of the streets, l'er are the bane of civilized culture everywhere. Many sages believe that these insidious creatures are not only the source of all wantonness, but are also the cause of the rapid spread of most known diseases. Although they generally dwell in large cities, any place where people gather is a potential target for the baleful l'er.

Almost indistinguishable from typical halflings, l'er are always severely thin, fair-skinned and -haired, and have large, almost luminous eyes. L'er have long, slender, supple hands and fingers that are equally able and effective when it comes slipping a disease-ridden dagger between ribs or weaving a deadly spell of debauchery. L'er normally don drab robes that allow for ease of movement. One might think it easy to spot a member of the l'er race from afar, but nothing could be further from the truth. L'er are competent at worming their way into conventional society, as well as being experts in the arts of disguise and "blending in with a crowd." Most l'er have little difficulty in passing themselves off as halflings, or occasionally as beardless gnomes.

L'er rarely engage in outright combat, as they typically use their powerful charm abilities to "talk" their way out of sticky situations. Usually, they try to appeal to their target's base emotions and steer him towards alternate actions that play upon those emotions. If forced into melee, however, they will use their disease-causing powers to infect as many combatants as possible, and then bring their sorcerous powers to bear. Further, all weapons wielded by l'er are always ridden with some form of disease.



L'ER

	Small Outsider
Hit Dice:	10d8+20 (65 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., run 100 ft.
AC:	19 (+3 Dex, +1 size, +5 natural)
Attacks:	Dagger +12/+7 melee
Damage:	Dagger 1d4+1 plus Rotting Touch
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Disease Cloud, Rotting Touch, Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Evasion, Immunity to Disease, Spell Resistance 12
Saves:	Fort +9, Ref +10, Will +9
Abilities:	Str 13, Dex 17, Con 15, Int 18, Wis 14, Cha 20
Skills:	Balance +14, Bluff +18, Concentration +10, Diplomacy +14, Disguise +18 (+20 for acting in character), Hide +15, Innuendo +2 (+4 to transmit a message; +4 to intercept a message), Intimidate +7, Jump +3, Listen +15, Move Silently +15, Open Lock +13, Pick Pocket +5, Search +10, Sense Motive +12, Spot +12, Tumble +10
Feats:	Alertness, Improved Initiative, Run
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	12
Treasure:	Double coins, 50% goods, double items
Alignment:	Always evil
Advancement:	By character class (sorcerer)



L'er typically speak Common and one other language, which matches the race they are attempting to dwell amongst.

Disease Cloud (Ex): As a partial action, L'er can release a pungent cloud of infection that fills a spherical area with a 50-foot radius. Unlike most disease, however, this cloud has an extremely short incubation period, making it especially deadly in the midst of combat. This acts as a disease delivered through inhalation, with a Fortitude DC of 12. Incubation is 1d3 rounds, and it deals 1d4 temporary Strength damage. Temporary ability score damage returns at a rate of one point per day.

Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, a l'er takes no damage on a successful save. A bound l'er or one in a completely restrictive area cannot use Evasion. The l'er need not know that the attack is coming.

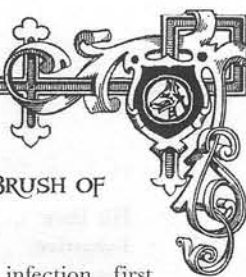
Immunity to Disease: L'er are immune to diseases, including those they themselves carry.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and l'er are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Rotting Touch (Ex): L'er can at will infect anyone they touch or wound with a melee weapon with their Rotting Touch. This acts as a disease that's delivered through contact, with a Fortitude save DC of 20. Incubation is 1d4 days, and it deals 1d8 temporary Constitution damage. Temporary ability score damage returns at a rate of one point per day.

Skills: L'er receive a +4 size bonus to Hide checks. They also get a +2 synergy bonus to Diplomacy, Disguise checks for act-





ing in character, Innuendo to transmit a message, Intimidate, and Pick Pocket. They get a second +2 synergy bonus to Diplomacy, and to Innuendo to intercept a message. They receive a third +2 synergy bonus to Balance and Jump, get a +3 dodge bonus to AC when fighting defensively or taking a full-round action, and get a +6 dodge bonus to AC when on total defense. They carry the required thieves' tools for the purpose of Open Lock checks. This is all included in the above stats.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a l'er, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 12, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: A l'er can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 15 + the spell level.

1/day — *dominate person, gaseous form*

3/day — *black tentacles, sleep*

At Will — *charm person, contagion*

NEW DISEASE, BRUSH OF DEATH

This hellish infection first passed into the mortal world through contact between a diabolist and a demon. The illness it causes is more than simply terrible. It's insidious. The infected body seems fine for days, even weeks, before the disease begins its awful work. Beginning at the point of infection, the body begins to smoke as if on fire, often revealing a handprint or smear where the disease was contracted. The burning then spreads over the body, necrotizing tissue and spreading the disease even further. Corpses resulting from infection appear dry and starved.

Disease: Brush of Death

Infection: Contact (always)

Inhaled (after incubation)

DC: 20

Incubation: 3d6 days

Damage: 1d8 Con



ADVENTURE SEEDS

♣ A band of l'er has decided to decimate a small town just for the sheer challenge. A rash of wickedness and depravity sweeps through the town, and quick on its heels, a glut of deadly diseases. The characters are either a part of the surge of lawless vice, or they are hired to bring it to a halt. However they become involved, they eventually learn of the malicious plot against the town, and then must move to stop the surge of wrongdoings before the town is utterly consumed.

♣ A member of the party becomes infected with an unusual and unidentifiable disease. In order to save their comrade, the group is forced to retrace their steps, discovering that they unwittingly encountered a l'er several days ago. The characters must then track down this l'er and force it to give them the cure for the disease before it's too late.

Laxmyri are a species of goat-man that roam the frozen passes of northern mountain ranges. They are a hardy and sure-footed race well-suited to their harsh environment. Laxmyri live in small villages of crudely constructed homes or cave complexes in the mountain heights. Laxmyri villages are led by an elderly shaman or mystic.

Laxmyri appear very much like brutish and primal satyrs. They walk upright on goat legs but stoop forward considerably, with their wiry arms dangling almost to the ground. Their heads are large and sport a pair of horns with a span greater than shoulder-width. Beady black eyes peer out over a nose more goatish than human. Males tend to wear long goatees that they braid and decorate, taking near-dwarven pride in them. Goat-men coloration patterns tend toward blends of natural cold-climate hues, such as white, black, gray, and dull blue. They adorn their horns with the shiniest jewelry they can acquire, and often wear a piece or two of stolen armor, with an occasional leader having successfully cobbled together a complete suit of armor.

Laxmyrin prefer to silently track their intended targets, keeping watch from the rocky slopes above until the time is right to charge with surprise into the group, scattering their ranks. Goat-men tend to use their horns as their primary weapons, but are not adverse to using weaponry taken from defeated foes.

ADVENTURE SEED

The party is wandering through a frozen mountain pass, their only company the occasional bleating of a mountain goat. In actuality, the bleating is a signal from a laxmyri scout to the rest of his pack that the travelers are approaching the goat-men's ambush.

LAXMYRI

Medium-size Monstrous Humanoid

Hit Dice:	2d8+4 (13 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft., climb 20 ft.
AC:	16 (+3 Dex, +2 natural, +1 padded armor)
Attacks:	Gore +3 melee or club +3 melee
Damage:	Gore 1d6+1, club 1d6+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Charge 2d4+2
Special Qualities:	Cold Resistance, Darkvision 60 ft., Scent
Saves:	Fort +5, Ref +6, Will +0
Abilities:	Str 12, Dex 17, Con 14, Int 8, Wis 10, Cha 10
Skills:	Climb +10, Hide +7, Jump +6, Listen +2, Move Silently +4, Spot +5, Tumble +5
Climate/Terrain:	Cold mountains or hills
Organization:	Solitary or pack (2–6)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class (barbarian)



Laxmyri speak their own goatish language and a broken version of the nearest regional humanoid dialect.

Charge (Ex): A laxmyri typically begins a battle by charging at an opponent, lowering its head to bring its large horns into play. In addition to the normal benefits and hazards of a charge, this allows the creature to make a single gore attack that deals 2d4+2 points of damage.

Cold Resistance (Ex): The hardiness of the laxmyri allows them to shrug off the first 5 points of normal cold damage taken each round; however, magical cold inflicts normal damage, and the creatures still make saving throws normally.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Laxmyri receive a +8 racial bonus to climb checks, and a +2 synergy bonus to Tumble checks. This is included above.

LAXMYRI AS CHARACTERS

A laxmyri's favored class is barbarian. Laxmyri clerics (shamans) and druids (mystics) worship nature-oriented or powerful primal deities. Laxmyri make good arctic rangers, sometimes hiring themselves out to travelers for payments of jewelry. Sorcerers and wizards are virtually unheard of among the brutish goat-men.



LEAF TRAPPER

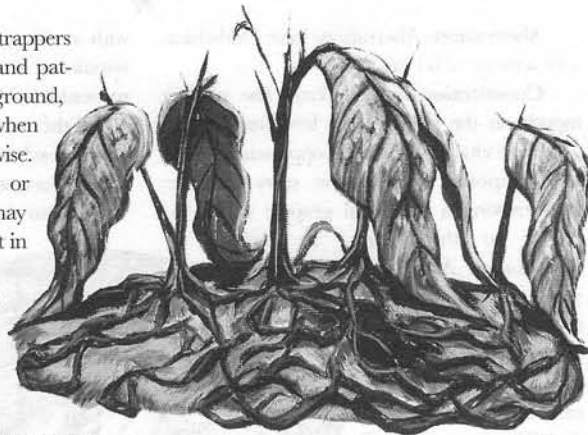
	Large Plant
Hit Dice:	6d8+24 (51 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
AC:	14 (-1 size, +5 natural)
Attacks:	1d6+4 slams +8 melee
Damage:	Slam 1d8+5 each
Face/Reach:	5 ft. x 5 ft./10 ft. (30 ft. reach with vines)
Special Attacks:	Feed, Improved Grab, Leaf Crush 1d8+5
Special Qualities:	Blindsight, Camouflage, Immunities
Saves:	Fort +9, Ref +2, Will +2
Abilities:	Str 20, Dex 10, Con 18, Int —, Wis 10, Cha 8
Skills:	Hide +2 (+8 among other plants)
Climate/Terrain:	Warm forest or underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral
Advancement:	7–12 HD (Huge), 13–18 HD (Gargantuan), 19+ HD (Colossal)



Camouflage (Ex): Leaf trappers can alter their exterior's color and pattern to better fit into their background, gaining +12 to Hide checks when among other plants or +6 otherwise. Anyone with Wilderness Lore or Knowledge (plants or herbs) may use those skills to notice the plant in place of Spot.

Feed (Ex): For every two consecutive rounds that a creature remains held over a leaf, it suffers 1d4+1 temporary Constitution damage from the plant's enzymes. This temporary damage returns at a rate of one point per day. A body that remains in the leaf past death, to a Constitution score of -10 or lower, is so deteriorated and mutilated that it cannot be raised by the spell *raise dead*.

Improved Grab (Ex): If the leaf trapper hits an opponent of at least one size category smaller than itself or smaller with its vine slam attack, it deals 1d8+5 damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space and onto one of its leaves without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold over one of its leaves allows the plant to Feed. Each successful grapple check it makes during successive rounds automatically deals the slam



damage. A single attack with a slashing weapon that deals at least 10 points of damage severs a vine (AC 14). Once a vine has been severed it may not conduct a slam attack until it has regrown, which requires 2d4+2 months.

Leaf Crush (Ex): Medium-size or smaller creatures stepping on or dragged upon one of the plant's hidden leaves is subject to a free Improved Grab attack, taking 1d8+5 damage.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Instead of Low-light Vision, leaf trappers have Blindsight at 100 feet.

Skills: Leaf trappers take a -4 size penalty to Hide checks. This is included above.

Leaf trappers grow above ground or in subterranean environments, typically near sources of water so that they may strike at living creatures that come to drink. The plant usually waits for the creature to drink before striking from behind. When it does attack its prey, the leaf trapper's vines lash out and attempt to entangle and drag it onto a leaf, so that it may be enveloped and crushed. Enzymes in the leaf then begin to break down the creature's body so that the plant can sustain itself by absorbing its victim's nutrients.

Leaf trappers appear as a scattered cluster of stalks with wide, marbled leaves at their ends that droop to rest upon the ground with a tangle of vines entwining their bases. Because the larger and more vital portions of the plant rest several feet beneath the ground, this cluster looks like many small plants rather than extensions of a larger one buried out of sight. Most adventurers make the mistake of believing that they have killed the plant by hacking off all the vines and leaf stalks. Unfortunately, vines and leaves that are cut off or burned away regrow in a matter of weeks. To truly destroy a leaf trapper, it must be dug up and its main roots and body assaulted.

ADVENTURE SEEDS

☛ An irascible druid, fed up with the local government's logging practices, has taken to transplanting and hiding leaf trappers around logging camps. Over a dozen deaths have already resulted and the constabulary is looking for someone to find the druid, then deal with him and his leafy pets.

☛ Leaf trapper seeds have somehow been mixed in with the seeds for the spring sowing of the Royal Gardens. The plants grew miraculously quickly, trapping the royal family somewhere in the palace.



They come out of the sewers of the ancient city — humanoid-shaped, rubbery creatures with bulging eyes, strangely blank faces devoid of nose or mouth, and hands with sucking orifices on the palms that rend and tear, drawing the blood from the veins of their victims. No one knows what maddened wizard first decided to create a leechman, but common folk whisper that mad experimenters who tire of the distractions of hirelings and apprentices surround themselves with these silent servitors, ready to do their bidding.

In some cases, leechmen have survived their masters and turned wild, but though they are potentially immortal, they can have no offspring, and usually such groupings are destroyed by adventurers hired by outraged peasantry. Though they have a certain amount of free will, leechmen are created to serve and are easily led if their master is no longer present.

ADVENTURE SEED

People are disappearing off the city streets, and others are found with the blood drained from their bodies. The wounds don't look like those made by vampires, who would never be so indiscreet, anyway. In fact, an evil alchemist has collected a gang of leechmen to kidnap victims for his experimentation. The investigation leads to a battle under the streets of the city, with the heroes ambushed by leechmen jumping up from the sewer water around them.

LEECHMAN

	Medium-size Aberration
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	30 ft., swim 30 ft.
AC:	16 (natural)
Attacks:	2 slams +7 melee
Damage:	Slam 1d4+4 plus Constitution Attack each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Constitution Attack, Improved Grab
Special Abilities:	Damage Reduction 5/+1, Darkvision 60 ft., Vulnerability to Salt
Saves:	Fort +5, Ref +1, Will +5
Abilities:	Str 18, Dex 10, Con 16, Int 8, Wis 12, Cha 1
Skills:	Escape Artist +4, Hide +4, Move Silently +4, Search +2, Spot +2, Swim +4 (+12 to avoid hazards)
Climate/Terrain:	Marsh or underground
Organization:	Solitary or gang (5–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–7 HD (Medium-size)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Constitution Attack (Ex): The sucking mouth on the palm of the leechman's hand draws the vital blood from its opponent, dealing 1d6 temporary Constitution score damage, after making a successful grapple check to attach to the victim. It deals Constitution Attack damage in addition to damage dealt by the slam attack used to grab. Temporary ability score damage returns at the rate of one point per day. The leechman will release a victim when its Constitution score falls to 0, at which point its opponent is dead.

Damage Reduction (Su): Leechmen ignore 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

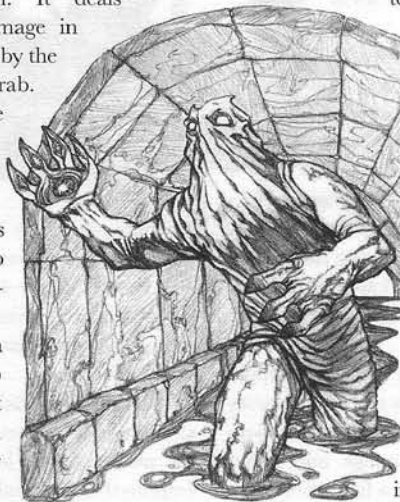
Improved Grab (Ex): If the creature hits an opponent of at least Small size or smaller with its slam attack, it deals 1d4+4 damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him

with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold deals Constitution Attack damage. If the creature does not use its Constitution Attack, each successful grapple check it makes during successive rounds automatically deals slam damage. Otherwise, it deals 1d6 temporary Constitution score damage as well.

Skills: Leechmen have a +8 racial bonus to Swim checks to avoid hazards. They also have +4 racial bonus to Move Silently checks and to Hide checks. This is included above.

Vulnerability to Salt (Ex): Like their miniscule progenitors, leechmen have a weakness to salt. They will not touch salt-impregnated clothes (it is impossible to

impregnate metal with salt) and any reasonable amount of salt, such as a large handful, that comes into direct contact with their skin deals recurring damage if it is not immediately washed off with fresh water: the first round the salt deals 1d6 damage, the second 1d4, and the third 1d3. Note that being immersed in salt water does not harm a leechman unless the salt content is much higher than found in ordinary sea water.



LEITMOTIF



	Diminutive Outsider (Invisible, Incorporeal)
Hit Dice:	2d8-2 (7 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., fly 60 ft. (good)
AC:	20 (+2 Dex, +4 size, +4 natural)
Attacks:	None
Damage:	None
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Musical Possession
Special Qualities:	Darkvision 60 ft., Immunities
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 2, Dex 14, Con 8, Int 12, Wis 16, Cha 18
Skills:	Hide +17, Listen +8, Perform (any one instrument) +11, Spot +8
Feats:	Skill Focus (Perform)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	None



Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Invisible Subtype: Invisibility makes a creature undetectable by vision. Invisible creatures can be tracked normally, and are subject to *detect* spells. Abilities like Scent, Blindsight, and Blind-Fight can detect invisible creatures. A character notices an active invisible creature within 30 feet with a Spot check (DC 20), or a still one with a Spot check (DC 30). He can make a Listen check vs. the invisible creature's Move Silently check as a free action each round to find it. He can also make a touch attack with his hands or a weapon into two adjacent five-foot areas using a standard action to find the invisible creature. If a character attacks an invis-

ible creature whose location he has pinpointed, the creature benefits from full concealment with a 50% miss chance. An invisible creature can hide small items on his person to render them effectively invisible. Invisible creatures cannot use gaze attacks.

Musical Possession (Sp): Each leitmotif is attuned to a specific piece of music. If anyone is humming, whistling, or singing the spirit's song, it can attempt to leap into that person's mind. This is a standard action and the target receives a Will saving throw (DC 20). Regardless of whether the target succeeds or fails the saving throw, she has no idea that anything unusual has occurred. If the target fails the saving throw, the leitmotif vanishes as it takes up residence inside the victim's mind. The victim finds that she can't get the leitmotif's tune out of her head. Unless she actively tries to stop, she will find herself constantly humming or whistling the tune; the GM may want to pass a note to the player, suggesting that she hum the tune when she isn't talking. This can be a problem if the character is trying to hide or use skills like Move Silently, or if the song is particularly offensive to the locals for some reason. The character can actively try to stop humming the tune, but the resulting mental struggle is extremely distracting; while she attempts to ignore the tune, the victim will receive a -2 cir-

Have you ever had a tune stuck in your head that you just couldn't get rid of? When this happens in a fantasy realm, it signals that a character might be a victim of a leitmotif, a mischievous spirit with limited powers of possession. This may not be much of a concern to most characters, but whistling a tune can be problematic if you are trying to quietly stalk a target or cast a spell, and a bard may be distressed to find he keeps singing the wrong song.

A leitmotif is naturally invisible, but in any case it is rarely seen. Every leitmotif has a melody associated with it; it is a matter of debate among scholars of the fey whether leitmotifs are attracted to songs that reach a certain level of popularity, or whether each spirit brings a new insipid song to the world. Whatever the reason, no two leitmotifs share the same tune. If someone hums, sings, or whistles the spirit's special song, it can slip inside his mind and take up residence there. Someone thus possessed by a leitmotif will find that they just can't get that tune out of their mind — they keep humming it without even thinking about it, occasionally even breaking into song.

If someone able to see it catches the leitmotif spirit out in the open, it appears as a beautiful diminutive humanoid with hummingbird wings sprouting from its shoulders, clutching a tiny instrument.

ADVENTURE SEEDS

♣ The group meets a rather haggard-looking bard on the road, who begs them for the opportunity to perform a brief show. He only plays a single song — a catchy little tune that eventually gets the party tapping their feet and humming along. Then he suddenly stops, and with a look of intense relief thanks the characters and quickly moves on. Now one of the PCs has picked up the leitmotif the bard was possessed by, and will have to find a way to get rid of it!

♣ A character sitting alone on watch keeps hearing faint music. But any time she wakes someone up, the music stops. If she makes the mistake of whistling or humming the tune in order to show the other characters what she heard, the leitmotif will try to leap into her head.



LEITMOTIF



cumstance penalty on all skill checks or attack rolls to hit. If the user attempts to cast a spell with a verbal component, she must make a Will save (DC 10). If she fails, she instead starts singing the song, wasting her action. If the character is a bard, this DC is increased to 15; this also applies if the bard is trying to use any other singing special ability or simply use her Performance skill. While it is within a victim's mind, the leitmotif is immune to attack. The simplest method of getting the leitmotif to leave is to get someone else to start humming the tune. The leitmotif is intelligent and does not have to switch hosts, but it gets bored quickly, and if it sees an opportunity for entertainment in a new target, it will probably make the switch. Also, a bard can use his Countersong ability to temporarily cancel the effects of leitmotif possession; this does not force the leitmotif to leave its target, though. Alternatively, when a person has a tune stuck in his head, sometimes the best answer is to replace it with another, less dangerous tune. If a bard or another character with a musical Perform skill thinks

to try this, he can come up with a replacement song with a Perform check (DC 20, DC 15 for a bard). While listening to the new song, the leitmotif's victim must make a Will save (DC 20); if successful, the spirit is forced out. Victim and performer can make a new roll every five minutes. Finally, *banishment*, *holy word*, and *dismissal* can be used against a leitmotif even while it is possessing a victim. If *break enchantment* or *mind blank* is cast on the victim, the leitmotif will be driven out. Once the leitmotif has left its host, the characters are safe as long as no one starts humming the spirit's song. A leitmotif has no patience or attention span, and it will not bother to follow a party that has driven it out.

Outsider: Outsiders have Darkvision with a range of 60 feet. Unlike most other outsiders, leitmotifs are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Leitmotifs receive a +12 size bonus to Hide checks. This is included above.



LESHY



	Large Fey
Hit Dice:	10d6+40 (75 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	18 (-1 size, +3 Dex, +6 natural)
Attacks:	2 slams +7 melee or huge greatclub +7 melee
Damage:	Slams 1d6+4 each, huge greatclub 2d6+3
Face/Reach:	5 ft. x 5 ft./ 10 ft.
Special Attacks:	Spell-like Abilities, Spells
Special Qualities:	Forest Lord, Low-light Vision, Spell-like Abilities, Unlimited Wildshape, Vulnerabilities
Saves:	Fort +9, Ref +10, Will +15
Abilities:	Str 17, Dex 16, Con 18, Int 14, Wis 26, Cha 16
Skills:	Animal Empathy +12 (+17 for animals in its forest), Climb +11, Concentration +10, Handle Animal +3 (+5 with animals; +5 with beasts), Hide +6 (+11 in its forest), Knowledge (local) +6, Knowledge (nature) +13, Listen +12, Move Silently +9 (+14 in its forest), Spot +11, Wilderness Lore +22
Feats:	Alertness, Combat Casting, Dodge, Great Fortitude, Skill Focus (Wilderness Lore)
Climate/Terrain:	Forest
Organization:	Solitary, patrol (1 leshy, 2d4 wolves, 1d3–1 brown bears), or retinue (1 leshy, 4d4 wolves, 2d6 dryads, 1d4 brown bears, 1d3–1 treants)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	As character class (ranger)



Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Forest Lord (Su): A leshy may at will send its senses roving through its forest, as per *clairvoyance/clairaudience* with the range limited only by the boundaries of the forest. It may cause, at will, forest trails to become harder or easier to pass through by asking foliage to shift in such a way as to aid or obstruct travelers. Thick undergrowth created in this way reduces a party's movement by half, while a path cleared for a party would allow full normal movement as they travel. The leshy can place such travel conditions upon a group of travelers, and these conditions will follow them until they leave the forest or the leshy decides otherwise. A *freedom of movement* spell will allow this effect to be avoided for the duration of the spell, as will the druidic class feature *Woodland Stride*. Additionally, any mun-

dane interaction with the forest or its inhabitants — such as through the use of Climb, Wilderness Lore, Animal Empathy, and so on — may be made easier or harder by the leshy as long as it can observe the skill in use, even if via use of the Forest Lord *clairvoyance* ability. A leshy may modify the DC of such skill use by +/- 8 as a free action once per round.

Skills: The leshy has a +5 racial bonus to Animal Empathy when used on animals native to its forest, and a +5 racial bonus to Hide and Move Silently checks when used within its forest home. It has a +2 synergy bonus to Handle Animal checks with either animals or beasts. The leshy also has a +8 racial bonus to Climb checks, and a -4 size penalty to Hide checks. These bonuses are figured into its statistics above.

Spell-like Abilities: The leshy can use the following spells as if cast by a 10th-level caster. The DC to resist these abilities is 13 +

A leshy makes its home in the oldest and wildest of forests, and such a forest will only ever have one of these fey who oversees the welfare of the trees and animals within it. The leshy can speak to animals and plants, and can sense any disruption that occurs within its verdant home. The leshy is a noble fey of wild demeanor, and is not overly concerned with men or other thinking races unless they intrude into the leshy's forest. If the leshy's forest is endangered by logging, the growth of a nearby city, or similar long-term threats, the leshy will use its forest beasts as an army, sending them forth to carry out cunning plans and well-conceived strategies in efforts to drive away or kill those who would destroy its forest home.

The leshy can change its shape easily, though it usually appears in a male form, if possible. In its natural form, the leshy appears as a male human-like creature whose body is made up entirely of curling leaves and moss; whether it resembles a handsome man or a bristling green ogre depends on its mood. Regardless of what form the leshy assumes, there is always a distinguishing feature about it that betrays its true nature. Common tell-tale features are a single horn, a missing eye, a long green beard, or one cloven foot, though there are others. Female leshy, called *leshovikha*, have been seen in some lands. They also change shape, but are restricted to creatures of the female gender. Their natural form varies from a naked maiden, to a regal forest queen with green skin, to a grotesque hag.

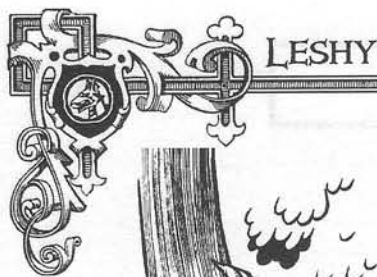
The leshy can also be generous hosts to those who do not despoil the forest, and many stray travelers caught in bad weather or dangerous areas may be greeted on a whim by a leshy who offers assistance in return for a small favor. This favor might be retrieving a forest beast stranded beyond the leshy's domain, or

delivering a message to another leshy in a neighboring forest. Sometimes a leshy will send those in its debt on more whimsical errands, for though regal and powerful, the leshy is still a fey creature.

ADVENTURE SEED

A PC group traveling with a caravan deep in a barren wilderness find a dead body clutching a beautiful wooden statue. The statue is brought with the caravan, perhaps by the PCs. Though the statue is in no way magical, the PCs begin to be harried in minor ways by passing birds that spook their mounts, animals that steal food, loud nocturnal creatures that keep them awake at night, and so on. The statue stays with the PCs, appearing among their possessions if they try to destroy or get rid of it.

Days later, they begin to see a strange green-skinned woman beckoning to them on the road ahead, who disappears as the party approaches her. Finally, after the characters have endured a great deal of annoyance caused by wild animals, the woman appears among the company and explains her story. She is the ghost of a dryad, as the tree that used to house the statue the PCs carry. This was done ages ago by a leshy's treacherous guest; this leshy loved the dryad, and the forest of the leshy has since fallen into ruin as the leshy's heart has withered and grown sick. The leshy's scattered subjects dedicated themselves to returning the statue; thus the animal attacks on the PCs. The dryad's ghost sees the PCs as heroes who can help her, though. To rid themselves of the cursed statue, the PCs must find the site of the ancient, long-dead forest that is no longer on any map, seek out the grizzled, possibly insane leshy, and return the statue to him. With the forest's heart returned, the PCs may witness its rebirth.



the spell level. The leshy may only *summon* creatures native to its own forest; if the leshy's forest is destroyed, it may no longer use this ability.

Every 1d4 rounds — *summon nature's ally V*
At Will — *speak with animals, speak with plants, discern location* (within forest)

Spells: (6/6/6/5/5/3/1/1/1) The leshy casts from the druid spell list as a 10th-level druid. Those listed below are the spells it normally has prepared; it rarely uses fire spells. The DC to resist these spells is 18 + the spell level.

0 Level — *cure minor wounds* x2, *detect magic* x2, *light, resistance*

1st Level — *calm animals* x2, *entangle, obscuring mist, pass without trace* x2

2nd Level — *barkskin, charm person or animal* x2, *resist elements, summon swarm, tree shape*

3rd Level — *cure moderate wounds, dominate animal, meld into stone, neutralize poison, water breathing*

4th Level — *dispel magic, freedom of movement, quench, scrying, sleet storm*

5th Level — *awaken, tree stride, wall of thorns*

6th Level — *transport via plants*

7th Level — *control weather*

8th Level — *animal shapes*

Unlimited Wildshape (Su): The leshy can use the Wildshape druid class feature as if it were a 16th-level druid, with an unlimited number of uses per day. The leshy is limited to the shapes of those animals native to its forest, including native dire animals and elementals.

Vulnerabilities (Ex): A leshy cannot enter holy ground, unless the holy ground belongs to a deity of nature or some similar nature-friendly entity. A leshy can use none of its powers on a person who wears all his clothes inside out (including armor, if such is possible), and may not physically attack such a person directly unless he attacks the leshy first. All of these vulnerabilities are mentioned in folklore that bards might be able to recall with a Bardic Knowledge check against a DC of 20.



LESSER ELEMENTAL WYRMS



LESSER AIR WYRM

	Large Dragon (Air)
Hit Dice:	10d12+20 (85 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (good)
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	2 claws +12/+7 melee, and bite +7 melee
Damage:	Claws 1d8+3 each, bite 2d6+1
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Air Mastery, Control Winds, Darkvision 60 ft., Immunities, Low-light Vision
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 17, Dex 13, Con 15, Int 14, Wis 10, Cha 10
Skills:	Bluff +8, Diplomacy +4, Disguise +0 (+2 for acting in character), Hide +10, Innuendo +0 (+2 to transmit a message; +2 to intercept a message), Intimidate +2, Listen +13, Move Silently +14, Pick Pocket +3, Search +14, Sense Motive +8, Spot +13
Feats:	Dodge, Flyby Attack, Improved Initiative
Climate/Terrain:	Mountains, hills, or plains
Organization:	Solitary, pair, or clutch (2–4 adults and 3–12 young)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	11–21 HD (Large), 22–30 HD (Huge)



LESSER AIR WYRM

Lesser elemental wyrms speak Draconic.

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against the lesser air wurm.

Breath Weapon (Ex): The Breath Weapon of a lesser air wurm is a blast of frigid air with tiny particles of ice intermixed, extending in a 30-foot cone. Damage is 3d6 points of cold damage, with a Reflex save (DC 17) for half damage. The lesser air wurm may use its breath weapon once every 1d6 rounds, and no attack roll is necessary.

Control Winds (Sp): Once per day, as a free action, the lesser air wurm may *control*

winds as a 12th-level druid. The Fortitude save against this ability is DC 15.

Dragon: Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Lesser elemental wyrms take a -4 size penalty to Hide checks. Lesser air wyrms also receive a +2 synergy bonus to Diplomacy, Disguise checks for acting in character, Innuendo to transmit a message, Intimidate, and Pick Pocket, and a second +2 synergy bonus to Diplomacy and to Innuendo checks to intercept a message. This is all included in the stats.

In the far, lost places of the world live the lesser elemental wyrms. They are degenerate cousins to the great dragons, each tied strongly to one of the four elements. Though their power is minute compared to that of their elder relatives, they are nonetheless fierce creatures themselves. Only in comparison to the mighty true dragons can they really be deemed "lesser."

Although the temperaments of these creatures are quite different, they do share some similarities. They are fiercely territorial, enormously vain, and care little for the affairs of other creatures — much as their mightier cousins. The difference is, of course, that their vanity is not always warranted, and that they are far more subject to other creatures' affairs impinging on their own.

Because of their relative weakness and vulnerability, lesser elemental wyrms tend to nest in secluded, out-of-the-way spots associated with their elements. Thus, the air wyrms nest on remote mountaintops, earth wyrms seek out forgotten caves, fire wyrms love deserts, and water wyrms plumb the ocean depths. Here they are able to indulge their whims with little intrusion from the sentient species of the world.

LESSER AIR WYRM

Lesser air wyrms are silvery serpents with four strong legs and a set of leathery wings. Their claws and head are vaguely birdlike, and a ridge of iridescent spines runs from just behind the head down the length of the sinewy body to the flattened fin of the tail. They love to frolic in the wind, and are fond of riddles and clever conversation, although they get a bit petulant if they find themselves coming out poorly in the conversation.



They are cunning and careful hunters, able to stalk their prey from hiding. They are the most fragile of the lesser elemental wyrms.

ADVENTURE SEED

High in the mountains, the party is accosted by a lesser air wyrm. The creature is bored and lonely, and just wants a little conversation. Unfortunately, it feels that it is owed this conversation by the characters, and will not let them go until it has been sufficiently amused. It wants at least a full afternoon of songs, stories, and convivial companionship, and will try to bully the party into providing it. Should the party prove to be more intelligent and amusing than the wyrm, it will slowly sink into a sullen anger, and finally take out its humiliation, as it sees it, on the party.

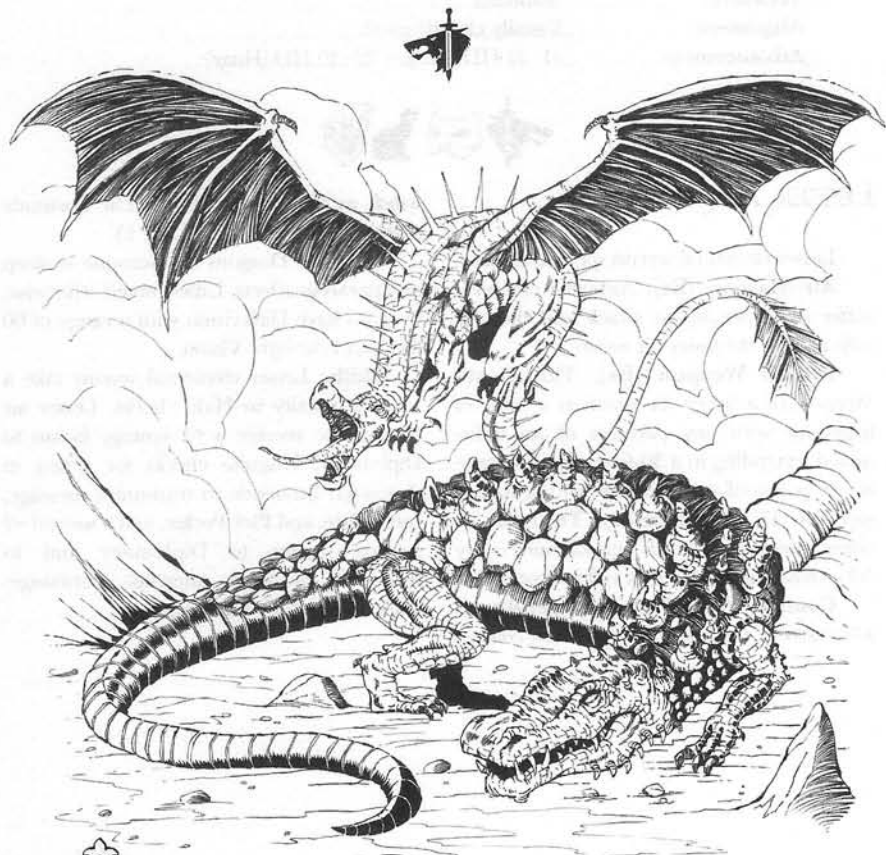
LESSER EARTH WYRM

Lesser earth wyrms are everything that lesser air wyrms are not. They are stocky, low-slung, almost crocodilian lizards, with massive stony plates covering every inch of their bodies. Their eyes are deep-sunk, and glitter with low cunning as opposed to intelligence. They are almost painfully slow, but amazingly powerful, and nearly invulnerable. Earth wyrms avoid socializing, care not a bit for clever riddles, and have a sense of humor that stops at the "a man falls down and I eat him" joke. Anything that comes into their territory is viewed as prey, although they tend to lose interest after a while if they can't catch it.

LESSER ELEMENTAL WYRMS

LESSER EARTH WYRM

	Large Dragon (Earth)
Hit Dice:	12d12+60 (138 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., burrow 20 ft.
AC:	14 (-1 size, -1 Dex, +6 natural)
Attacks:	2 claws +16/+11/+6 melee and bite +11 melee
Damage:	Claws 1d8+5 each, bite 2d6+2
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Damage Reduction 20/+3, Darkvision 60 ft., Earth Mastery, Immunities, Low-light Vision
Saves:	Fort +12, Ref +7, Will +10
Abilities:	Str 20, Dex 8, Con 19, Int 6, Wis 14, Cha 10
Skills:	Climb +15, Hide -1, Intimidate +14, Listen +12, Move Silently -1, Spot +12
Feats:	Cleave, Great Cleave, Power Attack
Climate/Terrain:	Mountains, hills, plains, and underground
Organization:	Solitary, pair, or clutch (2-4 adults and 3-12 young)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	13-21 HD (Large), 22-33 HD (Huge), 34-36 HD (Gargantuan)



LESSER ELEMENTAL WYRMS



LESSER FIRE WYRM

	Large Dragon (Fire)
Hit Dice:	10d12+30 (95 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	2 claws +13/+8 melee and bite +8 melee
Damage:	Claws 1d8+4 plus fire each, bite 2d6+2 plus fire
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Burn, Darkvision 60 ft., Immunities, Low-light Vision
Saves:	Fort +10, Ref +7, Will +7
Abilities:	Str 15, Dex 10, Con 17, Int 10, Wis 10, Cha 14
Skills:	Bluff +14, Diplomacy +6, Disguise +2 (+4 for acting in character), Hide -4, Innuendo +0 (+2 to transmit a message; +2 to intercept a message), Intimidate +16, Jump +5, Listen +12, Move Silently +0, Pick Pocket +2, Sense Motive +12, Spot +12
Feats:	Alertness, Improved Critical (claws), Improved Initiative
Climate/Terrain:	Warm mountains, deserts, or plains
Organization:	Solitary, pair, or clutch (2-4 adults and 3-12 young)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	11-21 HD (Large), 22-30 HD (Huge)



LESSER EARTH WYRM

Lesser elemental wyrms speak Draconic.

Breath Weapon (Ex): The Breath Weapon of a lesser earth wurm is a blast of abrasive dust and grit, extending in a 30-foot cone. Damage is 3d6 points, which is caused by the skin being stripped away by the flying debris, with a Reflex save (DC 19) for half damage. The lesser earth wurm may use its breath weapon once every 1d6 rounds, and no attack roll is necessary.

Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Dragon: Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Earth Mastery (Ex): A lesser earth wurm gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the wurm suffers a -4 penalty to attack and damage.

Skills: Lesser elemental wyrms take a -4 size penalty to Hide checks. This is included above.

LESSER FIRE WYRM

Lesser elemental wyrms speak Draconic.

Breath Weapon (Ex): The Breath Weapon of a lesser fire wurm is a blast of fire, extending in a 30-foot cone. Damage is 3d6 points of fire damage, with a Reflex save (DC 17) for half damage. The lesser fire wurm may use its breath weapon once every 1d6 rounds, and no attack roll is necessary.

ADVENTURE SEED

The rough plates of the lesser earth wurm are known far and wide as some of the best material for armor. A full-size wurm will yield enough plates to make a suit of scale armor for a medium-size creature, and it takes enchantments easily. Thus, when a clutch of lesser earth wyrms moves in at the bottom of an abandoned mine, the miners decide that they might as well profit from their infestation. They go in search of adventurers willing to harvest the wurm hides for half the price of sale to the local armorer. Of course, anything else the characters pull out of the mine is theirs to keep.

LESSER FIRE WYRM

Lesser fire wyrms are fantastical concoctions of elaborate fans and ridges of scales and spines in a myriad of shades. They have a wide ruff around their necks that puffs out when they become angry, displaying a red and orange mottling that ripples like fire. Their bodies are lithe and quick, and their legs are surprisingly delicate. Lesser fire wyrms have a tendency to reduce their territories to smoldering ruins in short order, so they move around a great deal, and make enemies wherever they go. Their smug superiority to other creatures doesn't help their relations with others, either, and so they are the most hated and hunted of the lesser elemental wyrms.

ADVENTURE SEED

A tribe of desert nomads known to the characters is in real trouble. Last season, they fought with, wounded, and drove off a lesser fire wurm that was hanging around one of their oases. They didn't manage to kill it, and now it's back for revenge. The wurm



has been running on ahead of the nomads and setting fire to every oasis the nomads head towards. Neighboring tribes are not willing to share, since the wyrm has warned them not to get involved. Only the characters have a chance at either killing the wyrm or establishing some sort of truce between these two fiercely proud parties.

LESSER WATER WYRM

Lesser water wyrms are sleek, gliding sea serpents, with four fin-like flippers instead of claws. They are mottled shades of blue and green, and have both a dorsal and ventral fin running the length of their bodies. They don't attack with their rather ineffectual flippers, but instead use their shark-like mouths to rend the flesh of their opponents. They often extort tribute from passing ships that travel through their environs, and several merchant companies have formalized contracts with certain lesser water wyrms that dwell on their trade routes.



LESSER ELEMENTAL WYRMS

LESSER WATER WYRM

	Large Dragon (Water)
Hit Dice:	11d12+33 (104 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 30 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Bite +14/+9 melee
Damage:	Bite 2d6+6
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Control Water, Darkvision 60 ft., Immunities, Low-light Vision, Water Mastery
Saves:	Fort +10, Ref +9, Will +10
Abilities:	Str 19, Dex 12, Con 16, Int 10, Wis 12, Cha 12
Skills:	Bluff +12, Diplomacy +16, Disguise +1 (+3 for acting in character), Hide -3, Innuendo +1 (+3 to transmit a message; +3 to intercept a message), Intimidate +14, Listen +14, Move Silently +1, Sense Motive +12, Spot +14, Swim +4 (+12 to avoid hazards)
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Climate/Terrain:	Aquatic
Organization:	Solitary, pair, or clutch (2-4 adults and 3-12 young)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually lawful good
Advancement:	12-21 HD (Large), 22-33 HD (Huge)



Burn (Ex): Those hit by a lesser fire wyrm's natural attacks must succeed at a Reflex save (DC 17) or catch fire. The flames burn for 1d4 rounds, doing 1d6 points of damage each round. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a lesser fire wyrm with natural weapons or unarmed attacks also catch fire on a success unless they succeed at a Reflex save (DC 17).

Dragon: Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Fire Subtype: Lesser fire wyrms are immune to fire damage. They take double damage from cold unless the cold attack allows a saving throw for half damage, in which case they take half damage on a successful save and double damage on a failed save.

Skills: Lesser elemental wyrms take a -4 size penalty to Hide checks. Lesser fire wyrms receive a +2 synergy bonus to Diplomacy, Disguise checks for acting in character, Innuendo checks to transmit a message, Intimidate, and Pick Pocket. They receive a second +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. This is included above.

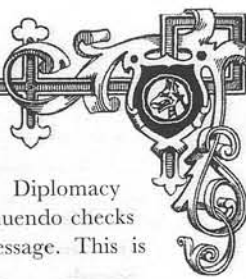
LESSER WATER WYRM

Lesser elemental wyrms speak Draconic.

Breath Weapon (Ex): The Breath Weapon of a lesser water wyrm is a blast of steam, extending in a 30-foot cone. Damage is 3d6 points of fire damage, with a Reflex save (DC 18) for half damage. The lesser water wyrm may use its breath weapon once



LESSER ELEMENTAL WYRMS



every 1d6 rounds, and no attack roll is necessary.

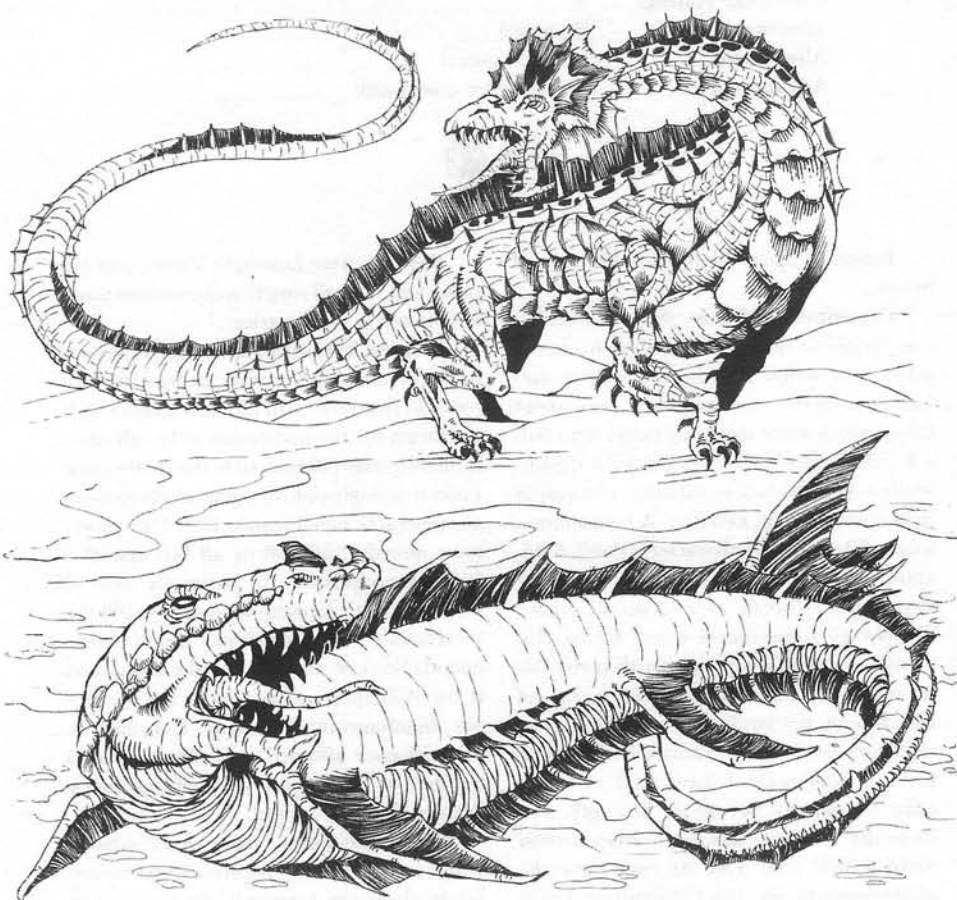
Control Water (Sp): Once per day, as a free action, the lesser water wyrm may *control water* as a 12th-level wizard.

Dragon: Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Lesser elemental wyrms take a -4 size penalty to Hide checks. Lesser water wyrms receive a +8 racial bonus to Swim checks to avoid hazards. They also get a +2 synergy bonus to Diplomacy, Disguise checks for acting in character, Innuendo checks to transmit a message, and Intimidate. They receive a second +2

synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is included above.

Water Mastery (Ex): A lesser water wyrm gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or the wyrm is land-bound, the wyrm suffers a -4 penalty to attack and damage. Also, a lesser water wyrm can be a serious threat to a ship that crosses its path. The wyrm can easily overturn small craft up to 10 feet in length, and can stop larger vessels up to 20 feet in length. Much larger vessels, even those up to 40 feet in length, can be slowed to half speed.



ADVENTURE SEED

The captain of a merchant vessel that the characters have used in the past is in need of help. On his last run, he was accosted by a lesser water wyrm that demanded tribute from him for crossing the wyrm's territory. The captain, an experienced man, offered up some token goods from the hold, and the wyrm went its way peacefully. When he arrived at his destination, however, the captain realized that, due to an error in labeling, he gave away a barrel of fish in which he had hidden a jeweled pectoral that he was charged with delivering to the church of the sea god. Now he needs some clever adventurers to help him retrieve the pectoral so that he can get it back to the rightful owners before the sea god claims his ship in retribution.

Lhianons are born to the fey but are sent to live in the mortal world. They are uniformly magnetic, captivating, electric individuals. They are models of beauty, and make their livings in human cities posing for artists or smiling on the arms of aristocrats. Lhianons crave attention, literally feed on it, and will not let matters such as love or other people's lives get in their way. They're not evil, just wicked.

Though some tales insist that lhianons are all female, this isn't true. Neither is the belief that they are attracted solely to artists or even craftsmen. Lhianons are drawn to persons with the potential to excel in their field, be they warriors or poets. The potential of these people is like nectar, and lhianons need it to survive. Young lhianons often mistake this thirst for love or lust, but those lhianon that feed enough to grow old learn not to confuse matters. Heartbreak is necessary for a lhianon's survival.

Lhianons are often mistaken for very attractive elves or half-elves, and use the affections of talented souls to their benefit. The naturally radiant power of a lhianon is invigorating, and enhances the powers of mortals even while sapping their finite life. A great many talented folk have been lost to the wiles of lovely lhianons, but most of them are remembered for their vibrant works of art, their valiant deeds in battle, or their magnificent roles in history.



LHIANON

	Medium-size Fey
Hit Dice:	2d6 (7 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	12 (+2 Dex)
Attacks:	Slam +1 melee
Damage:	Slam 1d3 plus Constitution Drain
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Constitution Drain, Spell-like Abilities
Special Qualities:	Inspire Magnificence, Low-light Vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 15, Con 10, Int 13, Wis 15, Cha 20
Skills:	Bluff +14, Concentration +5, Diplomacy +18, Disguise +10 (+12 for acting in character), Escape Artist +3, Gather Information +10, Innuendo +7 (+9 to transmit a message; +9 to intercept a message), Intimidate +7, Knowledge (any one) +6, Pick Pocket +4, Sense Motive +7
Feats:	Combat Casting, Great Fortitude
Climate/Terrain:	Any land, usually urban areas
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class (bard)



Lhianons speak Common, Elven, and Sylvan.

Constitution Drain (Su): A lhianon can choose to drain the life force from any subject she touches, with an attack or not. Lhianons drain 1d4 points of permanent Constitution score from any target who fails a Fortitude save (DC 16). This drain is painless but does not heal naturally; a *restoration* spell can restore it, however. A Constitution score of 0 means the character is dead. A lhianon gains 1 point of temporary Constitution score for every point she drains. Temporary Constitution is lost by the lhianon at a rate of one point per day, and lhianons must drain at least one point of Constitution per week or become exhausted until they feed again; exhausted characters move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. When exhausted, a lhianon must make a Will save (DC 20) each time the opportunity to use her Constitution Drain ability presents itself and she decides to resist the urge.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Inspire Magnificence (Su): Lhianons have the ability to inspire magnificence in mortals, but must be in physical contact with the target for the inspiration to be effective. A lhianon may either double the target's skill ranks in a single skill, or allow access to a single general or item creation feat. The subject must already fulfill all or all but one of a feat's prerequisites to enjoy its effects. Inspired feats can even be used to fulfill the prerequisites of other feats, which subsequently become useless when the inspiration is lost. A lhianon never uses this ability without simultaneously draining Constitution. Magnificence afforded by a lhianon lasts a number of days equal to the Constitution drained from the subject.

Skills: Lhianons receive a +2 synergy bonus to Diplomacy, Disguise checks for acting in character, Innuendo checks to transmit a message, Intimidate, and Pick Pocket. They receive a second +2 synergy bonus to Diplomacy checks, and to Innuendo checks





LHIANONS AS CHARACTERS

Most Lhianons pursue character classes favored by their lovers and victims. Thus, Lhianon fighters might turn up in a military encampment, while Lhianon rogues or aristocrats might find their way into the royal court. A Lhianon's favored class is bard, however. It's in their blood.

NEW MINOR ARTIFACT: MUSINGS ON THE INSPIRATIONS OF SPRINGTIME

Edwyrd Wat Jameson, a lesser-known realist painter whose career was cut short during a spectacular holiday with his Lhianon wife, painted *Musings on the Inspirations of Springtime* the morning after his honeymoon. The work features remarkably detailed vineyard landscapes populated by nebulous, almost abstract images of figures in action. What, exactly, those figures are up to is difficult to say. Different viewers find the figures doing different things.

Anyone who looks directly at the painting is supernaturally affected by the image. First, roll 1d6 to determine what the viewer sees.

D6	IMAGE
1-2	Figures are making love.
2-3	Figures are fighting.
5-6	Figures are writhing in anguish.

Once the subject matter has been determined, the viewer must succeed at a Will save (DC 20) or become flooded with impulses of love, violence, or anguish determined by the activity he saw in the painting. On a failed save, the viewer must succeed at a Will save each day as the painting fills and then dominates his thoughts (DC 10 the first day, +5 each day thereafter). When a Will save is finally failed, the viewer is compelled to take romantic, violent, or sorrowful action on the first person encountered for some logical (but exaggerated) reason drawn from the viewer's psyche. A successful Will save on a later day suspends the effects. A *remove curse* spell breaks the effect.

Caster Level: 15th; **Weight:** 8 lbs with frame.

to intercept a message. Finally, Lhianons get a +4 racial bonus to Bluff and Diplomacy checks. These are worked into the above stats already.

Spell-like Abilities: A Lhianon can use the following spells as if cast by a 2nd-level sorcerer, though the Lhianon must be in contact with her target for them to work. The DC to resist these abilities is 15 + the spell level.

- 1/day — *suggestion*
- 3/day — *charm person*, *sleep*
- At Will — *deathwatch*

ADVENTURE SEEDS

It might be possible to strike a balance between a Lhianon's need for mortal life and a mortal's need to live. Although it's never been done successfully, there's no better reason to try than true love. What if a PC were to discover his lover was a Lhianon? Could there be a greater deed than to overcome this monster without violence and win the prize of lasting love?

Once a Lhianon's identity is revealed, it is usually driven off or slain. A single, clever Lhianon might maintain affairs with many victims across a single city or many kingdoms, slowly feeding off each one. Imagine a city's greatest wizard, bravest fighter, and wealthiest thief discovering they share the same mistress. Imagine that princesses from two rival nations learn they love the same man. These sorts of revelations could place a city in turmoil or spark war between kingdoms. If only the true nature of this creature could also be revealed, peace might be restored.



Into every age a collection of heroes is born to battle evil, to enforce the will of the gods, and to inspire the common people with their deeds and words. Some call them "god-born"; others call them the "fated." Regardless of appellation, these heroes are the stuff of legend. Unfortunately, the world is a cruel place and not every destiny goes according to plan, even if it is a divine one. When the forces of evil gain the upper hand the world suffers for it. War rages, countless thousands die, and among the casualties lay the corpses of these would-be heroes, struck down in their most vulnerable hour — during their infancy. While the souls of most children transcend the world of the living, the souls of these slain young fated are trapped between life and death. Called "limbo infants" by the ecclesiastics, these ghost children are all that remain of the legendary heroes they would have one day become.

In the years following the child's transition from life into undeath, a turbulent storm of raw, unfettered emotion dominates its worldview. Visions of its forgotten future keep it a prisoner of its own mind while it adjusts to the tragedy that has befallen it. Anyone living near the new limbo infant suffers from awful nightmares mirroring the child's anguish. During its vision-induced torpor, a limbo infant appears the same age as it was at the time of death. A fine layer of gray ash coats the child, masking it from the outside world.

Eventually, the visions dissipate and the infant shade, by now quite insane, emerges from torpor. It then begins a quest that it believes will restore its denied birthright, allowing it to return to life. Unfortunately, everything it perceives is filtered through a camera obscura that interprets the world (and its inhabitants) as actors in its own private passion play. As other people



LIMBO INFANT

	Small Undead (Incorporeal)
Hit Dice:	12d12 (78 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 80 ft. (good)
AC:	18 (+1 size, +1 Dex, +6 natural)
Attacks:	Soul Touch +7/+2 melee, or Soul Anchor +7/+2 melee
Damage:	Soul Touch 1d8 plus 1d4 Wis drain, Soul Anchor (special)
Face/Reach:	5 ft. x 5 ft./5ft.
Special Attacks:	Soul Anchor, Soul Touch
Special Qualities:	+2 Turn Resistance, Camera Obscura, Darkvision 60 ft., Dream Presence, Immunities
Saves:	Fort +4, Ref +5, Will +14
Abilities:	Str —, Dex 12, Con —, Int 13, Wis 19, Cha 15
Skills:	Balance +3, Diplomacy +4, Hide +13, Innuendo +4 (+6 to intercept a message), Jump +2, Knowledge (history) +7, Listen +13, Search +13, Sense Motive +13, Spot +13, Tumble +13
Feats:	Improved Initiative, Alertness, Blind Fight, Iron Will
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double goods and magic items
Alignment:	Usually chaotic neutral
Advancement:	13–16 HD (Small), 17–20 HD (Medium-size)



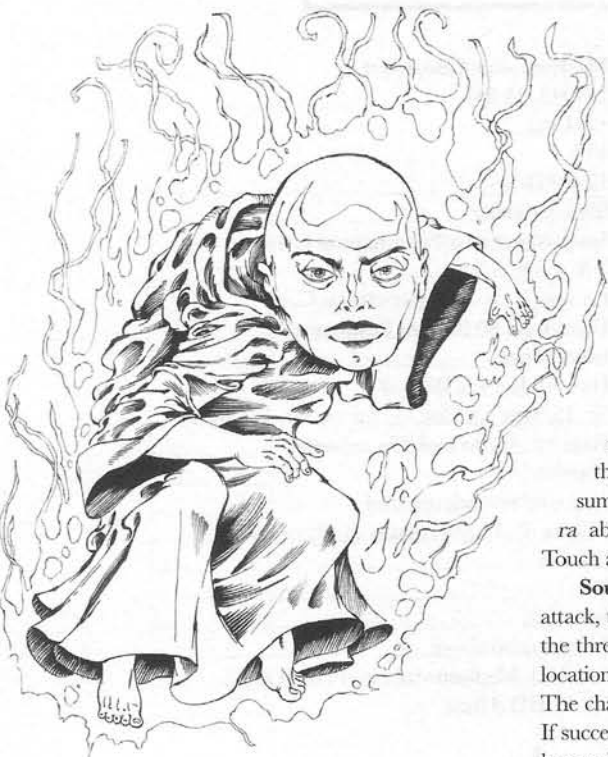
If a limbo infant has existed for a considerable length of time it probably won't speak any modern languages, preferring instead to communicate in the tongues of the time period in which it was born. Occasionally it slips into dialects that haven't yet evolved, echoes of the future that once awaited the child.

Camera Obscura (Su): Any character within range of the limbo infant (15 ft. per Hit Die) is affected by the shade's indomitable will. He must make a single Will save (DC 20) to avoid being subsumed by the fated's delusion, allowing the limbo infant's perceived reality to replace his own. A successful saving throw means the character resisted the mental assault that round and is, at best, only peripherally aware of the warping visions that may be affecting his comrades. A failed saving throw means the character now believes in the same reality as the limbo infant, with his perceptions changing accordingly. Affected characters don't lose their fundamental personalities and moral beliefs, however. For example, if the limbo infant believes himself to be the lost heir to the sunken ocean kingdom of Golan, and the people

around him to be barbed fish tyrants, then the affected character believes likewise but won't necessarily support the heir. While within the radius of effect, subsumed characters must wait 1d20 hours before they can make another Will check (DC 25). A *dispel magic* spell cast upon the affected character allows the character to make instant Will save (DC 25) with a +1 roll bonus per level of the caster. A success means he breaks the enchantment; a failure means the spell continues to be in effect as per above. If subsumed characters leave the radius of effect, the spell wears off in 1d20 rounds.

Dream Presence (Su): Sleeping characters or creatures within a range of the limbo infant (1 mile per Hit Die) share its disturbing visions as part of their dreams. There is no save to resist the initial charm, but a character must make a Will save (DC 12) to awaken from such sleep. If the save fails, the character continues to sleep for an additional 1d20 hours, after which time she can roll another Will save (same DC). The *dispel magic* spell neutralizes this effect, awaking an affected character instantly.





Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Skills: Limbo infants receive a +4 size bonus to Hide checks. They receive a +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. They receive a second +2 synergy bonus to Balance and Jump checks, a +3 dodge bonus to AC when fighting defensively or taking a full-round action, and a +6 dodge bonus to AC when on total defense. These skill bonuses are included in the above stats.

Soul Touch (Su): The touch of a limbo infant can twist the threads of a living creature's fate. In addition to physical damage, a soul-

touched character's Wisdom score decreases by 1d4 points each time it is affected by this attack. Temporary Wisdom damage returns at the rate of 1 point per day. When a character's Wisdom decreases to 0 in this manner, he falls unconscious and takes 1d4 points of permanent Wisdom drain. Unconscious characters awaken when their Wisdom score returns to at least 1, but permanent ability drain can only be regained through magical means. Characters subsumed by the limbo infant's *camera obscura* ability take no Wisdom loss from Soul Touch attacks, only physical damage.

Soul Anchor (Su): On a successful touch attack, the limbo infant can attempt to anchor the threads of a character's fate to the physical location she currently stands, sits, or lays in. The character must make a Will save (DC: 20). If successful, she suffers no ill effect; if she fails, her soul is then locked to that spot for the next 1d12 rounds, beginning immediately. For every foot beyond that point the character moves, she suffers 1d4 points of damage and 1 temporary point of Wisdom score damage. Temporary ability damage returns at a rate of one point per day. When an affected character's Wisdom decreases to 0 in this manner, she falls unconscious. Characters subsumed by the limbo infant's *camera obscura* ability take no Wisdom loss from Soul Touch attacks, only physical damage.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the creature's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them.

and creatures spiral into its radius of influence, it gradually forces them to assume the roles its troubled mind assigns them. Sheer determination and willpower allow it to temporarily affect the world of the living, bending the destinies of others to accommodate it. Given enough time, these changes could eventually become permanent, possibly resulting in whole nations slipping through the cracks of reality and becoming part of a world that is neither here nor there. Left in the wake of these disappearances would be magically dead zones filled with primordial life, almost as if civilization never arose there in the first place.

The longer a limbo infant survives the "older" it grows, aging one year for every 100 that pass in the mortal realm. Normally, it is a translucent, almost invisible creature, but it can become more substantial-looking when it so wishes. In this form, its clothes and trappings are dim and look washed out, its skin is ashen, and a slight halo of pale white mist envelops its body.

ADVENTURE SEEDS

Once destined to be the thief-king of a major city, a limbo infant appears in the sewers below that city's poorest ward. Those he subsumes believe themselves to be members of his guild. Strangely, they only steal copper, believing it to be "alchemist's gold, the most precious substance known to man."

An ancient limbo infant turns a rural farm community into a crude facsimile of a magical city from legend. Word spreads that she is hosting a grand tournament, and invites the land's greatest warriors to compete for her hand in marriage. Compelled by curiosity, scores of people arrive daily, invariably falling under her spell.

Through arcane processes, a mass of cobwebs may be animated and strengthened, changing it into an entity known as living webs. The magic animating these webs grants not only the ability of limited movement, but also imbues the living webs with a preternatural cold that can sap the strength from the bones of the unwary. Living webs colonies are voracious, hungering for the warmth of the living. For this reason, evil priests and necromancers are fond of using these creatures as guardians to protect their dark practices against adventurers, tomb robbers, and the like.

Living webs appear exactly like their mundane counterparts. Colonies of these voracious strands are usually quite thick and generally concentrated in rather small areas. Bones of past victims litter the area, sometimes with a skull or even an entire skeleton suspended in the living webs. The display of past victims' remains tends to alert adventurers to some danger lurking within the webs, often causing them to completely disregard the living webs themselves as the real danger. Living webs then attack with surprise, attempting to wrap victims in bone-chilling strands.



LIVING WEB

	Medium-size Construct
Hit Dice:	2d10+3 (14 hp)
Initiative:	+2 (Dex)
Speed:	10 ft.
AC:	12 (+2 Dex)
Attacks:	Slam +4 melee
Damage:	Slam 1d4+4 plus Preternatural Cold
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Improved Grab, Preternatural Cold
Special Qualities:	Darkvision 60 ft., Fire Resistance 10, Immunities
Saves:	Fort +0, Ref +2, Will -5
Abilities:	Str 16, Dex 15, Con —, Int —, Wis 1, Cha 1
Skills:	Hide +2 (+12 to look like cobwebs)
Feats:	Toughness
Climate/Terrain:	Any land or underground
Organization:	Cluster (2–4), community (5–9), or colony (10–20)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	3–5 HD (Medium-size), 6–9 HD (Large), 10–14 HD (Huge)



Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

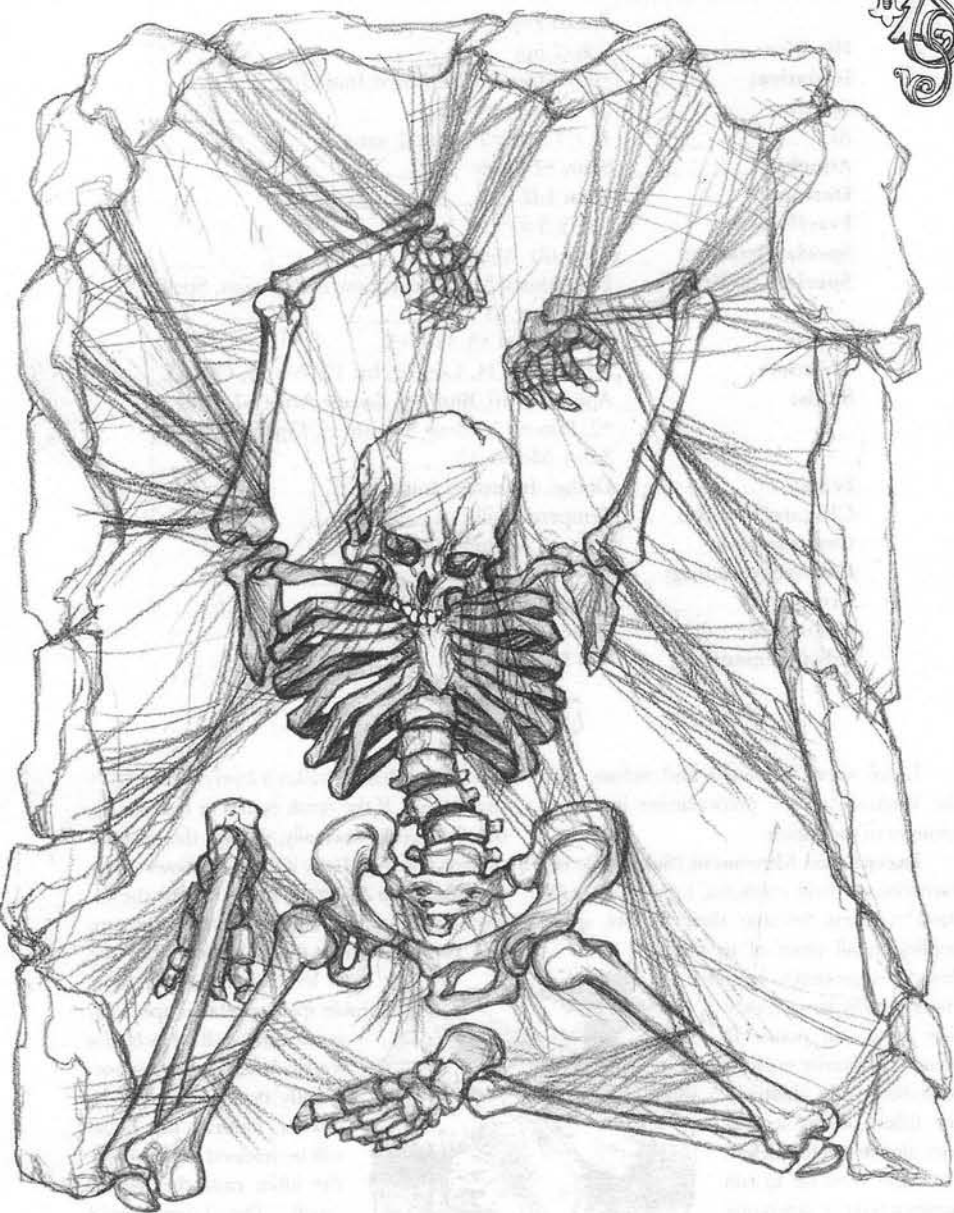
Feats: Living webs receive the Toughness feat free as a racial bonus.

Fire Resistance (Ex): Living webs ignore the first 10 points of mundane fire damage done to it each round. The creature still makes saving throws normally, and magical fire always inflicts maximum damage.

Improved Grab (Ex): If the creature hits an opponent of at least the same size category as itself or smaller with its slam attack, it deals normal damage (1d4 plus Preternatural Cold) and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals normal slam damage.

Preternatural Cold (Su): Living webs channel cold from beyond the grave, inflicting an additional 1 point of damage each time they make a successful slam attack. Any creature suffering a loss of 3 hit points in one encounter due to this cold effect must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Strength damage. Each additional point of cold damage requires another Fortitude save. A character with a Strength score of 0 falls to the ground and





is helpless. Temporary ability damage returns at a rate of one point per day.

Skills: Living webs appear exactly like normal cobwebs; they receive a racial Hide bonus of +10 to mimic their mundane cousins. This is included above.

Web Wrap (Ex): If the creature makes a second successful grapple check after a grab, it enfolds its prey in its own body. The prey must be up to the same size category as the living webs for this attack to work. Damage is 1d4 plus Preternatural

Cold each round. A Wrapped creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 5 points of damage to the webs (AC 12). Once the creature exits the webs, the hole closes; another Wrapped opponent must again cut its own way out. Living webs of Medium size can hold 1 Medium-size, 2 Small, 4 Tiny, 8 Diminutive, or 16 Fine or smaller opponents.

ADVENTURE SEEDS

• Legends of a powerful magic item state that the thief who filched it fled into a nearby dungeon complex known to be home to an enormous colony of living webs. Neither the thief nor the magic item has ever been seen again. The characters attempt to find the thief's web-shrouded skeleton still possessively clutching the item.

• A nearby woodland is becoming clogged with living webs. Animals flee the place, travelers avoid the roads throughout the forest, and no cause can be found for this strange terror. When the road is finally smothered with the things, the PCs will have to find a solution in order to pass. Has some spider-like menace enacted a plan to take control of the forest? Are the webs actually assassins for some treant in the woodland? Perhaps, instead, the forest's living webs are just a tremendous and wicked exaggeration of any average web: they could be a trap for heroic sorts just like the PCs.

One of the least of the faerie folk, the diminutive lubin uses its few magical talents to extort treasure from travellers and adventurers. A lubin stands a portly 2 to 3 feet tall, and wears the typical peasant dress of the region, adapted to accommodate the lubin's short, fine-haired tail. Both male and female lubin wear their heads bare, revealing a pair of blunt horns similar to those of a juvenile ram, and goat-like beards. In temperament, lubin are fun-loving and jocular; they enjoy leading victims on a merry chase (even ones in which they get caught) as much as gaining a fine item for their stores.

When a lubin spies a likely victim, it positions itself in the middle of the path or roadway, attempting to halt the traveller. In a cheery, conversational tone, it will demand a toll (usually between 1% and 10% of what the person carries on his person). If refused, it will freeze its victim magically in place and threaten dire escalation that it cannot deliver.

The lubin taunts the victim as it departs, laboring its breath as it slowly jogs away in order to make the option of pursuit seem viable. At this point, the lubin's ability to run over any surface as if it were open ground comes to the fore, equalizing races even with fleet-footed centaurs or forest-savvy rangers.

ADVENTURE SEED

A successful lubin will amass large amounts of treasure, until its favorite haunts become so well known that the supply of potential victims dries up. When that happens, it has to move its operations to a new location. A party making its way through the wilderness will be surprised to see a lubin struggling under the weight of its collected riches, waddling its way to a new hideout... but possibly not as surprised as the suddenly vulnerable faerie.



LUBIN

	Small Fey
Hit Dice:	2d6 (7 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	25 ft. (any terrain)
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d2
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell-like Abilities
Special Qualities:	Exceptional Movement, Low-light Vision, Spell Resistance 15
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 13
Skills:	Appraise +10, Bluff +6, Escape Artist +7, Hide +2, Listen +1, Move Silently +7, Open Lock +7, Sense Motive +5
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Temperate hills
Organization:	Solitary or family (2-3)
Challenge Rating:	1
Treasure:	Double standard
Alignment:	Always chaotic neutral
Advancement:	3-6 HD (Small)



Lubin speak Common and Sylvan, plus the language of the predominant intelligent creature of the region.

Exceptional Movement (Su): While not exceptionally swift creatures, lubin can escape most pursuers because their 25-foot speed applies to all types of terrain, from open ground to jumbled ruins to sticky tar to the surface of a still pond. If chased, it merrily exploits its multi-terrain ability to the fullest, letting a pursuer almost catch it before the lubin veers off to run across a river or down one side of an open pit, across its bottom, and then up the opposite wall. If the lubin becomes fearful for its life, it can lead a pursuer into increasingly dangerous terrain (jagged rocks, narrow ledges, pits of vipers, etc.), in hopes of dissuading, rather than killing, a pursuer.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the crea-

ture, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 15, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: Lubin can use the following spells as if cast by a 10th-level sorcerer.

The DC to resist these abilities is 11 + the

spell level. Only one of these lubin spells can be in operation at one time, so if it has *held* a warrior's horse but subsequently decides to *hold* the warrior himself, the horse will be released the moment the lubin casts the second spell. The lubin's *hold monster* spell is ineffective against other fey creatures. While a *held* opponent would be an easy target for a melee attack, lubin usually refrain from such activity (although

they are not above *threatening* such an attack). A lubin's *hold portal* spell is more versatile than that cast by most spellcasters. While it can easily hold closed the door of a passing carriage, it can also be used to seal the flap on a saddle bag, or secure a sword in its scabbard.

At Will — *hold monster, hold person, hold portal*



LURE TREE

	Huge Plant
Hit Dice:	12d8+60 (114 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
AC:	16 (-2 size, +8 natural)
Attacks:	2d4+2 impaling roots +15/+10 melee, and numb sap +2 ranged
Damage:	Impaling roots 2d6+8 each, numb sap (special)
Face/Reach:	10 ft. x 10 ft./15 ft. (45 ft. reach with impaling roots)
Special Attacks:	Numb Sap
Special Qualities:	Damage Reduction 10/silver, Immunities, Tremorsense 100 ft.
Saves:	Fort +13, Ref +4, Will +4
Abilities:	Str 26, Dex 10, Con 20, Int —, Wis 10, Cha 8
Climate/Terrain:	Temperate forest
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard coins, no goods, standard items
Alignment:	Always neutral
Advancement:	13–24 HD (Huge), 25–36 HD (Gargantuan)



Anyone approaching within 30 feet of a lure tree might notice a rotting corpse concealed within its leaves if he succeeds at a Spot check (DC 25).

A single attack with a slashing weapon that deals at least 18 points of damage will sever an impaling root (AC 16). A root that is severed cannot attack until it has regrown, which requires 3d4 months.

Damage Reduction (Su):

The creature ignores 10 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.

Numb Sap (Ex): For every round that a creature

remains under the wide canopy of the tree's branches he is subjected to a dripping sap

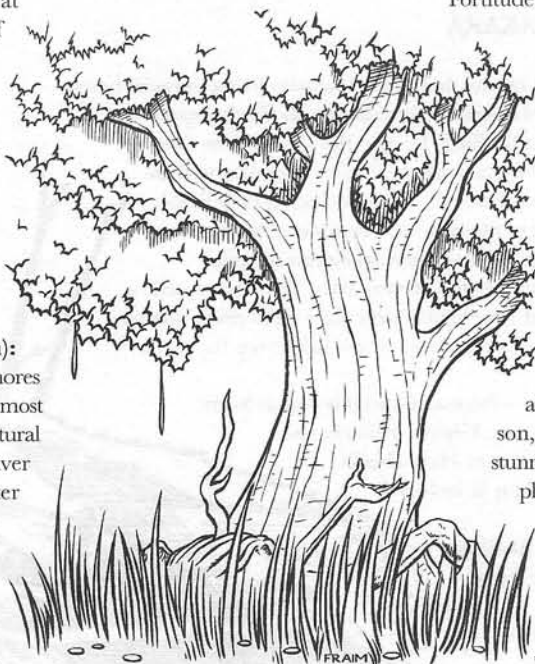
attack from the limbs above, requiring a repeated Reflex save (DC 16) to avoid. If touched by the lure tree's golden sap, whether it is in its solid or liquid form, the creature suffers paralysis for 3d6 rounds unless a successful

Fortitude save (DC 21) is made. Paralyzed characters stand rigid and helpless, unable to move or act physically. They have effective Strength and Dexterity scores of 0 but may take purely mental actions.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Lure trees have

Tremorsense at a

range of 100 feet instead of the Low-light Vision most plants have.



Though these plants appear much the same as any other mundane deciduous tree one might encounter, their need for the nutrients derived from rotting flesh sets them apart. In order to lure victims to it, the tree's branches exude a golden sap that drops to the ground, hardening within minutes into a rough disk that appears much like a shining coin from a distance. A passerby seeing the glint of gold laying beneath a tree is very likely to investigate, but touching one of the "coins" has dire consequences.

Should a greedy passerby or curious animal fall to the paralytic effect of the hardened sap, the lure tree will then try to slay its victims with its previously buried impaling roots. Targets that initially resist paralysis may still succumb if the tree succeeds in dripping some of its paralytic sap on the victim from its branches. Once the tree's victim is dead, it uses its impaling roots to hide the corpse in the tree's waiting branches where it will be left to decay, feeding the lure tree as the flesh rots off and falls upon the ground below, where the tree's root system can absorb it.

ADVENTURE SEED

Local children have been going missing with increasing frequency of late. Eventually the player characters learn that the kids have been chasing rumors of a "gold-giving tree" that resides deep in the nearby woods. How many of the children will still be alive by the time the PCs reach the lure tree, numbed beneath its canopy in store for a later meal?

Along the river banks and ocean shores of Hind and the countries neighboring it, and in the warm ocean to its south, the makara is a menace almost as common as the more natural predators to which it is related. There are two varieties of makara: a crocodile offshoot that prowls the shorelines, and a shark variant found in deeper waters. At rest, both appear to be normal, although smallish at 6 to 7 feet long, specimens of their type; it's only when hungry that they display a different hunting method than their mundane cousins.

Both types of makara have the ability to transform their upper bodies into illusions of other creatures, in hopes of luring victims into the water where they can attack as any other crocodile or shark would. Neither type of makara speaks any humanoid languages, but from repeated exposure both can mimic the sounds of humanoids (and other animals) in distress, allowing them to make convincing incoherent screams and squeals.

Often real sharks and crocodiles live or travel near makaras, hoping to share their catches. Makaras try to chase these interlopers away, as they can spoil the illusions being crafted, but as they are smaller than their normal cousins and since their illusions have little affect on other underwater predators, once a pack of crocodiles or sharks has "adopted" a makara it is likely to stay until the association turns unprofitable.

LITTORAL MAKARA

The crocodilian littoral (or shoreline) makara prefers to appear as a drowning creature, such as a goat or human child, struggling in the water. It splashes about trying to attract rescuers, while the mud it churns up in its feigned struggles helps to hide its lower body from view.

MAKARA

LITTORAL MAKARA

	Medium-size Magical Beast (Aquatic)
Hit Dice:	3d10+6 (22 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 30 ft.
AC:	15 (+1 Dex, +4 natural)
Attacks:	Bite +6 melee, or tail slam +6 melee
Damage:	Bite 1d8+4, tail slam 1d10+4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Improved Grab
Special Qualities:	Darkvision 60 ft., Low-light Vision, Spell-like Abilities, Immunities
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 17, Dex 12, Con 15, Int 3, Wis 12, Cha 10
Skills:	Hide +5 (+17 when submerged), Listen +3, Spot +3, Swim +3 (+11 to avoid hazards)
Feats:	Improved Initiative
Climate/Terrain:	Warm marsh and aquatic
Organization:	Solitary or pod (1 littoral makara plus 6–11 crocodiles)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–5 HD (Medium-size)



LITTORAL MAKARA

Feats: Makara receive Improved Initiative free as a racial bonus.

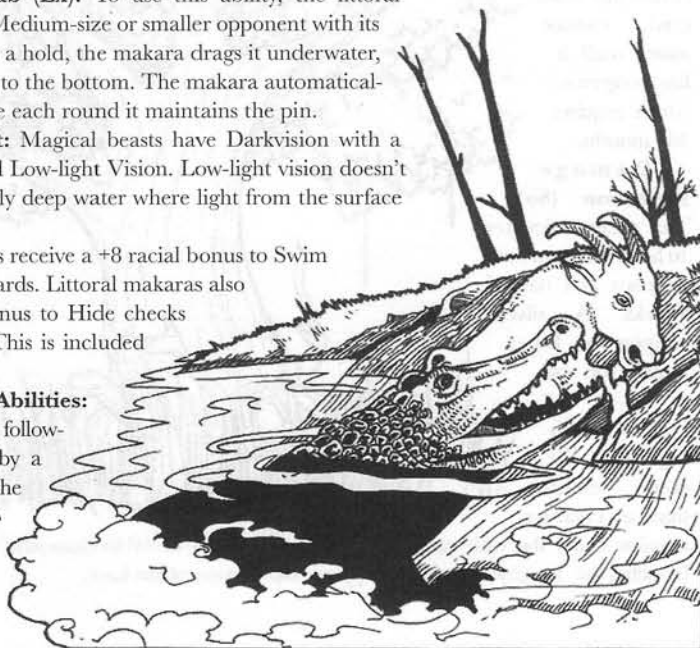
Immunities: Makaras are immune to all Illusion spells.

Improved Grab (Ex): To use this ability, the littoral makara must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the makara drags it underwater, attempting to pin it to the bottom. The makara automatically deals bite damage each round it maintains the pin.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision. Low-light vision doesn't function in extremely deep water where light from the surface doesn't penetrate.

Skills: Makaras receive a +8 racial bonus to Swim checks to avoid hazards. Littoral makaras also get a +12 racial bonus to Hide checks when submerged. This is included above.

Spell-like Abilities: Makara can use the following spell as if cast by a 4th-level sorcerer. The makara uses it to cloak its upper body in an illusion of its own choosing,





PELAGIAN MAKARA

	Medium-size Magical Beast (Aquatic)
Hit Dice:	3d10 (16 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Swim 60 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Immunities, Keen Scent, Low-light Vision, Spell-like Abilities
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 12, Dex 15, Con 11, Int 3, Wis 12, Cha 10
Skills:	Listen +5, Spot +5, Swim +1 (+9 to avoid hazards)
Feats:	Improved Initiative
Climate/Terrain:	Aquatic
Organization:	Solitary or school (1 pelagian makara plus 2–5 sharks)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium-size)

accompanying it with a variety of noises, but not comprehensible speech. The Will save DC to resist this ability if interacting with the illusion is 12.

At Will — *minor image*

PELAGIAN MAKARA

Feats: Makara receive Improved Initiative free as a racial bonus.

Immunities: Makaras are immune to all Illusion spells.

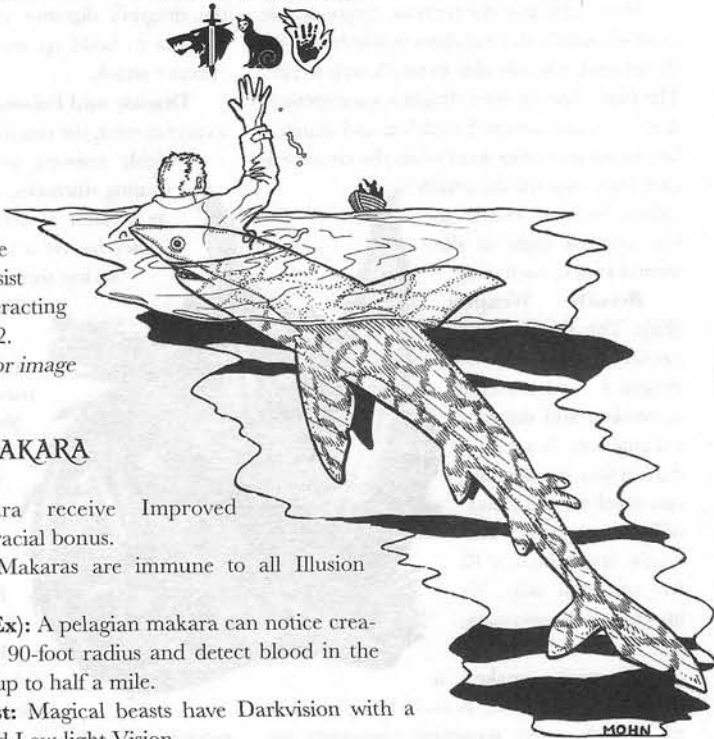
Keen Scent (Ex): A pelagian makara can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to half a mile.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Makaras receive a +8 racial bonus to Swim checks to avoid hazards. This is included above.

Spell-like Abilities: Makara can use the following spell as if cast by a 4th-level sorcerer. The makara uses it to cloak its upper body in an illusion of its own choosing, accompanying it with a variety of noises, but not comprehensible speech. The Will save DC to resist this ability if interacting with the illusion is 12.

At Will — *minor image*



ADVENTURE SEED

As the PCs travel through a small village in a foreign land, suddenly they come upon a child screaming and splashing in the river four or five yards offshore. None of the villagers leap to its rescue; instead, they carefully study it for a few moments and then return to their normal chores.

If the heroes pause to question the villagers about this bizarre neglect, they'll be told that the "child" is just an illusion spawned by a river makara. The village is so small that everyone knows everyone else; once each was satisfied that the child wasn't someone he or she recognized, they went back to their lives. But what sort of heroes would hesitate to leap into the churning waters without stopping to ask questions?

PELAGIAN MAKARA

The shark-like pelagian (or open water) makara generally positions itself vertically in the water to attract victims, its head mimicking a smaller fish idling near the surface of the water in hopes of luring sea birds into range; the makara's lower body is concealed in the depths. But when it encounters passing ships it can imitate a man fallen overboard, a friendly dolphin, or some other creature likely to interest mariners, raising its forward half out of the water temporarily for the purpose.

ADVENTURE SEED

During an ocean voyage, the party encounters a group of friendly merfolk. Later that day, the PCs see one of their new friends struggling in the water, the tail and dorsal fin of a shark becoming momentarily visible above the foam. There's no blood visible in the water, but the fight looks desperate, and there may only be moments to decide on a course of action!

The marrow dragon is a scavenger, competing with vultures and other eaters of carrion. While it eats all kinds of fleshy remains, its name comes from its special fondness for bone marrow. To get at the tasty treat, the dragons drop bones from a great height and break them apart on the hard rocks below. Marrow dragons channel the spirits of the creatures whose marrow they consume. While the dragons themselves are not particularly intelligent, if they eat the remains of a sentient being, they will speak in its voice and possess its memories. This adds to the desire of nearby sentient creatures to keep the lizards away from their dead; nothing quite defiles the memory of the dearly departed like a winged lizard telling you your great-aunt's personal secrets in her own voice, while scratching itself immodestly. The marrow dragon seems not to be aware of the meaning of this display; the voice coming out of its mouth is just an odd result of eating tasty marrow, not much different from belching.

Marrow dragons lay eggs in nests high up on cliff faces. After mating in the air, the female lays a solitary egg in a nook with southern exposure, where it will be warmed by the sun. Then she abandons it.

ADVENTURE SEED

A thousand years ago, Khalil the Gray defended his kingdom against a horde of demons by speaking the secret name of their demon lord. He imprisoned the demon deep beneath his city, and ensured generations of peace. Now the demon has been freed — and only its true name will deliver humankind from its predations once more. The only problem is that the name was forgotten a thousand years ago; no one but Khalil ever knew it.

Fortunately, his grave can be located, and it still contains most of his bones. A pilgrimage must be made to gather his bones and take them to a marrow dragon, who might then be possessed by the memories of Khalil and thus answer the urgent question of the demon lord's name.

MARROW DRAGON

Small Dragon	
Hit Dice:	4d12+4 (30 hp)
Initiative:	+3 (Dex)
Speed:	15 ft., fly 120 ft. (poor)
AC:	19 (+3 Dex, +5 natural, +1 size)
Attacks:	Bite +7 melee and 2 claws +3 melee
Damage:	Bite 1d6+2, claws 1d4+1 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Darkvision 60 ft., Low-light Vision, Disease and Poison Resistance, Immunities, Voice of the Dead
Saves:	Fort +5, Ref +7, Will +4
Abilities:	Str 14, Dex 16, Con 13, Int 2, Wis 11, Cha 7
Skills:	Balance +5, Climb +3, Jump +3, Listen +1, Spot +5
Feats:	Weapon Finesse (claw)
Climate/Terrain:	Warm mountains
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5 HD (Small), 6–8 HD (Medium-size)



When airborne, the marrow dragon is able to attack with both hind claws and its bite. If on the ground, it is only able to attack with its bite. The hind claws of these dragons are extremely dexterous, and are used to pick at and manipulate bones and other food while the creature is aloft high over the mountain valleys. Its front "claws" are tiny vestigial digits at the second joint of each wing.

Breath Weapon

(Ex): The breath of the carrion-eating marrow dragon is used primarily to weaken and disorient attackers. As a standard action, the dragon can expel a small cloud of foul fumes, which fills a cube approximately 10 feet on each side. No attack roll is necessary, but creatures inside this cloud must make a Fortitude save (DC 12) to avoid being nauseated for 2d6 turns; nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention other than taking a single move or move-equivalent action per turn. After it has expelled the noxious gases from its gut, it takes four hours for

the dragon's digestive system and symbiotic bacteria to build up enough gas for another effective attack.

Disease and Poison Resistance (Ex): As a carrion eater, the marrow dragon needs to be highly resistant to toxins and disease-causing microbes, which often build up as a result of decay in rotting matter.

They receive a +6 bonus on Fortitude saving throws against poison and disease.

Dragon: Dragons are immune to sleep and paralysis effects. Dragons also have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Marrow dragons receive a +2 racial bonus to Balance checks, as they use their wings to stabilize themselves.

This is included above.

Voice of the Dead (Su): A marrow dragon is possessed with the memories and voice (but not the intelligence or other mental qualities) of any intelligent being whose marrow it consumes. This functions essentially like a *speak with dead* spell, but with a duration of 2d4 hours. A complete corpse is not needed, since the dragon's mouth voices the answers from the spirit of the departed.



MOCK FAMILIAR



	Small Shapechanger (Bi-Planar)
Hit Dice:	1d8+1+3 (8 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Fly 50 ft. (perfect)
AC:	19 (+1 size, +2 Dex, +6 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d4+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Improved Grab, Swallow Whole, Temporal Stasis
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Divine Allergy, Manavore, Polymorph, Usurp Cord
Saves:	Fort +3, Ref +4, Will +5 and special (see below)
Abilities:	Str 12, Dex 14, Con 12, Int 13, Wis 17, Cha 24
Skills:	Bluff +9, Disguise +7 (+17 to impersonate familiar), Escape Artist +5, Knowledge (arcana) +4, Listen +4, Open Locks +4, Pick Pocket +8, Search +6, Sense Motive +4, Spot +6, Use Magic Device +10
Feats:	Improved Initiative, Toughness
Climate/Terrain:	Any land where arcane magic is practiced
Organization:	Solitary
Challenge Rating:	3 + one half the level of the magic-user the mock familiar is linked to
Treasure:	Double items (small portable magic items only)
Alignment:	Always chaotic neutral
Advancement:	2–3 HD (Medium-size), 4–5 HD (Large)



Mock familiars can speak Common, Elven, and Draconic.

Bi-Planar Subtype (Su): The mock familiar exists partially in both the Ethereal Plane and the Material Plane. The stomach of the mock familiar exists on the Ethereal Plane and is invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane, while its mouth exists in the Material Plane. If observed with *see invisible* or *true seeing*, the mock familiar's fleshy transparent stomach can be seen hanging behind its body, even if the creature is *polymorphed*, along with the captive familiar it currently has consumed, revealing its true nature. A Bi-planar creature interacts with both ethereal creatures and objects, and with the Material Plane normally. A Bi-planar creature can see and hear normally into both the Material Plane and the Ethereal Plane. Bi-planar creatures move as their speed indicates, and material objects block them normally; they can't see through

them. As a move-equivalent action, the mock familiar can withdraw its mouth into the Ethereal Plane and act as a normal ethereal creature, or push its floating stomach back into the Material Plane to become a normal material creature.

Damage Reduction (Su): The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Divine Allergy (Ex): Mock familiars have a rarified diet; they cannot stomach the richness of divine magic. Any divine spell cast upon a mock familiar forces it to make a Fortitude save (DC as normal for a spell of its level) or else vomit the familiar currently in its stomach back into the Material Plane.

Improved Grab (Ex): If the creature hits an opponent of at least the same category smaller as itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without

The mock familiar is adapted to do one thing, and one thing only: to capture the familiars of wizards and sorcerers, and feed upon the magic of their masters. The mock familiar's natural form is a floating pale green ring of flesh fringed with twelve thin tentacles, behind which floats a long, translucent sack that acts as the creature's stomach. On the end of each tentacle is a retractable eye, similar in appearance to those of a snail or a slug. The mock familiar's floating mouth-ring exists in the material world, while its body — little more than the floating stomach — remains ethereal.

Mock familiars seek out the familiars of wizards and sorcerers, often approaching them while a party sleeps, and consume them. The mock familiar cannot feed on flesh, but once drawn through the thing's maw the familiar is trapped and rendered unconscious. The mock familiar then shapeshifts into the form of the familiar, and begins impersonating it. The magical qualities of the mock familiar allow it to tap into the mystic cords that bind familiar and spell-user, and if all goes well this switch goes unnoticed.

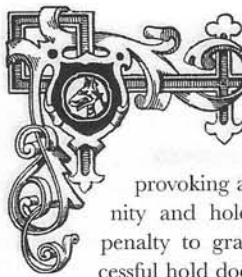
From then on, the mock familiar feeds on the magic of the spellcaster it is now linked to. During this time, the mock familiar grows in strength as its "master" weakens. Eventually, it absorbs enough magical energy to reproduce itself, and the mock familiar splits in two. For a brief moment, the captive familiar is expelled into the ethereal world and is free, but must now face two mock familiars. The mock familiar that manages to re-swallow a true familiar may continue feasting upon its master's magic as normal. The less fortunate offspring flies off in search of a familiar of its own.



The mock familiar is content to continue its charade until it is discovered for what it is. It then flees with any consumed true familiars in tow. If it escapes it will try to find another familiar to impersonate, flushing out the old one from its stomach when it locates a new target. Familiars so expelled are sent into the ethereal world, where they might attempt to find their arcane companion and beg for a rescue if they are able to communicate with him.

ADVENTURE SEEDS

☛ The PCs return to the mage's guild of one of their companions. When they arrive, they discover that the mages of the guild are having difficulty casting spells, and some seem to be getting sick. The head of the guild believes it to be a magical plague. The truth of the matter is that an ambitious guild member has made a deal with a mock familiar, setting it and its progeny upon those she sees as rivals. The only problem with her plan is that she has many imagined rivals, and not enough mock familiars to affect them all; some of the mock familiars are having to do double or triple impersonation duty. Thus, all the familiars of the guild are never seen at once. If the PCs decide to



MOCK FAMILIAR

provoking an attack of opportunity and holds him with a –20 penalty to grapple checks. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals bite attack damage.

Manavore (Su): A mock familiar can feed off the magic of a wizard or sorcerer that it is connected to through an usurped familiar bond. For the first week after consuming a familiar, a mock familiar can steal one 0-level spell or spell slot per day. The effect simply does not occur when the caster tries to use it; if observed with *detect magic* to the point that individual auras can be seen, such spell-stealing can be seen as a flow of energy from the spellcaster to the “familiar.” Each following week allows the mock familiar to steal an additional spell of one level higher than the preceding week, until the mock familiar finally reaches the highest level that its host-master can cast. At this point, the mock familiar is feeding off of one spell of each spell level the caster has access to. Every week after this, the caster's spells all take a –2 circumstance penalty to save DCs; this penalty is cumulative each additional week on all spells. A mock familiar that absorbs a cumulative total of thirty spell levels will split into two mock familiars within one hour. The trapped familiar is expelled into the Ethereal Plane, and is momentarily free, until one of the now doubled mock familiars manage to consume it again.

Polymorph (Su): A mock familiar can assume the shape of any Small or smaller creature that is in trapped in its stomach at will. This works like a *polymorph self* spell as cast by an 18th-level sorcerer, but the mock familiar can remain in the chosen form indefinitely. It can assume the form of the familiar trapped in its stomach or return to its natural form as a standard action.

Shapechanger: Shapechangers have Darkvision with a range of 60 feet.

Skills: The mock familiar has a natural talent for filching small items, and so gains a +5 racial bonus to Pick Pocket. Note that due to the effects of their Polymorph ability, mock familiars gain a +10 racial bonus to all Disguise skill checks when attempting to impersonate a familiar it has held within its stomach.

Mock familiars also take a –2 penalty to Open Lock checks for not having thieves' tools. These bonuses and penalties are included above.

Swallow Whole (Ex): A mock familiar can try to swallow a grabbed opponent of the same size category as itself by making another successful grapple check. The swallowed creature is transported to the mock familiar's stomach on the Ethereal Plane and is rendered ethereal. While within, it must make Fortitude saves (DC 17) each round or enter Temporal Stasis (see below). A swallowed creature can also cut its way out by using natural weapons or a Small or Tiny slashing weapon to deal 20 points of damage to the stomach (AC 20); unless the victim cuts its way up and out of the mock familiar's throat, it exits the mock familiar's stomach and is in the Ethereal Plane. Creatures who have never seen or heard of a mock familiar generally do not think to do this. Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The mock familiar's elastic stomach can hold 1 Small, 2 Tiny, 4 Diminutive, or 8 Fine or smaller opponents at a time, but it can only use its Usurp Bond and Manavore abilities on a single swallowed familiar at one time. A mock familiar may eject a trapped creature from its stomach into the Ethereal Plane as a free action.

Temporal Stasis (Sp): Creatures within the mock familiar's stomach that fail a Fortitude check (DC 17), which they must make each round until they fail, enter a timeless state effectively the same as the *temporal stasis* spell as if cast by an 18th-level wizard. If removed from the mock familiar's stomach, or ejected by the mock familiar, victims are able to act and age normally from that point on. *Dispel magic* or anti-magic effects cast on the mock familiar can disrupt this effect, allowing a swallowed familiar to try to escape the mock familiar's stomach. Until the mock familiar is slain, the trapped familiar cannot be damaged. Once the mock familiar is slain, the trapped familiar is dumped back into the Material Plane, and is no longer under the effect of the *temporal stasis*.

Usurp Cord (Su): The mock familiar may tap into and manipulate the bond between any familiar it has trapped in its



MOCK FAMILIAR



stomach and that familiar's master. The familiar template is applied to the mock familiar. Thus, its Hit Dice, hit points, base attack bonus, skills, and saving throws may all effectively increase. It retains its own ability scores, and gains any familiar special abilities that the familiar normally enjoyed based on the wizard or sorcerer's level, with the exception of the 7th- to 8th-level ability

Speak With Animals of Its Type. This is the only hole in the mock familiar's ruse, though it may fabricate information. If the familiar's master dismisses it, the mock familiar loses access to that familiar's benefits; a dismissed familiar is usually ejected into the Ethereal Plane in short order. A mock familiar cannot use this ability to usurp the connection between a paladin and his special mount.

investigate this magical plague, they will surely have a mock familiar set upon them.

♣ A very old, very reformed, and somewhat scatterbrained necromancer comes to the PCs with a problem. His familiar has been consumed by a mock familiar, and the necromancer has as yet been unable to rescue it. Realizing it was discovered, the mock familiar locked the necromancer out of his own tower and set as many of his traps as possible. The PCs must get into the tower, evade the traps — some of which the aging necromancer has forgotten about — and then deal with the mock familiar, which is armed with as many of the necromancer's magical items as it can lay its tentacles on.

♣ The PCs manage to dispatch a pesky mock familiar intent on consuming one of their familiars. From its stomach is expelled a raven which loudly caws out the name "Asviralis!" when brought back from the ethereal world. Asviralis, however, is a rogue sorcerer and summoner of devils who should be long dead. If he isn't, he can surely be up to no good. Perhaps this lost familiar can be used to find the unsavory magic user, or maybe it can be persuaded to reveal the secrets and lost treasures of Asviralis.

Morrigans are a race of mighty warriors with the ability to transform themselves into ravens. They take part in battles large and small, attacking all sides equally, and reveling in the bloodshed they cause.

Morrigans reproduce by stealing humanoid children and merging them with raven eggs in an involved ritual. Newly-merged morrigan daughters begin training under their mother at five years of age. They grow and mature quickly, reaching physical maturity after only ten years.

Morrigans look like ten-foot-tall women, slender but muscular. Their hair is a glossy black and their eyes are yellow. Their skin is bone-pale. They fight exclusively with their spears, and often transform to raven form after a battle to feast on the slain. In raven form, a morrigan looks like a three-foot-tall raven, with especially nasty claws and beak.



ADVENTURE SEED

With an important battle against overwhelming odds ahead of them, the characters are told about a village of morrigans that may be convinced to aid them. The trip to the village is fraught with peril, as are the negotiations with the morrigans. But once their aid is secured, the problems really start — the morrigans are not easy troops to lead or to trust in the thick of battle.

MORRIGAN

	Large Shapechanger
Hit Dice:	4d8+12 (30 hp)
Initiative:	+4 (Improved Initiative); +7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.; 10 ft., fly 60 ft. (average)
AC:	15 (-1 size, +3 studded leather, +3 natural); 17 (+1 size, +3 Dex, +3 natural)
Attacks:	Huge longspear +8 melee; 2 claws +3 melee and beak -2 melee
Damage:	Huge longspear 2d6+7 (crit x3); claws 1d3-2 each, beak 1d4-2
Face/Reach:	5 ft. x 5 ft./5 ft. (15-ft. reach with Huge longspear); 5 ft. x 5 ft./5 ft.
Special Qualities:	Alternate Form, Darkvision 60 ft.
Saves:	Fort +7, Ref +4 (+7), Will +6
Abilities:	Str 20 (7), Dex 11 (17), Con 16, Int 12, Wis 14, Cha 20
Skills:	Animal Empathy +12, Balance +1 (+5 in raven form), Bluff +12, Diplomacy +9, Disguise +5 (+7 for acting in character), Handle Animal +7, Heal +9, Hide +2 (+14 in raven form), Innuendo +2 (+4 to transmit a message; +4 to intercept a message), Intimidate +14, Intuit Direction +7, Jump +6 (+10 in raven form) Knowledge (nature) +8, Listen +9, Move Silently +6 (+10 in raven form), Pick Pocket +1 (+5 in raven form), Search +8, Sense Motive +9, Spot +9, Tumble +6 (+10 in raven form), Wilderness Lore +9 (+11 to avoid getting lost)
Feats:	Improved Initiative, Weapon Focus (longspear)
Climate/Terrain:	Temperate forest, hills, or plains
Organization:	Solitary, flight (2-4), or flock (2-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class (fighter)



Alternate Form (Su): At will, a morrigan can assume the form of a raven of Small size. All her gear and weapons transform with her. This transformation takes a standard action. Where the statistics for the raven form differ from the woman form of the morrigan, the raven statistics are listed after those for the woman.

Shapechanger: Shapechangers have Darkvision with a range of 60 feet.

Skills: Morrigans receive a +4 racial bonus to Hide checks when in raven form, and a -4 racial penalty to Hide checks when taking the shape of a woman. They also take a -1 armor check penalty when in their humanoid form. They get a +2 synergy

bonus to Handle Animal checks with animals. They receive a second +2 synergy bonus to Diplomacy, Disguise for acting in character, Innuendo to transmit a message, Intimidate, and Pick Pocket. They get a third +2 synergy bonus to Wilderness Lore checks to avoid getting lost. They receive a fourth +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. They get a fifth +2 synergy bonus to Balance and Jump checks, a +3 dodge bonus to AC when fighting defensively or taking full-round actions, and a +6 dodge bonus to AC when on total defense. These are included in the above skills.

MYNDIE SNAKE



	Colossal Magical Beast (Invisible)
Hit Dice:	33d10+363 (544 hp)
Initiative:	+4 (Improved Initiative)
Speed:	20 ft., run 100 ft., fly 40 ft. (clumsy)
AC:	37 (-8 size, +35 natural)
Attacks:	Bite +42/+37/+32/+27 melee
Damage:	Bite 4d6+26 plus poison
Face/Reach:	40 ft. x 80 ft./ 15 ft.
Special Attacks:	Poison, Poison Spit, Trample 4d8+17
Special Qualities:	Damage Reduction 20/+5, Darkvision 60 ft., Immunities, Low-light Vision, Scent, Spell Resistance 30, Spell-like Abilities
Saves:	Fort +29, Ref +18, Will +19
Abilities:	Str 45, Dex 11, Con 32, Int 13, Wis 26, Cha 20
Skills:	Climb +23, Concentration +12, Intimidate +15, Listen +25, Move Silently +20, Search +7, Spot +25
Feats:	Improved Initiative, Run
Climate/Terrain:	Warm desert, or anywhere its target goes
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	None



Damage Reduction (Su): The creature ignores 20 hit points from most weapons and natural attacks. A +5 weapon or better negates the ability.

Immunities (Ex): The myndie's nature makes it immune to mind-affecting spells, as well as all *sleep* and paralysis effects.

Invisible Subtype: The myndie snake is always invisible, except when it is drinking. It also becomes visible to its divinely condemned target in the round before it strikes him; it remains invisible when attacking opponents that are not its primary target. Invisibility makes a creature undetectable by vision. Invisible creatures can be tracked normally, and are subject to *detect* spells. Abilities like *Scent*, *Blindsight*, and *Blind-Fight* can detect invisible creatures. A character notices an active invisible creature within 30 feet with a *Spot* check (DC 20), or a still one with a *Spot* check (DC 30). He can make a *Listen* check vs. the invisible creature's *Move Silently* check as a free action each round to find it. He can also make a touch attack with his hands or a weapon into two adjacent five-foot areas using a standard action to find the invisible creature. If a character attacks an invisible creature whose

location he has pinpointed, the creature benefits from full concealment with a 50% miss chance. An invisible creature can hide small items on his person to render them effectively invisible. This ability is not subject to the *invisibility purge* spell, though the myndie can be seen with the *see invisibility* spell.

Magical Beast: Magical beasts have *Darkvision* with a range of 60 feet and *Low-light Vision*.

Poison (Ex): If the myndie hits with its bite attack, it injects a potent venom. The primary and secondary damage of this venom are each equal to the victim's total hit points -10 hp; plus the target suffers a violent, spasm-wracked death immediately, unless the victim succeeds at a *Fortitude* save (DC 37). Note that if a victim is somehow restored to life within a minute of dying without a *cure poison* spell cast upon them, he may die again from the poison's secondary damage.

Poison Spit (Ex): The myndie has the ability to spit its poison, which results in a line of poison 140 feet long and 5 feet wide; no attack roll is necessary. All within this space must make a *Fortitude* save (DC 37) versus the myndie's poison or suffer the

The myndie snake is a unique creature of incredible size. It is an invisible servant of divine vengeance, and is most commonly dispatched by the creator deity to slay those who have transgressed tribal law. Since laws vary from tribe to tribe, the myndie snake may slay a man in one tribe for an act that is accepted in another tribe. The myndie may not immediately track down its prey; it might only appear after years have passed, when the offender has grown old and fathered children and all but forgotten his crime. Once the transgression has been made, though, regardless of whether the sin is remembered or not, the myndie never shirks its duty.

The attack of the myndie follows a certain rote. During the hottest part of the day, people might see a great number of flickering mirages out on the dry flats. Some may say this is the sun playing tricks on a man's eyes, but wiser folk can see the passage of the myndie snake for what it is. A few days later, a hissing can be heard upon the wind, carried far across the wide open dryness of the land. This is no wind. It is the myndie snake announcing itself to its target, informing him that his punishment is at hand. Within the day, the myndie snake will strike.

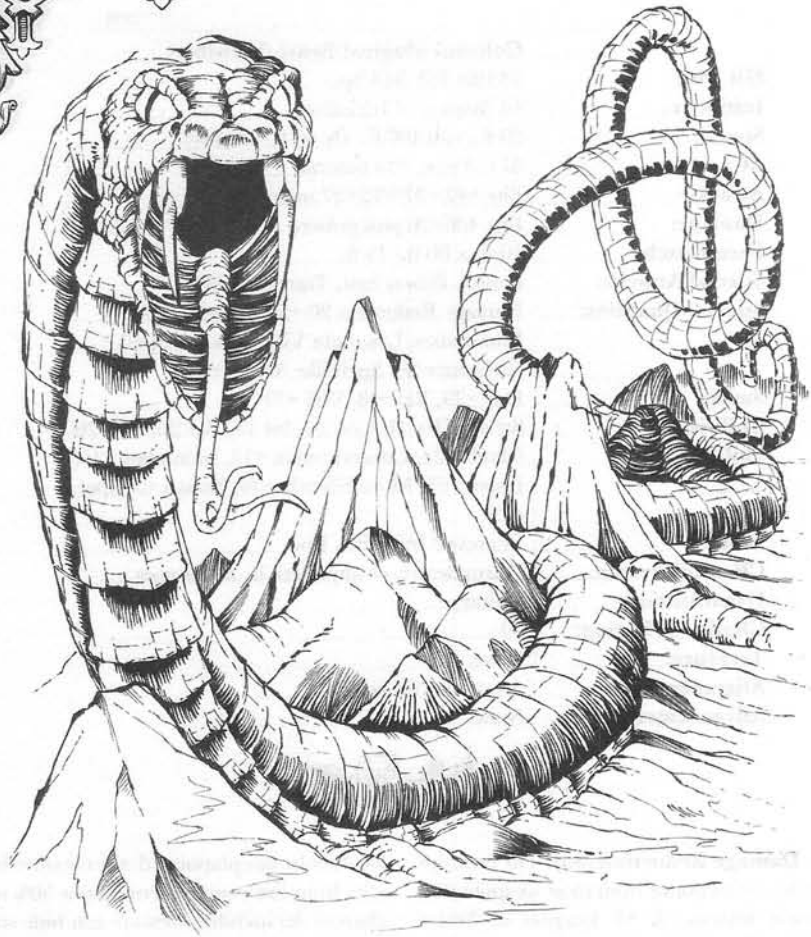
The condemned man may run or hide. As he huddles, thinking the myndie must have passed him by, the victim will feel a drop on his cheek, or perhaps his arm. He might think it a raindrop ... until his flesh grows numb, and more drops follow. Looking up he finally sees what has stalked him unseen: the myndie snake, with its vast mouth and its great dripping fangs, come to mete out punishment. Should passersby come across the body of the myndie's victim, they will know what it is, for upon the corpse's forehead is burned the mark of the creator.

MYNDIE SNAKE

The myndie snake always drinks from the same sacred creek — the location of which is a matter of some debate — when it has finished the terrible duties it has been given. Foolish hunters have at times sat in wait for the great invisible serpent, which only becomes visible to its divinely mandated prey as it slays him, or when it stops to quench its thirst. The fate of these hunters has varied. Some died, while others saw the beast and fled. The latter often live strangely long lives, for it is not taboo in the creator god's eyes to strike the myndie snake. It is, however, not a wise thing to do by any account.

ADVENTURE SEED

☛ Flickering mirages foretell the coming of the myndie. The most likely transgressor is a rejected suitor who kidnapped the beautiful daughter of the tribe's headman. Knowing the myndie is coming, he has fled with her in tow. The girl was to marry the son of a neighboring tribe's headman, and bring to an end a long and bloody feud. Can the PCs, coming upon this scene, either track down and recover the girl before the myndie arrives, or hold off the myndie while the tribe's shaman begs the creator god for aid? And what will they do when it turns out the daughter is instead the transgressor, seeking to forsake her arranged marriage for the love of the "rejected" man? She now travels to the lands of her love's tribe to marry him, at which time she will come under the laws of her husband's tribe. However, until then the myndie is free to take her for forsaking her people. Should the PCs aid her, or drag her back to her tribe to resolve the feud? And what if the PCs manage to break a tribal taboo in their efforts to make things right?



effects mentioned above. The myndie usually does not use this attack if anyone other than its intended target is in the area of effect. The myndie prefers to bite its victim, but will use this attack if its prey is unreachable due to magic or other factors. It can use this attack once every round.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: The myndie snake has a +10 racial bonus to Spot and Listen, and a +5 bonus to Climb and Intimidate. The myndie snake also makes no sound as it moves, though objects it breaks or moves over make noise as normal; the myndie snake receives a +10 racial bonus to Move Silently checks because of this. These bonuses are included in the above stats.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the myndie snake, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 30, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities: The myndie snake can use the following spells as if cast by a 18th-level sorcerer. The DC to resist these abilities is 15 + the spell level. For the purposes of *locate creature*, the target of the myndie's divine mission is considered to be familiar to the myndie, and is the only creature that the myndie can locate.

At Will — *expeditious retreat*, *see invisible*, *locate creature*

Trample (Ex): The myndie snake can Trample Huge or smaller creatures for 4d8+17 points of bludgeoning damage as a standard action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a



NAIL STEALER



	Tiny Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., fly 40 ft. (average)
AC:	15 (+2 size, +1 Dex, +2 natural)
Attacks:	Peck +3 melee
Damage:	Peck 1d4-4 (ignores AC bonus from metal armor)
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Punching Beak
Special Qualities:	Darkvision 60 ft., Low-light Vision
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 3, Dex 12, Con 11, Int 1, Wis 12, Cha 9
Skills:	Hide +11, Listen +7, Spot +7
Feats:	Weapon finesse (peck)
Climate/Terrain:	Forest or urban land
Organization:	Solitary, pair, clutch (3-6), or flock (8-24)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	None



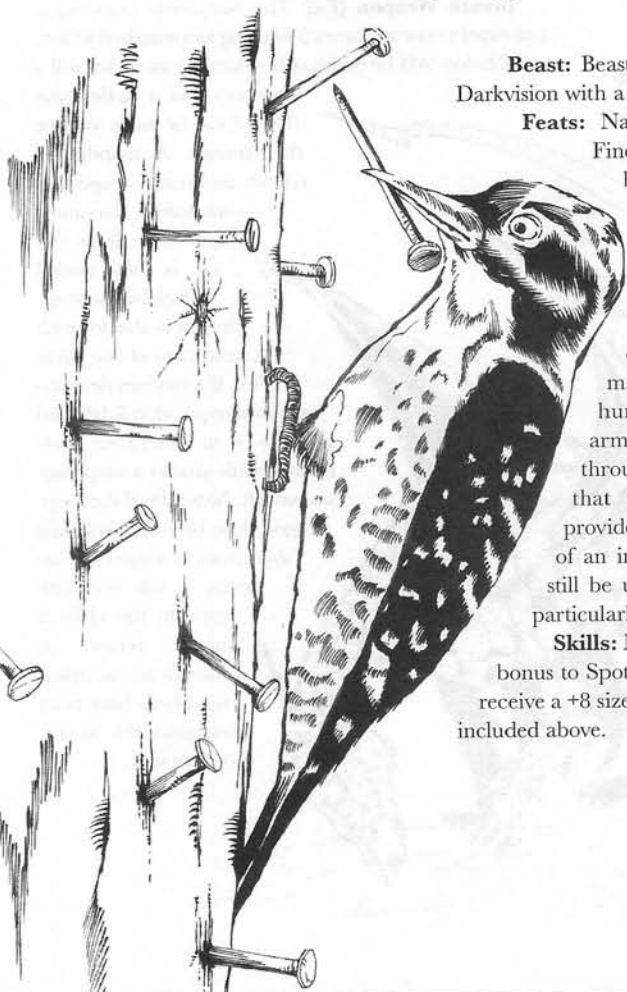
Beast: Beasts have Low-light Vision and Darkvision with a range of 60 feet.

Feats: Nail stealers receive Weapon Finesse (peck) free as a racial bonus.

Punching Beak (Ex):

Nail stealers have extraordinarily hard beaks that they use to firmly grip, and then extract, nails that are embedded in wood and other materials. If attacked by a human in non-magical metal armor, their beaks punch directly through, ignoring the AC bonus that the armor would otherwise provide; the holes are only a quarter of an inch across, so the armor can still be used, though it may not look particularly attractive.

Skills: Nail stealers receive a +2 racial bonus to Spot and Listen checks. They also receive a +8 size bonus to Hide checks. This is included above.



Nail stealers are rust-colored woodpeckers. Male nail stealers collect pieces of rusty metal during the late spring, and use them to create nest displays to attract females. The name of the species comes from their habit of extracting metal nails from houses and wagons. They are also known for making fleeting surprise attacks to snatch a piece of metal from an adventurer but otherwise prefer to wait until gear is left unattended. After mating, the female nail stealers consume the metal in the nest display. The shells of nail stealer eggs are fantastically hard. The number of nail stealers in a group depends on the time of year. During the display season males are solitary. After mating, nail stealers live in pairs while raising chicks, or in clutches of two parents and up to four adult offspring. During autumn and winter, nail stealers live in flocks of 8 to 24 members.

The beaks of dead nail stealers always point north if suspended by a string, and retain their ability to punch holes in metal. They are valued components for compasses, blacksmith's awls, and arrowheads. Some primitive tribes create clubs studded with beaks, or odd swords with an edge of sharpened beaks pressed between two slats of wood. A nail stealer's beak is generally worth 25 gold pieces to a blacksmith or compass-maker.

ADVENTURE SEED

A tribe of gnomes is experimenting with steam-powered locomotion, and has laid tracks from the nearby iron mines to their town. Service keeps being interrupted, though, and so they hire characters to patrol the line. Threats include peasants who steal iron for plowshares, bandits who hijack the train for any valuables that may be aboard, and creatures that eat iron like rust monsters and nail stealers. Once this line is secure, and has proven itself, the gnomes will roll out their iron rails across the continent, and will need representatives to secure the land the tracks will run through.

Naryana, the land of sorcerers, is also well known for its magical flora and fauna. Among its more exotic plants is the Naryanese fire chili — *capsicum naryanensis*, as it's known to sages — a tiny pepper that thrives in the desert and can literally can set your mouth on fire. Some recipes aimed at culinary daredevils call for it, but in extremely diluted sauces — typically a single grain of dried, ground pepper is enough for a very large pot of food. But one tiny relative of the dragons has adapted to use the fire chili as a regular part of its diet. The Naryanese snapdragon consumes the fire chilis and stores them in a special gizzard-like “fire sac” attached to its esophagus. There it breaks down the chilis into a semi-digested stew that, combined with juices regurgitated from the dragon's belly, explodes out of the snapdragon's mouth as a flaming breath weapon.

The Naryanese snapdragon is relatively intelligent, and it is a status symbol among some Naryanese cliques of sorcerers to have one trained as a pet or familiar. The typical specimen is 12 to 18 inches long, with coloration blending from green on its back to bright red on its underside.

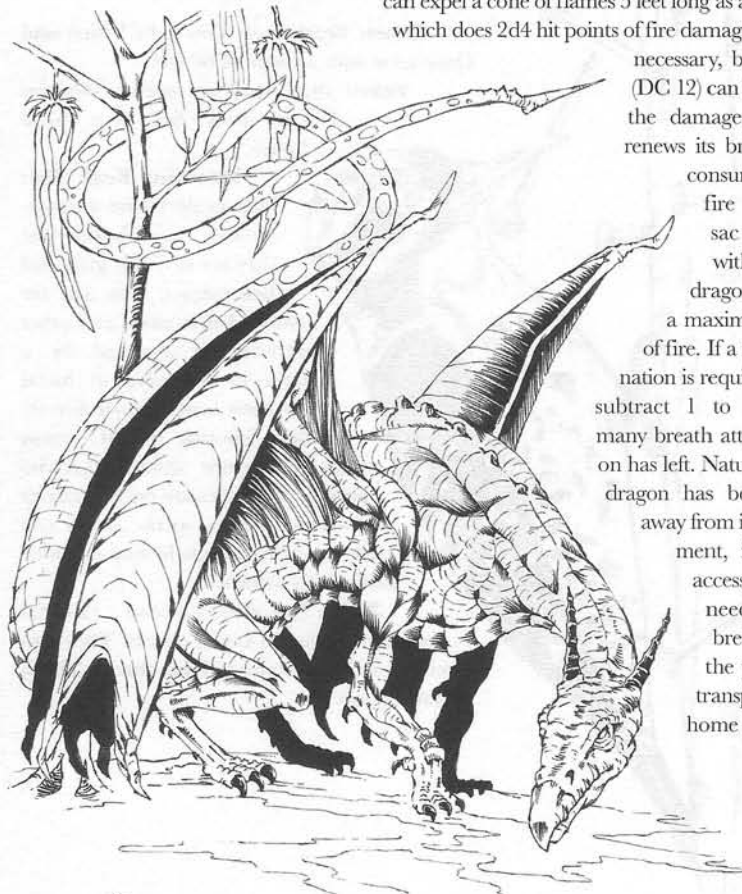


NARYANESE SNAPDRAGON

	Tiny Dragon
Hit Dice:	1d12–2 (4 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., fly 60 ft. (good)
AC:	18 (+2 size, +4 Dex, +2 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1d4–3
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Darkvision 60 ft., Immunities, Low-light Vision
Saves:	Fort +1, Ref +6, Will +4
Abilities:	Str 5, Dex 18, Con 8, Int 3, Wis 14, Cha 8
Skills:	Hide +12, Spot +4
Feats:	Flyby Attack
Climate/Terrain:	Warm desert, hills, and plains
Organization:	Solitary, pair, or family (1–2 and 1d4 offspring)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Tiny)



Breath Weapon (Ex): The Naryanese snapdragon can expel a cone of flames 5 feet long as a standard action, which does 2d4 hit points of fire damage; no attack roll is necessary, but a Reflex save (DC 12) can be made to halve the damage. A snapdragon renews its breath weapon by consuming Naryanese fire chilis. If its fire sac is fully loaded with chilis, the snapdragon is able to belch a maximum of five gouts of fire. If a random determination is required, roll 1d6 and subtract 1 to determine how many breath attacks a snapdragon has left. Naturally, if the snapdragon has been transplanted away from its native environment, it will not have access to the chilis it needs to renew its breath attack, unless the plants have been transplanted to its new home as well.



NARYANESE SNAPDRAGON



Dragon: Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Skills: Naryanese snapdragons receive a +8 size bonus to Hide checks. This is included above.

NARYANESE SNAPDRAGONS AS FAMILIARS

A magic user of 3rd level or higher who has no current familiar and has the Summon Familiar ability can attempt to bond a Naryanese snapdragon as a familiar. It follows all the special rules for familiars, but the bond grants no extra special abilities. A snapdragon sold for use as a familiar can cost up to 200 gp.

NARYANESE FIRE CHILI

This tiny bush thrives in the deep desert of the sorcerous land of Nar'yana. The blooming of the plant is not determined by season, but simply by rainfall; a modest quarter inch of rain or more (which in its home terrain only happens two or three times a year) will stimulate its reproductive cycle. White flowers with delicate red veins eventually yield the bright orange peppers for which the plant is famous.

The peppers are very small — about 1/4 inch in diameter on average, and slightly ovoid in shape — but extremely potent. Incautious consumption can be harmful, even fatal. Creatures resistant to fire, however, enjoy dining on it. In particular, the fire chili has a close ecological relationship with the tiny Naryanese snapdragon, which consumes the peppers as fuel for its breath weapon. While the snapdragon's fire sac distills and stores the reactive part of the chilis, the hardy seeds pass unharmed through the digestive tract. Thus the dragons help the plant spread to new places in the desert.

For the thrill-seeking gourmand, Naryanese chefs have developed ways to make the fire chili fit for human consumption. Healers and herbalists, on the other

hand, have harnessed the chili's qualities of heat and fire to their own ends. The chilis are prized because they are so potent in small quantities, and retain their potency when dried. Properly desiccated and kept dry, the chilis will easily keep for 2-3 years.

If your game uses herbalism as described in *Occult Lore*, the Naryanese fire chili has the following characteristics:

Availability: Rare

Bulk Cost*: 5 gp per chili

Climate/Terrain: Tropical desert

Bindings: Fire 9**

Traits: Coldsweat 2, Feverglow 1, Readfah 2

* A pound of Naryanese fire chili is an incredibly large quantity; instead, we provide the typical cost for an individual chili, whether fresh or dried. Sometimes entire plants are uprooted and dried (and prized by herbalists for the creation of verdexes); they contain 4d8 chilis, and are priced accordingly if sold together.

** Only spells with [Fire] as a descriptor may be bound into a fire chili verdex, but there is no limitation as to school. An entire plant is needed for a single verdex, and the plant must have at least three chilis per level of the bound spell.

MUNDANE CONCOCTIONS

Untreated and undiluted, the peppers of this plant are harmful to eat, and can severely burn the mouth. Most humanoids and animals will suffer 1 point of damage from eating a plain fire chili plus 1d4 points of subdual damage. A Fortitude save, DC 15, eliminates the normal damage (but not the subdual).

Properly preparing a recipe that uses the chili without causing its ingester distress requires a Craft (cooking) or Herbalism check, DC 15. On a failure, everyone who eats the resulting dish must make a Fortitude save, DC 15, or suffer 1d2 points of subdual damage.

ADVENTURE SEEDS

♣ The local villagers are in a frenzy about the red dragon that's been seen flying high above town, though no one has seen it actually cause any damage. When the PCs track the sightings to a small cave, they find a tiny dragon wearing a jeweled collar with the name "Muffin" engraved upon it, and the address of a sorcerer in a far-off land.

♣ The PCs are sent in search of a spell component that can only be found in the heart of a foreign desert — the Naryanese fire chili. After days of hardship and random monster encounters, they find a patch of the exotic plants, only to find that harvesting it may not be as easy as they thought, since it's protected by a family of angry snapdragons.



The navigators are a race of beings that exists in widely scattered, secluded settlements across the world. They also dwell on many planes of existence, and are reputed to have communities in the ethereal and astral realms, as well. The navigators don't discuss their history, and they keep their language a secret, as well. The only thing that offers a hint as to their origins is their name for themselves, which is "Openers of the Way." However, their uncanny skill as guides has made them very popular among those who know of them, who speculate that they might be creations of one of the gods of travel or exploration.

Although they tend to favor isolated locales, and do not seek out other races, navigators are reservedly welcoming to others. They have been known to hire their services out to others embarking on long or uncertain journeys, acting as guides and trailblazers for a significant fee. They have even been known to attune themselves to certain individuals so as to act as a rescue guide should harm befall the individual on a journey.

Physically, navigators look like large monkeys, although they have the upright bearing of the sentient races, and no tails. Their fur is usually black, but shades of silver surround the head and shoulders with age. They stand three to four feet tall, and dress in simple rugged clothing, wearing good strong boots for walking. Their eyes are large for the size of their heads, with a reflective quality, and their pointed ears stretch above their heads. They carry halfspears that double as walking staves, which they decorate with tokens of the people, places, and things that they are attuned to.



NAVIGATOR

	Small Humanoid (Navigator)
Hit Dice:	1d8 (4 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft.
AC:	14 (+1 size, +3 Dex)
Attacks:	Halfspear +4 melee
Damage:	Halfspear 1d6-1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Astral Travel, Attunement, Blink, Darkvision 60 ft., Ethereal Travel, Evasion
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 8, Dex 17, Con 10, Int 16, Wis 14, Cha 10
Skills:	Hide +7, Intuit Direction +12, Knowledge (the Planes) +7, Listen +3, Move Silently +4, Search +4, Spot +3, Wilderness Lore +3
Feats:	Track, Weapon Finesse (halfspear)
Climate/Terrain:	Any land and underground
Organization:	Solitary, scouting party (2-5), or community (4-16 adults plus 3-18 young)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class (ranger)



Astral Travel (Sp): As a full-round action, the navigator may shift himself and up to six other creatures into the Astral Plane. Shifting from the Astral Plane to any adjoining plane requires another full-round action. The navigator may shift to or from the Astral Plane twice each day. Note that this power moves the navigator, and all accompanying creatures, bodily into the Astral Plane; it is not *astral projection*.

Attunement (Su): If a navigator spends an hour studying a given object, person, or place, he may Attune himself so as to always be able to find the subject, regardless of distance or intervening planes. This functions as a *find the path* spell, but is expanded to allow location of Attuned objects or creatures, and is not limited to a single plane or a set duration. A navigator may be Attuned to a number of items equal to 3 + his Intelligence modifier. If he wishes to Attune to a new subject when he is already at his maximum number of Attunements, he must release the Attunement to one of the other subjects.

Blink (Sp): At will, the navigator may blink, as per the spell.

Darkvision (Ex): Navigators can see with no light source at all, to a range of 60 feet. Darkvision is black and white only.

Ethereal Travel (Sp): As a full-round action, the navigator may shift himself into the Ethereal Plane. Up to six creatures may be carried along on this journey. Shifting back to the Material Plane requires another full-round action. The navigator may shift to or from the Ethereal Plane four times each day. Note that this power moves the navigator, and all accompanying creatures, bodily into the Ethereal Plane or the Material Plane.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex save for half damage, a navigator takes no damage with a successful saving throw.

Feats: Navigators receive Track free as a racial bonus.

Skills: Navigators receive a +10 racial bonus to the Intuit Direction skill, and a +4 size bonus to Hide checks. This is included above.

NAVIGATORS AS CHARACTERS

Many navigators are rangers, wizards, or rogues, all keen on the study and exploration of the unknown. The favored class for navigator characters is ranger.



NAVIGATOR



ADVENTURE SEEDS

☛ An expedition into dangerous territory has been lost. The financiers of the expedition had the foresight to pay for navigator attunement to a token that was to be carried with the explorers, and would like to hire a brave party to follow the navigator into the unknown and discover what happened to the first party.

☛ A wealthy noblewoman has taken a fancy to the idea of visiting the abode of the gods. Her research and planning tell her that she's going to need an escort and a guide. What better escort than a rough-and-tumble band of adventurers? If nothing else, they should come in handy as she tries to find a navigator and convince him to lead her expedition to the outer realms.

This flightless reptilian “bird” stands almost 11 feet tall. Its scales are iridescent and multi-colored, running from purple and red at its head to emerald green and topaz on its body and legs. Its wings are pearl white. A spiny crest runs from the top of its head to the base of its tail. The position of this crest indicates the creature’s mood: it flares up when excited or angry, or laying flat against the body when calm or content.

Needlejacks feed on giant vermin such as beetles, roaches, and other types of hard-shelled insects, using their rapier beaks to skewer and then drain them of their bodily fluids. The flock is ruled by the alpha females, who often let males duel for the right to mate with them. Eggs are laid in communal nests maintained at the center of the flock’s territory. Once laid, they hatch within three months, at which time the flock moves to its next seasonal location. Needlejack eggs are the size of a human head and bright orange in color; their yolks are puce, watery, and emit a sugary scent when exposed to air.

Needlejacks fight by bobbing and weaving, striking rapidly with their beaks then ducking out of their opponent’s way. They are excellent group fighters, knowing instinctively how the others will move against an opponent.

ADVENTURE SEED

♣ An ambitious general has decided to create a cavalry unit using trained needlejacks as mounts, but catching adult needlejacks alive is both difficult and deadly. Breaking and training them is nearly impossible. Instead, he plans to steal a clutch of needlejack eggs and train the birds from birth. A squad of his fastest horse-mounted scouts will draw the needlejack flock away from the nests, while the characters sneak in and steal the eggs.



NEEDLEJACK

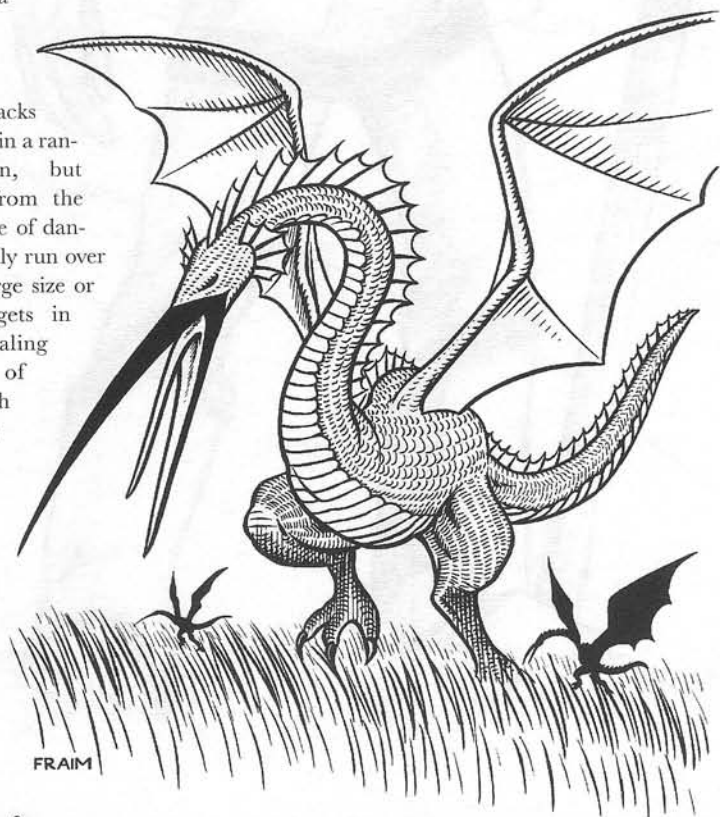
	Large Beast
Hit Dice:	3d10+9 (25 hp)
Initiative:	+5 (Dex)
Speed:	60 ft.
AC:	19 (–1 size, +5 Dex, +5 natural)
Attacks:	Beak gore +4 melee and claw rake +0 melee
Damage:	Beak gore 1d8+3, claw rake 1d6+1
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Qualities:	Darkvision 60 ft., Low-light Vision, Stampede
Saves:	Fort +6, Ref +8, Will +1
Abilities:	Str 16, Dex 20, Con 17, Int 2, Wis 10, Cha 14
Skills:	Hide +1, Intimidate +5, Jump +10, Listen +2, Spot +7
Feats:	Power Attack
Climate/Terrain:	Warm plains
Organization:	Solitary, cluster (2–5), nest (5–20), or flock (40–60)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4–8 HD (Large)



Beast: Beasts have Low-light Vision and Darkvision with a range of 60 feet.
Skills: A needlejack receives a +4 racial bonus to Jump and Spot checks. It takes a –4 size penalty to Hide checks. These are included above.

Stampede

(Ex): If losing a battle or frightened by predators, a flock of needlejacks flees as a group in a random direction, but always away from the perceived source of danger. They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five needlejacks in the flock. A successful Reflex save (DC 16) halves the damage.



FRAIM



NJUZU



	Small Elemental (Water)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., swim 90 ft.
AC:	16 (+1 size, +5 natural)
Attacks:	Slam +3 melee
Damage:	Slam 1d4+1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Drench, Spell-like Abilities, Waterspout
Special Qualities:	Darkvision 60 ft., Immunities, Sonic Vulnerability
Saves:	Fort +4, Ref +0, Will +2
Abilities:	Str 12, Dex 10, Con 13, Int 6, Wis 14, Cha 15
Skills:	Hide +4 (+14 in natural form), Listen +7, Spot +7, Swim +3 (+11 to avoid hazards)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	3–7 HD (Medium-size), 8–15 HD (Large), 16–20 HD (Huge), 21–23 HD (Gargantuan), 24+ HD (Colossal)



Alternate Form (Su): A njuzu's natural form is that of a pool of viscous fluid that appears much like water to the casual observer. It can assume two other forms at will, as well as that of a waterspout (see below). The first is a Small or Medium-size female humanoid. The second is that of a Tiny to Small fish with a humanoid head. Changing form is a standard action, and equipment does not change with it. In each of these forms it retains its normal stats, except for size bonuses. The njuzu remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the njuzu revert to its natural form when killed. A *true seeing* spell reveals its natural form if it is in any of its other shapes, including the waterspout.

Drench (Ex): The touch of a njuzu puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the njuzu's HD total.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range

of 60 feet. A slain elemental cannot be raised or resurrected, although a *wish* or *miracle* spell can restore it to life.

Skills: Njuzu receive a +8 racial bonus to Swim checks to avoid hazards. They also get a +4 size bonus to Hide checks, and a +10 racial Hide bonus when in their natural form. This has been included above.

Sonic Vulnerability (Ex): Njuzu take double damage from sonic attacks except on a successful save.

Spell-like Abilities: Njuzu can use the following spells as if cast by a 5th-level druid. The animals a njuzu summons tend to be fish, snakes, crocodiles, or amphibians, depending upon the njuzu's need at the time.

2/day — *summon nature's ally III*

At Will — *speak with animals*

Waterspout (Su): The njuzu can transform itself into a waterspout once per week as a standard action, and remain in that form for up to 24 hours. A njuzu caught over land when the 24-hour period has elapsed is irrevocably destroyed. Over land, the njuzu waterspout moves at the njuzu's base speed, but over water it moves at its swim speed. The waterspout's dimensions are comparable to the high end of the size category the njuzu normally falls into; a Medium-size

Njuzu are a particularly intelligent and territorial race of aquatic elemental creatures. They have found it mutually beneficial to make their homes on this plane of existence, within small remote bodies of water near primitive humanoid settlements. The njuzu keep the water clean and pure while fending off intruders, and are able to command the aid of animals living in and around their watery home. The local humanoids, in turn, revere them as divinities, sometimes going so far as to make sacrifices to their "water gods." Njuzu so revered tend to, over time, come to believe in the divinity attributed to them. These are exceptionally dangerous examples of their kind, as the protection afforded them allows these njuzu to gain power beyond the norm for their kind.

A njuzu's natural form is that of a pool of water-like liquid, but they often appear to other creatures as a fish with human heads, or as beautiful naked women, and can take on the shape of a waterspout for physical confrontations, though they generally send fish, snakes, and crocodiles to do battle for them. When in these alternate forms, njuzu must remain in contact with their home body of water at all times, or else melt back into liquid form. Njuzu are not tied to their locale in the same way as are dryads, though. When the need arises, as happens when civilized peoples encroach on primitive lands, njuzu rise up as waterspouts and travel swiftly and dangerously to a location better suited to their reclusive nature.

ADVENTURE SEEDS

♣ Spotting a party of adventurers near its domain, an especially greedy njuzu sends forth a group of crocodiles and serpents to defeat the PCs and return with their loot. This particular njuzu is an exceptional specimen in terms of both size and cunning.

♣ One of the PCs has researched the divine formula for sweet water — an anti-poison and decontaminating agent. The primary ingredient is a vial of water taken from the home of a njuzu. Sweet water would make an excellent alchemical addition to any traveling party's supplies.



NJUZU



njuzu's waterspout might average approximately 5 feet wide at the base, 15 feet wide at the top, and 15 feet tall, for example. Any creature might take damage when caught in the waterspout, and creatures the same size category as the njuzu or smaller may be swept up by it. An affected creature must succeed at a Reflex save (DC 14) when it comes into contact with the njuzu's waterspout, or take the njuzu's normal slam damage. The creature must also succeed at a second Reflex save (–1 penalty for each size category smaller it is than the waterspout) or be picked up bodily and held suspended in the powerful currents, automatically taking slam damage each round. A creature that has a swim speed or the Swim skill is allowed a Reflex save each round to escape the waterspout, but still takes damage; other characters are effectively helpless. The njuzu can eject any carried creatures wherever it wishes. While in this form, the waterspout's base touches the surface of the water or the ground, thereby also creating a swirling cloud of water vapor or debris around itself. This cloud is centered on the njuzu's waterspout and has a diameter of 10 feet. The cloud obscures all vision, including Darkvision, beyond 5 feet. Creatures 5 feet

away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Constitution check (DC 14) to cast a spell.

NEW POTION: SWEET WATER

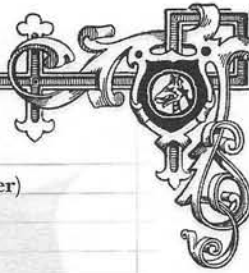
Sweet water, when mixed into other liquids, changes them to potable water. *Sweet water* can also neutralize poison and ruin other magical potions (no saving throw allowed).

A single drop of *sweet water* is potent enough to freshen one flask of water. The typical vial of *sweet water* contains 50 drops; enough to freshen 24 liters of water. Poison and magical potions are affected one a 1:1 basis; 1 vial of *sweet water* neutralizes 1 vial of magical liquid, while 1 vial of *sweet water* renders 1 vial of poison inert. The effects are permanent, but, after an initial period of 1d20 rounds, the liquid is subject to recontamination or infusion.

Caster Level: 1st; **Prerequisites:** Brew Potion, *purify food and drink*, a vial of water taken from a njuzu's pool; **Market Price:** 250 gp.



NORTHERN SEA DRAGON



Gargantuan Dragon (Cold, Water)	
Hit Dice:	34d12+238 (459 hp)
Initiative:	+4 (Improved Initiative)
Speed:	10 ft., swim 80 ft.
AC:	24 (-4 size, +18 natural)
Attacks:	Bite +42/+37/+32/+27 melee, and tail slam +37 melee
Damage:	Bite 4d6+12, tail slam 2d6+6
Face/Reach:	20 ft. x 40 ft./10 ft.
Special Attacks:	Breath Weapon, Improved Grab, Swallow Whole
Special Qualities:	Darkvision 60 ft., Fog, Immunities, Low-light Vision
Saves:	Fort +28, Ref +21, Will +23
Abilities:	Str 34, Dex 11, Con 25, Int 6, Wis 14, Cha 17
Skills:	Bluff +25, Diplomacy +7, Innuendo +2 (+4 to transmit a message; +4 to intercept a message), Intimidate +25, Listen +27, Sense Motive +24, Spot +26, Swim +12 (+20 to avoid hazards), Wilderness Lore +29
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain:	Cold aquatic
Organization:	Solitary, pair, or family (1–2 and 1d4 offspring)
Challenge Rating:	20
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	35–38 HD (Gargantuan), 39–102 HD (Colossal)



Breath Weapon (Ex): Northern sea dragons can expel a cone of frozen seawater and icy mist 60 feet in length as a standard action every 1d4 rounds. No attack roll is necessary; it does 11d6 cold damage, with a Reflex save (DC 26) for half damage.

Cold Subtype: The northern sea dragon is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Dragon: Dragons are immune to sleep and paralysis effects. Dragons have Darkvision with a range of 60 feet and Low-light Vision.

Fog (Su): Northern sea dragons travel always beneath a thick bank of mist. This cloud is roughly circular, with a 100-foot radius centered on the dragon, and rises 50 feet in the air. The mist gives any creature more than 5 feet away half concealment (20% miss chance), and gives any creature more than 15 feet away full concealment (50% miss chance, must guess target's location).

Improved Grab (Ex): If the northern sea dragon hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals bite damage.

Skills: Northern sea dragons receive a +8 racial bonus to Swim checks to avoid hazards. They also get a +2 synergy bonus to Diplomacy checks, Disguise checks for acting in character, Innuendo to transmit a message, and Intimidate. They get a second +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is included in the stats, above.

Swallow Whole (Ex): If the northern sea dragon makes a second successful grapple

One of the most feared aquatic predators, the northern sea dragon features in many tales of brave arctic explorers. Easily eighty feet long, these great beasts have been known to snatch sailors off decks and the rigging of ships, sometimes following a vessel and eating the crew one at a time until it is left unmanned to drift as a ghost ship. When in a particularly foul mood, one of these dragons will try to sink a ship and pluck a few struggling sailors from the water before sifting through the wreckage for any treasure that catches its eye.

For ages, these creatures were believed to be a myth, as a thick bank of fog always surrounds them. Losses in fog banks were attributed to treacherous weather conditions rather than to predation. Tales of the lambent, glowing eyes of the beast, hanging like twin suns in the fog, were dismissed as superstitious rambling. Only after one was successfully slain and brought back to port did nautical authorities start taking the sailors' stories seriously.

The body of that northern sea dragon proved to be extremely interesting to the alchemical community, as well. Not only did the glowing eyes continue to shed light for years after the death of the beast, but certain glands in the body could be processed to produce a number of useful concoctions. Among these are salves that grant immunity to cold to the wearer, treatments for ship hulls allowing them to slip more quickly through the water, and cloud bottles that release a bank of fog when opened or broken.

The demand for northern sea dragon body parts has led several adventurous mariners to mount hunting expeditions for these creatures, relying on their skill as whalers to bring back the dragons. These have met with mixed success: for every ship that comes into port with its hold full to bursting

with dragon carcass, two others vanish without a trace, and three come back battered and empty.

Adult northern sea dragons are generally 60 to 80 feet long, and 6 to 8 feet across. They are generally serpent-shaped, with a ridge of spiny fins running down the back, and a spade-like tail fluke. A dozen vestigial flippers run down each side of the body, helping the creature swim and grip, but are ineffectual in combat. The head is wreathed in a thick beard and mane of tendrils that resembles a mat of kelp, and the plate-sized eyes glow with an eerie yellow light. The head is faintly leonine, with a large mouth that can disjoin the lower jaw, much as a snake can. The whole creature is covered in mottled green and gray scales.

ADVENTURE SEEDS

♣ A new mercantile concern is looking to make its reputation by bringing in a ship of northern sea dragon parts.

They're looking for experienced hunters, warriors, and mages to help find one of the creatures and make the kill; the pay is a percentage of the take and all the maggoty hardtack they can eat.

♣ The local trade council has decided that they need a reliable way for ships to make their way through the nearby waters frequented by northern sea dragons. Their sages have come up with a possibility, but there is a strong chance of it backfiring. The council means to mount a pair of northern sea dragon eyes, still glowing, on the bow of the ship in an attempt to fool the other dragons into leaving the vessel alone. Of course, no one is sure how territorial the beasts are; the eyes could be interpreted as a challenge, eliciting instant attack. To cover all their bases, the council has decided to hire a group of seasoned adventurers to protect the crew and cargo should things go badly.



NORTHERN SEA DRAGON



check after a grab, it swallows its prey, which can be up to one size category smaller than itself. Damage is 2d6+12 bludgeoning, plus 1d6 points of acid damage, plus 1d6 points of cold damage each round. A swallowed creature can climb back out of the stomach of the dragon with a successful grapple check. This returns it to the mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The northern sea dragon's stomach can hold 1 Large, 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

NEW POTION: SALVE OF COLD IMMUNITY

When this salve is applied to the skin, the wearer becomes immune to cold damage for one day. However, during that time he also takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful

save and double damage on a failed save. One dose is enough for a full application to one person.

Caster Level: 5th; *Prerequisites:* Brew Potion, a 1-foot square piece of northern sea dragon hide that is destroyed in the creation process; *Market Price:* 750 gp

NEW POTION: HULL SLICK

When applied to the hull of a ship, this salve allows it to travel at half again its normal speed. The salve must be re-applied once per month.

Caster Level: 1st; *Prerequisites:* Brew Potion, a pound of northern sea dragon blubber; *Market Price:* 50 gp

NEW POTION: CLOUD BOTTLE

This vial releases the equivalent of a *fog cloud* spell when opened or broken. The fog bank has a range of 130 feet centering on the vial, and a duration of 30 minutes.

Caster Level: 3rd; *Prerequisites:* Brew Potion, the gland that aids in producing the northern sea dragon's Fog ability (one dragon has 12 of these glands); *Market Price:* 300 gp



OOZES

DEEP BLUE OOZE

	Large Ooze
Hit Dice:	6d10+18+15 (51 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft., swim 40 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +5 melee
Damage:	Slam 1d8+3 plus 1d4 acid plus Paralysis
Face/Reach:	5 ft. x 10 ft./10 ft.
Special Attacks:	Acidic Touch, Engulf, Paralysis
Special Qualities:	Blindsight 60 ft., Electricity and Fire Immunity, Immunities
Saves:	Fort +5, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 16, Int —, Wis 1, Cha 1
Skills:	Climb +10, Hide -9 (-7 when well-fed; +1 when immersed in water), Swim +2 (+10 to avoid hazards)
Climate/Terrain:	Aquatic
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large), 10-19 HD (Huge), 20-29 HD (Gargantuan)



DEEP BLUE OOZE

Acidic Touch (Ex): A deep blue ooze secretes a digestive acid from its surface that quickly dissolves organic material and metal. Any successful melee attack it makes deals 1d4 acid damage. The ooze's Acidic Touch deals 20 points of damage per round to wood or metal objects. Clothing dissolves and becomes useless immediately unless its wearer succeeds at a Reflex save (DC 15). The acid cannot harm stone. The only organic material a deep blue ooze cannot digest is eyes.

Electricity and Fire Immunity (Ex): Deep blue oozes are immune to electricity and fire effects.

Engulf (Ex): A deep blue ooze can attempt to engulf a creature of the same size category as itself or smaller in its body as a standard action. It cannot make a slam attack during a round in which it Engulfs. Its opponent can make an attack of opportunity against the ooze, but if he does so he is not entitled to a saving throw. If he does not attempt an attacks of opportunity, he must

succeed at a Reflex save (DC 13) or be engulfed; on a success, he are pushed back or aside (opponent's choice) as the ooze moves forward. An Engulfed creature is subject to the ooze's paralysis and 1d4 acid damage per round, and is considered to be grappled and trapped within its body. Attacks that hit an Engulfing deep blue ooze deal half their damage to the ooze and half to the trapped victim.

Ooze: Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or flanking, and are blind but have Blindsight to a range of 60 ft. They have no Intelligence scores and are therefore immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns, and morale effects.

Paralysis (Ex): Deep blue oozes secrete an anesthetizing slime. A target hit by a ooze's slam or Engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 2d6 rounds. The ooze can automatically Engulf a paralyzed opponent.

DEEP BLUE OOZE

These large water-dwelling oozes have dozens of small pseudopod extensions covering their surface, which they use to swim ... these appendages each end in a slightly bulbous knob. The creatures range from pale blue in color to deep purple, depending on when they last fed. A deep blue ooze is deadly, as it has not fed for some time and is likely to be aggressive in its pursuit of sustenance.

Deep blue oozes feed by coating their prey, once paralyzed, with a acidic digestive fluid. Once the creature is coated, the acid liquefies the prey except for its eyes. The ooze then recovers the liquefied solution and consumes it.

ADVENTURE SEED

A strange dark blob-like creature has been spotted just below the water of the lake. Local fishermen believe it is a strange sea creature, while others say it is the manifestation of some water god, here to wreak havoc. Fishing nets have been pulled in empty or partly dissolved, cattle in lakeside enclosures have gone missing, and Farmer Brown has not been seen for over a week.

The talk in the local taverns blames everything from underwater trolls, to strange cults worshipping a freshwater kraken. The townsfolk are desperate to resolve the matter and determine what the blob-like creature is that is destroying their livelihood.

The creature causing the panic and many rumors is, of course, actually a gargantuan deep blue ooze that found its way into the lake via a newly opened underwater cavern complex.

LAVA OOZE

Found near — or even in — active volcanoes or other puissant heat sources, lava oozes earned their name from their red-hot, almost liquid appearance, and their fiery touch. Lava oozes can grow to measure 15 feet across and about two feet thick. Some sages speculate that lava oozes are spawned from lava that has been in contact with magical effects for some time. Regardless of their origins, lava oozes are often looked on with fear or, at best, caution, since they ignite or melt everything they touch. Although not as hot as real lava, these creatures have been known to dig holes in the landscape just by staying in one place, as their body is so hot it melts the ground beneath them.

Like its cousins, the lava ooze is an unintelligent, unthinking creature, incapable of expressing emotions or desires. However, some adventurers have grown to think of the lava ooze as hot-tempered, since the creature attacks every moving being it can sense. In fact, the lava ooze has only one instinct: burn and melt anything and everything. It somehow nourishes itself in the process of burning or melting, and it never seems to have eaten enough. In comparison with other, more common oozes, the lava ooze is rather large, and it shares their slow nature and nomadic behavior. But, in contrast, the lava species has never shown any affinity, tolerance, or resistance to acids, and is easily identified because it exudes a strong odor of burned materials and continuously emits the sound of bubbling lava.

ADVENTURE SEEDS

The PCs hear legends of a rare magical item that would bestow a total immunity to fire to its wearer. Unfortunately, this object is also said to have been “swallowed by fire itself” long ago. Unbeknownst to the PCs, the object in question is actually located inside



LAVA OOZE

	Huge Ooze (Fire)
Hit Dice:	8d10+32+20 (96 hp)
Initiative:	-5 (Dex)
Speed:	20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +13/+8 melee
Damage:	Slam 2d6+13 plus 2d6 fire (special)
Face/Reach:	10 ft. x 20 ft./10 ft.
Special Attacks:	Constrict, Fire Touch, Improved Grab
Special Qualities:	Blindsight 60 ft., Immunities
Saves:	For +6, Ref -3, Will -3
Abilities:	Str 28, Dex 1, Con 19, Int —, Wis 1, Cha 1
Climate/Terrain:	Warm land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Huge)



Skills: Deep blue oozes receive a +8 racial bonus to Climb checks, and a +8 racial bonus to Swim checks to avoid hazards. They suffer a -4 size penalty to Hide checks, but receive a +2 racial bonus to Hide checks when well-fed, and a +10 racial bonus to Hide checks when they are underwater. These bonuses and penalties are included above.

LAVA OOZE

Constrict (Ex): A lava ooze automatically deals slam and fire damage with a successful grapple check. It also deals Constriction damage in addition to damage dealt by the weapon used to grab with Improved Grab.

Fire Touch (Ex): The lava ooze is made entirely of a very hot substance; it melts and burns metal and any organic material it touches. Any melee hit a lava ooze does to an opponent deals 2d6 fire damage; the same damage is done each round to any substance the lava ooze is in contact with. This damage continues for 1d3 rounds after exposure ceases, but at 1d6 damage per round. Items attended by a character, and magical items receive a Reflex save (DC 17). A magical

item's save bonus is equal to 2 + one-half its caster level or that of its owner, whichever is better, while attended items use the character's save bonus. A weapon or other object that strikes a lava ooze also takes the recurring fire damage.

Fire Subtype: The creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Improved Grab (Ex): If the creature hits an opponent of at least one size category smaller than itself or smaller with its slam attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold deals Constrict damage. If the creature does not Constrict, each successful grapple check it makes during successive rounds automatically deals normal damage for the slam attack. Otherwise, it deals Constrict damage as well.

Ooze: Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They





MALBRAU

	Small Ooze
Hit Dice:	1d10+5 (10 hp)
Initiative:	-5 (Dex)
Speed:	20 ft.
AC:	6 (+1 size, -5 Dex)
Attacks:	Slam +1 melee
Damage:	Slam 1d4 acid
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Throatburn
Special Qualities:	Blindsight 60 ft., Cold Immunity, Flammable, Immunities
Saves:	Fort +0, Ref -5, Will -5
Abilities:	Str 10, Dex 1, Con 10, Int —, Wis 1, Cha 1
Climate/Terrain:	Marsh and underground
Organization:	Solitary, bunch (2-5), or colony (5-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-5 HD (Medium-size), 6-9 HD (Large)



the body of a lava ooze. In order to retrieve the item, the characters have little choice but slay the creature, which might prove to be a very difficult task.

♣ A sect of fire-worshipping priests hidden deep within an inactive volcano has discovered a way to control the local lava oozes. These priests intend to unleash the oozes against a small neighbouring town, thus showing the entire world the power of their deity. The PCs, when they pass through the town, are asked by the villagers to deal with the threat posed by the evil priests.

MALBRAU

Commonly called "the bad brew," a malbrau is a kind of fermented ooze found in ale or beer. The story goes that a wagon, loaded with barrels of ale, was found tucked inside a north woods cave by a poor wine merchant looking for shelter in a rainstorm. Near the wagon he found what seemed to be the remains of an eaten man. Presuming the wagon's load to be free for the taking, he pulled the wagon free of the cave and into the next village. The barrels bore the mark of a reputable merchant, so a local innkeep bought them. When the barrels were tapped and the ale served, his customers suffered terrible burns in their throats and bellies ... they had tasted the bad brew.

What volume exactly constitutes a single malbrau is unclear, but the things exist as watery, amber-colored oozes. Sometimes they develop a thick foamy head, and some are said to be bubbly like champagne. All malbraus have a pungent alcohol odor and are flammable as absinthe. Malbraus seem to dwell solely in places where ale and mead is stored: dark breweries, inn cellars, and vats of hops or barley.

Those brewers who have encountered the bad brew claim that it comes as a curse, possibly as a punishment from some unhappy nature

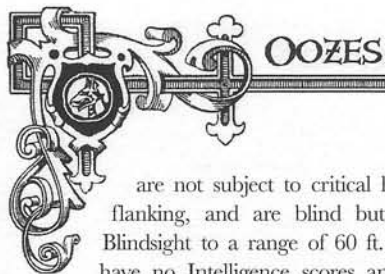
spirit. They say the only way to prevent the stuff from being created is to pay tribute to local spirits and fey. In truth, the malbrau is an organism attracted to yeast. In its natural state, a malbrau is a clear, harmless ooze sometimes found in chilly bogs. Malbraus accidentally included in a batch of beer feed on the organic matter within. They absorb the nutrients in yeasts, reproducing and growing strong as the brew ferments. A malbrau seeps into a single barrel, feeds, and then either lays dormant or moves from barrel to barrel to create more of itself.

To the touch, a malbrau is slick but only somewhat viscous, compared to other oozes. By sight it is easily mistaken for a liquid, especially the rare dark malbrau, which is black as moss and secretes a creamy, acidic foam. All malbraus are toxic, especially if ingested. They burn the esophagus only slightly at first, but as they begin to warm and break down, the burn grows worse. Some inn patrons have been killed by a malbrau burning right through their bellies.

ADVENTURE SEEDS

♣ A single odd barrel could become infested with malbraus in the cellar of a local inn, unknown to any until it is tapped. Once agitated, the malbraus mobilize by leaking out of their barrel-home and seeking new food. If the PCs are friends of their local barkeep, they might come to his rescue when his patrons accuse him of poisoning them. A colony of malbraus could cause considerable damage to the corner bar.

♣ Of course, a batch of bad brew could be intentionally delivered for the purposes of causing mayhem ... or death. What if some vengeful brewster cultivated an especially potent batch of malbraus for delivery to a prominent foe? Even experienced adventurers might find it difficult to stop a living poison if it were loosed during a formal event.



OOZES

are not subject to critical hits or flanking, and are blind but have Blindsight to a range of 60 ft. They have no Intelligence scores and are therefore immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns, and morale effects.

MALBRAU

Cold Immunity (Ex): Malbraus take no damage from cold effects.

Flammable (Ex): A malbrau is extremely flammable, but is largely resistant to damage from fire. Any contact with flame ignites a malbrau, but deals it only 1 point of damage per round. A malbrau sputters when ignited, possibly setting any creatures or objects within 5 feet on fire; use the standard D20 System rules for

catching on fire. Any ground the malbrau has traveled in the last minute also burns for 1d4

rounds, igniting combustibles as normal. When a

malbrau burns, its surface releases a nauseat-

ing smoke. Any breathing creatures downwind from, or sharing a closed environment with, the burning malbrau must make a Fortitude save (DC 11) or become nauseated. The DC increases by 1 for every subsequent round of exposure.

Ooze: Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or flanking, and are blind but have Blindsight to a range of 60 ft. They have no Intelligence scores and are therefore immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns, and morale effects.

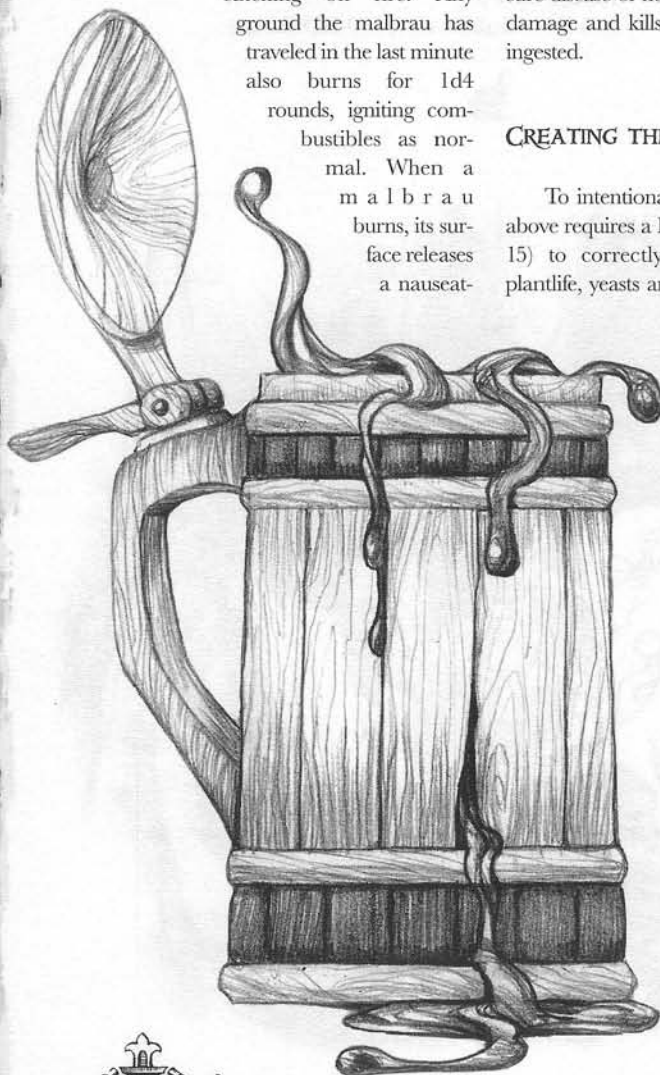
Throatburn (Ex): In the event of ingestion, a malbrau deals 1d4+1 acid damage every round. This damage persists for ten rounds, minus the drinker's Constitution modifier. A Heal check (DC 10) can induce vomiting, which clears the malbrau from the drinker's system but deals 3d4 damage in the process. A *cure disease* or *neutralize poison* spell stops this damage and kills a malbrau once it has been ingested.

CREATING THE BAD BREW

To intentionally brew the simple malbrau above requires a Profession (brewer) check (DC 15) to correctly identify and harvest the plantlife, yeasts and simple ooze for the recipe.

This check requires some knowledge of the malbrau, through personal experience or exposure to folklore; assume any character with 4+ ranks in the skill has heard the tales. It also requires 10 gp in materials and ample time for fermentation; allow at least one week.

Creating more advanced or potent malbraus requires first a sample malbrau as described above, then an Alchemy check (DC 20) and another 20 gp in ingredients to perfect the nutrient balance and so stimulate the malbrau's growth. The process requires a total of one week of time per HD of the resultant malbrau.





SCUTTLING OOZE

	Large Ooze
Hit Dice:	6d10+18+15 (66 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 30 ft
AC:	11 (-1 size, +2 Dex)
Attacks:	Pseudopod slam +8 melee
Damage:	Pseudopod slam 1d8+7 plus 1d6 acid
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Acid, Improved Grab, Swallow Whole
Special Qualities:	Adhere, Blindsight 60 ft., Camouflage, Immunities
Saves:	Fort +5, Ref +4, Will -3
Abilities:	Str 21, Dex 14, Con 16, Int —, Wis 1, Cha 1
Skills:	Swim +5 (+13 to avoid hazards)
Climate/Terrain:	Warm or temperate aquatic
Organization:	Solitary
Challenge Rating:	7
Treasure:	10% goods (pearls only, within the ooze's body)
Alignment:	Always neutral
Advancement:	7-9 HD (Huge), 10-14 HD (Gargantuan)



SCUTTLING OOZE

Acid (Ex): The scuttling ooze can choose to deal 1d6 points of acid damage per round to exposed flesh, wood, bone, and other organic materials that it is in contact with. Magical items and those attended by a character may make a Fortitude save (DC 16) to resist this effect. This damage ignores hardness. Metal is immune to this effect, as are merfolk.

Adhere (Ex): The scuttling ooze can adhere to any solid surface as a free action. This natural property of its body mimics the *spider climb* spell as if it cast by a 6th-level wizard. The ooze usually uses this ability to stick to the underside of ships. A Strength check (DC 35) can pull the scuttling ooze off a surface to which it has adhered, though Acid damage may apply if the ooze is touched directly.

Camouflage (Ex): The skin of a scuttling ooze changes to imitate the color and texture of whatever surface it is at rest upon. It requires a successful Spot check (DC 15) to recognize the presence of the scuttling ooze at rest.

Immunities (Ex): Scuttling oozes are immune to piercing damage, which passes

through them harmlessly, and only take half damage from bludgeoning weapons. Slashing weapons cause full damage.

Improved Grab (Ex): If the scuttling ooze hits an opponent of at least one size category smaller than itself or smaller with its pseudopod slam attack, it deals normal damage (slam and acid) and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks. A successful hold deals Acid damage. If the creature does not use its Acid, each successful grapple check it makes during successive rounds automatically deals plain slam damage. Otherwise, it deals Acid damage as well. A successful grapple allows it to use its Swallow Whole ability.

Ooze: Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or flanking, and are blind but have Blindsight to a range of 60 ft. They have no Intelligence scores and are therefore immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns, and morale effects.

SCUTTLING OOZE

The scuttling ooze is a bane to sea-going vessels, for it not only preys upon seamen, but also sinks ships as a side effect of its bizarre feeding methods. Scuttling oozes normally feed upon giant clams and other large shellfish. While searching for clams, the ooze spirals through the water like a corkscrew. Upon finding one, it settles upon the clam's shell and adheres to it. It slowly dissolves a small section of the clam's shell and then feasts upon its tender innards.

When the pearl industry came to the scuttling ooze's normal hunting grounds, it became a pest to pearl farmers and a danger to pearl divers. It was common to hire guards of various aquatic races to drive the oozes from the pearl fields. These oozes were forced to adapt to circumstances, and the result has proven far more dangerous. It has gone from preying upon clams to preying upon ships.

The ooze spirals through the water, almost impossible to see due to its near-transparency in its natural form. Upon sensing a passing ship, it adheres to the bottom of the vessel below the waterline, and begins to slowly dissolve through the ship's hull. The ooze seals the hole with its own body as it breaches the hull, and its chameleon-like membrane changes color to mimic the inner surface of the vessel. Then the ooze prepares to feast, stealthily grabbing and consuming any living things it can reach with its pseudopods. At first, animals on board the ship begin to go missing if they stray near the ooze's seal. Then lone seamen, especially those off duty and drunk, disappear. If the ooze is discovered and attacked, it invariably tries to consume its attackers, though it normally flees after taking significant wounds. At this point, the ship's problems only increase, as the hole in the hull is now open for the sea to enter; unless quick action is taken, the ship will quickly sink. The scuttling ooze dislikes fire,



though it does it no more harm to the creature than usual; attacking it with fire aboard a ship is usually a dangerous gamble, however.

The one weakness the scuttling ooze has is its love of pearls. If enough pearls can be thrown into the water near a scuttling ooze, the ooze will often leave whatever it is doing to chase down and devour the pearls as they sink. Some scuttling oozes have been found to contain a small fortune in undigested pearls within their bodies.

ADVENTURE SEEDS

☛ The PCs are traveling oversea to a wealthy port city, but are overcome by a group of foreign pirates and their sorcerous leader who have become the new scourge of the local waters. Chained (with magical bonds if necessary) and left in the pirate's hold, the PCs witness a scuttling ooze burn through the hull of the ship. How can the PCs explain the danger to foreign pirates unfamiliar with the creature, without arousing the ooze? Better yet, how can they use the ooze to their advantage and escape the pirates?

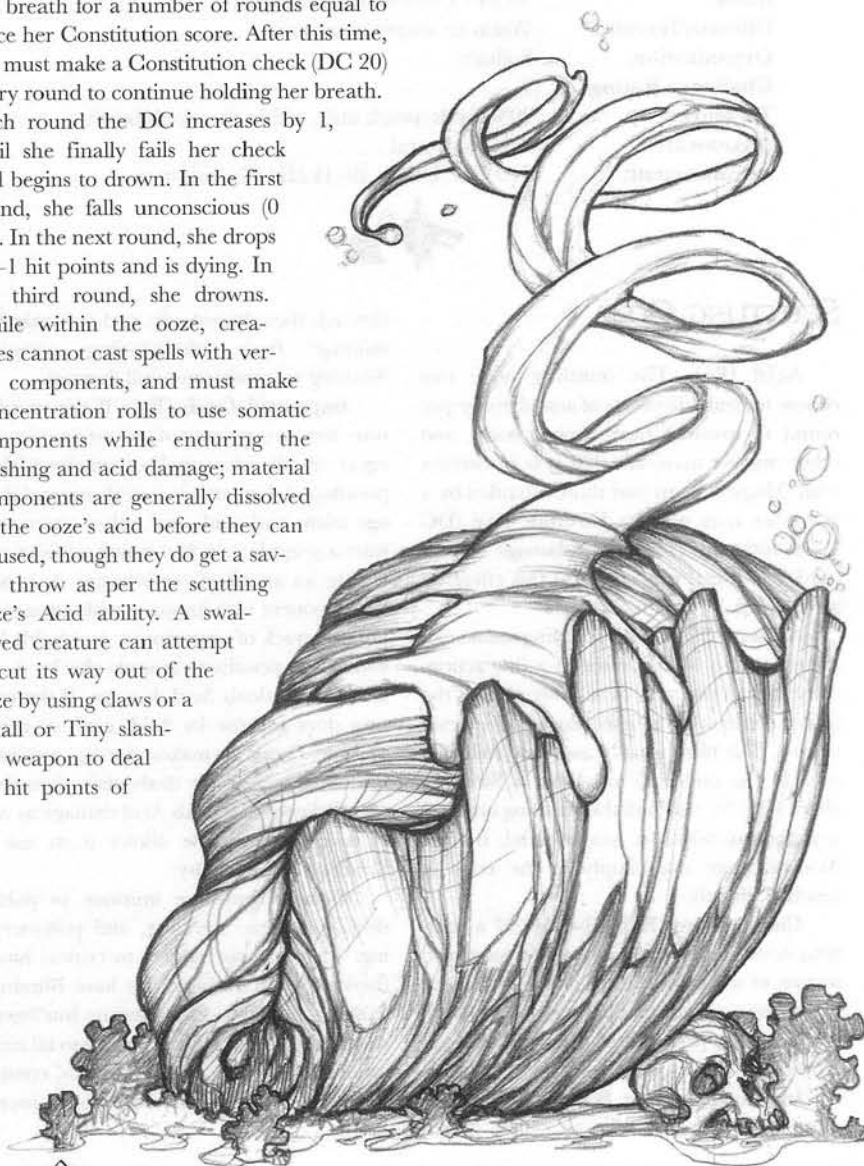
☛ The local merfolk pearl guards have disappeared and scuttling ooze activity has increased to dangerous levels. A pearl merchant offers payment to locate the wise seafolk, but the PCs must evade the oozes that plague the seafolk to find them. What do they do when they discover that the merfolk are hunting a gargantuan half-fiend scuttling ooze that has consumed a pearl sacred to their race? And more importantly, what spawned such a monstrosity, and are more on the way?

OOZES

Skills: Scuttling oozes receive a +8 racial bonus to Swim checks to avoid hazards. This is included above.

Swallow Whole (Ex): If the scuttling ooze makes a second successful grapple check after a grab, it swallows its prey, which can be up to one size category smaller than the ooze. Prey swallowed is instantly sucked into the central body mass of the ooze. Damage is 2d6+5 crushing damage plus 5 points of acid damage per round. While within the ooze, creatures are trapped within the watery fluid of the ooze's interior and are without air; this follows standard D20 System drowning rules. A character can hold her breath for a number of rounds equal to twice her Constitution score. After this time, she must make a Constitution check (DC 20) every round to continue holding her breath. Each round the DC increases by 1, until she finally fails her check and begins to drown. In the first round, she falls unconscious (0 hp). In the next round, she drops to -1 hit points and is dying. In the third round, she drowns. While within the ooze, creatures cannot cast spells with verbal components, and must make Concentration rolls to use somatic components while enduring the crushing and acid damage; material components are generally dissolved by the ooze's acid before they can be used, though they do get a saving throw as per the scuttling ooze's Acid ability. A swallowed creature can attempt to cut its way out of the ooze by using claws or a Small or Tiny slashing weapon to deal 15 hit points of

damage to the internal membrane of the ooze (AC 13). Once a creature has escaped the inner fluid of the ooze, the exit flows shut behind it; another swallowed creature must cut its own way out. The elastic membrane of the ooze can hold up to 4 Medium, 8 Small, 16 Tiny, 32 Diminutive, or 64 Fine or smaller opponents. A creature swallowed by an ooze attached to a ship cannot be seen by those within the ship, as the ooze holds its prey in the portion of its body outside the hull; those in a position to see the underside of a ship (swimmers, merfolk, etc.) should be allowed a Spot check (DC 15) to see trapped victims of the ooze.



ORPHAN OF THE NIGHT



	Small Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	16 (+1 size, +1 Dex, +4 natural)
Attacks:	None
Damage:	None
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Frightful Presence, The Vanishing
Special Qualities:	Creature of the Night, Darkvision 60 ft., Immunities
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 7, Dex 12, Con —, Int 10, Wis 10, Cha 12
Skills:	Bluff +5, Hide +9, Innuendo +4, Listen +7, Open Lock +4, Pick Pocket +5, Search +6, Spot +5, Tumble +5
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any land, at night only
Organization:	Solitary or group (2–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	2–4 HD (Medium-size), 6–8 HD (Medium-size)



Orphans of the night do not seek out battle, but instead choose to “play” with those they encounter. If threatened or made angry, they disappear into thin air.

Creature of the Night: Orphans of the night manifest only within the gloom of night. At daybreak, they disappear into mist and are not apparent at all under the rays of the sun.

Frightful Presence (Ex): The sight and sounds of these murdered children’s souls can cause even the stoutest heart to quaver. Those within 30 feet of an orphan of the night must succeed at a Fortitude save (DC 15) or suffer a permanent loss of one Charisma point. Typically this loss will result in visible changes, such as a character gaining a white streak in his hair. Those exposed to an orphan’s Frightful Presence once cannot be affected by any orphan’s Frightful Presence again.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An

incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Skills: Orphans of the night receive a +4 size bonus to Hide checks. They also take a –2 penalty to Open Lock checks since they don’t generally have the required thieves’ tools. This is included above.

The Vanishing (Ex): When angered or threatened, an orphan of the night will disappear into thin air, leaving behind no trace of her existence. One nearby creature or animal will also suddenly vanish, drawn with her through a gate to the Plane of Shadow unless it succeeds with a Reflex save (DC 20). A typical use of this power deprives a traveler of his horses or pack animals, but other times the unlucky traveler himself is the target of this malicious ability. This ability can be used at will.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influ-

The murder of a child is no small crime. When the soul of a young one slain before her time cries out, sometimes that cry is answered. When this occurs, it creates an entity known as an orphan of the night. Orphans naturally seek each other out, drawn by an irresistible urge to gather together. One of the most terrible sights for a parent to see is her child’s murdered soul rising up from a fresh grave to join a group of sibling spirits, cursed to eternally roam the night in a grotesque parody of life.

An orphan of the night appears as she did in life, a seemingly normal child, smiling and usually cheerful. However, the grisly means of her death is plain for all to see, the knife sticking out of her back, the starvation obvious in hollowed cheeks... whatever spelled the child’s end carries over as a psychic “echo” in death. A soft, eerie glow surrounds her and she possesses a gleeful voice that has an edge of madness, an otherworldly tone that sets mortal teeth on edge.

Orphans wander the night when the boundaries between the worlds of the living and the dead are thin. To orphans, all nights are the same and time has little or no meaning. One child killed centuries ago may caper and play on a foggy night with a girl slain only last week.

Orphans are not intrinsically malicious, but the taint of a violent death surrounds them, twisting lost innocence into a kind of hideous mischief. The orphans like to “play” with any living beings they encounter. These unfortunate “playmates” typically are tormented by the undead children until daybreak. The orphans respond to conversation in very cryptic fashion, with childish rhymes on occasion. They like to explore, rooting through packs or chests, and may even



Keep "pretties" for themselves. If threatened, orphans will defend themselves.

ADVENTURE SEEDS

♣ A farmer hires the PCs to rid his farm of a "terrible haunting." He refuses to tell the PCs much about the spirit, only that it terrifies him, and shows them the white streak of hair on his head to prove it. Once on site at the farm, the PCs quickly get a sense of the farmer and his family ... he's a drunkard, and the family is unusually quiet. Encountering the spirit at night, the PCs are shocked to see a family resemblance ... the orphan of the night haunting this farm is unmistakably related to the farmer! The orphan doesn't make it easy for the PCs, as she's more interested in playing than anything else, but through some childish rhymes and riddles the PCs should be able to figure out that the orphan was murdered by her father, the farmer, in a drunken rage. The PCs face a difficult choice: having been hired by the farmer, do they now enact justice against their employer? Or do they seek to slay or put to rest the undead child and take their payment?

♣ The PCs waken one morning to find a note written in childish script, weighted down with an ancient coin of great value. Written on the note is a name, followed by a message: "Bring this man to justice and you will be rewarded." The complication: the name on the note is that of an important nobleman, with wealth and prestige. An investigation by the PCs may uncover that this nobleman is in fact a cruel madman who delights in taking the lives of children. If the PCs manage to expose this fact to the authorities, the nobleman buys his way out of trouble ... but cannot escape his victims. Orphans of the night appear before the PCs to take their slayer with them, into the dark, forever.

ORPHAN OF THE NIGHT

encing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative

energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.



PARDILLA

Large Aberration	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 claws +7 melee, and bite +2 melee
Damage:	Claws 1d6+5 each, bite 2d6+2
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Full Mauling
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +5
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Balance +4, Climb +10, Jump +5, Listen +4, Spot +4
Climate/Terrain:	Warm forest
Organization:	Solitary or band (2-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large)

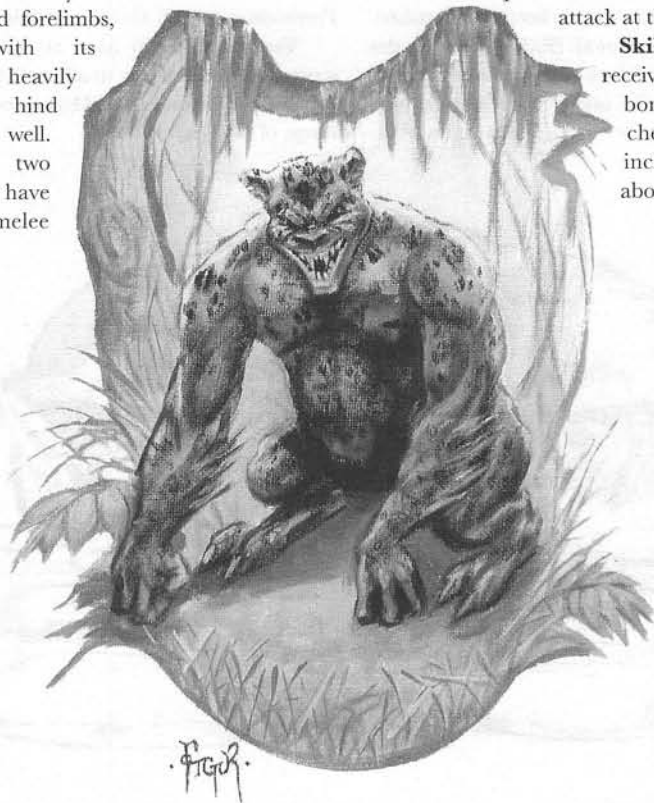


Aberration: Aberrations have Darkvision with a range of 60 feet.

Full Mauling (Ex): When the pardilla can get above a creature of Large size or larger, it can drop down upon its back and attack, not only with its jaws and forelimbs, but with its clawed, heavily muscled hind limbs as well. These two attacks have a +2 melee

attack bonus and inflict 2d4+2 damage each. The pardilla favors this tactic when attacking large prey such as rhinos, hippos, wild or domestic cattle, etc. Given a Huge opponent or larger, such as an elephant, two or more pardillas can employ this attack at the same time.

Skills: Pardillas receive a +8 racial bonus to Climb checks. This is included in the above stats.



The pardilla resembles a species of leopard with the general size and form of a hulking gorilla. Its head, tail, and spotted skin are those of a leopard, but its forepaws are modified into hands that enable it to climb among the trees with ease, and both hands and feet are heavily clawed. It is usually hunched over, like a true gorilla, but when standing (briefly) erect, it is seven feet in height.

These fearsome beasts roam the jungles of the world, either singly or in small family bands. Like their feline ancestors, they are pure carnivores, eating anything from small rodents and reptiles to the largest of big game animals. When they come upon large prey, such as an elephant, they will band together and drop upon the creature's back, clinging tightly and tearing savagely with their jaws and all four clawed limbs until the prey is mortally wounded. They are somewhat more intelligent than mundane leopards, and although they are wary of fire, its mere presence is not enough to frighten them away.

ADVENTURE SEED

The local peasants who farm and herd livestock near the edge of the jungle are in an uproar. Vicious beasts such as have never been seen before are raiding their flocks and herds, and where only plants and no livestock are being raised, the creatures have been carrying off the peasants themselves as prey. The local lord is preoccupied with a tense military standoff with one of his powerful neighbors, and so cannot spare the troops needed to deal with this threat. The PCs, as mercenaries or possibly landowners themselves, are ordered to deal with these raiders themselves.

Fat and square, paving beetles look almost exactly like the stones used to surface major roads. Paving beetles sound slightly hollow when stepped upon, however. They are only active at night, and are primarily dung feeders, so few humans realize they exist. During a brief period each summer, though, female paving beetles need to eat vast quantities of meat to prepare for spawning. Female paving beetles prefer to attack at night, and select stationary or solitary creatures as targets. They are drawn to bright lights, fires, and reflective objects during this period of their reproductive lives.

ADVENTURE SEED

☛ A band of street kids has been speeding around the streets on an odd sort of vehicle: slabs of moving marble. They've been knocking people over, stealing things, and frightening horses. When the characters are asked to look into the matter, they discover that the leader of the gang is the heir to a magician who develops weapons for the government. The band is using his latest invention — a domestic variety of paving beetle — to have some fun.

However, the beetles were intended to be the components of a weapon: they were designed as self-ordering bricks. The creatures come together to form various pieces of war engineering like bridges, towers, and roads, then break apart when ordered. A foreign government is aware of the beetles' function, however, and has sent mercenaries to capture them. They've been ordered to eliminate the gang members in the process, since the street kids know the simple commands that order the beetles to move. These words must be kept secret, so as not to compromise the beetles' usefulness during sieges.

PAVING BEETLE

	Small Vermin
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (+1 size, +7 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d4+3 plus Corrosive Smear
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Corrosive Smear
Special Qualities:	Change Surface, Darkvision 60 ft., Immunities
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 11, Con 13, Int —, Wis 10, Cha 12
Skills:	Listen +3, Move Silently +4, Spot +3
Climate/Terrain:	Any land or underground
Organization:	Cluster (2–7), or swarm (13–24)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small), 4–6 HD (Medium-sized)

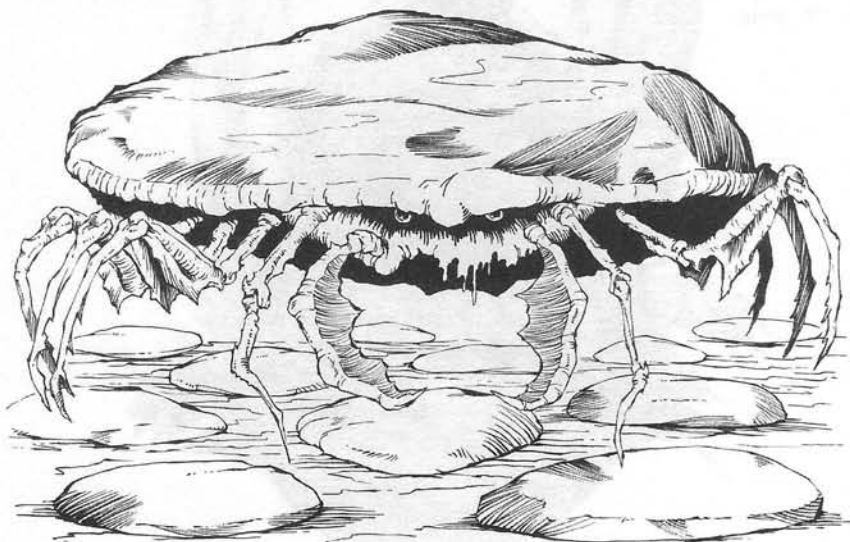


Change Surface (Ex): Paving beetles can change their upper surface so that the grain and color match that of adjoining paving stones. They can even develop black grooves that simulate crazing, or match the edges of stones they have nested into. It requires a Spot check (DC 25) to notice anything odd about a paving beetle so disguised.

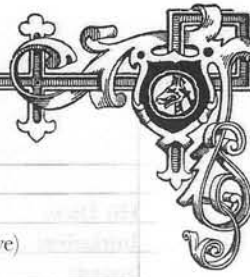
Corrosive Smear (Ex): Paving beetles can cover themselves in a corrosive slime at will. They use this ability to dissolve hollows for themselves in roads, and as a foul-

smelling anti-predator mechanism. This substance damages stone or metal equipment, as well, dealing 1d6 points of acid damage per round to exposed materials that it is in contact with; weapons that hit the paving beetle suffer this damage. Magical items and those attended by a character may make a Fortitude save (DC 18) to resist this effect.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Vermin have Darkvision with a range of 60 feet.



PEDRA WYRM



	Huge Aberration
Hit Dice:	12d8+60 (114 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)
Attacks:	Bite +15/+10 melee
Damage:	Bite 2d8+12 plus Poison
Face/Reach:	5 ft. x 40 ft./10 ft.
Special Attacks:	Stone Gaze, Poison
Special Qualities:	Damage Reduction, Darkvision 60 ft., Tremorsense 60 ft.
Saves:	Fort +9, Ref +5, Will +9
Abilities:	Str 27, Dex 13, Con 21, Int 5, Wis 12, Cha 5
Skills:	Climb +8, Hide +8 (+18 when underground), Listen +8, Move Silently +12
Feats:	Improved Initiative
Climate/Terrain:	Underground
Organization:	Solitary, pair, or family (2 plus 1d6 young)
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	13–24 HD (Huge), 25–36 HD (Gargantuan)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Damage Reduction (Su): The creature ignores 12 hit points from most weapons and natural attacks. A stone weapon, or a +2 weapon or better negates the ability.

Poison (Ex):

When a character takes damage from the pedra wyrm's bite attack, he must make a Fortitude save (DC 18). If he fails, he suffers the poison's initial damage of 2d8 temporary Strength score damage. Even if he succeeds, he faces another 2d6 temporary Strength score damage 1 minute later, which he can also avoid with a successful Fortitude saving throw. Temporary ability score damage is healed at the rate of one point per day. A character whose Strength score is reduced to 0 falls to the ground and is helpless.

Skills: Pedra wyrms receive a +10 racial bonus to Hide checks in underground environs, though they also take a -8 size penalty to Hide checks. This is figured into the stats above.



Stone Gaze (Su): Each character within 30 feet of the pedra wyrm when it uses its gaze attack must make a Fortitude save (DC 13) each round at the beginning of his turn or be turned to stone for 1d6 hours. A pedra wyrm can also actively attempt

to use its gaze as an attack action; in this case an opponent must save once before its own action and once during the creature's action. Petrified characters cannot move or take actions of any kind, even purely mental ones. Their Strength and Dexterity scores are effectively 0, and they are unaware of what occurs around them. The pedra wyrm can control its gaze attack, deactivating it when so desired. It has a 20% chance of failure for each use of this ability.

Tremorsense (Ex): By feeling vibrations in the earth, a pedra wyrm automatically senses the location of anything that is in contact with the ground, moving, and within 60 ft.

Centuries ago, the mines of Skiloth Mountain were a rich source of arcane stone, which is prized for use in constructing magical towers. Long after the mines were abandoned, they became the site of a mighty wizards' duel between Legaebond Beast-Maker and a terrifying Dark Lord. It is theorized that the pedra wyrm is a result of the magical forces released during the duel, which interacted with the residue of the arcane stone and the bodies of Legaebond's magically created beasts.

Deep mines and abandoned dungeons are the normal dwelling places for this stone-skinned wyrm. The pedra wyrm is not normally an aggressive beast, but when paired for mating or when protecting its young this creature can be quite ferocious. In these instances it has been known to ambush unwary intruders, using its natural stone-like coloration to blend in with its surroundings.

Thin, multi-jointed legs run along both sides of the pedra wyrm's underbelly. When the wyrm moves, its hundred legs appear as a fluttering curtain of fringe. The wyrm's bite is highly poisonous, and the creature is difficult to damage with anything but a stone weapon. When attacking, the wyrm will attempt to turn the attacker to stone with its gaze and then smash the resulting stone figure.

ADVENTURE SEED

While seeking shelter from a terrible mountain storm, the PCs discover a set of stone figures — a group of three battered-looking dwarven fighters. Sometime during the night, the figures are released from the hold of the stone gaze. Their leader, Fygan Stonefist, relates their adventure and enlists the PCs' aid in hunting and defeating the pedra wyrm that attacked them.

On some remote islands, certain stretches of river are avoided at all costs due to long-lived legends of the poukai, an enormous man-eating bird resembling a parrot or toucan. A typical poukai stands about 10 feet tall, with a green- and yellow-plumed wingspan of about 15 feet and a beak well over 5 feet in length.

Poukai normally eat small mammals and large insects, but are not adverse to snatching up a sentient being if other prey is scarce. Poukai favor hunting from the sky during daylight hours, when they are the most effective. Poukai are said to release a blood-curdling screech before swooping down from hidden jungle caves to snatch up an unsuspecting victim in its enormous orange beak. The poukai then takes this prey to its cave, where it kills it by smashing its head against the rocks. Should its prey regain its senses and begin attacking while being carried to the poukai's nest, the bird will fling the creature to the ground and go through its dive-and-snatch attack pattern again. If pressed into ground combat, the poukai hops about and uses its bill to snatch and fling its opponents until it is able to take flight again.

Some native peoples have developed means for dealing with the poukai within their lands, however. One hero of legend instructed frightened villagers to plait a strong net, then, acting as a decoy, the hero



POUKAI

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 50 ft. (average)
AC:	16 (-1 size, +3 Dex, +4 natural)
Attacks:	Bite +7 melee, and 2 claws +2 melee
Damage:	Bite 1d8+4, claws 1d6+2 each
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Improved Grab, Screech, Snatch
Special Qualities:	Darkvision 60 ft., Low-light Vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 13, Int 10, Wis 14, Cha 10
Skills:	Listen +9, Move Silently +10, Spot +14
Feats:	Alertness
Climate/Terrain:	Warm forest
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Huge), 9–12 HD (Gargantuan)



Poukai speak broken Common and are able to perfectly mimic short phrases of intelligent speech in any language. They are birds, however, so their conversations are often confusing, as the giant birds hop from subject to subject as if listeners can easily follow their flighty logic.

Improved Grab (Ex): If a poukai hits an opponent of at least one size category smaller than itself or smaller with a bite or claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals normal damage, and allows it to use its Snatch ability if it wishes, flying off with its victim in tow.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Screech (Su): A Poukai can emit a blood-curdling, scream-like cry once every 1d4 rounds. Usually this screech precedes a dive attack, but may be used at any time. Those within 80 feet must succeed at a Will

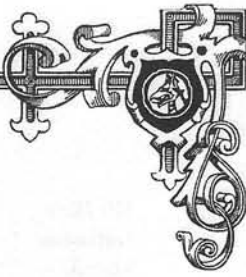
save (DC 14) or cower in fear for 1 round; cowering creatures lose their Dexterity bonus to AC, can take no actions, and foes gain a +2 bonus to hit them. Those who successfully save against this effect cannot be affected by the same screech effect from the same poukai for one day.

Snatch (Ex): A poukai that achieves a successful grapple with its Improved Grab ability, on an opponent of one size category smaller than itself or smaller, can fly off with its victim. It can drop a snatched creature as a free action or use a standard action to fling it aside or dash it against a rock. A flung creature travels 30 feet and takes 3d6 points of damage. A creature dashed against a rock suffers 4d6 points of damage and must succeed at a Fortitude save (DC 16) or be stunned for 1 round; stunned creatures lose their Dexterity bonus to AC, can take no actions, and foes gain a +2 bonus to hit them. Falling damage equal to 1d6 damage per 10 feet fallen, to a maximum of 20d6, may also apply.

POUKAI AS MOUNTS

Poukai are sometimes captured while young and trained as aerial mounts by rangers, druids, or other defenders of jungles





and rain forests. These great birds serve almost willingly if fed a healthy diet of tasty forest mammals or big, juicy insects. Poukai can be trained as aerial mounts with a successful Handle Animal skill check (DC 22). This DC may be reduced by 2 points if the poukai is "bribed" with a large selection of its favorite foods.

POUKAI TREASURES

The remains of a poukai are valuable for their use as food and in creating magical tools. A poukai's beak can be combined with a Craft (taxidermy) check (DC 12) and a *gentle repose* spell to create a horn capable of

sounding the poukai's dreaded screech. Each of a poukai's wings provide enough material to be made into a *cape of feather falling* for one Medium-sized creature. The delicate plumage on these wings, if handled properly with a Craft (weaving) check (DC 15), provides a +1 equipment bonus to the caster level of the resulting cape. If mishandled, the feathers are still a handsome foundation for such an item. Poukai feathers are considered of natural masterwork quality due to their size and durability.

waited for the bird to dive for him. He slipped through the netting at the last moment, causing the poukai to entangle itself, and the men of the village, armed with spears, were then able to stab it to death. Another tale exists in which two heroic friends went down to the river, with one pretending to fill water pots while the other waited in hiding. As the poukai swooped toward the first man, the second man burst from hiding and broke the bird's huge wing with an axe blow; the two friends were then able to slay the wounded bird.

ADVENTURE SEEDS

While filling waterskins in a river, a PC is snatched up and carried away by what appears to be a giant parrot or toucan. The other PCs track the bird's flight path back to a well-hidden cave, where their comrade is regaining his senses just in time to realize he's about to become a meal for a pair of hatchlings.

Happening upon a friendly native village, the party soon learns that one of their own members fits the description of a legendary poukai-slaying hero. Whether or not the PCs accept the quest, the villagers thrust upon them the prophesied duty of slaying a poukai in the area. To refuse such an honor would prove the PC to be a false champion, and the villagers would then turn hostile. Success, however, brings great glory and tribal wealth.

Pukas are an ancient race of shapeshifters that have dwelt in the wild places of the world since before recorded history. They are strange and wild, allowing their curiosity and whims to guide them through the world. They are not malicious, but enjoy a good joke, and have little concern for anyone other than themselves. That being said, they sometimes form strong relationships with humanoids, usually with individuals suffering from exclusion or ostracism from their own society. Outcasts and lost causes seem to appeal to pukas.

The shapechanging abilities of pukas allow them to assume any animal or humanoid form. Unfortunately, because of their flighty inattention, pukas are unable to perfectly duplicate a form; there is always something wrong with the shape, whether it is missing ears, has too many fingers, or sports an inappropriate tail. This allows observant folk to spot a shapechanged puka.

In their natural forms, pukas resemble short humans with the faces of rabbits and the ears of a cat. They tend to be rather fantastical colors, running through the entire spectrum, and are covered with short, silky fur.

ADVENTURE SEED

A number of children in a nearby town have been having nasty accidents. They've fallen from trees, been trampled by horses, gotten trapped in a collapsing barn, and run afoul of wild animals. Six children have so far been injured, and now one has fallen down a well and drowned. The center of this little tragedy is a four-year-old half-orc girl who has been ruthlessly tormented and beaten by the older children. A particularly vindictive puka has taken it upon herself to teach the other children a lesson. The puka, of course, doesn't want to be found, and the little girl will not betray her only friend.



PUKA

	Small Shapechanger
Hit Dice:	1d8 (4 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., run 100 ft.
AC:	12 (+1 size, +1 Dex)
Attacks:	2 claws +1 melee
Damage:	Claws 1d3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Invisibility, Shapechange
Saves:	Fort +2, Ref +3, Will +3
Abilities:	Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 16
Skills:	Bluff +7, Hide +9, Listen +7, Move Silently +5, Spot +7, Wilderness Lore +5
Feats:	Alertness, Run
Climate/Terrain:	Any land
Organization:	Solitary or family (1–2 plus 1–2 offspring)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class (rogue)



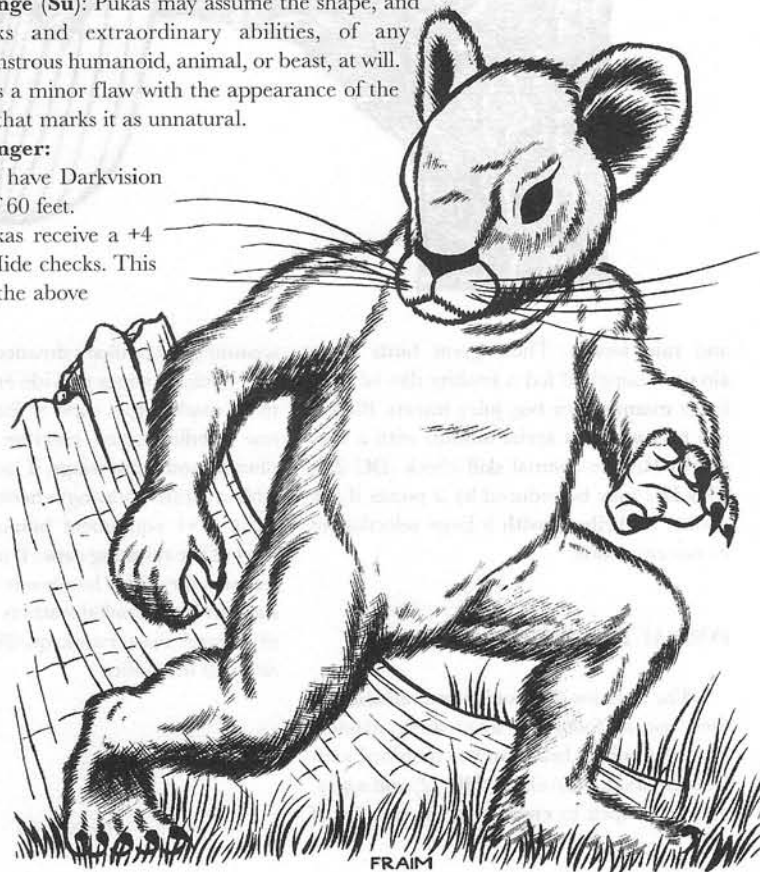
Invisibility (Sp): Pukas may become invisible, as the *invisibility* spell, at will, although it requires a full round of concentration to fade from sight.

Shapechange (Su): Pukas may assume the shape, and all the attacks and extraordinary abilities, of any humanoid, monstrous humanoid, animal, or beast, at will. There is always a minor flaw with the appearance of the assumed form that marks it as unnatural.

Shapechanger:

Shapechangers have Darkvision with a range of 60 feet.

Skills: Pukas receive a +4 size bonus to Hide checks. This is worked into the above stats.



FRAIM



SABOATH

ANGEL

	Medium-size Outsider (Chaotic, Good, Saboath)
Hit Dice:	4d8+ 12 (30 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 20 ft. (poor)
AC:	20 (+3 Dex, +2 natural, +5 saboath chain shirt +1)
Attacks:	+1 saboath quarterstaff +4/+4 melee
Damage:	+1 saboath quarterstaff 1d6+4 plus 1d6 fire
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Fear (DC 15), Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Damage Reduction 10/+1, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Regeneration 2, Resistances, Spell Resistance 14, Tongues
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 17, Dex 20, Con 17, Int 20, Wis 17, Cha 17
Skills:	Animal Empathy +4, Bluff +5, Climb +5, Decipher Script +6, Diplomacy +10, Disguise +8, Handle Animal +5, Innuendo +3 (+5 to intercept a message) Knowledge (religion) +9, Knowledge (arcana) +7, Knowledge (the Planes) +7, Listen +8, Perform (chant) +5, Perform (harp) +5, Perform (trumpet) +5, Search +10, Sense Motive +8, Spot +8, Swim +5, Wilderness Lore +5
Feats:	Ambidexterity, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–10,000)
Challenge Rating:	5; guardian angel 6
Treasure:	No coins, double goods, standard items
Alignment:	Always chaotic good
Advancement:	By character class (commoner)



SABOATH QUALITIES

All saboath have the following qualities:

Fear (Su): Saboath constantly radiate an aura of fear with a 60-foot radius. Creatures failing a Will save against a DC of (10 + 1/2 the saboath's Hit Dice + its Charisma bonus) are shaken for the duration of the encounter and 1d6 rounds afterwards; shaken characters suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. This is a supernatural, mind-affecting ability. Onlookers gain a +2 circumstance bonus to the save if the saboath makes any attempt to calm them — a simple “don't be afraid” will suffice.

Halo (Su): As a free action, saboath can surround themselves with a halo of light having a radius of 20 feet. In addition to shedding light, it acts as a *magic circle against evil* as if cast by a sorcerer whose level is equal to the saboath's Hit Dice. The aura can be dispelled, but the saboath can create it again as a free action on its next turn.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. Saboath are also immune to fire.

Keen Vision (Ex): All celestials have Low-light Vision and Darkvision to a range of 60 feet.

Languages: Saboath speak Celestial, Abyssal, and Infernal.

The saboath are a collection of nine different celestial races, all united by their devotion to the service of their god. While it is certain that this god created the saboath, the details of their creation remain obscure. Similarities between the saboath and various lower planar races suggest that the various races of demons, devils, and celestials might all be descended from common ancestors.

The saboath are separated into three major groups: lesser, intermediate, and greater. The lesser saboath, made up of angels, archangels, and principalities, are most likely to come into contact with the mortal races. The intermediate saboath, composed of powers, virtues, and dominions, are concerned with the workings of the many planes of existence and the battle between good and evil. The greater saboath, made up of ophanim, cherubim, and seraphim, are mostly concerned with the workings of their heaven, and rarely come into contact with other sorts of creatures unless in regard to some matter of cosmos-shaking import.

ANGELS

Angels act as messengers, communicating the will of their god to the mortal races. Despite their celestial powers, angels are the lowest rank of the saboath and comparable in power to an experienced adventurer. As a result, angels are rarely needed for universe-shaking tasks, and can pay more attention to mortal concerns. Some angels, known as “guardian angels” are actually tasked with protecting individual mortals.

Angels appear as especially beautiful and winged members of a sentient race, surrounded by a soft halo of golden or pearly light. They

have an affinity for the color white, and often dress in white robes. Though angels often appear as humans, elves, or other humanoid, they can take virtually any form. Angels occasionally travel in disguise, and are capable of suppressing their halos if necessary. Angels are primarily messengers and scouts, not warriors. However, they are perfectly capable of defending themselves with saboath weaponry. Since they often disguise themselves as travelers, their preferred weapon is the quarterstaff.

Angels are capable of mating with humans, and the offspring of such encounters, known as nephilim, often go on to become powerful adventurers.



SABOATH



Resistances (Ex): Saboath ignore the first 20 points of acid, cold, and sonic damage done to them each round. They still make saving throws normally. All celestials receive a +4 racial bonus to Fortitude saves against poison.

Saboath Armor and Shields: All saboath armor, regardless of appearance, has an AC bonus of +4, a maximum Dexterity bonus of +8, an armor check penalty of 0, and an arcane spell failure chance of 10%. It is considered light armor. All saboath shields, regardless of appearance, have an AC bonus of +2, an armor check penalty of 0, and an arcane spell failure chance of 10%. Both armor and shields can also have enhancement bonuses ranging from +1 to +5. Saboath armor and shields are tied to the saboath wearing them; a saboath can cause its armor or shield to merge into or out of its body at will, and slaying the saboath destroys the armor or shield as well.

Saboath Weapons: All saboath weapons have the *holy*, *defending*, and *flaming burst* properties. They have enhance-

ment bonuses ranging from +1 to +5. Saboath weapons are tied to the saboath wielding them; a saboath can cause its weapon to merge into or out of its body at will, and slaying the saboath destroys the weapon as well.

Tongues (Su): All celestials can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability is always active.

SABOATH PRINCES

Many saboath have character class levels. These creatures are collectively known as the saboath “princes,” though some scholars mistakenly refer to them as “archangels” instead.

EX-SABOATH

Status as a saboath requires strict adherence to a good alignment. A saboath who voluntarily changes alignment away from





good immediately “falls” and becomes a demon or devil of the closest equivalent CR. There is no known way for a saboath to atone once fallen.

ANGEL

Angels speak Celestial, Abyssal, and Infernal.

Damage Reduction (Su): Angels ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 10 points, but a weapon with a +1 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and angels are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to angels is treated as subdual damage, and they automatically cure themselves of 2 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to an angel. If an angel loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear (Will save DC 15), or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Angels receive a +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against an angel, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 14, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Angels can use the following spells as if cast by a 4th-level sorcerer. The DC to resist these abilities is 13 + the spell level.

1/day — *plane shift*

3/day — *alter self*, *animal friendship*, *animal messenger*, *augury*, *cure light wounds*, *know direction*, *light*, *message*, *pass without trace*, *remove fear*, *sanctuary*, *virtue*

At Will — *guidance*

GUARDIAN ANGELS

Guardian angels are constantly affected by *improved invisibility* and protect their charge with *shield other*. Both are spell-like abilities that function as the spells cast by a 12th-level sorcerer. Either effect can be dispelled normally, but the guardian angel can restore it as a free action in the following round.

ANGELS AS CHARACTERS

An angel’s favored character class is commoner. The greatest of the angels, Remiel, is a 20th-level commoner.

ARCHANGELS

Archangels speak Celestial, Abyssal, and Infernal.

Damage Reduction (Su): Archangels ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 10 points, but a weapon with a +2 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and archangels are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regalia (Su): An archangel always carries some object symbolic of its station. An item of regalia is similar to a wand, allowing the archangel to cast a single spell of 3rd level or less. Unlike wands, archangel regalia do

ADVENTURE SEEDS

☛ A guardian angel is mistakenly protecting an evil enemy of the PCs. The foe uses magic to mask his true nature, and is careful to never let the angel see him involved in evildoing. To defeat their enemy, the PCs must either fight the angel, or somehow convince its superiors that the enemy does not deserve protection.

☛ The PCs come across an angel lost in the wilderness. The angel needs to deliver an important message from its god to a particular individual. If the PCs help it find the person it’s looking for, it makes sure to put in a good word with its superiors.

ARCHANGEL

Archangels, the middle rank of the lesser saboath, are charged with supervising the untold numbers of angels.

Physically, archangels appear to be attractive, winged members of a humanoid race. An archangel always dresses in robes of a symbolic color and carries items that are representative of the angels it supervises. For example, an archangel who oversees a group of especially peaceful angels might dress in green robes, carry an olive branch, and be surrounded by a flock of doves.

Archangels are trained primarily as administrators, but must occasionally take up arms against fiendish opponents who would dare invade the material world.

ADVENTURE SEEDS

☞ An archangel appears before the party's cleric. Apparently, the angels it supervises have gone missing. The angel requests the party's help in tracking down its subordinates, because it's too embarrassed to report the incident to its superiors.

☞ An NPC traveling with the party is actually a disguised archangel who has tired of servitude and wants to become an adventurer. Such behavior is a prelude to a fall, though. What will the party do when they realize their companion is not what he seems?



SABOATH

ARCHANGEL

	Medium-size Outsider (Neutral, Good, Saboath)
Hit Dice:	6d8+30 (57 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., fly 30 ft. (poor)
AC:	27 (+4 Dex, +4 natural, +6 saboath chain shirt +2, +3 saboath buckler +1)
Attacks:	+1 saboath heavy mace +11/+6 melee, or +1 saboath longbow +11/+6 ranged
Damage:	+1 saboath heavy mace 1d8+5 plus 1d6 fire, +1 saboath longbow 1d8+1 plus 1d6 fire
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Fear (DC 17), Regalia, Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Damage Reduction 10/+2, Low-light Vision, Immunities, Regeneration 4, Resistances, Spell Resistance 16, Tongues
Saves:	Fort +10, Ref +9, Will +10
Abilities:	Str 18, Dex 18, Con 21, Int 18, Wis 21, Cha 18
Skills:	Concentration +7, Decipher Script +6, Diplomacy +12, Gather Information +5, Innuendo +5 (+7 to intercept a message), Intimidate +5, Knowledge (religion) +9, Knowledge (arcana) +9, Knowledge (the Planes) +9, Listen +10, Perform (chant) +10, Perform (harp) +10, Perform (trumpet) +10, Read Lips +5, Scry +6, Search +9, Sense Motive +10, Spot +10, Use Magic Device +6
Feats:	Expertise, Improved Disarm
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–10,000)
Challenge Rating:	7
Treasure:	No coins, double goods, standard items
Alignment:	Always neutral good



not require the archangel to know the spell, and do not have charges. After use, an item of regalia requires a full hour to gather power before it may be used again. Regalia are similar to saboath armor and weapons in that they are part of the celestial. It can will the item to merge into or out of its body, and slaying the archangel destroys the item.

Regeneration (Ex): Damage dealt to an archangel is treated as subdual damage, and the archangel automatically cures itself of 4 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal nor-

mal damage to an archangel. If an archangel loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison.





PRINCIPALITY

	Medium-size Outsider (Lawful, Good, Saboath)
Hit Dice:	8d8+32+3 (71 hp)
Initiative:	+4 (Dex)
Speed:	40 ft., fly 60 ft. (average)
AC:	24 (+4 Dex, +4 natural, +6 saboath half plate +2)
Attacks:	+2 saboath scythe +16/+11 melee, or 3 +1 saboath shuriken +13/+8 ranged
Damage:	+2 saboath scythe 2d4+8 plus 1d6 fire, +1 saboath shuriken 2 plus 1d6 fire each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Breath Weapon, Fear (DC 20), Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Damage Reduction 15/+2, Darkvision 60 ft., Eyes of Fire, Halo, Low-light Vision, Immunities, Regeneration 6, Resistances, Spell Resistance 18, Tongues
Saves:	Fort +12, Ref +10, Will +10
Abilities:	Str 22, Dex 19, Con 19, Int 19, Wis 19, Cha 22
Skills:	Alchemy +9, Craft (armorsmithing) +9, Craft (bowmaking) +9, Craft (weaponsmithing) +9, Decipher Script +9, Disable Device +9, Gather Information +11, Intimidate +14, Knowledge (arcana) +9, Knowledge (religion) +10, Knowledge (the Planes) +9, Listen +12, Perform (chant) +8, Perform (harp) +8, Perform (trumpet) +8, Profession (scribe) +8, Search +12, Spot +12, Use Magic Device +9 (+11 for scrolls)
Feats:	Endurance, Great Fortitude, Toughness
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–10,000)
Challenge Rating:	9
Treasure:	No coins, double goods, standard items
Alignment:	Always lawful good
Advancement:	By character class (aristocrat)



They have both Low-light Vision and 60-foot Darkvision.

Skills: Archangels receive a +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against an archangel, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 16, the spell works nor-

mally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Archangels can use the following spells as if cast by a 6th-level sorcerer. The DC to resist these abilities is 14 + the spell level.

- 1/day — *plane shift, teleport*
- 3/day — *aid, augury, bless, cure light wounds, detect evil, divine favor, enthrall, light, remove fear, sanctuary, shield of faith, shield other*

PRINCIPALITY

The principalities are the highest rank of the lesser angels. They are charged with protecting mortal institutions such as nations and churches. It is said that the principalities are somewhat hostile to mortals, believing them to be hopelessly corrupted by evil.

A principality appears to be a humanoid with skin of burnished bronze, eyes that burn like fire, and a tongue like a double-edged sword. Principalities do not have wings, but they are capable of flight through supernatural means. A principality only fights to protect the interests of the organization it represents. It does not care about individual members of the organization, only the institution itself.



ADVENTURE SEEDS

☛ A principality appears to the party's cleric, and bids her to seek out corruption in the upper ranks of her temple. Unfortunately, the principality has no qualms about sacrificing individuals in its quest to purify the church, and the PC may find herself abandoned by the principality in her hour of greatest need.

☛ The PCs are defending the castle of a baron against a coup attempt. Before the battle is joined, the barony's guardian principality appears and offers to help the party. This particular principality is not a creative thinker, luckily, and allows the PCs to order it around — at least until the barony is out of danger.



SABOATH

ARCHANGELS AS CHARACTERS

An archangel's favored character class is adept. The leader of the archangels, Saraquel, is a 20th-level adept.

PRINCIPALITY

Principalities speak Celestial, Abyssal, and Infernal.

Breath Weapon (Su): The tongue of a principality speaks only the truth, and the truth is a double-edged sword. The harsh words spoken by a principality can act as a breath weapon, inflicting 8d6 points of sonic damage to all non-outsiders in a 30-foot cone. No attack roll is necessary; any character caught in the area must make a Reflex save (DC 18) to halve the damage. Once a principality has spoken the truth, it must gather its righteous indignation for 1d4 rounds before it can speak the truth again.

Damage Reduction (Su): Principalities ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 15 points, but a weapon with a +2 or better enhancement bonus deals full damage.

Eyes of Fire (Su): A principality can see invisibility as the spell at will to a range of 180 feet.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and principalities are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to a principality is treated as subdual damage, and the principality automatically cures itself of 6 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to a principality. If a principality loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any crea-

ture that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Principalities generally have access to the artisan's tools required for Craft checks, and the thieves' tools required for Disable Device checks. They also receive a +2 synergy bonus to Use Magic Device checks related to scrolls. These are included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a principality, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 18, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: A principality can use the following spells as if cast by a 8th-level sorcerer. The DC to resist these abilities is 16 + the spell level.

1/day — *plane shift*

3/day — *bless water, calm emotions, consecrate, divination, locate object, magic circle against chaos, magic circle against evil, magic vestment, magic weapon, order's wrath, status, zone of truth*

At Will — *discern lies*

PRINCIPALITIES AS CHARACTERS

A principality's favored character class is aristocrat. The leader of the principalities, Raguel, is a 20th-level aristocrat.

POWER

Powers speak Celestial, Abyssal, and Infernal.

Damage Reduction (Su): Powers ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 15 points, but a weapon with a +3 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and powers are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*,





POWER

	Medium-size Outsider (Chaotic, Good, Saboath)
Hit Dice:	10d8+60 (105 hp)
Initiative:	+5 (Dex)
Speed:	50 ft., fly 90 ft. (average)
AC:	25 (+5 Dex, +4 natural, +6 saboath chain shirt +2)
Attacks:	+3 saboath longsword +14/+9 melee and +3 saboath longsword +14 melee, or +3 saboath mighty composite (+4) longbow (firing +1 saboath arrows) +19/+14 ranged
Damage:	+3 saboath longsword 1d8+8 plus 1d6 fire, +3 saboath mighty composite (+4) longbow (firing +1 saboath arrows) 1d8+8 plus 2d6 fire
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Fear (DC 20), Saboath Armor and Shields, Saboath Weapons, Smite Evil, Spell-like Abilities
Special Qualities:	Damage Reduction 15/+3, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Regeneration 8, Resistances, Spell Resistance 20, Tongues
Saves:	Fort +13, Ref +12, Will +13
Abilities:	Str 20, Dex 20, Con 23, Int 20, Wis 23, Cha 20
Skills:	Animal Empathy +10, Climb +15, Handle Animal +10 (+12 with animals), Jump +15, Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (nature) +15, Knowledge (the Planes) +15, Listen +21, Ride +10, Search +18, Spot +21, Swim +11, Tumble +7, Wilderness Lore +18
Feats:	Ambidexterity, Track, Two-Weapon Fighting
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–1,000)
Challenge Rating:	11
Treasure:	No coins, double goods, standard items
Alignment:	Always chaotic good
Advancement:	By character class (ranger)



although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to powers is treated as subdual damage, and powers automatically cures themselves of 8 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to a power. If a power loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach

the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison.

POWER

The powers are charged with protecting mortals from evil and keeping the forces of evil at bay. Many are hunters, venturing into the material world and attempting to track down and destroy unbound demons.

A power appears to be a featureless humanoid with golden skin, dressed in a white robe girded with a golden belt. A huge pair of golden wings projects from its back, and its feet are protected with golden sandals. Beneath its robe it wears a shirt of golden chainmail, and in its hands it wields a pair of fiery swords.

Powers are always willing to charge into battle against the forces of darkness. They do not seek out conflict with creatures of neutral morality, but will not back down from a fight with such a creature. They avoid fighting good-aligned creatures whenever possible.



ADVENTURE SEEDS

♣ A power has entered the material world hunting for a demon, but it has found itself too weak to defeat it. It approaches the PCs and asks for their help in overcoming the beast.

♣ The characters accidentally read a passage from a book that unleashes an incredibly powerful demon upon their world. The book also discusses powers, and contains a unique spell that will teleport the characters to the heavenly realm of the powers. If the party is wise, they will use the spell, and beseech the powers to help them correct their mistake.



They have both Low-light Vision and 60-foot Darkvision.

Skills: Powers receive a +2 racial bonus to Listen and Spot checks. They also get a +2 synergy bonus to Handle Animal checks with animals, a second +2 synergy bonus Ride checks, and a third +2 synergy bonus to Tumble checks. This is included above.

Smite Evil (Su): Once per day, a power may attempt to Smite Evil with one normal melee attack. The power adds a +5 bonus to the attack roll, and deals an additional 10 points of damage. If the power accidentally Smites a creature that is not evil, the Smite has no effect but it is still used up for that day.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a power, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 20, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: A power can use the following spells as if cast by a 10th-level

sorcerer. The DC to resist these abilities is 15 + the spell level.

1/day — *gate*

3/day — *cure critical wounds, dimensional anchor, dispel evil, divine power, flame strike, greater magic weapon, insect plague, mark of justice, negative energy protection, restoration, righteous might, scaring light*

At Will — *polymorph self*

POWERS AS CHARACTERS

A power's favored character class is ranger. Their favored enemies are always various creatures from the Lower Planes. The greatest of the powers, Barachiel, is a 20th-level ranger.

VIRTUE

Virtues speak Celestial, Abyssal, and Infernal.



VIRTUE

	Small Outsider (Lawful, Good, Saboath)
Hit Dice:	12d8+72 (126 hp)
Initiative:	+5 (Dex)
Speed:	30 ft., fly 90 ft. (good)
AC:	20 (+1 size, +5 Dex, +4 natural)
Attacks:	Slam +18/+13/+8 melee
Damage:	Slam 1d4+7 plus 2d6 fire
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Burn, Fear (DC 21), Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Damage Reduction 20/+3, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Natural Invisibility, Regeneration 10, Resistances, Spell Resistance 22, Tongues
Saves:	Fort +14, Ref +13, Will +14
Abilities:	Str 20, Dex 20, Con 23, Int 20, Wis 23, Cha 20
Skills:	Animal Empathy +10, Concentration +16, Diplomacy +7, Gather Information +10, Handle Animal +9 (+11 for animals), Heal +21, Innuendo +6 (+8 to intercept a message), Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (the Planes) +15, Listen +15, Perform (chant) +15, Perform (any 1) +15, Profession (herbalism) +11, Read Lips +10, Scry +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +16, Use Magic Device +5 (+7 for scrolls), Wilderness Lore +10
Feats:	Alertness, Dodge, Flyby Attack, Mobility
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–1,000)
Challenge Rating:	13
Treasure:	No coins, double goods, standard items
Alignment:	Always lawful good
Advancement:	By character class (cleric)



Burn (Ex): Those hit by a virtue's slam attack must succeed at a Reflex save (DC 22) or catch fire. The flame burns for 1d4 rounds; use the standard D20 System rules for catching on fire. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a virtue with natural weapons or unarmed attacks take fire damage as though they had been hit by the virtue's slam attack, and also catch fire unless they succeed at a Reflex save.

Damage Reduction (Su): Virtues ignore damage from most weapons and natural attacks; the wounds heal immediately.

Damage dealt by an attack is reduced by 20 points, but a weapon with a +3 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and virtues are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Natural Invisibility (Su): This ability is constant, allowing the virtue to remain invisible even when attacking. This ability is nat-

VIRTUE

Virtues are the saboath responsible for working miracles upon the various planes of existence. Virtues are naturally invisible. If they could somehow be viewed, they would look like humanoid composed of dancing flames.

Virtues are healers, not fighters. However, they can be deadly combatants if provoked, especially against foes who are vulnerable to fire.

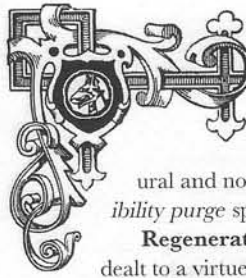
ADVENTURE SEED

Once a year, a virtue appears in a small town and heals the blind. The characters are hired by a blind man to guide him to the town in time for the event. After various encounters in the wilderness, they arrive safely but the virtue does not appear. The town's livelihood depends on the pilgrims, so they hire the party to look into the disappearance.

DOMINION

Dominions — also known as “dominations” — are the overseers of the intermediate saboath, and also look after the workings of the natural order, such as the motions of the sun, moon, and planets.

A dominion appears as a manifestation of natural forces. They have bodies made of clouds, a face of sunlight, a halo made from a rainbow, and lightning bolts for arms and legs. Dominions are awesome to behold in combat, hurling lightning bolts and striking down foes with impunity.



SABOATH

ural and not subject to the *invisibility purge* spell.

Regeneration (Ex): Damage dealt to a virtue is treated as subdual damage, and virtues automatically cure themselves of 10 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to a virtue. If a virtue loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Virtues have a +2 synergy bonus to Handle Animal checks with animals, a +2 synergy bonus to Heal checks, a +2 synergy bonus to Use Magic Device checks related to scrolls, and a +2 synergy bonus to Diplomacy checks and Innuendo checks to intercept a message. These are included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a virtue, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 22, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Virtues can use the following spells as if cast by a 12th-level sorcerer. The DC to resist these abilities is 15 + the spell level. The virtue suffers no loss of XP when it uses miracle.

1/day — *break enchantment, cure critical wounds, cure light wounds, cure minor wounds, cure moderate wounds, cure serious wounds, delay poison, gate, gentle repose, healing circle, heal, heroes' feast, lesser restoration, miracle, neutralize poison, remove paralysis, remove blindness/deafness, remove curse, remove disease, remove fear, restoration*

VIRTUES AS CHARACTERS

A virtue's favored class is cleric. The most powerful virtue, Raphael, is a 20th-level cleric.

DOMINION

Dominions speak Celestial, Abyssal, and Infernal.

Cloud Form (Ex): Dominions can be harmed only by incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Unlike truly incorporeal creatures, dominions cannot pass through solid objects, their attacks do not ignore armor, and they do not move silently (they sound like rolling thunder).

Damage Reduction (Su): Dominions ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 20 points, but a weapon with a +4 or better enhancement bonus deals full damage.

Lightning Bolts (Ex): Every 1d4 rounds, a dominion can unleash a lightning bolt as a ranged touch attack with a range increment of 60 feet (maximum 10 range increments). A successful hit inflicts 14d6 points of electricity damage; opponents can attempt a Reflex save (DC 22) to take half damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and dominions are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to a dominion is treated as subdual damage, and the dominion automatically cures itself of 12 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to a dominion. If a dominion loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or





DOMINION

	Colossal Outsider (Neutral, Good, Saboath)
Hit Dice:	14d8+70+3 (136 hp)
Initiative:	+5 (Dex)
Speed:	20 ft., fly 120 ft. (perfect)
AC:	21 (-8 size, +5 Dex, +14 natural)
Attacks:	Slam +13/+8/+3 melee
Damage:	Slam 2d8+10 plus 2d6 electricity
Face/Reach:	40 ft. x 40 ft./25 ft.
Special Attacks:	Fear (DC 24), Lightning Bolts, Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Cloud Form, Damage Reduction 20/+4, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Regeneration 12, Resistances, Spell Resistance 24, Tongues
Saves:	Fort +14, Ref +14, Will +14
Abilities:	Str 24, Dex 21, Con 21, Int 21, Wis 21, Cha 24
Skills:	Animal Empathy +22, Concentration +15, Diplomacy +17, Escape Artist +15, Handle Animal +11 (+13 for animals; +13 for beasts), Heal +15, Hide -1, Innuendo +5 (+7 to intercept a message), Intimidate +17, Intuit Direction +15, Listen +7, Move Silently +15, Perform +17 (chant), Perform (any 1) +17, Read Lips +15, Search +15, Sense Motive +15, Spot +17, Swim +17, Use Rope +5 (+7 to bind someone), Wilderness Lore +20 (+22 to avoid getting lost)
Feats:	Alertness, Endurance, Track, Toughness
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2-7), or host (10-1,000)
Challenge Rating:	15
Treasure:	No coins, double goods, standard items
Alignment:	Always neutral good
Advancement:	By character class (druid)



a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Dominions take a -16 size bonus to Hide checks. They receive a +2 synergy bonus to Handle Animal checks with animals or with beasts, a +2 synergy bonus to Use Rope checks to bind someone, a +2 synergy bonus to Wilderness Lore checks to avoid getting lost, and a +2 synergy bonus to

Diplomacy checks and Innuendo checks to intercept a message. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a dominion, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 24, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Dominions can use the following spells as if cast by a 14th-level sorcerer. The DC to resist these abilities is 17 + the spell level.

ADVENTURE SEED

The PCs must perform a ritual during an eclipse to fulfill an ancient prophesy, but the sages say there won't be another eclipse for over a millenia. The only force capable of changing the natural order in such a fashion is a dominion. They must find one and convince it to help them.



OPHAN

Also known as "thrones," the ophanim are the weakest of the greater saboath. Ophanim act as their god's chariots, and also dispense justice throughout the cosmos.

An ophan appears to be a huge, whirling, flying, fiery wheel. Ophanim do not have limbs, but are capable of manipulating objects through a limited form of telekinesis. If not for the numerous eyes that gaze out of its burning depths, an ophan could easily be mistaken for an inanimate object. Some scholars go so far as to suggest that ophanim are actually constructs operated by tiny celestials of a yet-undiscovered species.

It might seem strange that chaotic celestials act as dispensers of justice, but the truth is that they enjoy their roles as bringers of destruction and death. This does not make them evil, since they only visit their wrath upon those who are guilty of grievous sins. The seraphim and cherubim find this a good way to channel the ophanims' destructive energies toward constructive ends.



SABOATH

OPHAN

	Huge Outsider (Chaotic, Good, Saboath)
Hit Dice:	16d8+96 (168 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 150 ft. (perfect)
AC:	28 (-2 size, +8 Dex, +12 natural)
Attacks:	Slam +19/+14/+9/+4 melee
Damage:	Slam 2d6+9 plus 2d6 fire
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Fear (DC 24), Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	Damage Reduction 25/+4, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Regeneration 14, Resistances, Spell Resistance 26, Tongues
Saves:	Fort +16, Ref +18, Will +16
Abilities:	Str 23, Dex 26, Con 23, Int 23, Wis 23, Cha 26
Skills:	Concentration +16, Diplomacy +10, Hide +19, Innuendo +6 (+8 to intercept a message), Intimidate +27, Intuit Direction +16, Knowledge (arcana) +18, Knowledge (religion) +20, Knowledge (the Planes) +20, Listen +25, Move Silently +27, Scry +14, Search +25, Sense Motive +18, Spellcraft +16 (+18 to decipher scrolls), Spot +25, Swim +16, Use Magic Device +18 (+20 for scrolls), Wilderness Lore +6 (+8 to avoid getting lost)
Feats:	Blind-Fight, Dodge, Improved Initiative, Mobility
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2-7), or host (10-100)
Challenge Rating:	17
Treasure:	No coins, double goods, standard items
Alignment:	Always chaotic good
Advancement:	By character class (sorcerer)



1/day — gate; and either fire storm, storm of vengeance, or whirlwind

3/day — acid fog, call lightning, chain lightning, control weather, control winds, fog cloud, gust of wind, ice storm, lightning bolt, obscuring mist, shocking grasp, sleet storm

OPHAN

Ophanim speak Celestial, Abyssal, and Infernal.

Damage Reduction (Su): Ophanim ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 25 points, but a weapon with a +4 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those men-

DOMINIONS AS CHARACTERS

A dominion's favored character class is druid. The most powerful dominion, Jehudiel, is a 20th-level druid.





tioned in their entries, and ophanim are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to an ophanim is treated as subdual damage, and an ophanim automatically cures itself of 14 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to an ophanim. Ophanim do not have limbs, and cannot suffer from severed limbs.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Ophanim take a –8 size penalty to Hide checks. They also receive a +2 synergy bonus to Wilderness Lore checks to avoid getting lost, a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message, a +2 synergy bonus to Use Magic Device checks related to scrolls, and a +2 synergy bonus to Spellcraft checks to decipher scrolls. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against an ophanim, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 26, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Ophanim can use the following spells as if cast by a 17th-level sorcerer. The DC to resist these abilities is 17 + the spell level. Its *flesh to salt* spell is as *flesh to stone*, but its victim turns into a pillar of salt. Despite their lack of limbs, ophanim can still cast spells with somatic or material components. Their telekinesis ability is limited to a range of 65 feet.

ADVENTURE SEEDS

♣ An injured ophanim falls from the sky. Adventuring parties, not knowing any better, might mistake the ophanim for some sort of flying machine, and go to investigate the wreckage.

♣ If the party has an evil character who has committed some sort of atrocity, an ophanim comes after him. The ophanim may attempt a direct attack at first, but if the character puts up sufficient resistance, the ophanim will retreat and use more stealth in future attacks.

CHERUB

The cherubim occupy the middle rank of the greater saboath. They hold up their god's throne, and act as his "watchdogs," protecting sacred places and items.

A cherub appears as a humanoid with the feet of a calf, and four faces spaced evenly around its head. The first face is that of a human, the second is that of a lion, the third is that of an ox, and the fourth is that of an eagle. A cherub's skin shines like burnished brass, and it has four pairs of wings spaced evenly around its torso.

Cherubim only fight when disrupted from their sacred duties, and are vicious combatants, showing surprisingly little mercy for a good celestial.



SABOATH

CHERUB

	Medium-size Outsider (Neutral, Good, Saboath)
Hit Dice:	18d8+162 (243 hp)
Initiative:	+7 (Dex)
Speed:	60 ft., fly 120 ft. (good)
AC:	33 (+7 Dex, +8 natural, +8 saboath half plate +4)
Attacks:	+4 saboath greatsword +29/+24/+19/+14 melee, or +4 saboath mighty composite (+4) longbow (firing +2 saboath arrows) +31/+26/+21/+16 ranged
Damage:	+4 saboath greatsword 2d6+14 plus 1d6 fire, +4 saboath mighty composite (+4) longbow (firing +2 saboath arrows) 1d8+10 plus 1d6 fire
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Fear (DC 26), Saboath Armor and Shields, Saboath Weapons, Spell-like Abilities
Special Qualities:	All-around Vision, Damage Reduction 30/+4, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Regeneration 16, Resistances, Spell Resistance 28, Tongues, True Seeing
Saves:	Fort +20, Ref +18, Will +20
Abilities:	Str 25, Dex 25, Con 28, Int 25, Wis 28, Cha 25
Skills:	Concentration +27, Diplomacy +25, Innuendo +9 (+11 to intercept a message), Intimidate +25, Knowledge (arcana) +25, Knowledge (religion) +25, Knowledge (the Planes) +25, Listen +27, Perform (chant) +25, perform (harp) +25, Perform (trumpet) +25, Read Lips +25, Scry +17, Search +27, Sense Motive +27, Spellcraft +25, Spot +25, Use Magic Device +7 (+9 for scrolls)
Feats:	Blind-Fight, Combat Reflexes, Endurance, Flyby Attack, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2–7), or host (10–100)
Challenge Rating:	20
Treasure:	No coins, double goods, standard items
Alignment:	Always neutral good
Advancement:	By character class (wizard)



1/day — gate

3/day — blindness/deafness, contagion, creeping doom, destruction, earthquake, firestorm, finger of death, flamestrike, flesh to salt, slay living, storm of vengeance, and whirlwind.

At Will — improved invisibility, telekinesis (short range)

OPHANIM AS CHARACTERS

An ophan's favored character class is sorcerer. The greatest of the ophanim, Uriel, is a 20th-level sorcerer.





CHERUB

Cherubim speak Celestial, Abyssal, and Infernal.

All-Around Vision (Ex): Because it can see in multiple directions simultaneously, a cherub gains a +4 racial bonus to Spot and Search checks, and cannot be flanked.

Damage Reduction (Su): Cherubim ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 30 points, but a weapon with a +4 or better enhancement bonus deals full damage.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and cherubs are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to a cherub is treated as subdual damage, and the cherub automatically cures itself of 16 points of subdual damage per round. Demons, devils, undead, unholy weapons, unholy water and negative energy deal normal damage to a cherub. If a cherub loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.

Skills: Cherubim receive a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message, and a +2 synergy bonus to Use Magic Device checks related to scrolls. This is included above.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a cherub, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 28, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities:

Cherubim can use the following spells as if cast by a 18th-level sorcerer. The DC to resist these abilities is 17 + the spell level.

1/day — *gate*, *prismatic sphere*
 3/day — *commune*, *explosive runes*, *guards and wards*, *glyph of warding*, *heal*, *secret chest*, *screen*, *secret page*, *sepia snake sigil*, *sequester*, *teleport without error*, *vanish*

At Will — *arcane lock*

True Seeing (Su): Cherubim are constantly under the effect of the *true seeing* spell as if cast by a 20th-level sorcerer. The effect can be dispelled, but the cherub can restore it as a free action on the following round.

CHERUBIM AS CHARACTERS

A cherub's favored class is wizard. The leader of the cherubim, Gabriel, is a 20th-level wizard.

SERAPH

Seraphim speak Celestial, Abyssal, and Infernal.

Damage Reduction (Su): Seraphim ignore damage from most weapons and natural attacks; the wounds heal immediately. Damage dealt by an attack is reduced by 35 points, but a weapon with a +4 or better enhancement bonus deals full damage.

Fiery Aura (Su): Seraphim are constantly wreathed in flames. This has an effect similar to the spell *fire shield*. Any creature striking a seraph with its body or a handheld weapon inflicts normal damage, but at the same time takes 1d6+15 points of fire damage, with no save.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and seraphs are also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Regeneration (Ex): Damage dealt to a seraph is treated as subdual damage, and the seraph automatically cures itself of 18 points of subdual damage per round. Demons, dev-

ADVENTURE SEEDS

♣ The party imprisons a demon within an ancient temple. To ensure that the creature never escapes, the party must petition the saboath to place a cherub there as an eternal guardian.

♣ The party needs a powerful magic item, which is guarded by a cherub. They must either fight it or somehow convince it to give them the item.

SERAPH

The seraphim are the most powerful of the greater saboath. A seraph appears as a large fiery humanoid with three sets of wings; one set covers its face, a second set covers its feet, and a third set springs from its back and allows it to fly. Seraphim rarely speak, as they spend most of their time singing the Song of Creation.

Though seraphim are capable of walking, they never let their feet touch the ground unless they are somehow prevented from flying. Seraphim exist in a state of constant peace and harmony. They only fight in self-defense, or to protect the safety of their heaven. This is fortunate, for few creatures are able to face a seraph and survive.



SABOATH

SERAPH

	Large Outsider (Lawful, Good, Saboath)
Hit Dice:	20d8+160 (250 hp)
Initiative:	+8 (Dex)
Speed:	30 ft., fly 180 ft. (good)
AC:	38 (-1 size, +8 Dex, +12 natural, +9 saboath scale armor +5)
Attacks:	+5 huge saboath longspear +34/+29/+24/+19 melee
Damage:	+5 huge saboath longspear 2d6+15 plus 1d6 fire
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Fear (DC 30), Fiery Aura, Saboath Armor and Shields, Saboath Weapons, Song of Creation, Spell-like Abilities,
Special Qualities:	Damage Reduction 35/+4, Spell Resistance 30, Regeneration 18, Darkvision 60 ft., Halo, Low-light Vision, Immunities, Resistances, Tongues
Saves:	Fort +20, Ref +20, Will +20
Abilities:	Str 30, Dex 27, Con 27, Int 27, Wis 27, Cha 30
Skills:	Alchemy +18, Balance +10, Climb +20, Concentration +28, Decipher Script +18, Diplomacy +25, Escape Artist +18, Heal +18, Innuendo +8 (+2 to intercept a message), Intimidate +30, Intuit Direction +18, Jump +20, Knowledge (arcana) +23, Knowledge (religion) +23, Knowledge (the Planes) +18, Listen +28, Perform +18 (chant), Perform (harp) +18, Perform (trumpet) +18, Read Lips +18, Scry +18, Search +28, Sense Motive +31, Spellcraft +16 (+18 to decipher scrolls), Spot +30, Swim +20, Tumble +18, Use Magic Device +14 (+20 for scrolls), Use Rope +8 (+10 to bind someone), Wilderness Lore +8 (+10 to avoid getting lost)
Feats:	Dodge, Expertise, Mobility, Power Attack, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, choir (2-7), or host (10-100)
Challenge Rating:	21
Treasure:	No coins, double goods, standard items
Alignment:	Always lawful good
Advancement:	By character class (paladin)

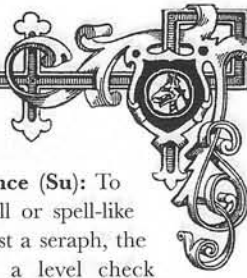


ils, undead, unholy weapons, unholy water and negative energy deal normal damage to a seraph. If a seraph loses a limb or body part, the lost portion regrows in 3d6 minutes. The celestial can reattach the severed member instantly by holding it to the stump.

Saboath Subtype: All saboath have special armor, shields, and weapons. They

have the ability to radiate an aura of fear or a halo of light, and to speak with any creature that has a language. They are also immune to electricity, fire, and petrification, have Acid, Cold, and Sonic Resistance 20, and receive a +4 racial save bonus vs. poison. They have both Low-light Vision and 60-foot Darkvision.





Skills: Seraphim receive a +2 synergy bonus to Use Magic Device checks related to scrolls, a +2 synergy bonus to Use Rope checks to bind someone, a +2 synergy bonus to Wilderness Lore checks to avoid getting lost, a +2 synergy bonus to Tumble checks, a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message, a +2 synergy bonus to Use Magic Device checks related to scrolls, and a +2 synergy bonus to Spellcraft checks to decipher scrolls. They also receive a +2 synergy bonus to Balance and Jump checks, a +3 dodge bonus to AC when fighting defensively or taking full-round actions, and a +6 dodge bonus to AC when on total defense. This is included above.

Song of Creation (Su): When not casting spells, a seraph is constantly singing a hymn of unearthly beauty. The effects of the Song of Creation have a 30-foot radius, and are considered a sonic effect. Good-aligned creatures within this radius are healed 1d8 points of damage per round. Neutral creatures are unaffected. Evil creatures suffer as shown on the table below. Note that effects are cumulative, so a creature that is paralyzed, for example, is also blinded and deafened.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a seraph, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 30, the spell works normally, though the target still gets a saving throw if the spell allows such.

Spell-like Abilities: Seraphim can use the following spells as if cast by a 20th-level sorcerer. The DC to resist these abilities is 20 + the spell level. Seraphim do not take XP loss when using *miracle*.

1/day — *gate*

3/day — *dictum, foresight, greater restoration, holy sword, mass heal, miracle, regenerate, shapechange, sunburst, teleport without error, temporal stasis, time stop*

At Will — *commune, detect evil, detect poison, detect undead, discern lies, find traps, true seeing*

SERAPHIM AS CHARACTERS

A seraph's favored class is paladin. The greatest of the seraphim, Michael, is a 20th-level paladin.

SONG OF CREATION EFFECTS TABLE

HD	EFFECT
12 or more	Deafened (as per <i>blindness/deafness</i>) for as long as the creature is within the radius of the song plus 1d4 rounds.
Less than 12	Blinded (as per <i>blindness/deafness</i>) for as long as the creature is within the radius of the song plus 2d4 rounds
Less than 8	Paralyzed for as long as the creature is within the radius of the song plus 1d10 minutes
Less than 4	Smote (living creatures die, undead creatures are destroyed)

ADVENTURE SEEDS

☛ The party encounters a seraph trapped in a magical prison. They must overcome a series of traps, puzzles, and guardians to free the creature. Once free, it reveals that a disguised demon prince has taken its place in heaven. It decides not reveal itself right away, and asks the adventurers for their help in leading the demon into a trap.

☛ While searching for a powerful magical item, the characters encounter a ward they cannot bypass. According to an ancient prophesy, only a seraph can bring down the ward. The party must somehow track down a seraph and convince it to help them.

Sage drakes are a bipedal subspecies of dragons. They are insatiably curious, and make their lairs near large cities, libraries, schools, and other centers of learning, using their magical powers to blend with the populace and take advantage of these opportunities for study. Sage drakes fill their homes with books, scrolls, and items of historical significance, collecting extensive libraries.

Each sage drake specializes in a single field of study; this is usually something that caught its eye in its youth, and to which it dedicates its life. These fields are as widely varied as are the drakes themselves, ranging from obscure periods in history, to specific applications of engineering, to the changes in a language over a thousand years. They will sometimes hold convocations, during which all the drakes in a wide region gather together to trade knowledge and items. This leads to a thriving exchange of magical items within the community of sage drakes.

Sage drakes have long, serpentine necks and semi-prehensile tails. Their heads are pure dragon, with fierce jaws and burning eyes, and their hands sport wicked claws. They are covered from head to foot in brightly colored iridescent scales that form distinctive patterns over their bodies.

ADVENTURE SEED

Only one being knows the secret of opening the door to the lost treasure of the tomb of Elfarred. The drake in question must be tracked down and identified, and then persuaded to assist the PCs. Playing on its vanity is a good first step, but to get solid answers the characters will have to offer some equivalent information in exchange. Dealing with an obsessive, preoccupied dragon should present some interesting challenges.

SAGE DRAKE

	Medium-size Dragon
Hit Dice:	8d12+16 (68 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., fly 60 ft. (average)
AC:	21 (+1 Dex, +10 natural)
Attacks:	2 claws +10/+5 melee and bite +5 melee, or quarterstaff +10/+5, or quarterstaff +6/+1 and +2
Damage:	Claws 1d6+2 each, bite 1d8+1, quarterstaff 1d6+2
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell-like Abilities
Special Qualities:	Darkvision 60 ft., Low-light Vision, Immunities, Spell-like Abilities
Saves:	Fort +8, Ref +7, Will +11
Abilities:	Str 15, Dex 12, Con 15, Int 20, Wis 17, Cha 15
Skills:	Alchemy +12, Appraise +8, Bluff +13, Decipher Script +10, Diplomacy +12, Disguise +2 (+4 for acting in character), Gather Information +13, Innuendo +3 (+5 to transmit a message; +5 to intercept a message), Intimidate +4, Knowledge (arcana) +13, Knowledge (any one) +16, Pick Pocket +3, Sense Motive +13, Spellcraft +10 (+12 to decipher scrolls), Use Magic Device +13 (+15 for scrolls)
Feats:	Flyby Attack, Iron Will
Climate/Terrain:	Any land
Organization:	Solitary, pair, or family (1–2 and 1d4 offspring)
Challenge Rating:	6
Treasure:	Double items
Alignment:	Usually neutral
Advancement:	9–13 HD (Medium-size), 14–21 HD (Large), 22–24 HD (Huge)



Dragon: Dragons are immune to sleep and paralysis effects. Dragons have Darkvision with a range of 60 feet and Low-light Vision. Sage drakes are proficient with simple weapons.

Immunities: Sage drakes receive a +5 racial bonus to saves against enchantment and illusion spells.

Skills: Sage drakes receive a +2 synergy bonus to Diplomacy, to Disguise checks for acting in character, to Innuendo to transmit a message, to Intimidate checks, and to Pick Pocket checks. They also receive a +2 synergy bonus to Use Magic Device checks related to scrolls, a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message, and a +2 synergy bonus to Spellcraft checks to decipher scrolls. These are all included in the above stats.

Spell-like Abilities: Sage drakes can use the following spells as if cast by a 8th-level wizard. The DC to resist these abilities is 15 + the spell level.

1/day — analyze dweomer, lightning bolt

3/day — detect thoughts, dispel magic, locate object, magic missile

At Will — alter self, detect magic, hypnotism, identify, light, mage hand, prestidigitation, read magic

SEA GYPSY



	Large Monstrous Humanoid (Aquatic)
Hit Dice:	4d8+16+3 (37 hp)
Initiative:	-2 (Dex)
Speed:	10 ft.
AC:	12 (-1 size, -2 Dex, +5 natural)
Attacks:	Trident +6 melee
Damage:	Trident 1d6+3
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Water Breathing
Saves:	Fort +5, Ref +2, Will +5
Abilities:	Str 16, Dex 7, Con 18, Int 8, Wis 13, Cha 15
Skills:	Craft (any 1) +6, Diplomacy +9, Innuendo +1 (+3 to intercept a message), Listen +2, Move Silently +3, Search +1, Sense Motive +8, Spot +2
Feats:	Endurance, Toughness
Climate/Terrain:	Temperate or warm aquatic
Organization:	Solitary, family (2-7), or caravan (4d6 families)
Challenge Rating:	2
Treasure:	Solitary or family 50% coins; caravans double goods
Alignment:	Usually lawful good
Advancement:	By character class (ranger)



Sea gypsies speak Aquan, and some community leaders speak Common.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries.

Skills: Assume that sea gypsies have access to the artisan's tools needed for Craft checks. They also receive a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. This is included above.

Water Breathing (Ex): Sea gypsies can breathe both water and air.

SEA GYPSIES AS CHARACTERS

The preferred class for sea gypsies is the ranger, but the leaders of communities are sometimes druids.



Sea gypsies are aquatic creatures that have humanoid torsos, but from the waist down have the body of an enormous snail. The color and pattern of their shells varies by family and climate, and serves as a sort of heraldry. Sea gypsies visit coastal settlements to trade with surface-dwelling races. They offer produce, simple craftworks, and occasionally salvage items from sunken vessels.

Sea gypsies prefer to avoid minor foes by withdrawing into their shells. When faced by more substantial opponents, sea gypsies try to form defensive circles. They are aware that they are comparatively clumsy, and are extremely cautious when in unexplored areas. Many undersea species can swim, which allows them to attack sea gypsies from above.

Sea gypsies get their name from their migratory wanderings, following seasonal shifts in currents and fish stocks. Sea gypsies sometimes form large temporary communities, called caravans, to travel through dangerous areas. Some few communities of sea gypsies have settled to a maricultural life, either raising herds of fish much as humans do cattle, or tending fields of clams, oysters, mussels, or abalone.

ADVENTURE SEED

☛ A nation's king dies without children, prompting his sister's daughter to sail from a distant port to claim her inheritance. A pretender to the throne arranges for the princess' ship to be scuttled, and makes a deal with a neighboring monarch to provide an army with which he can seize the throne. Some nobles resist the usurper, but need a rallying point for their cause. Can the player characters convince the sea gypsies to recover the skull of the dead princess from beneath the waves, so that she can be resurrected?

To all friends who speak the High Tongue:

Know that this place is haven to good tree-folk no more. In the Year of Falling Stars, a great plague of Seedkin came to this sanctuary. Many of our Good Ones fell, in turn birthing new forms of these cursed kin. The rest, who I lead to safety, head north to the Oakhaven where we will rejoin our Goodly brothers and sisters, never to turn again towards this place, blighted and lost. Enter not this place.

— Elven inscription before the Beech Sanctuary, a ruined wood elf haven

Known as servitors to blasphemous druid covens and as a plague to the deep wood elves, animate seedkin plants thrive wherever wildlife and sunlight are in abundance. Few civilized folk know of them, as an infestation of these creatures has never struck a major city or port. The rare assassin or guild thief may have used solitary seedkin creepers as tools for contract killings, but even they do not comprehend the real danger of the seedkin pollinating form.

The two main varieties of seedkin are creepers and spawners, with a third type — slavers — being a rarity. Both creepers and spawner sprout from seeds that attach themselves to animals and humanoid, and then burst from the outer skin of infected hosts. A typical victim does not realize he has been afflicted until he develops boils and pustules about his body after two to four days. The nascent seedkin roots painlessly bore into nutrient-rich bloodstreams. Unseen, the seedkin feeds of the host's lifeblood until ready to break from its pustule casing. From 6 to 15 seedkin nest in any one host. Once one begins to burst the rest follow.



SEEDKIN

CREEPER

	Tiny Plant
Hit Dice:	1d8 (4 hp)
Initiative:	+4 (Dex)
Speed:	20 ft.
AC:	16 (+2 size, +4 Dex)
Attacks:	3 briar tendrils +6 melee, and bite –2 melee
Damage:	Briar tendrils 1d3+1 each, bite 1
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft. (5 ft. reach with tendrils)
Special Attacks:	Constrict, Improved Grab
Special Qualities:	Immunities, Low-light Vision, Vulnerability to Darkness
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 12, Dex 19, Con 10, Int 5, Wis 14, Cha 3
Skills:	Climb +3, Jump +3, Spot +4
Feats:	Weapon Finesse (briar tendrils)
Climate/Terrain:	Forest
Organization:	Solitary, sprouting (1 spawner plus 1d10+5 creepers), or harvest (20–100 creepers plus 5–25 spawners plus 1 slaver)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Tiny)



CREEPER

Constrict (Ex): A seedkin creeper crushes its opponent, dealing 1d3+1 bludgeoning damage, after making a successful grapple check. It also deals Constriction damage in addition to damage dealt by its briar tendrils when it uses its Improved Grab ability.

Feats: Seedkin creepers receive Weapon Finesse (briar tendrils) free as a racial bonus.

Improved Grab (Ex): If a seedkin creeper hits an opponent of Medium size or smaller with its briar tendril attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold deals Constrict damage. If the creature does not Constrict, each successful grapple check it

makes during successive rounds automatically deals briar tendril damage. Otherwise, it deals Constrict damage as well.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Plants have Low-light Vision unless otherwise noted.

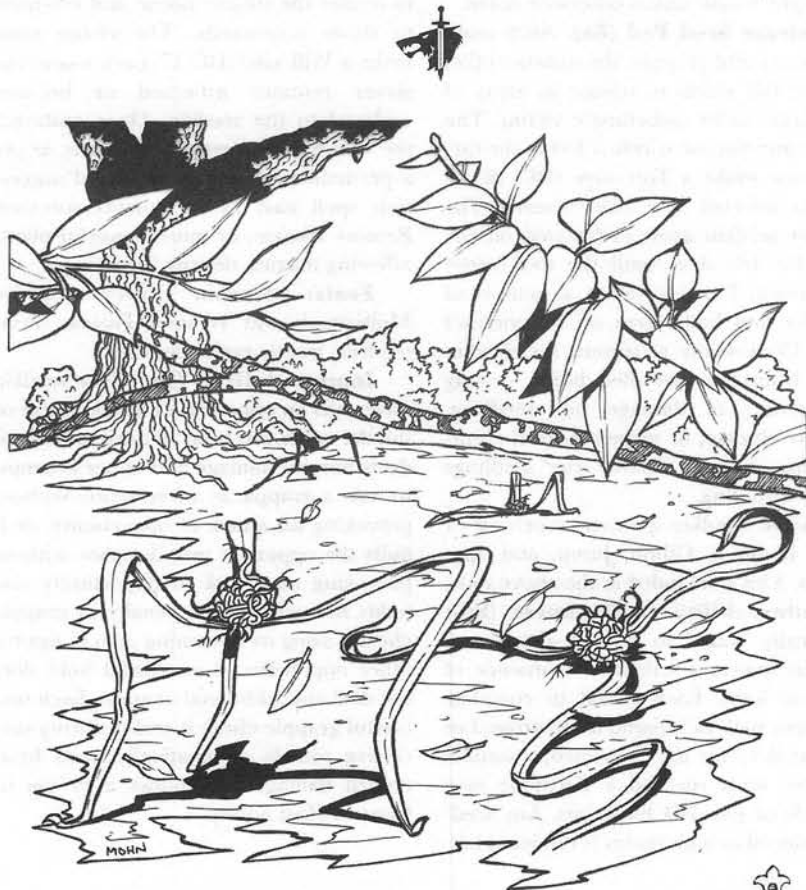
Skills: Seedkin creepers receive a +2 racial bonus to Climb, Jump, and Spot checks. This is included in the above stats.

Vulnerability to Darkness (Su): Mystically bound to the life-giving sun, seedkin wilt in the absence of minimal light. Each round in complete darkness, such as is found underground or is created by the *darkness* spell, a seedkin creeper must succeed a Fortitude save (DC 18) or lose 1d4 hit points. Any seedkin reduced to 0 hit points is rendered lifeless, becoming a dried husk. A seedkin exposed to normal darkness, as is found on a moonless night or in a dark room, seeks a place to rest in a dormant, hibernating state. Any source of light will awake it from slumber.



SPAWNER

	Tiny Plant
Hit Dice:	2d8 (9 hp)
Initiative:	+8 (+4 Dex, +4 natural)
Speed:	30 ft.
AC:	20 (+2 size, +4 Dex, +4 natural)
Attacks:	3 briar tendrils +7 melee, and bite +2 melee
Damage:	Briar tendrils 1d4+1 each, bite 1d2
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft. (5 ft. reach with tendrils)
Special Attacks:	Improved Grab, Release Seed Pod
Special Qualities:	Immunities, Low-light Vision, Vulnerability to Darkness
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 12, Dex 19, Con 10, Int 5, Wis 14, Cha 3
Skills:	Climb +5, Jump +5, Spot +6
Feats:	Multiattack, Weapon Finesse (briar tendrils)
Climate/Terrain:	Forest
Organization:	Solitary, sprouting (1 spawner plus 1d10+5 creepers), or harvest (20–100 creepers plus 5–25 spawners plus 1 slaver)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	3–5 HD (Tiny)



To the unsuspecting host, the birthing is horrific. Tiny spider-like plants, initially an inch in height, burst out of the pustules, spraying pus and blood in their wake. Most of these young seedkin are of the creeper variety, but at least one emerges as a spawner. Once exposed to any light, these young seedkin mature within minutes.

If unchecked and organized by a wild slaver, the seedkin may grow into a loosely organized infestation of over a hundred plants, known to the druids as a harvest.

CREEPER

The central body of the creeper is woven from a tight knit of roots and strong brambles. Dead leaves often cloak the upright portion of the creeper body. Three thorny briar tendrils, each several feet long, sprout from the central body in a triangular array that resembles that of a tripod insect. The creeper, when moving, hoists its central body up by its tendrils. When feeding, a wicked blossom of sharp cutting teeth flourishes from the center of the body mass.

The creeper variation of seedkin survives by whipping or choking its food and then slowly devouring it. As such, its tendrils are tensile and strong.

ADVENTURE SEED

• A rival pays to have the PCs offed in nasty fashion. Contracted assassins, over the course of several days, scope out the PCs' living quarters and plant creepers under their beds. The creatures remain dormant until the PCs enter at night by candle or lamplight. As the characters prepare to bed down, the creepers strike, choking their unsuspecting victims from behind or as

they lay in their beds. Dealing with the seedkin and then hunting down the would-be assassins proves an unexpected night's work.

SPAWNER

The spawner version of seedkin can be distinguished by the sac-like seed pods growing on its body mass. Once the spawner grabs a victim, it tries to bore under clothing and then release its seeds. The seeds burst forth in a cloud of tiny fibers, much like dandelion filaments, that hover in the air until coming into contact with a creature. Anyone within the general area of the seedling burst may become infected. Once the seeds are released, spawners require several days to grow a new seed pod array.

ADVENTURE SEED

♣ A steady migration of deep wood elves pass through town on their way to an adjoining forest. When the townsfolk ask them why so many elves are leaving their ancestral homes, translators for the elves tell of a great doom unleashed by evil druids of the Dark Wood god. Many of their number have been lost to a great birthing of seedkin. Elven PCs may have relatives or loved ones counted among the lost. A trek to the infested Elfhome may reveal some answers, but a reckless party may find themselves outmatched by a full harvest of seedkin.

SLAYER

*"Woodmother, birth forth your wrath and anger;
Woodmother, with root and heart we beseech you;
Woodmother, we who are true to your calling;
Woodmother, bless us with the weapon of thy vengeance;
To choke their breath, to pierce their skin,
to take their wills."*

— From the Bringing Forth the Seedkin rite, known only to the wicked druids of the deep forests



SEEDKIN

SPAWNER

Feats: Seedkin spawners receive Multiattack and Weapon Finesse (briar tendrils) free as racial bonuses.

Improved Grab (Ex): If a seedkin spawner hits an opponent of Medium size or smaller with its briar tendril attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage. Each successful grapple check it makes during successive rounds automatically deals briar tendril damage, and allows it to use its Release Seed Pod ability.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Plants have Low-light Vision unless otherwise noted.

Release Seed Pod (Ex): After making a successful grapple, the spawner takes its next full action to release its array of seed pods on its unfortunate victim. The target, and anyone within 5 feet of the target, must make a Fort save (DC 18) or become infected with 1d10+5 seeds. The nascent seedkin grow undetected on the body for 1d4 days until the day before they hatch. The day before, a number of pustules and boils form on the victim's body. Once ready to sprout, the seedkin burst from the pus-filled boils, causing 1d2 points of damage per seedling. *Remove disease*, or more powerful plant-affecting magics, destroy the seedlings before sprouting.

Skills: Seedkin spawners receive a +4 racial bonus to Climb, Jump, and Spot checks. This is included in the above stats.

Vulnerability to Darkness (Su): Mystically bound to the life-giving sun, seedkin spawners wilt in the absence of minimal light. Each round in complete darkness, such as is found underground or is created by the *darkness* spell, a seedkin spawner must succeed a Fortitude save (DC 18) or lose 1d4 hit points. Any seedkin reduced to 0 hit points is rendered life-

less, becoming a dried husk. A seedkin exposed to normal darkness, as is found on a moonless night or in a dark room, seeks a place to rest in a dormant, hibernating state. Any source of light will awake it from slumber.

SLAYER

Bind Seedkin (Ex): All seedkin within a mile radius must obey the telepathic call and mental commands of a slaver host.

Control Host (Ex): Once a seedkin slaver grapples an opponent, it can, as its next full attack action, bore its tendrils into its victim to begin the control process. The victim takes 1 point of damage and must immediately make a Fortitude save (DC 15) to avoid an additional 1d4 points of damage from shock. The following round, the slaver injects its sap into the victim's blood — the victim now makes Will saves at a –3 circumstance penalty. Finally, the slaver enters a contest of wills to render the subject docile and receptive to slaver commands. The victim must make a Will save (DC 17) each round the slaver remains attached or become enslaved to the seedkin. Once enslaved, the victim cannot resist commands, as per a permanent, touch-administered *suggestion* spell cast as a 5th-level sorcerer. *Remove disease*, or more powerful plant-affecting magics, destroy the slaver.

Feats: Seedkin slavers receive Multiattack and Weapon Finesse (briar tendrils) free as racial bonuses.

Improved Grab (Ex): If a seedkin slaver hits an opponent of Medium size or smaller with its briar tendril attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage. Each successful grapple check it makes during successive rounds automatically deals briar tendril damage and allows it to use its Control Host ability.





SLAVER

	Tiny Plant
Hit Dice:	3d8 (13 hp)
Initiative:	+8 (Dex, +4 natural)
Speed:	30 ft.
AC:	20 (+2 size, +4 Dex, +4 natural)
Attacks:	3 briar tendrils +8 melee, and bite +3 melee
Damage:	Briar tendrils 1d4+1 each, bite 1d2
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft. (5 ft. reach with tendrils)
Special Attacks:	Control Host, Improved Grab
Special Qualities:	Bind Seedkin, Immunities, Low-light Vision, Telepathy, Vulnerability to Darkness
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 12, Dex 19, Con 10, Int 10, Wis 14, Cha 15
Skills:	Climb +7, Jump +7, Sense Motive +8, Spot +8
Feats:	Multiattack, Weapon Finesse (briar tendrils)
Climate/Terrain:	Forest or urban land
Organization:	Solitary or harvest (20–100 creepers plus 5–25 spawners plus 1 slaver)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Tiny)



Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Plants have Low-light Vision unless otherwise noted.

Skills: Seedkin slavers receive a +6 racial bonus to Climb, Jump, Sense Motive, and Spot checks. This is included in the above stats.

Telepathy (Ex): A seedkin slaver can communicate telepathically with any creature within a one-mile radius that has an Intelligence score of at least 1. The creature can respond if it wishes — no common language is needed.

Vulnerability to Darkness (Su): Mystically bound to the life-giving sun, seedkin slavers wilt in the absence of minimal light. Each round in complete darkness, such as is found underground or is created by the *darkness* spell, a seedkin slaver must succeed a Fortitude save (DC 18) or lose 1d4 hit points. Any seedkin reduced to 0 hit points is rendered lifeless, becoming a dried husk. A seedkin exposed to normal darkness, as is found on a

moonless night or in a dark room, seeks a place to rest in a dormant, hibernating state. Any source of light will awake it from slumber.

NEW POTION: BALM OF SEEDKIN CONTROL

This potion allows the user to give commands to a seedkin slaver's enslaved victim. The user applies the balm to her bare hands. While within touch contact of a slaver host (a melee touch attack may be needed), the user may impart mental commands that are passed on to the victim. This potion is good for one use only.

Caster Level: 5th; **Prerequisites:** Brew Potion, control plants; **Market Price:** 750 gp

Slavers are a variety of seedkin created by mortal hands using the darkest of woodland rites. Highly sought by black-hearted court manipulators, these specimens, once grown, attach themselves to a targeted victim by boring its fine tendrils into his veins and arteries and oozing a clear sap into the unfortunate's bloodstream. The sap, produced within the central bramble cluster, heightens the victim's proclivity to any suggestion given by the seedkin.

The seedkin slaver first implants suggestions making the host unable to reveal its enslaved condition or the presence of the slaver. A mortal controller using appropriate druid magics, may also implant suggestions the slaver will accept.

Unlike the creeper or spawner varieties of seedkin, slavers exhibit an erratic intelligence and will reminiscent of woodland demons. If unfettered by druid magic or commands, a slaver retreats to the deep woods to find and organize other seedkin under its thrall.

ADVENTURE SEED

Rangers come to the city with desperate news: a plague of strange plant creatures infests the local forest. For hundreds of acres, sections of the wood teem with seedkin. The town council shuts the gates and announces that none are allowed within the blighted woods. The council then turns to the PCs for help, asking them to investigate the wood and weigh the danger to the community. Travelling to the cursed wood, the PCs encounter masses of seedkin creepers and spawners. The sheer size of the infected area suggests to the PCs that the town may be next. After hearing their report, the town mayor decides they must defend themselves by launching a full-scale assault on the woods. Will the characters discover in time that the town's mayor is being manipulated by a slaver, and coordinates the seedkin's infestation from the inside?

Sentinels are minor servitors from the lawful realms. They serve as front-line troops against the forces of chaos, or as guardians of important sites or items. They are often invoked by mages and priests who want totally incorruptible and faithful guardians.

Sentinels are quite amenable to such guard duty. Once they have accepted a guardianship, they will only relinquish it through death or dismissal by the person who assigned the task. Time means nothing to them, and they will continue to guard their charges for eons, growing neither tired nor hungry nor thirsty. Not given much to inspiration or improvisation, sentinels are very rigid when it comes to interpreting their tasks. They follow the letter of their guardianship rigidly, with no attempt at interpretation. If the instructions are loosely worded, however, they tend to use their own discretion to fill in the blanks. Anyone trying to trick a sentinel into abandoning its charge had better be a very good liar, or face the consequences.

Sentinels appear as large, sexless, hairless humanoid, with the heads of various animals. They are a uniform pale blue, glow softly, and wear no clothing, although they each carry a crystal shield and a large longsword of glowing silver.

ADVENTURE SEED

An item sacred to the chaotic god of destruction is being moved between temples. To ensure that no underlings get any bright ideas about rapid temple promotion, the high priests have summoned an escort of sentinels to see the item safely to its destination. Of course, the lawful temples would like nothing better than to break the power of the god of destruction by stealing the item, and they could use a disavowable party of specialists to do the dirty work.

SENTINEL

	Large Outsider (Lawful)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	20 ft.
AC:	19 (-1 size, +8 natural, +2 large steel shield)
Attacks:	Large longsword +9 melee
Damage:	Large longsword 1d10+5 plus 2d6 lawful
Face/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Lawful Sword
Special Qualities:	Damage Reduction 10/+3, Darkvision 60 ft., Immunities, Regeneration 3, Spell Resistance 25
Saves:	Fort +7, Ref +4, Will +4
Abilities:	Str 20, Dex 11, Con 17, Int 10, Wis 10, Cha 10
Skills:	Diplomacy +2, Innuendo +0 (+2 to intercept a message), Intimidate +6, Listen +7, Search +6, Sense Motive +6, Spot +7
Feats:	Power Attack, Weapon Focus (large longsword)
Climate/Terrain:	Any land
Organization:	Solitary, pair, or cadre (3-12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	5-6 (Large), 7-12 HD (Huge)

Damage Reduction

(Su): A sentinel ignores 10 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Immunities

(Ex): Sentinels are immune to cold, electricity, fire, and sonic attacks.

Lawful

Sword (Su): The swords of the sentinels are part of their very beings, and are therefore weapons infused with Law. As such, they inflict +2d6 points of lawful damage against foes of chaotic alignment.

Outsider: Outsiders have Darkvision with a range of 60 feet. Sentinels are proficient with all simple weapons, martial weapons, and those mentioned in their entry. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Regeneration (Ex): Damage dealt to a sentinel is treated as subdual damage, and the

creature automatically cures itself of 3 points of subdual damage per round. It can regrow or reattach severed body parts in 2d10 rounds. Acid and chaotic attacks deal damage to the creature normally, as do attacks that don't deal hit point damage. Attacks that can cause instant death only threaten the creature with death if it is delivered by weapons that deal it normal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Skills: Sentinels take a -2 armor check penalty due to their shields. They also receive a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. This is included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a sentinel, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 25, the spell works normally, though the creature still gets a saving throw if the spell allows such.



SIDHE

PHOUKA

	Medium-size Fey (Sidhe)
Hit Dice:	8d6+40 (68 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +7 melee, and 2 claws +2 melee
Damage:	Bite 1d6+3, claws 1d4+1 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Glamour (see text)
Special Qualities:	Damage Reduction 15/+3 or cold iron, Low-light Vision, Sidhe Health, Spell Resistance 18
Saves:	Fort +9, Ref +8, Will +4
Abilities:	Str 17, Dex 14, Con 20, Int 12, Wis 7, Cha 13
Skills:	Appraise +4, Balance +3, Bluff +3, Climb +5, Disguise +4, Escape Artist +3, Hide +7, Intimidate +6, Jump +7, Listen +5, Move Silently +7, Pick Pocket +6, Search +5, Spot +3, Swim +5, Tumble +4
Feats:	Alertness, Great Fortitude, Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or band (2–5)
Challenge Rating:	8
Treasure:	10% coins, double items, double goods
Alignment:	Usually chaotic evil
Advancement:	9–12 HD (Medium-size), 13–16 HD (Large); or by character class (rogue)



SIDHE QUALITIES

All sidhe, unless otherwise noted, have the following special qualities:

Fey: As fey, sidhe have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Languages: Sidhe can speak Sylvan, Elven, Gnome, Halfling, and Common.

Sidhe Health (Ex): Sidhe suffer a –2 racial penalty to Fortitude saving throws against poisons or diseases of non-fey origin. They gain a +4 racial bonus to Fortitude saving throws against poisons or diseases of fey origin.

Spell Resistance (Su): To determine if a spell or spell-like ability works against a sidhe creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10 plus its Hit Dice, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Damage Reduction (Su): Sidhe ignore damage from most weapons and natural

attacks; the wounds heal immediately. Damage dealt by an attack is reduced by the amount indicated on the table below, but a cold iron weapon or a weapon with the indicated enhancement bonus or better deals full damage.

A cold iron weapon is one that is beaten into shape without the benefit of a heated forge. Such weapons cost twice as much as normal steel weapons due to the extra work involved, but suffer a –1 attack penalty due to inferior material.

HIT DICE	DAMAGE REDUCTION
<3	5/+1 or cold iron
4–6	10/+2 or cold iron
7–9	15/+3 or cold iron
10–12	20/+3 or cold iron
13–15	25/+4 or cold iron
16+	30/+5 or cold iron

Glamour (Sp): All sidhe have mysterious powers, collectively known as Glamour.

The sidhe (SHEE or SHIH) are a creatures native to an alternate world. In ancient times, the sidhe developed the ability to breach the planar boundaries that separate the infinite layers of the universe. Over the eons, the sidhe have explored so many different worlds that they no longer remember where they originally came from.

Though the sidhe may superficially resemble humanoids, they are alien in both biology and thought processes. Sidhe do not age, and always appear to be in excellent health, yet are remarkably vulnerable to poisons, diseases, and most especially, weapons fashioned from cold-forged iron. Similarly, the sidhe social code is so complex and conflicting that it makes their behavior appear random to anyone but another fey.

The sidhe are reclusive creatures, and avoid contact with most mortal races. Unfortunately, the sidhe have a bad habit of creating permanent planar gates. These gates always appear as some sort of natural phenomena such as a cave entrance, a mushroom circle, or even a simple pool of water. Those passing through the gate invariably find themselves in one of the many sidhe-dominated worlds.

The sidhe control hundreds of alternate planes, a small list of which includes the lands of Avalon (AH-vah-lohn), Emrania (eh-MAHN-ee-ah), Falias (FAH-lee-ahs), Finneas (FIHN-dee-ahs), Gorias (GOTH-ree-ahs), Hi Brasil (HEY-EE bree-SAHL), Murias (MOO-ree-ahs), and the emerald fields of Tir Na Nog (TEER NAH NOHG). These lands all have different physical laws, and are one reason travelers to the “faerie world” often report such drastically different experiences.

Encounters with the sidhe can range from the beneficial to the deadly, but regardless of good or evil intentions,

the sidhe always look upon the mortal races as mere playthings rather than as equals.

PHOUKA

The phouka are a dangerous sidhe race with a penchant for shapeshifting, robbery, and violence. In its natural form, a phouka is a hairless gray humanoid with large black eyes, vestigial ears, and a small, toothless mouth. Phouka rarely take their natural form, preferring instead to appear in the shape of some harmless animal such as a rabbit, squirrel, or cow.

A phouka uses its animal form to lull its victims into complacency, allowing it to get close enough to rob them blind. Most phouka simply explode into a flurry of violence, looting the corpses after all its victims have been slain. Others opt for a more subtle approach, attempting to pick their victims' pockets, fleeing if caught, and only fighting if cornered. In either case, phouka are formidable opponents, usually assuming the form of a bear, wolf, or other predatory animal, and using its powers of glamour to fullest advantage.

Despite being evil, phouka have quite a sense of humor, and take great delight in fleeing from weaker opponents, luring their pursuers through a variety of dangerous terrains before finally turning on them.

ADVENTURE SEED

While traveling through a forest, the party comes upon the incongruous sight of a deer fending off the attacks of an entire pack of wolves. If the party does not interfere, the deer wins, though it is injured in the process. The deer is a phouka, and it does everything it can to elicit sympathy and healing from the party, even following them from a distance and calling up the most

SIDHE

Glamour takes the form of either spell-like abilities or psionic powers (depending on the creature). A sidhe uses Glamour at will, as if a 20th-level sorcerer. Glamour provides a sidhe with the following abilities:

- At least one transmutation spell or psichoptortive power that allows planar travel. Sidhe can only travel to alternate Material Planes, or to connecting planes such as the Ethereal Plane or Shadow Plane.
- At least one illusion spell or psychokinetic power.
- At least one enchantment spell or telepathic power.

Certain sidhe will have additional powers or spells beyond those described above.

PHOUKA

Phouka can speak Sylvan, Elven, Gnome, Halfling, and Common.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Glamour (Sp): Phouka can use the following psionic powers as if manifested by a 20th-level psion.

At Will — *bite of the tiger, claws of the beast, demoralize, ethereal jaunt, invisibility (self only), polymorph self*

If your campaign does not use psionics, phouka should use the following spells as if cast by a 20th-level sorcerer. The DC to resist these abilities is 11 + the spell level.

At Will — *shocking grasp, emotion (despair), ethereal jaunt, invisibility, polymorph self*

Sidhe Subtype: Sidhe receive Sidhe Health that gives them a -2 racial penalty to Fortitude saving throws against poisons or diseases of non-fey origin, and a +4 racial bonus to Fortitude saving throws against poisons or diseases of fey origin. They also receive Spell Resistance, Damage Reduction, and Glamour as indicated in the Special Qualities stat line.

PHOUKA AS CHARACTERS

Though phouka usually advance by Hit Dice, they have the ability to gain class levels. A phouka's preferred character class is rogue.





DAOINE-SIDHE

	Medium-size Fey (Sidhe)
Hit Dice:	2d6-2 (5 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	15 (+3 Dex, +2 leather armor)
Attacks:	Rapier +0 melee, or longbow +5 ranged
Damage:	Rapier 1d6-1, longbow 1d8-1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Glamour (see text)
Special Qualities:	Damage Reduction 5/±1 or cold iron, Low-light Vision, Sidhe Health, Spell Resistance 12
Saves:	Fort -1, Ref +6, Will +4
Abilities:	Str 9, Dex 16, Con 8, Int 14, Wis 12, Cha 16
Skills:	Animal Empathy +4, Bluff +7, Concentration +0, Diplomacy +6, Handle Animal +4, Hide +7, Innuendo +4, Knowledge (arcana) +3, Knowledge (nature) +4, Listen +4, Move Silently +5, Perform (ballad) +7, Perform (dance) +7, Perform (harp) +7, Perform (storytelling) +7, Ride +4, Search +4, Sense Motive +4, Spellcraft +4, Spot +4, Wilderness Lore +4
Feats:	Alertness, Tracking, Weapon Focus (longbow)
Climate/Terrain:	Temperate forest and hills
Organization:	Troop (4-24)
Challenge Rating:	2
Treasure:	50% coins, double goods, standard items
Alignment:	Usually chaotic neutral
Advancement:	By character class (ranger)



DAOINE-SIDHE

Daoine-sidhe can speak Sylvan, Elven, Gnome, Halfling, and Common.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Glamour (Sp): Daoine-sidhe can use the following spells as if cast by a 20th-level sorcerer. The DC to resist these abilities is 13 + the spell level.

At Will — *charm person*, *faerie fire*, *invisibility*, *plane shift* (alternate Material Planes only), and *sleep*

Sidhe Subtype: Sidhe receive Sidhe Health that gives them a -2 racial penalty to Fortitude saving throws against poisons or diseases of non-fey origin, and a +4 racial bonus to Fortitude saving throws against poisons or diseases of fey origin. They also receive Spell

Resistance, Damage Reduction, and Glamour as indicated in the Special Qualities stat line.

Skills: The jingling tinkets daoine-sidhe wear cause them to suffer a -2 circumstance penalty to Move Silently checks. This is included above.

DAOINE-SIDHE AS CHARACTERS

A daoine-sidhe's preferred class is ranger. Daoine-sidhe rangers often fight with dual rapiers.

BEAN-NIGHE

Bean-nighe can speak Sylvan, Elf, Gnome, Halfling, and Common.

pathetic noises it can muster. Unless the adventurers chase it away, it follows them around until the next time they make camp, at which time it steals their valuables and attempts to escape.

DAOINE-SIDHE

The Daoine-sidhe (THIE-nah SHEE), also known as "trooping faeries," are a sociable race of sidhe devoted to hunting and merrymaking. Daoine-sidhe resemble elves, standing about five feet in height, with pointed ears and pale skin, hair, and eyes. They wear the finely made clothing of the upper classes in bright shades of green, yellow, red, and blue. Daoine-sidhe like to decorate their clothing with bells, feathers, gold coins, and other trinkets.

If disturbed while hunting, daoine-sidhe react angrily, even violently, but after a hunt they relax, and if approached during one of their legendary parties they can be quite friendly toward adventurers. Daoine-sidhe parties are grand affairs involving singing, dancing, drinking, and general revelry. They are fond of competitions, and will happily wager on contests of archery, swordplay, song, dance, poetry, and just about any other skilled activity. However, they do not play games of chance, and an offer to play cards, dice, or any similar game offends a daoine-sidhe almost as much as interfering with a hunt.

Daoine-sidhe never initiate combat unless they have an advantage. They prefer to attack while mounted, from concealment, or while invisible. Daoine-sidhe organize themselves into egalitarian hunting bands known as troops. Members of a troop are bound to each other by friendship rather than blood.

ADVENTURE SEED

♣ The party blunders across daoine-sidhe post-hunting revelry. The faeries

are all sitting around a roaring campfire, getting drunk and singing songs. The adventurers will be asked to participate in a marathon dance session. If the party survives the exhausting event, they may get a minor magical item for their troubles.

BEAN-NIGHE

Also known as a “washer woman”, the bean-nighe (BEN-nee-yeh) appears to be a beautiful young woman with long hair, pale skin, and sunken eyes. A bean-nighe often attaches herself to a family or even an entire village, covertly providing them with magical aid in times of trouble.

When one of her “pet” mortals dies, a bean-nighe is stricken with grief and attempts to steal the person’s funeral shroud or some other grave item, both as a memento of the person, and as a reminder of the fleeting nature of mortality. Once she has the item, the bean-nighe attempts to wash the object clean in the waters of a river, stream, pond, or lake. The item is never clean enough to remove any offending stains or smells to the fey’s satisfaction, and she will repeat the cleaning night after night until the object finally falls apart from the abuse.

ADVENTURE SEED

Those who come upon a bean-nighe in the performance of her nightly duties are sometimes attacked, but oftentimes the creature will use her magic to compel passersby to assist her with her washing. If her helpers do a competent job of cleaning the items, the bean-nighe will allow them to leave unmolested, and may even provide them with magical aid. Those who do not do a thorough job of cleaning usually end up at the bottom of a river with two broken arms.



BEAN-NIGHE

	Medium-size Fey (Sidhe)
Hit Dice:	6d6 (21 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., run 150 ft.
AC:	13 (Dex)
Attacks:	Slam +5 melee
Damage:	Slam 1d3+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Glamour (see text), Pitiful Wail
Special Qualities:	Damage Reduction 15/+3 or cold iron, Low-light Vision, Sidhe Health, Spell Resistance 16
Saves:	Fort +4, Ref +8, Will +4
Abilities:	Str 14, Dex 17, Con 10, Int 15, Wis 9, Cha 18
Skills:	Diplomacy +6, Hide +6, Innuendo –1 (+1 to intercept a message), Intimidate +9, Knowledge (history) +11, Listen +6, Move Silently +8, Read Lips +6, Search +9, Sense Motive +6, Spot +6, Swim +7
Feats:	Alertness, Great Fortitude, Run, Track
Climate/Terrain:	Temperate land, underground, or aquatic
Organization:	Solitary
Challenge Rating:	6
Treasure:	No coins, double goods, double items
Alignment:	Usually neutral evil
Advancement:	7–12 HD (Medium-size); or by character class (sorcerer)



Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Glamour (Sp): A bean-nighe can use the following spells as if cast by a 20th-level sorcerer. The DC to resist these abilities is 14 + the spell level.

At Will — *commune with nature, dream, etherealness, invisibility, lesser geas, move earth, water breathing*

Pitiful Wail (Su): Any creature within 30 feet of a bean-nighe who hears her sobbing must make a Will save DC 18 or be stricken with *emotion (despair)* for as long as she continues crying; affected characters suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Wailing is a move-equivalent action, rather than the standard action usually required to maintain concentration upon the spell. This is a sonic, mind-affecting ability.

Sidhe Subtype: Sidhe receive Sidhe Health that gives them a –2 racial penalty to

Fortitude saving throws against poisons or diseases of non-fey origin, and a +4 racial bonus to Fortitude saving throws against poisons or diseases of fey origin. They also receive Spell Resistance, Damage Reduction, and Glamour as indicated in the Special Qualities stat line.

Skills: Bean-nighe receive a +2 synergy bonus to Diplomacy checks and to Innuendo checks to intercept a message. This is included above.

BEAN-NIGHE AS CHARACTERS

Though bean-nighe usually advance by Hit Dice, they have the ability to gain class levels. A bean-nighe’s preferred character class is sorcerer.



SINGER



	Large Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
AC:	15 (-1 size, +6 natural)
Attacks:	Hammer slam +7 melee
Damage:	Hammer slam 1d8+7
Face/Reach:	5 ft. x 5 ft./10 ft. (15 ft. tongue reach)
Special Attacks:	Destructive Sonics
Special Qualities:	Blindsight 60 ft., Detect Thoughts, Immunities, Silence
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Climate/Terrain:	Urban land or underground
Organization:	Solitary or belfry (2–7)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–16 HD (Huge), 17–32 HD (Gargantuan)



Destructive Sonics (Su): The peal of the singer echoes out in all directions, creating a sphere of destructive sound with a radius of 10 feet per Hit Die the singer has. The peal does 3d6 sonic damage to organic creatures, with a Reflex save DC 16 for half damage.

Detect Thoughts (Sp): At will, singers can sense the thoughts of creatures within a radius of 10 feet per Hit Die the singer has as a free action. This effect is treated as *detect thoughts* cast by a sorcerer of level equal to the singer's Hit Dice.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Singers have Blindsight to a range of 60 feet instead of Low-light Vision.

Silence (Sp): Singers eat sound, and can create a sphere of *silence* as a free action. The sphere's range is 10 feet per Hit Die of singer. A belfry of singers creates a single sphere with a diameter of ten times the sum

of the Hit Dice of all of the singers in the group. This effect is treated as if cast by a sorcerer of a level equal to the singer's Hit Dice. A sphere created by a belfry of singers is treated as if cast by a sorcerer of a level equal to the summed total of the Hit Dice of the singers. The singer can drop or raise the sphere at will.



TRAINING A SINGER

Young singers can be domesticated. Communities feed the singer by singing to it, talking near it, or playing musical instruments around it. The singer is then anchored in a significant place, such as above a marketplace or in a church. It uses its ability to sense thoughts to know when the community is threatened, or when its people are frightened. When alarmed, the singer emits booming, non-destructive peals to alter the community's members to danger.

Singers are bell-shaped fungi that hang from the roofs of underground caverns. They vary widely in color and size. Inside the bell of the fungus is a long tongue, which ends in a knobby mass called a hammer. Singers feed on sound, and are only dangerous to humans who try to harvest them; singer slices are delicious fried in butter with garlic, and can be sold as a delicacy in most large cities for around 50 gold pieces per 100 lbs. Singer tongue is also thought to be a potent aphrodisiac.

Singers fight using sonic attacks and their hammers. They prefer to injure foes, forcing them to retreat, because corpses attract other predators.

ADVENTURE SEED

The Monks of the Silent Way keep singers at their monasteries, and use them to ensure that no sound is ever heard within the sacred spaces of their god, who is deaf; the older monks, who have lived years without sound, find even whispers are deafening. The order has decided to create a new monastery, and the only way the monks can survive the journey is to take an adult singer with them. The characters are hired to keep the monks and singer safe. Their proximity to the singer, which has been trained to consume all noise, means they will not be able to speak to one another on the journey, relying on hand gestures, lip reading, and notes.



Skunk Goblins are smaller than other variations of the race. They typically stand a two feet tall, although their long, pointy ears can extend this by as much as an additional two feet. Skunk goblins have mud-colored skin covered with pungent, pus-laden abscesses. Their enormous eyes allow them to see twice as far in the dark as other goblins. They have incredibly long whiskers which they decorate with bits of colorful tissue or paper.

Skunk goblins prefer to be on good terms with others, so that they are allowed to do the job no one else wants to do: collecting refuse and midden from the larger cities. Not only does this give them access to some of the nastiest, stinkiest stuff in existence, it also allows them unlimited opportunities to scavenge for more-valuable materials. It is believed that their first king, Sohded Turlingdang, once discovered a human god's lost bottomless bag in a heap of damaged leather goods. Supposedly, it contained the secrets of creation, enabling the goblin king to become a god himself.

Fighting with a skunk goblin is tantamount to taking on the entire race. Hurting, insulting, or otherwise annoying a skunk goblin often results in the offender waking up each day with raw sewage and steaming piles of garbage strewn all over his house, a punishment that lasts until the offender makes amends.

ADVENTURE SEED

A skunk goblin wizard is using a spell to turn useless garbage into facsimiles of valuable possessions. At night, while the city sleeps, her cohorts sneak into homes and replace real valuables with fake ones. After a week or so, the enchantments wear off and people realize that they've been bamboozled. The characters are asked by one of the local merchants to get to the bottom of the mystery.



SKUNK GOBLIN

	Tiny Goblinoid (Goblin)
Hit Dice:	1d8+4 (8 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	15 (+1 size, +2 Dex, +2 leather armor)
Attacks:	Shortsword +2 melee, or javelin +4 ranged
Damage:	Shortsword 1d6, javelin 1d6
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Qualities:	Darkvision 120 ft., Pungency
Saves:	Fort +6, Ref +2, Will +0
Abilities:	Str 10, Dex 14, Con 18, Int 10, Wis 11, Cha 6
Skills:	Hide +11, Listen +3, Move Silently +4, Search +9, Spot +3
Feats:	Alertness
Climate/Terrain:	Urban land or underground
Organization:	Gang (4–9), troupe (10–24), band (10–100 plus 1 3rd-level cleric per 20 adults and 1 rogue of 5th level), or tribe (40–400 plus 1 3rd-level cleric per 20 adults, 1 or 2 rogues of 6th level, 1 fighter of 7th level, and 10–24 dire rats)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class (rogue)



Darkvision (Ex): Skunk goblins can see with no light source at all, to a range of 120 feet. Darkvision is black and white only.

Pungency (Ex): Skunk goblins smell so bad that anyone within 10 feet of one must make a Fortitude saving throw (DC 15) each round or become nauseated; nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move or move-equivalent action per turn. This effect lasts until the character moves out of range, plus 1 round.

Skills: Skunk goblins gain a +8 racial bonus to all Search checks due to their almost supernatural penchant for discovering valuables in even the densest of midden heaps. They also receive a +8 size bonus to Hide checks. This is included above.

SKUNK GOBLINS AS CHARACTERS

Most skunk goblins unsurprisingly choose to follow the rogue class. Those who become clerics tend toward the following domains: Chaos, Luck, and Trickery. The few that study arcane magic almost always take the adept class rather than sorcerer or wizard, and usually multi-class as rogues.



SMOKE BEETLE

Tiny Vermin	
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	5 ft., climb 10 ft., fly 30 ft. (good)
AC:	13 (+1 natural, +2 size)
Attacks:	Bite –2 melee
Damage:	Bite 1d4–4 plus poison
Face/Reach:	2 1/2 ft. x 2 1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Blindsight 60 ft., Darkvision 60 ft., Fire Resistance 20, Immunities
Saves:	Fort +2, Ref +0, Will –2
Abilities:	Str 2, Dex 11, Con 10, Int —, Wis 6, Cha 4
Skills:	Climb +0, Hide +10, Spot +2 (+12 to notice fires)
Climate/Terrain:	Forest
Organization:	Solitary or swarm (2d100)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Tiny)



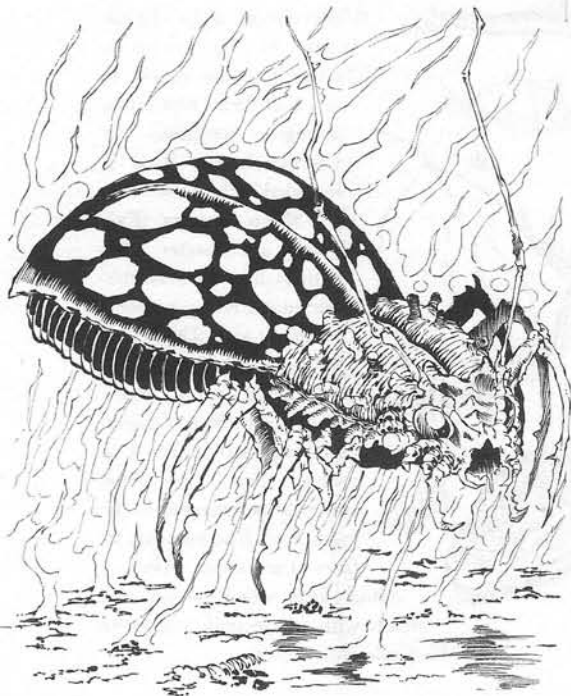
Blindsight (Ex): Smoke beetles have Blindsight to a range of 60 feet that lets them perceive the heat radiated by living creatures. Beyond this distance, the beetles can only tell the basic direction of large sources of heat — such as bonfires or forest fires — to which they are drawn.

Fire Resistance (Ex): Smoke beetles ignore the first 20 points of fire damage done to them each round. They still make saving throws normally.

Poison (Ex): When a character is hit by a smoke beetle's bite attack, he must make a Fortitude save (DC 10). If he fails, he suffers the poison's initial damage of 1 point of temporary Dexterity score damage. Even if he succeeds, he faces 1 point of temporary Constitution score damage 1 minute later, which he can also avoid with a successful Fortitude saving throw. Temporary ability score damage is healed at the rate of one point per day.

Skills: Smoke beetles have a +10 racial bonus to Spot checks to notice fires at a distance of up to 10 miles. They also receive a +8 size bonus to Hide checks, and a +8 racial bonus to Climb checks. This is included in the above stats.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Vermin have Darkvision to a range of 60 feet.



Explorers of distant lands tell of a huge insect drawn to flames — sometimes those as small as a campfire, but more often they arrive on the scene of large conflagrations, magical and otherwise.

The smoke beetle is pyrophilic: a creature drawn to fire, or to places where fire recently raged. Normally, the beetles are solitary and wide-ranging. At the scene of a fire, however, dozens may be found, gathering to mate and then burrowing into scorched trees to deposit their eggs. Trees wounded by a blaze have weakened defenses against parasites, and provide protection and nutrition until the new brood can take wing and disperse.

Fire is like a beacon to smoke beetles, drawing them as simple light attracts many other insects. Specially evolved pits on the underbelly of the insects function like heat vision, and are acutely sensitive to temperature differences. This sense allows the beetles to perceive large fires even from miles away. Their long antennae are also acutely sensitive to the particles of smoke sent adrift by flames even more distant.

ADVENTURE SEEDS

Player characters often like to use big, flashy fire magic. If they use it in a region where smoke beetles are found, the flames may draw a dangerous swarm.

Well-meaning individuals who have protected their forest from any fires at all have upset the natural balance; without the natural incidence of forest fires to facilitate the reproduction of the smoke beetles, their prey species balloon out of control. The overpopulation of rats and other disease-carriers in turn spreads illness to the local humans. A druid who realizes that an imbalance has occurred hires the PCs to capture live smoke beetles from another land to repopulate the forest.

These rare two-foot-long serpents have a light blue coloration, speckled with darker blue patches. Although this offers no natural camouflage, scholars have determined that the coloration is a byproduct of the production of venom in the creature's body. Also unlike other serpents, the somnophis does not make a hissing sound, but rather that of a lightly exhaled breath. This can be difficult to hear, allowing the serpent to hide in darker areas without giving itself away. Somnophis snakes normally attack their prey by ambushing it. Unless cornered, they will not attack creatures larger than themselves. They attempt to flee at the first sign of such an encounter.

Somnophis are non-magical in nature. However, their venom can be harvested for medical and nefarious purposes, and so hunts to capture these serpents can be a lucrative enterprise. The venom of the somnophis can be used as a potion that sends people into a deep sleep. Many healers and physicians keep a few of the snakes in their offices for use as anesthetics.

ADVENTURE SEED

The son of an important noble has been bitten by a somnophis. Unusually allergic to the venom, the boy will not come out of his slumber unless the characters can retrieve a somnophis and have an antidote made from its venom. Due to a recent drought, however, sightings of the creatures are few and far between. Where can one be found, and how much will an alchemist's services cost? And can they get this all done before the public appearance the heir has scheduled for his fast-approaching birthday?



SOMNOPHIS

	Diminutive Beast
Hit Dice:	1/2d10+1 (3 hp)
Initiative:	+4 (Dex)
Speed:	15 ft., climb 15 ft.
AC:	19 (+4 size, +4 Dex, +1 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d2-4 plus Sleep Venom
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Sleep Venom
Special Qualities:	Darkvision 60 ft., Low-light Vision, Scent
Saves:	Fort +1, Ref +4 Will +1
Abilities:	Str 3, Dex 19, Con 12, Int 2, Wis 12, Cha 2
Skills:	Balance +14, Climb +14, Hide +22, Listen +7, Spot +7
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	1 HD (Tiny), 2 HD (Small)



Beast: Beasts have Low-light Vision and Darkvision with a range of 60 feet.

Feats: Somnophis receive Weapon Finesse (bite) free as a racial bonus.

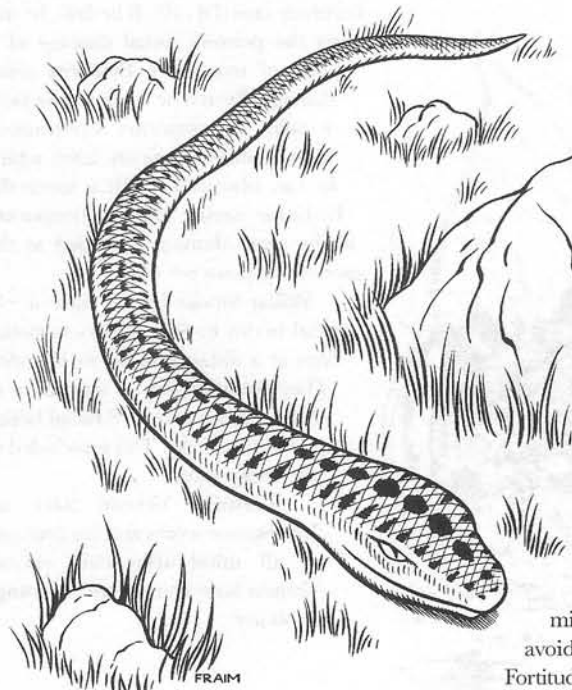
Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: All snakes gain a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. Somnophis

receive a +8 racial bonus to Climb checks, and a +12 size bonus to Hide checks. Snakes also may choose to use either their Dexterity or Strength modifier for Climb checks. This is included in the above stats.

Sleep Venom (Ex): When a character takes damage from a somnophis' bite attack, he must make a Fortitude save (DC 13). If he fails, he suffers the poison's initial damage, equivalent to the effects of a sleep spell with a duration of 10 minutes, even if they would normally be immune to the spell. Even if he succeeds, he faces the same effect 1

minute later, which he can also avoid with a second successful Fortitude saving throw.



SPARK

	Diminutive Elemental (Fire)
Hit Dice:	1/2d8 (2 hp)
Initiative:	+4 (Dex)
Speed:	Fly 40 ft. (perfect)
AC:	22 (+4 size, +4 Dex, +4 natural)
Attacks:	Slam +1 melee, or Flame Spit +8 ranged
Damage:	Slam 1d2–3 plus 1d4 fire, Flame Spit 1d6 fire
Face/Reach:	1 ft. x 1 ft./0 ft.
Special Attacks:	Flame Spit
Special Qualities:	Damage Reduction 5/+2, Darkvision 60 ft., Immunities
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 5, Dex 19, Con 10, Int 6, Wis 10, Cha 14
Skills:	Hide +18, Listen +5, Spot +5
Climate/Terrain:	Warm desert, hills, and plains, and underground
Organization:	Flight (2–6), or swarm (4–40)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	1 HD (Tiny), 2 HD (Small)



Flame Spit (Su): Sparks can spit a small jet of flame with a range increment of 5 feet at will as a standard ranged attack. This attack does 1d6 points of fire damage, and may set flammable material alight if it fails a Reflex save (DC 15); see the standard D20 System rules for catching on fire.

Skills: Sparks receive a +12 size bonus to Hide checks. This is already included in the above stats.

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +2 weapon or better negates the ability.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Fire Subtype: The creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Sparks are small, mischievous spirits of fire that appear as small spheres of fire, about six inches in diameter, a tiny point of bright light orbits within the globe. They have about the same intelligence as a young child, and the same sort of selfish absorption. They care nothing for anything except their own pleasure and amusement, although skilled summoners can sometimes force them into performing simple tasks. When brought to the material world, all that sparks want to do is fly, play, and burn things.

On their home realm of elemental fire, sparks are considered pests, suitable only for extermination or avoidance. They aren't enough of an irritant or threat to prompt wholesale slaughter, though. When they have a chance to slip through to the material world, they seize it with abandon, burning a swath through the area surrounding their point of entry.

Sparks usually travel in groups, egging each other on, pushing each other to greater and greater acts of pyromania in an endless cycle of one-upmanship that ends when someone finally tracks them down and kills them, or when they get bored and find a way to wander home.

ADVENTURE SEED

Characters purchase a special batch of tindertwigs for use. They seem normal, but any fire lit with one of the tindertwigs becomes a tiny portal to the elemental realm of fire, allowing a flight of sparks to escape into the material world before it collapses. Characters must figure out what's letting the creatures into this world, and may have some harsh questions for the person who sold them the tindertwigs in the first place.

SPECTRAL ANGLER

The spectral angler is an insubstantial hunter that lurks in the deep underground places of the world. It feeds on the minds of other creatures by draining their very animating force. The common tactic of the spectral angler is to find a place frequented by the denizens of the underworld, sink below the surface of the floor, and attack any creatures that approach.

The site chosen by a spectral angler always has some feature that attracts visitors. It may begin with just a well or stream, but as the angler claims victims, a pile of treasure accumulates, further enticing prey into the grasp of the creature. Large and successful anglers often have huge mounds of treasure to lure greedy adventurers in, adding their possessions to the pile of bait.

Spectral anglers are misty ovoids with faintly colored organs twisting and writhing within. Four long tentacles are spaced evenly around the body of the angler, and these are often the only parts of the creature that its victims see as they reach up from beneath the ground. Anglers tend to hide themselves below the floor or above the ceiling, with their bait sitting at the center point of their bodies.

ADVENTURE SEED

A small dwarven village in a new mine has had its well occupied by a young spectral angler. It claimed the warriors of the village early on, before they knew what they were dealing with, after several of the women and children were killed fetching water. The villagers are looking for mercenaries to remove the dangerous creature before their small town dies from lack of water. They have very little to offer in return, but their survival depends on the well.



	Huge Aberration (Incorporeal)
Hit Dice:	10d8+50 (95 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	10 ft., fly 20 ft. (perfect)
AC:	12 (-2 size, +1 Dex, +3 natural)
Attacks:	4 tentacle slams +8/+3 melee
Damage:	Tentacle slam 1d6+3 plus 1 Charisma drain each
Face/Reach:	15 ft. x 15 ft./10 ft.
Special Attacks:	Charisma Drain
Special Qualities:	Blindsight 60 ft.
Saves:	Fort +8, Ref +4, Will +9
Abilities:	Str 15, Dex 13, Con 20, Int 12, Wis 14, Cha 16
Skills:	Hide +6, Intimidate +10, Listen +10, Spot +10
Feats:	Improved Initiative, Weapon Focus (incorporeal touch)
Climate/Terrain:	Underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	Double Standard
Alignment:	Always neutral evil
Advancement:	11–16 HD (Huge), 17–30 HD (Gargantuan)



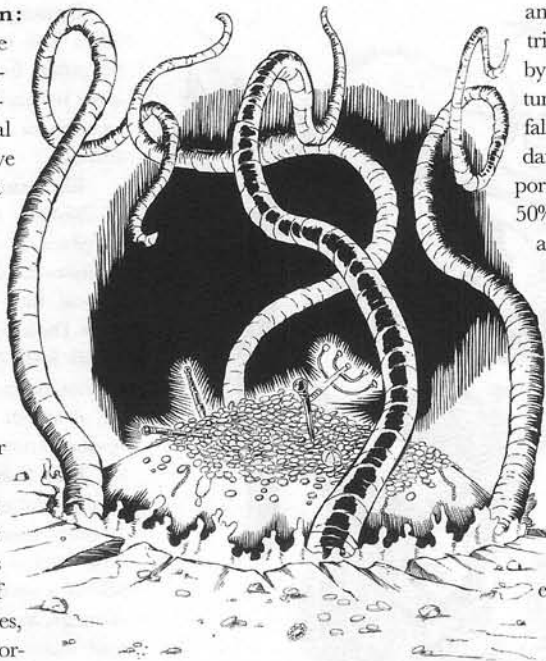
Aberration:

Rather than the Darkvision common to aberrations, spectral anglers have Blindsight to a range of 60 feet.

Charisma Drain (Su):

Living creatures struck by a spectral angler's slam attack must make a Fortitude save (DC 18), or lose 1 point of permanent Charisma score. The angler heals 5 hit points for each point of drain its victim takes, to a limit of its normal maximum hit points. Drain is permanent, though restoration can restore it. A Charisma score of 0 means the character is unconscious.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms,



and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Skills: Spectral anglers take a -8 size penalty to Hide checks. This is worked into the above stats.



SWORDTREE



	Huge Undead
Hit Dice:	6d12 (39 hp)
Initiative:	-1 (Dex)
Speed:	0 ft. (immobile)
AC:	13 (-2 size, -1 Dex, +6 natural)
Attacks:	12 swordpods +9 melee
Damage:	Swordpod 1d8+12 plus Swordseed each
Face/Reach:	10 ft. x 10 ft./15 ft. (20 ft. reach with tendrils)
Special Attack:	Swordseed
Special Qualities:	Darkvision 60 ft., Fire Vulnerability, Immunities, Half Damage from Piercing Weapons
Saves:	Fort +2, Ref +1, Will +6
Abilities:	Str 26, Dex 8, Con —, Int 2, Wis 13, Cha 8
Skills:	Listen +6, Spot +6
Climate/Terrain:	Any land rich in iron
Organization:	Solitary
Challenge Rating:	3
Treasure:	10% coins, 50% goods, 50% items. No iron or steel.
Alignment:	Always neutral evil
Advancement:	7-8 HD (Huge)



Fire

Vulnerability (Ex): Swordtrees take one and a half times normal damage from fire.

Half Damage from Piercing Weapons (Ex): The corky timber of the swordtree is particularly resistant to thin, puncturing weapons.

Swordseed

(Ex): On a successful swordpod attack, the swordtree's victim is implanted with a swordseed.

Swordseeds can be dug out of injuries for the first three days, which costs 1 hp per day the seed has been burrowing, or can be washed out with holy water, which does no additional damage. Swordseeds can also be removed with a *remove disease* or *heal* spell, even after the first three days. The seed itself does no damage to its host. However, when the creature dies, it rises after three days as a zombie of the same size as the original creature; use the standard D20 System zombie stats. This zombie is drawn to



the nearest iron-rich location at least one mile from another swordtree, where it buries itself; a sapling swordtree springs from the earth within one month.

Undead:

Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

Swordtrees are tall undead plants that grow in areas where the soil is rich in iron, especially battlefields. Their seedpods dangle on long cords from their canopy and are shaped vaguely like swords. They can either be melted down for their iron, or sharpened and used as makeshift weapons. Swordtrees defend themselves if approached with fire or attacked directly, but since — at some primitive level — they want their seedpods to be taken, they do not attack those who are harvesting their fruit. Swordtrees are rooted firmly, and cannot flee attackers.

When a creature is cut by a swordpod, a tiny seed is left behind in the wound. If the creature dies while a swordseed remains within it, it becomes a zombie that wanders to an area rich in iron at least one mile from the nearest swordtree and buries itself; a sapling swordtree soon rises from this site. Swordtree zombies never attack other creatures imbedded with swordseeds, although they will fight to defend themselves.

ADVENTURE SEED

The Royal Botanical Society of the Kingdom the characters are traveling through has offered a substantial reward for a "sword-tree" mentioned in the diary of one of the society's founders. Their records hint that it was once seen in a distant swamp, now haunted by undead. The characters travel there, but the tree is now defended by an assassin cult, for whom the swordpods are sacred weapons. Each assassin has been embedded with a swordseed, and rises as a zombie if killed.



The taotie (taow-tyeh) is a creature of pure legend in the Middle Kingdom, a beast that has plagued people since the reign of the first emperor. It hunts those who exemplify the base emotion of greed. The Taotie's head is feline, with eyes as black as coal, its teeth and claws are razor-sharp and a deep green like ancient jade, and its tongue is vermilion fire. The rest of its body is enshrouded by mist, and is said to remain in hell while the creature's head reaches through to the mortal realm to claim its victims.

Lin Zhe-Xian, the Middle Kingdom's most reputable literati, claims that the beast is simply a by-product of the mass consciousness, an automaton of emotion created by a population's overwhelming compulsion to see the ruthlessly self-indulgent members of its community suffer — greed beget greed, as it were. The zhu ru — a race of diminutive history scholars — believe that the beast is an ancient god imprisoned in hell for once attempting to violently take over heaven, and that he can only be released when the other gods deem him worthy again. In the meantime, the zhu ru say, the dead god must absorb the souls of his victims in order to maintain his considerably weakened existence, while at the same time meting out punishment for the very sin that brought him to his celestial knees.

A dense bank of fog precedes the taotie's appearance, enshrouding an area approximately one mile in diameter. The temperature drops sharply, frost forms, and light sources become muted and dim. Superficial, bloody cuts open up on the intended victim's cheeks, forming the two characters that mean "greed-filled heart." Once these greed marks form, the victim has exactly four days before the beast arrives, one for each filial circle his thoughtless selfishness damages: his emperor, his parents, his siblings, and his community. On the fourth day, the

TAOTIE

Gargantuan Magical Beast	
Hit Dice:	25d10+175 (312 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	Fly 80 ft. (perfect)
AC:	29 (-4 size, +1 Dex, +22 natural)
Attacks:	Bite +33/+28/+23/+18 melee
Damage:	Bite 4d6+18
Face/Reach:	30 ft. x 30 ft./15 ft.
Special Attacks:	Cursed Immortality, Fog of Terror, Improved Grab, Spell-like Abilities, Swallow Soul, Tan Xin,
Special Qualities:	Blindsight 300 ft., Damage Reduction 30/wood, Darkvision 60 ft., Immunities, Low-light Vision, Regeneration 10, Spell Resistance 30
Saves:	Fort +21, Ref +15, Will +18
Abilities:	Str 35, Dex 12, Con 24, Int 12, Wis 31, Cha 14
Skills:	Intimidate +17, Listen +12, Sense Motive +12, Spot +12
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	22
Treasure:	10 times coins, goods, and magic items
Alignment:	Always neutral evil
Advancement:	26–30 HD (Gargantuan), 31+ HD (Colossal)



Blindsight (Ex): Blindsight makes invisibility and darkness (even magical darkness) irrelevant to a range of 300 feet. Blindsight cannot distinguish color or visual contrast, doesn't allow a creature to read. Blindsight does not subject a creature to gaze attacks or blinding attacks. Blindsight works underwater but not in a vacuum.

Cursed Immortality (Su): While on the Prime Material Plane, the taotie may be slain in mortal combat, but if this happens it returns in two weeks as per the spell *true resurrection*. During the interim, the victim retains the Tan Xin marks; see below. In its lair, the taotie can be killed if it's tricked into consuming itself, in which case it remains dead for 40 years before returning as per the spell *true resurrection*. If the taotie is slain in mundane mortal combat while in its lair, it returns unchanged within 2d6 hours as per the spell *true resurrection*. Also, if its heart is purified with spring water that has been blessed by a cleric, it dies permanently. The heart is hidden atop the highest peak of heaven and is extremely difficult to find.

Damage Reduction (Su): The creature ignores 30 hit points from most weapons and

natural attacks. A wood weapon negates the ability.

Fog of Terror (Su): This fog appears four days before the appearance of the taotie. It is centered on the creature's intended victim, with a radius of 1 mile, and reduces all visibility to one-quarter normal. In addition, the temperature drops to almost freezing unless it's already below freezing, which not even magical warmth can abate, and all light sources are dimmed to one quarter of their original brightness.

Immunities (Ex): The taotie is immune to cold, heat, and all mind-affecting attacks.

Improved Grab (Ex): If the taotie hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive

TAOTIE



rounds automatically deals bite damage and allows the taotie to attempt to use its Swallow Soul ability.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Regeneration

(Ex): The swirling mists that constitute the taotie's "body" allow it to heal damage extremely rapidly. It may also reform parts that have been destroyed, requiring a duration of 2d6 rounds to do so.

Regeneration

(Ex): Damage dealt to the taotie is treated as subdual damage, and the creature automatically cures itself of 10 points of subdual damage per round. It can regrow or reattach severed body parts in 2d6 rounds. Acid deals damage to the creature normally, as do attacks that don't deal hit point damage. Attacks that can cause instant death only threaten the creature with death if it is delivered by weapons that deal it normal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Skills: The taotie receives a +10 racial bonus to Intimidate checks. This is included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the taotie, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 30, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-like Abilities (Sp): The taotie can use the following spells as if cast by a 20th-level caster. The DC to resist these abilities is 12 + the spell level.

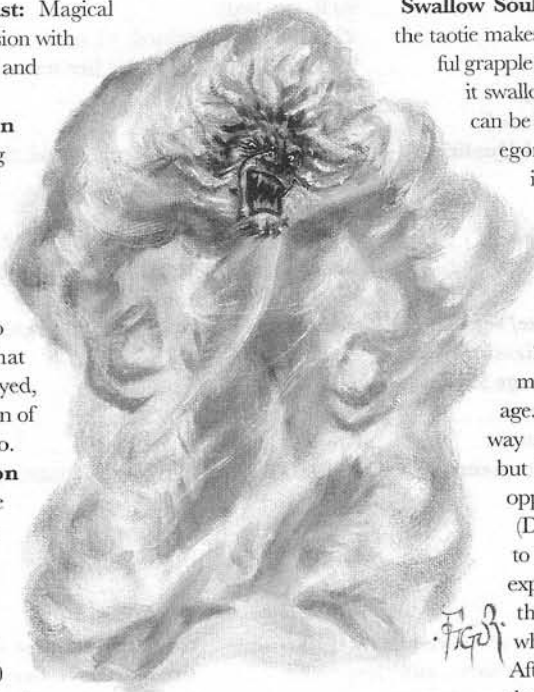
3/day — *banishment, daze, detect thoughts, dismissal, greater dispelling, greater planar binding, imprisonment, solid fog, tongues, true strike*

At Will — *control weather, deeper darkness, discern location, dimensional anchor, find*

the path, light, plane shift, obscuring mist, soul bind, zone of truth

Swallow Soul (Ex): If

the taotie makes a second successful grapple check after a grab, it swallows its prey, which can be up to one size category smaller than itself. Once swallowed, the victim must make a Will save (DC 40) each round or take 2d8 points of magic-based damage. He cannot cut his way out of the taotie, but he can make an opposed Will check (DC 40) each round to force the taotie to expel him back into the plane from which he originated. After five rounds, if the victim hasn't died



yet he is cast into the taotie's lair in hell, where he becomes imprisoned as if by the spell *soul bind* cast by a 20th-level wizard if he fails a Will save (DC 30). If the victim succeeds at this save, he must then battle the taotie anew in its lair. This continues until either the taotie dies, the character is successfully swallowed again, or the character manages to escape somehow. For every one hundred souls captured this way, the taotie can swallow an unlimited number of creatures.

Tan Xin (Su): Four days before the taotie arrives to claim a victim, these marks appear on his cheeks. A character affected by these marks suffers a -6 profane penalty to all attack rolls, weapon damage rolls, saving throws, and skill checks, and a -6 circumstance penalty to his Charisma score. If the character repents by confessing the truth of his greed-filled heart, and is honest and genuine, the marks and the Fog of Terror dissipate after four days and the taotie doesn't arrive. In game terms, this means the character must sacrifice one full level to prevent the taotie from finding him and taking him to hell.

taotie's head coalesces out of the mist, large enough to devour the victim in one bite. Those who are devoured join the beast in hell to suffer for 1,000 years.

A few powerful individuals are reported to have slain the taotie in mortal combat, both in the material world of the living and in hell where it nests. Unfortunately, in every instance the beast returns at some point to carry on the hunt. Those who have withstood its assault once rarely do so a second time. Popular myth states there are only two possible ways to truly defeat the beast: embedding an artifact of such renown and value within the taotie's stomach that it turns upon itself, viciously devouring a path through its own body to get to it; or, finding its heart, which is hidden at the heights of heaven, and pouring blessed spring water over it. Should it die as a result of auto-cannibalism, it subsequently becomes incapable of returning to the mortal realm for a period of forty years. If its heart is purified, then it is thought the taotie will revert to its original celestial form to stand in judgment before the other gods. Since the beast has no visible stomach to speak of outside of hell, executing the former method poses significant problems. So far, no one has succeeded at the latter method — or learned whether it has even a shred of credibility — since the taotie still exists.

ADVENTURE SEED

The character least likely to have the taotie ever come after him wakes up one day with the greed marks on his face. It turns out that the person for whom those marks were originally destined used arcane magic to mislead the beast, saving himself from a fate worse than death. The characters have four days to learn who is responsible and how to undo the curse of mistaken identity. Otherwise, they will lose their comrade in one extremely nasty, but highly memorable, gulp.



Dafyd frowned. "Can you tell me anything more about the disappearances?"

The chubby merchant shuddered. "Well, it's hard to explain. They people didn't exactly disappear. It's like they were murdered right before our eyes. One moment..." And without another sound he collapsed in a pile of bones and bloody cloth. To Dafyd's shock, the skeleton had been picked clean; he could see tooth marks on the surface of the bone, and a few had even been cracked as if something had tried to get at the marrow. But there had been no sound, no sign of activity — what horror could have done this?

The accidental — and last — creation of a wizard studying time-altering magics, the temporal marauder is a savage little creature with only one foot in the timestream. For the marauder, time flows at approximately ten thousand times the rate it does for most beings. A marauder's natural lifespan of thirty years passes in a day of objective time, and a second of time for a normal person is the equivalent of three hours for a marauder. Things that are out of phase with the marauder appear to it in a state of virtual stasis almost impossible for it to affect in any way; a stream of water is like a sheet of glass, and flesh is like stone.

However, temporal marauders have an intuitive ability to draw things into their own temporal viewpoint. For the victim, this means that this vicious creature appears out of nowhere, charging in for the kill, while her friends and allies are suddenly frozen like statues. To make matters worse, the effect includes the clothes that the victim is wearing and objects that can be held in her hands, but nothing else. If she fires a bow, the arrow freezes in the air the instant it leaves her hand; the same is true of any spell she attempts to cast, unless the spell is

TEMPORAL MARAUDER

	Small Magical Beast
Hit Dice:	2d10 (11 hp)
Initiative:	+14 (+10 Dex, +4 Improved Initiative)
Speed:	90 ft. (see text)
AC:	23 (+10 Dex, +2 natural, +1 size)
Attacks:	2 claws +13/+13/+13 melee (see text)
Damage:	Claws 1d4 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Low-light Vision, Scent, Time Sync
Saves:	Fort +3, Ref +13, Will +1
Abilities:	Str 10, Dex 30, Con 10, Int 3, Wis 12, Cha 7
Skills:	Balance +11, Jump +3, Spot +3, Tumble +11
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Temperate forest or hills, or underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Small), 5–6 HD (Medium-size)



Feats: Temporal marauders receive Weapon Finesse (claws) and Improved Initiative free as a racial bonus.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Time Sync (Ex): A temporal marauder experiences time at a far different rate than other creatures; effectively, the world around it is in *temporal stasis*, as the spell. However, when a marauder focuses on a single creature or object, it pulls the object of its attention into the marauder's own timeframe. This has a number of different effects:

- As long as the marauder is not trying to drink, it can move across bodies of liquid as if they were solid.
- A marauder leaves no tracks. However, it can be tracked by scent.
- Only one being will normally be able to fight a temporal marauder at any given time — the current object of its attention. The allies of the victim will not even perceive the battle;

they will only see the results when the marauder flees or dies, returning its victim to normal time. The marauder's target can use any sort of touch spells or melee weapons, or magical items that have touch-target powers or intrinsic properties such as rings, or magical arms or armor. However, any effect that projects beyond the user — any ranged attack of any sort, whether magical or material — will freeze in place the instant it leaves the hand of the user, as it is returned to its normal timeframe. The GM should keep track of these attacks; when the battle is concluded and the victim is returned to normal time, all of these postponed effects will suddenly occur at once.

- Should the marauder become distracted — should it decide to flee, become paralyzed by a spell like *ghoul touch*, or die, for instance — its victim will immediately be returned to normal time. If it dies, the marauder's body will become visible to the victim's companions, as well. However, the remains of the marauder are still subject to its accelerated timeframe, which means

TEMPORAL MARAUDER

that a minute of real time is the equivalent of seven days for the marauder; needless to say, the remains will decompose with astounding speed.

- When a temporal marauder pulls a victim out of time, it does not quite pull him to the same timeframe as the marauder. As a result, the marauder receives approximately three actions every round. This is taken into account in the statistics

given above; if the marauder and its victim were fully synchronized, it would only move at a speed of 30 feet and receive one melee attack per round. The effect of this is that in any round the marauder may move up to 30 feet before making an attack, and if it wishes to it may move an additional 30 feet after making its first or second attacks.



delivered directly by touch. If a marauder kills its target, it will gorge on her flesh until nothing is left, and then leave. As far as anyone near the marauder's victim is concerned, the target will suddenly collapse in a bloody mess of torn clothing and gnawed bones.

A temporal marauder is a small, humanoid-shaped creature. Its skin is covered with dark fur with white stripes running along its head and chest; it has something of the look of a chimpanzee blended with a badger. Its forearms are long and its spine is quite flexible, and while it can stand comfortably on its hind legs, it tends to run on all four. Its head is flat and wedge-shaped, with a wide mouth filled with small, needle-like teeth. Even in its own timeframe, while in motion a temporal marauder is almost a blur, darting in and slashing with its claws, occasionally taking a moment to dodge behind its victim.

Temporal marauders are unisexual creatures that reproduce through parthenogenesis. They have a very short reproductive life, producing only two or three offspring in a thirty-year life cycle. Marauders also have a mercifully slow metabolism — otherwise, one could eat its way through an entire village in a matter of minutes. A marauder attacks only when starving, and then gorges itself to the bursting point; a full meal can keep the creature satisfied for nearly half an hour of subjective time.

ADVENTURE SEED

♣ A desperate villager approaches the party, raving about demonic attacks and strange diseases. Before they can question him, he is devoured before their eyes, leaving only bones. Examination of the corpse shows it to be the work of a beast as opposed to a disease or magic — but what beast could kill so quickly? The mage who created the first temporal marauder lived nearby; three days ago he was killed by his creation. Now there are five marauders in the area, and each day their population grows.

Exquisite craftsmanship, great patience, boundless wealth, and fanatical loyalty were joined at the command of ancient emperors to create armies made of terra-cotta. Their rigid forms embody the discipline demanded by the emperor. Their silent, perfect formations are a model of vigilance. Their precise, individualized details and sheer numbers hint at the madness of the great, lost dynasties.

Each terra-cotta figure is a uniquely crafted work of art depicting one exceptionally skilled, loyal soldier as a carved, hollow earthenware figure; every face in a terra-cotta army is distinct, and swordsmen, spearmen, and cavalrymen are each crafted with their iconic weapons. To be replicated as a terra-cotta guardian in defense of the emperor's tomb for all history was a reward bestowed on those elite soldiers who pledged a part of their soul in eternal service. The rite that hid a shaving of their soul within the clay soldiers has long been lost, but the work remains. Untold thousands of terra-cotta warriors and cavalrymen stand in unerring formation beneath the ruins of ancient kingdoms, their paint flaking away, waiting to serve their emperors.

New soldiers were said to be lifelike and colorful, though they fought in relative silence, with not a shout, scream, shriek, or gasp. The small bit of soul in each terra-cotta figure affords it an unusual intelligence, as well. Although every soldier is single-minded in its role as a military instrument, each is also capable of executing simple tactics. Although they fight like living men, they seem to repeat the same graceful attacks again and again until their enemies fall. The warrior-historian Kulya wrote that he had never been more afraid than the day he beheaded a terra-cotta warrior. It didn't seem to notice.



TERRA-COTTA ARMY

WARRIOR

	Medium-Size Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+0
Speed:	30 ft. (can't run)
AC:	17 (+7 natural)
Attacks:	Slam +3 melee, or either shortsword +5 melee or longspear +5 melee
Damage:	Slam 1d6+3, shortsword 1d6+2, longspear 1d8+2
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Immune to Slashing and Piercing Weapons, Immunities, Molded Grip, Warrior Imprint
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 2
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair, company (2–5), squad (5–20), troop (20–40), battalion (40–60 plus 5–20 terra-cotta cavalrymen), or army (60–100 plus 20–40 terra-cotta cavalrymen)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium-size), 5–6 HD (Large)



WARRIOR

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs have Darkvision with a range of 60 feet.

Immune to Slashing and Piercing (Ex): Weapons that do slashing or piercing damage, enchanted or not, deal no damage to a terra-cotta warrior.

Molded Grip (Ex): Terra-cotta warriors have solid, earthenware hands that act

as locking gauntlets. This grants them a +10 bonus against disarm attempts, for a total of +15 (without size modifiers).

Warrior Imprint (Ex): Terra-cotta warriors are modeled on real individuals and receive some of their abilities from life. This affords the terra-cotta warrior an Intelligence score of 10 and a +2 bonus to attacks with either a shortsword or a longspear. The weapon is determined by the soul imprinted on the warrior during creation and can never be changed.

CONSTRUCTING A TERRA-COTTA WARRIOR

A terra-cotta warrior's body is hollow, but requires 300 pounds of fine earth and exceptional craftsmanship to fashion. The body costs about 100 gp in materials, with another 5 or 10 gp for weaponry. To prepare the body for imprinting, a successful Craft (sculpting or pottery) check must be made at DC 25.



TERRA-COTTA ARMY



The rite of imprinting requires a divine spellcaster to cast the spells *animate objects*, *bless*, and *resurrection*. Further, the rite requires 1000 XP to be drained from the model for the terra-cotta warrior, willing or not.

CAVALRYMAN

Cavalryman Imprint (Ex): Terra-cotta cavalry are modeled on real individuals

and receive some of their abilities from life. This affords the terra-cotta cavalryman an Intelligence score of 10 and the use of the Trample and Ride-by Attack feats.

Construct: Constructs never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability dam-

WARRIOR

Terra-cotta warriors are not effective outside of combat, not even for manual labor, but they are exceptionally good at fighting. Terra-cotta spearmen will cover their swordsmen companions in battle, while cavalrymen circle to charge. Terra-cotta warriors have solid, earthenware hands that act as locking gauntlets on their weapons, and these soldiers reflect the intelligence and fighting ability of the swordsman or long spearman on whom they are modeled.

ADVENTURE SEED

Adventurers might come across a company of terra-cotta warriors in some underground tomb, but far more small armies were created than is commonly thought. Many lesser warlords, envying the loyalty enjoyed by the emperors, forced their soldiers to model for terra-cotta armies, though they were slaughtered in the process or killed by their lord afterward. After all, the terra-cotta warriors did not eat, complain, or otherwise yearn, unlike armies made of flesh. The remains of these armies still march in endless circuits, waiting for new orders, in the barbarian grasslands.

CAVALRYMAN

Terra-cotta cavalymen are crafted with their mounts as a single, heavy mass that can easily control the battlefield. They reflect the intelligence of their long-dead models, as well as their trained riding ability.

ADVENTURE SEED

♣ If a text were to surface that detailed the ancient rites used to craft terra-cotta cavalymen, it would be of great use to scholars, as well as a tempting bit of arcana for charismatic, power-mad lunatics. For while a sliver from one soul can fuel a terra-cotta figure for eternity, an entire soul completely consumed could be used to create an entire mounted squad. How many modern mounted soldiers would need to be lured into ambushes and sacrificed to create a loyal army — and who would notice if these models were taken from the ranks of adventurers wandering the land, without family or close friends to look into their disappearances?



TERRA-COTTA ARMY

CAVALRYMAN

	Large Construct
Hit Dice:	4d10 (22 hp)
Initiative:	+0
Speed:	50 ft.
AC:	18 (-1 size, +9 natural)
Attacks:	Slam +7 melee or longsword +7 melee
Damage:	Slam 1d8+7 melee, longsword 1d8+5
Face/Reach:	5 ft. x 10 ft./5 ft.
Special Qualities:	Cavalryman Imprint, Darkvision 60 ft., Immune to Slashing and Piercing Weapons, Immunities
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 20, Dex 11, Con —, Int 10, Wis 10, Cha 2
Feats:	Ride-by Attack, Trample
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair, company (2–5), squad (5–20), troop (20–40), battalion (5–20 plus 40–60 terra-cotta warriors), or army (20–40 plus 60–100 terra-cotta warriors)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large), 9–12 HD (Huge)



age or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

Immune to Slashing and Piercing (Ex): Weapons which do slashing or piercing damage, enchanted or not, deal no damage to terra-cotta cavalymen.

CONSTRUCTING A TERRA-COTTA CAVALRYMAN

A terra-cotta cavalryman's body is hollow, but requires 900 pounds of fine earth and exceptional craftsmanship to fashion. The body costs about 500 gp in materials. To prepare the body for imprinting, a successful Craft (sculpting or pottery) check must be made at DC 28.

The rite of imprinting requires a divine spellcaster to cast the spells *animate objects*, *bles*, and *resurrection*. Further, the rite drains 1000 XP from the model for the terra-cotta cavalryman, willing or not, and 2d4 points of permanent Constitution score drain from the model for the horse.



TIME SPIDER

	Large Vermin
Hit Dice:	8d8+24 (60 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	23 (-1 size, +4 Dex, +10 natural)
Attacks:	Bite +9/+4 melee
Damage:	Bite 1d8+6 plus poison
Face/Reach:	10 ft. x 10 ft./5 ft.
Special Attacks:	Poison, Time Web
Special Qualities:	Darkvision 60 ft., Flicker, Immunity to Mind-influencing Effects
Saves:	Fort +9, Ref +6, Will +2
Abilities:	Str 18, Dex 19, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +12, Jump +8, Move Silently +7, Spot +7
Climate/Terrain:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral
Advancement:	9–11 HD (Large), 12–15 HD (Huge), 16–23 HD (Gargantuan), 24–30 HD (Colossal)



Flicker (Ex): Time spiders skip from second to second. This Flicker effect explains the spiders' high natural armor bonus, but it makes it almost impossible for the creatures to hide or camouflage themselves. In any situation where the spider might normally make a Hide check, a character trying to locate the spider makes a simple Spot check (DC 10), instead.

Poison (Ex): When a character takes damage from a time spider's bite attack, he must make a Fortitude save. If he fails, he suffers the poison's initial temporary Strength damage. Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a second successful Fortitude saving throw; the secondary damage is also temporary Strength damage. Temporary ability score damage is healed at the rate of one point per day. A character whose Strength score is reduced to 0 falls to the ground and is helpless. A time spider's poison is based on the spider's size as follows:

SIZE	DAMAGE	FORT DC
Large	1d6 Str	18
Huge	1d8 Str	20
Gargantuan	2d6 Str	22
Colossal	2d8 Str	24

Skills: Time spiders receive a +8 racial bonus to Climb checks. This is included above.

Time Web (Ex): Time spiders layer and knot their webs to fill tunnels and caverns up to 20 feet in diameter. The webbing exists in the usual three spatial dimensions and they actively travel through the fourth dimension of time. The parts of the web that exist in space are sticky, making it strong and difficult to escape. The parts of the web that exist in time are not sticky. A time spider moves across its web at its climb speed, and can detect the exact location of any creature touching the web. It takes two rounds for a spider in its lair to move to the location of a trapped creature. A time spider's web traps creatures within its area when it appears suddenly around them. Creatures within 10 feet of the edge of the web may make a Reflex save (DC 20) to move out of the web's area and escape being entangled by the web. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions. The DC to escape a time spider's web is based on the spider's size, as is the hp of each 5-foot section of the web, as seen on next page.

The common spider stretches flat webs between two surfaces. The time spider uses four dimensions instead of two, spinning its web through space and time. Like trap door spiders, time spiders hide in their lairs, waiting for prey to stumble into danger. Their extra-dimensional lairs make them almost impossible to perceive or attack. This security lets them live long lives and grow to terrifying sizes.

To trap prey, a time spider spins a gigantic web in the enclosed space of a tunnel, cavern, or room. Because of the complicated relationship between the dimensions in which the web is located, the same web may exist in several different locations. An adventuring party might blunder through a short section of the web and find it has traveled several miles.

What makes the web dangerous is that the strands do not exist all the time. A two-dimensional web is mostly empty air with thin strands stretching across it. A four-dimensional web is mostly empty time. A tunnel full of time spider webbing is usually empty. A party may walk down an apparently clear corridor, only to get hopelessly entangled when the web suddenly appears around them. How long the web "exists" (from our limited, linear perspective) depends on the age of the spider. The strands of a younger time spider only span a minute. Older spiders create "thicker" strands that can be several minutes wide. A character trapped in a time spider's web is freed when the web "disappears," but a time spider is never far away from any strand of its web — and many things can happen in a minute.

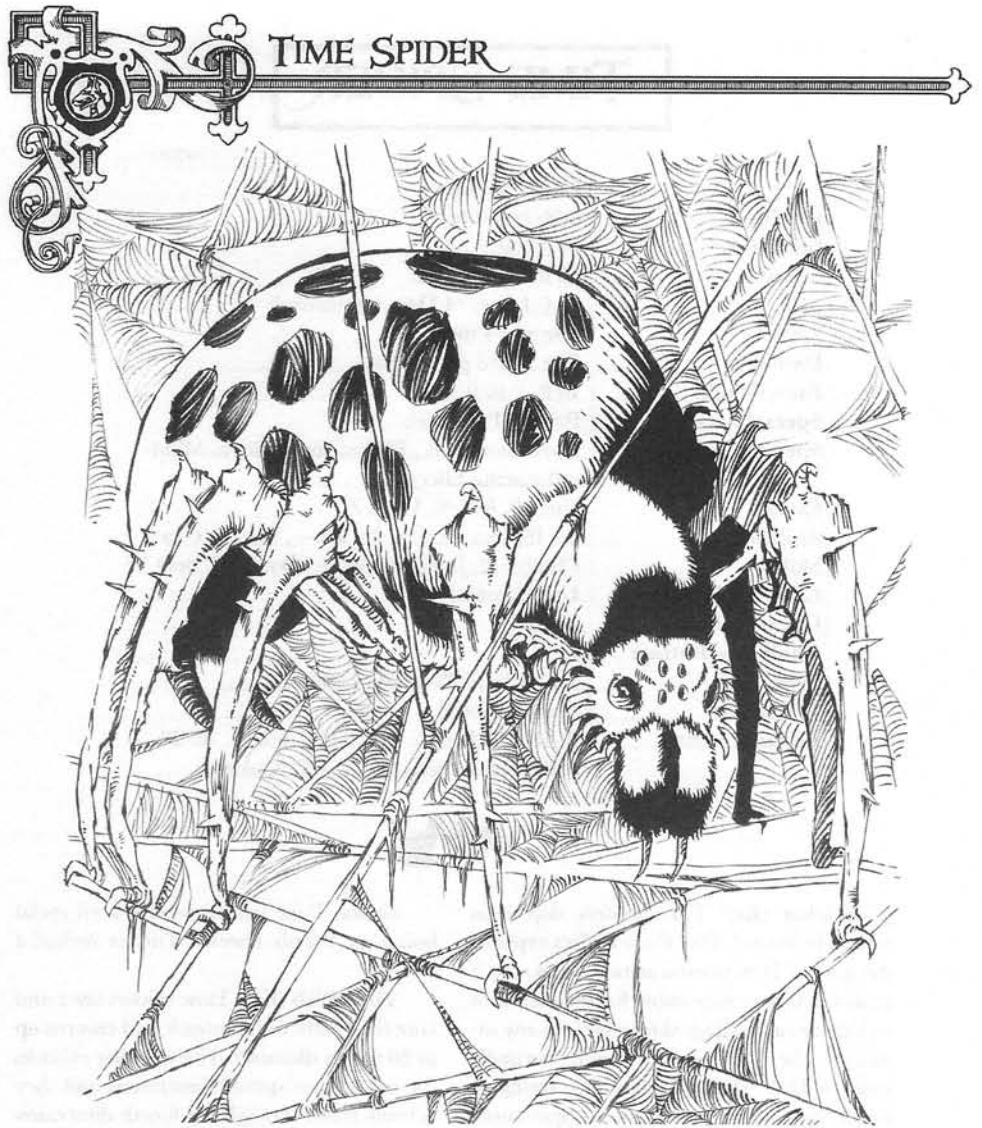
Any character who can move through the web can use it to travel through space, as mentioned above. Traveling through time is also possible, but it requires arcane knowledge

about the nature of time. The time spider's extradimensional lair can only be reached by using the web to move through time. Some spiders have webs that extend through hundreds of years, but they are so large and dangerous that most adventurers would be easy prey!

ADVENTURE SEEDS

❧ Evil threatens the world, and it can only be vanquished by the Black Sword of Maguffin. There's just one problem — the player characters destroyed the Black Sword three years ago! Their only hope is to brave a time spider's lair, go back in time, and find a way of retrieving the artifact without alerting their past selves.

❧ Orcs are raiding the town of Rippling Waters. Their trail leads to a broken-down barn and stops there, but a strand of time spider web appears in the barn twice a day. The PCs soon learn the orcs are using the web as a shortcut from their lair in the mountains. Have the orcs slain the spider, or have they found some way to communicate and make a deal with it?



	WEB	ESCAPE	BURST
SIZE	HP	DC	DC
Large	16	30	34
Huge	18	32	36
Gargantuan	20	36	38
Colossal	22	40	40

The web strands have Damage Reduction 5/fire; they ignore 5 hit points from most weapons and natural attacks. Fire negates the ability. The length of time a thread exists in normal space, and the period at which it appears in any one place, is

also based on the size of the spider (see below).

A character may figure out how to use the web to move through time by making a Knowledge (arcana) check (DC 35). This allows the party to find and travel along the non-sticky part of the web that exist only in time; the results of this are left to the GM.

Vermin: Vermin have no Intelligence scores and are immune to all mind-influencing effects. Vermin have Darkvision with a range of 60 feet.

WEB TABLE

SIZE	TIME/LENGTH OF THREADS	PERIOD OF THREADS
Large	8 to 15 rounds (48 to 90 sec.)	One or twice per day
Huge	90 sec. to 3 min.	Every 6 to 8 hours
Gargantuan	3 to 6 min.	Every 1 to 2 hours
Colossal	6 to 12 min.	Every 15 to 30 minutes

TREE DEVIL



	Medium-Size Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 30 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +2 melee, or 2 claws +2 melee
Damage:	Bite 1d6+1, claws 1d4+1 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Improved Grab, Low-light Vision
Saves:	Fort +4, Ref +5, Will +3
Abilities:	Str 12, Dex 15, Con 13, Int 2, Wis 16, Cha 10
Skills:	Balance +4, Climb +9, Hide +4 (+8 in forest), Jump +8, Move Silently +4, Tumble +9, Wilderness Lore +4
Climate/Terrain:	Temperate forest
Organization:	Solitary, pair, or family (1–2 and 1d4 offspring)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3–6 HD (Large)



The initial attack of a tree devil, during which it swings down from the trees at its victim, is treated as a charge, with the target usually caught flat-footed and completely surprised.

Beast: Beasts have Low-light Vision and Darkvision with a range of 60 feet.

Improved Grab (Ex): If a tree devil hits an opponent of at least the same size category as itself or smaller with its claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals claw damage.

Skills: Tree devils receive a +8 racial bonus to Climb checks, and their fur coloration adds a +4 racial bonus to Hide checks in their native forests. Tree devils also receive a +2 synergy bonus to Balance and Jump checks, a +3 dodge bonus to AC when fighting defensively or taking full-round actions, and a +6 dodge bonus to AC when on total defense. And they get a +2 synergy bonus to Tumble checks. These skill bonuses are included above.



Tree devils are a fierce arboreal predator, known for their patience and their habit of dropping on unsuspecting victims from the forest canopy. They are silent and deadly hunters, stalking their prey from the boughs of trees, looking for an opportunity to take a single target alone, then quickly dropping down and vanishing back into the branches with their kills. Merchant caravans tend to avoid forests that are known hunting grounds for tree devils, because of the number of livestock and guards lost to a moment's distraction.

Tree devils are about five feet tall, bipedal, and look somewhat similar to tree sloths, with shorter fur and canine faces. Their coloring is usually a mottled brown and black, allowing them to blend into the shadows of the forest with surprising ease.

ADVENTURE SEEDS

The characters agree to meet with a person who claims to have a vital clue to their current problem. The designated meeting place is deep in the forest at night. When the characters arrive, they witness their contact being pulled up into the trees by a tree devil. If they want the documents they were going to receive, they must follow the wily predator up into the forest canopy, and retrieve the body of their contact.

The PCs are hired to guard a merchant caravan traveling through a forest. A family of tree devils has recently taken up residence here, and looks upon the caravan as a traveling smorgasbord. They keep pace with the caravan through the treetops, and attack unwatched animals or lone people one by one. They prefer to take sleeping prey if they can, and the first sign anyone notices of trouble may be the empty bedrolls on the fringe of the campsite.

A vrillisa appears as a swarm of rare, single-minded hallucinogenic butterflies found in the vicinity of horrible tragedies or pivotal historical moments. It is an agent of fate on the lookout for heroes. It is said that vrillisa are tasked with initiating heroic journeys and delivering messages to adventurers on behalf of destiny.

Although multiple small butterflies make up a vrillisa swarm, they are actually a single magical creature hatched from one cocoon spun, perhaps, from the wheel of fate. The butterflies stay together, acting as one, for all purposes but one: escape. When a vrillisa is attacked, it scatters in fear. Whoever levels a blade against one of these creatures should expect retribution in the future, however.

A vrillisa is a vibrant, colorful creature of magnificent beauty. The wings of the butterflies that make up its form shine like stained glass, but subtly alter their hue in flight. When sunlight hits them it is refracted in a vivid display of colors that forms moving images travelling across the multitude of wings, telling tales of what has come before and where the heroes must go. Sometimes the butterflies in a swarm chatter like windchimes, as well. All of these qualities combine to create a magical display that binds would-be heroes to their missions. If this fails, the swarm may plague the heroes with hallucinations, such as images of their ears slipping off their heads and flitting away, leading them towards their destiny.

ADVENTURE SEED

A vrillisa is sent to deliver a message from a divine force that has taken pity on a poor ghost. If some band of heroes is willing to follow the vrillisa to the site of a desperate ghost's secret grave and solve the mystery of its death, then the ghost's soul will be saved.



VRILLISA

Medium-size Magical Beast	
Hit Dice:	1d10+2 (7 hp)
Initiative:	+3 (Dex)
Speed:	Fly 30 ft. (good)
AC:	16 (+3 Dex, +3 natural)
Attacks:	Slam -1 melee
Damage:	Slam 1d3-2 subdual
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell-like Abilities, Missive
Special Qualities:	Darkvision 60 ft., Immunities, Low-light Vision, Sentient Swarm
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 7, Dex 16, Con 14, Int 8, Wis 14, Cha 18
Skills:	Concentration +3, Hide +5 (+21 when scattered), Knowledge (arcana) +3, Listen +5, Sense Motive +5, Spot +5
Climate/Terrain:	Warm land
Organization:	Solitary swarm
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	2-3 HD (Medium-size swarm), 4 HD (Large swarm)



Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Missive (Su): This ability is used by a vrillisa to bind subjects to a mission. It operates as the spell *lesser geas* as cast by a 2nd-level sorcerer, but is not limited to a single target. Up to 7 HD of creatures within 30 feet who can see the vrillisa are affected. The vrillisa can select which eligible creatures to target.

Sentient Swarm (Ex): A vrillisa is difficult to strike effectively because it is made up of a number discrete parts equal to twice its hp; no single butterfly in the swarm is the heart or brain of the creature. Because of this, a vrillisa gains a +1 bonus to saves versus mind-influencing effects for

each hit point is has remaining, and it is not subject to critical hits. A vrillisa can also move its component butterflies about to avoid attacks, hence the natural AC bonus. When the vrillisa is brought down to half its hit points, its butterflies scatter; it becomes impossible for the vrillisa to attack or use its special abilities, but it gains a +8 size bonus to AC and +16 racial bonus to Hide checks since every element of the swarm is now of Fine size.

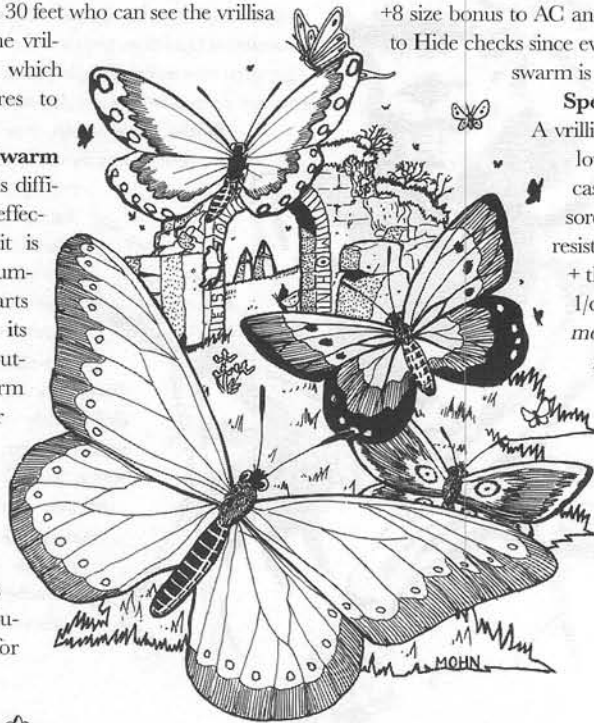
Spell-like Abilities:

A vrillisa can use the following spells as if cast by a 2nd-level sorcerer. The DC to resist these abilities is 14 + the spell level.

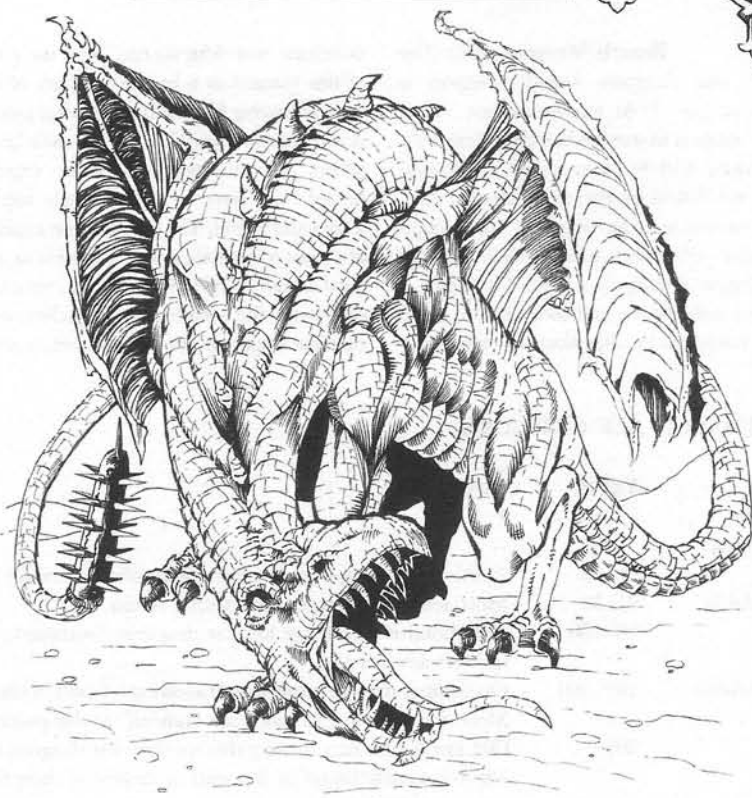
1/day — *fear*, *modify memory*, *persistent image*

3/day — *charm person*, *ghost sound*

At Will — *confusion*, *silent image*



WAR DRAGON



Feats: War dragons get one feat, plus one additional feat per three Hit Dice. These are usually those from the fighter feats list. They cannot take most of the special dragon feats, as those are related to flying.

Skills: War dragons have a racial bonus to their Jump skill of +1 per Hit Die. Civilized war dragons take skills as class skills from the fighter list. Wild war dragons take skills as class skills from the ranger list.

Climate/Terrain: The topaz dragon was originally a desert-living dragon and the war dragon's habitat has expanded to include forests and mountains. It can live in any habitable terrain, like any other intelligent species, but prefers lightly forested hills and mountains.

Organization: Troop (4 young adults), company (20 young adults), family pack (3–4 breeding females plus 1d6 young offspring), or hunting pack (3–4 young adult males)

Challenge Ratings: Wyrmling 1, very young 4, young 6, young adult 7, adult 9, mature adult 11, old 13

Treasure: The war dragon fancies treasure as much as any other dragon, but its

association with humanoids has given the breed a taste for wearing jewelry, rather than just hoarding it. Even wild war dragons are likely to be found wearing necklaces for bracelets and chokers or torques for rings. Some of these might very well be magical. Also, if a war dragon has found a magical weapon of any size, he is likely to be using it. The great prize of a war dragon might well be in the war dragon, though. They value hard precious stones as ideal for their giz-zards. Hard pressed in a battle, a sand-spewing war dragon may well be striking his enemies with a fortune in semi-precious stones.

Alignment: War dragons are essentially neutral in alignment, with some taking on either lawful or chaotic alignments. They are rarely good or evil, but are extremely self-centered.

Advancement: Wyrmling 4–5 HD (Tiny), very young 7 HD (Small), young 9 HD (Medium-sized), young adult 11 HD (Large), adult 13–14 HD (Huge), mature adult 16–17 HD (Huge), old 19–20 HD (Huge)

The ancient empire of Hyrkanem was founded by wizard kings who enslaved dragons. The wizards used the advantage to conquer several relatively undeveloped nations that were rich in magical resources but rather hard to get to. Their control of these high-resource areas made the Empire very powerful and influential very quickly.

However, the practice of turning dragons into steeds was fine for wide-ranging wizards, but once the wizard emperors settled down into one spot, they found that most of the native dragons moved out. As their military might depended on having dragon allies, they sought for a permanent source of dragons to back up their armies, which were relatively small in relation to those of neighboring nations.

Part of the new empire was the Desert of Scintillation, a desolate expanse composed of an inordinate number of precious and semi-precious stones. Possession of this source of magical components was one of the reasons the empire had been created here. Inhabiting this desert were a number of exotic animals, including the topaz dragons. These were small dragons that valued the precious stones of the desert more for utilitarian reasons than as treasure.

The wizards of Hyrkanem seized on these dragons as ideal for their military purposes. They captured most of the inhabitants of the desert and started a breeding program. Within a few generations, all the wild topaz dragons were extinct. All that were left were the domesticated variety, called war dragons.

The wizards of Hyrkanem ruled their land for several centuries, but were finally brought low by a block of conquered nations that resented their control and heavy taxation. The war dragons that escaped death in battle

were either taken away by some of the allied nations or escaped into the wilderness during the confusion of the conquest.

War dragons are far more gregarious than other dragons, as they were bred to work in troops of four and companies of twenty. When found in the wild, they are either in family packs of three or four females and young offspring, or in hunting packs of three or four males. Full-grown males and females never associate except for procreation. This is a conditioned behavior from when the males were bred for battle and the females kept for breeding. Wild females should not be discounted as opponents, however. Since they have to protect their young from predators, they are as able fighters as the males. Indeed, some armies with war dragon units use older females in battle.

War dragons grow to be elephantine in size and weight, but rarely top 10,000 lbs. War dragons vary in color between a light green to a sullen yellow, going from one to the other as they age. They have small wings that obviously cannot lift their weight; instead, these wings provide greater balance and leaping ability in combat. They also mature much faster than normal dragons, and because of their aggressiveness rarely attain great age.

War dragons are very intelligent in their draconian way, and more prolific than other species. In some places they are treated as allies, in others as slaves. Treating them as animals rarely turns out well. War dragons in the wilds operate as primitive hunter-gatherers, though they don't cook their meals. They can be negotiated with and, since they have a long tradition of association with humanoids, can even be allied with.



WAR DRAGON

Breath Weapon (Ex): The war dragon's breath weapon is unique. Wild topaz dragons, which evolved to survive in a desert environment, had to learn to eat many substances not found in the usual dragon diet. Getting nutrition from many of these nigh-indigestible substances was difficult, but the topaz dragon developed a gizzard in which it put rocks and pebbles, and used these to grind up the foodstuffs for digestion. In emergency

situations, war dragons can expel the contents of this gizzard as a breath weapon, abrading and destroying like the hard-driving sands of a desert sandstorm. The size of their gizzards allows war dragons only three expulsions before they have to refresh their supply of stones and gravel. The creature can expel a line of stones 5 feet long and 5 feet wide as a standard action every 1d4 rounds. No attack roll is necessary; the breath simply reaches the normal line length, as per the table below, and any

WAR DRAGON AGE CATEGORIES

AGE	YEARS	NOTE
Wyrmling	0–2	—
Very Young	3–10	—
Young	11–20	At this age, young war dragons are usually trained for battle
Young Adult	21–55	Most active war dragons are young adults
Adult	56–100	Adulthood is a rare age for war dragons; commanders and trainers are this age
Mature Adult	101–200	Occasional mature adult war dragons are found in the wild. Most domestic war dragons are “retired” at this point
Old	201+	Old age is very rare among this species; war dragons of this age are usually found in the wild or as pets of their former commanders

WAR DRAGON QUALITIES BY AGE

AGE	SIZE	HIT DICE (HP)	AC*	ATTACK BONUS
Wyrmling	Tiny	3d12+3 (22)	12 (+2 size)	+5
Very Young	Small	6d12+6 (45)	15 (+1 size, +4 natural)	+8
Young	Medium-sized	8d12+8 (60)	17 (+7 natural)	+10
Young Adult	Large	10d12+10 (75)	20 (–1 size, +11 natural)	+12
Adult	Huge	12d12+12 (90)	25 (–2 size, +17 natural)	+14
Mature Adult	Huge	15d12+15 (112)	28 (–2 size, +20 natural)	+18
Old	Huge	18d12+18 (135)	32 (–2 size, +24 natural)	+22

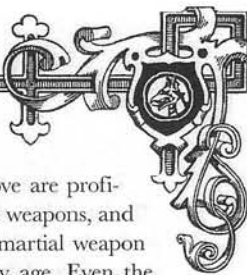
* The natural armor on a war dragon toughens as it ages, giving a progressively higher AC. Nations that raise war dragons for combat often provide them with barding/armor, which adds as much as 4 points to the AC of the dragon.

ADDITIONAL WAR DRAGON QUALITIES BY AGE

AGE	FORT	REF	WILL	BREATH WEAPON (DC)	LINE LENGTH	FEAR DC	SR
Wyrmling	+4	+3	+3	1d6 (12)	30 ft.	—	0
Very Young	+6	+5	+5	2d4 (14)	40 ft.	—	0
Young	+7	+6	+7	2d6 (15)	60 ft.	—	0
Young Adult	+8	+7	+8	2d8 (16)	80 ft.	—	10
Adult	+9	+8	+9	2d10 (17)	80 ft.	—	14
Mature Adult	+10	+9	+10	2d12 (18)	100 ft.	—	18
Old	+12	+11	+13	2d12 (20)	100 ft.	—	22



WAR DRAGON



character caught in the area must make a Reflex save (DC indicated on the War Dragons By Age table) to halve the damage, or suffer the full damage as indicated on the same table.

Fighting Stance: War dragons were trained to fight in an upright posture, just as their humanoid companions did. They charge and leap in an all-fours stance, but generally fight upright. This allows them to be trained in the use weapons; war dragons of

Young age and above are proficient with all simple weapons, and most of them take martial weapon proficiencies as they age. Even the wild war dragons have a tradition of weapon use, and still teach their young to fight in this posture; some even practice with branches and small trees if there are no actual weapons available. Of course, if a war dragon is using a weapon, he does not get a claw attack with that hand. Civilized war dragons often use specially made shields, as well, meaning that they get no claw attack at all.

Immunities (Ex): All dragons are immune to *sleep* and *paralysis effects*.

Languages: Dragons speak Draconic and, if part of a civilized army, the common language of that land.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a war dragon, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds the war dragon's Spell Resistance rat-

WAR DRAGON FACE/REACH BY AGE

Age	Face	Reach
Wyrmling	2 1/2 ft. x 2 1/2 ft.	5 ft.
Very Young	5 ft. x 5 ft.	5 ft.
Young	5 ft. x 5 ft.	5 ft.
Young Adult	5 ft. x 10 ft.	10 ft.
Adult	10 ft. x 20 ft.	10 ft.
Mature Adult	10 ft. x 20 ft.	10 ft.
Old	10 ft. x 20 ft.	10 ft.

WAR DRAGON ABILITIES BY AGE

AGE	SPEED*	STR	DEX	CON	INT	WIS	CHA	CASTER LEVEL
Wyrmling	40 ft., jump 50 ft.	10	10	13	6	10	5	—
Very Young	40 ft., jump 60 ft.	12	10	13	7	11	6	—
Young	50 ft., jump 70 ft.	14	10	13	8	12	7	—
Young Adult	50 ft., jump 70 ft.	16	11	13	9	12	8	—
Adult	60 ft., jump 80 ft.	18	11	13	10	13	9	1st
Mature Adult	60 ft., jump 80 ft.	21	11	13	12	13	11	2nd
Old	50 ft., jump 70 ft.	23	11	13	14	14	12	3rd

* Due to their small wings, war dragons do not fly, but the wings are powerful enough to give them some lift for long jumps.

WAR DRAGON ATTACKS BY AGE

AGE	BITE	2 CLAWS	2 WINGS*	TAIL SLAP**	CRUSH
Wyrmling	1d4	1d3	—	—	—
Very Young	1d6	1d4	—	—	—
Young	1d8	1d6	1d4	—	—
Young Adult	2d6	1d8	1d6	1d8	—
Adult	2d8	2d6	1d6	2d6	2d8
Mature Adult	2d8	2d6	1d6	2d6	2d8
Old	2d8	2d6	1d6	2d6	2d8

* Due to their small wings, the damage from a wing buffet does not change once the dragon reaches adulthood. However, war dragons that are part of civilized armies often sheath their wings in edged metal, adding another 1d6 points of damage to that attack.

** War-trained war dragons are also often fitted with tail flails, adding a further 1d6 points of damage to the tail slap attack.

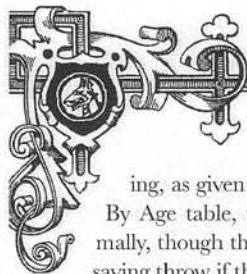
ADVENTURE SEEDS

☛ The adventurers are asked to investigate the deaths of livestock. The livestock have apparently been attacked by a dragon, but the investigators found dragon track marks all over the site and no sign of a dragon flying away. This implies that the dragon cannot fly, perhaps because it's wounded, and that it is very much still in the vicinity.

In fact, this is the work of a group of male war dragons who have been forced out of their normal range and so wandered into more civilized land. Their particular family group has been cut off from human contact for several generations. They are connected to a group of females and wyrmlings a few days' march into the wilderness. Whether the adventurers track them down to kill them, or attempt to befriend or domesticate the wanderers is up to them.

☛ Lord Bahbahr, a famous general, is dead, slain by his longtime associate, Raker. Raker is a war dragon, and has fled to Bahbahr's private game preserve, which has a number of other exotic creatures in it. The adventurers must bring Raker back for justice, and try to determine why this companion of a dozen campaigns suddenly turned against his comrade.





ing, as given in the War Dragons By Age table, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spells: A war dragon knows and casts arcane spells as a sorcerer of the level indicated in the War Dragon Abilities By Age table, gaining bonus spells for a high Charisma score.

SAMPLE WAR DRAGON

Wild Young Adult War Dragon

Large Dragon

Hit Dice: 10d12+10 (75 hp)

Initiative: 0

Speed: 50 ft., jump 70 ft.

AC: 20 (-1 size, +11 natural)

Attacks: Maul (heavy tree branch) +12/+7 melee, and tail slap +10 melee, and 2 wings +10 melee, and claw +10 melee, and bite +10 melee

Damage: Maul 1d10+3, tail slap 1d8+1, wings 1d6+1 each, claw 1d8+1, bite 2d6+1

Face/Reach: 5 ft. x 10 ft./10 ft.

Special Attacks: Breath Weapon 2d8

Special Qualities: Darkvision 60 ft., Fighting Stance, Immunities, Low-light Vision, Spell Resistance 10

Saves: Fort +8, Ref +7, Will +8

Abilities: Str 16, Dex 11, Con 13, Int 9, Wis 12, Cha 8

Skills: Balance +5, Heal +3, Intuit Direction +7, Jump +10, Knowledge (nature) +3, Listen +7, Move Silently +2, Search +5, Spot +8, Swim +5, Tumble +5, Wilderness Lore +5 +7 to avoid getting lost)

Feats: Alertness, Multiattack, Power Attack

Climate/Terrain: Temperate and warm desert, forest, hills, and mountains

Challenge Rating: 7

Treasure: No coins, double gems and jewelry, only magic is jewelry, no other items

Alignment: Neutral

This dragon speaks Draconic.

Breath Weapon (Ex): this dragon can expel stones and rocks three times before he must refresh his supply of stones and gravel. The creature can expel a line of stones 5 feet long and 5 feet wide as a standard action every 1d4 rounds. No attack roll is necessary; the breath simply reaches 80 feet in length, and any character caught in the area must make a Reflex save (DC 16) to halve the damage, or suffer the full 2d8 damage.

Dragon: Dragons are immune to *sleep* and *paralysis* effects. Unless noted otherwise, dragons have Darkvision with a range of 60 feet and Low-light Vision.

Fighting Stance: This dragon is proficient with simple weapons, and with the maul. He does not get a claw attack with the hand that is using a weapon.

Skills: This dragon receives a +2 synergy bonus to Wilderness Lore to avoid getting lost, and a +2 synergy bonus to Tumble checks. These are included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against this dragon, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10 the spell works normally, though the creature still gets a saving throw if the spell allows such.

WHIP ROSE



	Huge Plant
Hit Dice:	8d8+40 (76 hp)
Initiative:	+2 (Dex)
Speed:	0 ft. (immobile)
AC:	14 (-2 size, +2 Dex, +4 natural)
Attacks:	5 Thorn Vines +6/+1 ranged, and bite +7/+2 melee
Damage:	Thorn Vines 2d4+5 each, bite 1d6+2
Face/Reach:	15 ft. x 15 ft./10 ft.
Special Attacks:	Improved Grab, Swallow Whole, Thorn Vines
Special Qualities:	Blindsight, Immunities
Saves:	Fort +11, Ref +4, Will +2
Abilities:	Str 21, Dex 15, Con 20, Int 1, Wis 10, Cha 10
Feats:	Multiattack
Climate/Terrain:	Temperate forest, hills, or plains
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	9–16 HD (Huge), 17–24 HD (Gargantuan)



Feats: Whip roses receive Multiattack free as a racial bonus.

Improved Grab (Ex): If the whip rose hits an opponent of at least one size category smaller than itself or smaller with its Thorn Vine attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals Thorn Vine damage and allows the whip rose to attempt to use its Swallow Whole ability.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. Whip roses have Blindsight to a range of 40 feet rather than the Low-light Vision typical of plants.

Swallow Whole (Ex): If the whip rose makes a second successful grapple check after a grab, it swallows its prey, which can be up to one size category smaller than itself.

Damage is 2d6 bludgeoning plus 1d6 acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 15 points of damage to the stomach (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. This creature's stomach can hold 2 Large, 4 Medium-size, 8 Small, 16 Tiny, 32 Diminutive, or 64 Fine or smaller opponents.

Thorn Vines (Ex): The whip rose attacks with vine-like tendrils lined with thorns. These attacks are similar to whips, attacking as ranged weapons out to a limit of 20 feet with no range increment. The vines do normal damage, not subdual damage.



The whip rose is a carnivorous, flowering plant with runners and flowers resembling a rose bush. It has a central hole inside of which a large fanged mouth opens, surrounded by a tangle of thorny vines bearing bright red blossoms. The vines move constantly, and lash out at any living creatures that approach within reach. Once caught, a creature is pulled into the gaping maw in the center of the whip rose to be consumed.

Because of the beautiful flowers grown by the whip rose, it is often added to the gardens of those brave souls who collect dangerous flora. Most of these horticulturists take pains to fence off the perimeter around the plant to prevent unpleasant accidents, but some count on the whip rose as a security measure.

Most mages assume that the whip rose is the product of some magical experimentation, although no one knows by whom or when. Many druids, however, claim that it is a natural plant, the product of natural evolution. The presence of references to the whip rose in many ancient herbals does nothing to persuade either side, and both use it as proof of their arguments: the druids claim that the age of the references mean that it must be natural, while the mages cite the wide range of uses for the plant as being beyond the realm of coincidence.

ADVENTURE SEED

A prankster has managed to transplant a whip rose into the city park. It has claimed four victims so far, and is certain to kill more. Not only does the party need to eliminate the threatening plant, but it also must track down the deranged person who planted the bush in the first place. Of course, anyone that can move a whip rose around with impunity is someone to be reckoned with.



Deep in the wild deserts and unexplored jungles, in cities of ancient roughworked stone, dwell the lanky, human-like beings known as the xipitotec. The xipitotec are known as worshipers of a savage god of the same name; they are a cunning and predatory race that flays helpless captives alive and uses their skins as coverings over their own cyst-covered, greyish-green skin. To them, the divine Xipitotec is a god of rebirth, so they wear the uncured skins of others as a way of constantly being renewed into the world. Until they rot away after approximately three weeks, these fleshy shrouds give the xipitotec supernatural powers drawn from the victim's life essence.

Xipitotec avoid the major outposts of other sentient beings; they have no interest in contact with other races, aside from using them as a source of food and, most importantly, skins. To this end, the xipitotec hunt carefully, using blunt weapons and nets to capture their prey with a minimum of damage; whole pelts are worth more, both because they hold more power and because they signify that the wearer is a hunter of great skill. Xipitotec usually judge skins by how exotic they look rather than by any knowledge of the owner's innate abilities. However, they aren't fools, and will happily flay and wear the skin of a powerful warrior or spellcaster they've seen in action. Victims are ritually skinned alive when possible, and their organs are eaten. As a matter of honor, the individual xipitotec who makes a kill gets to wear the skin, although at times a xipitotec will present such a skin to someone it wishes to mate with.

The xipitotec social structure is highly ritualized, with a hierarchy of priests and warriors ruling each city. Status is achieved through the collection of skins, and most adult



XIPITOTEC

	Medium-size Humanoid (Xipitotec)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 large wooden shield)
Attacks:	Sap +1 melee, or net +2 ranged
Damage:	Sap 1d6 subdual, net (special)
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Disease, Skin Powers
Special Qualities:	Disease Immunity, Enhanced Abilities, Skin Powers
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 12, Int 10, Wis 10, Cha 7
Skills:	Hide +1, Listen +3, Move Silently +1, Spot +3, Wilderness Lore +1
Feats:	Alertness
Climate/Terrain:	Warm land
Organization:	Party (2–7), band (8–20 plus one 4th-level cleric), or clan (20–100 plus 50% noncombatants plus one 4th-level cleric per 10 adults, 3–4 6th-level warriors, and one 8th-level fighter or cleric)
Challenge Rating:	2 (+1 for every 2 HD of its current skin)
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class (warrior)



Disease (Ex): A skin-clad xipitotec is a walking disease vector. The most common infection is called Deadskin Slough, easily recognizable once the victim's skin develops grey-green blotches that spread over the skin, which then starts sloughing off in chunks. When a character is successfully hit by a xipitotec's melee attack, he must make a Fortitude saving throw (DC 14). If he succeeds, the disease has no effect — his immune system fought off the infection. If he fails, he takes 1d3 temporary Constitution damage and 1d3 temporary Charisma damage after an incubation period of 1d3 days. Once per day afterward he must make a successful Fortitude saving throw (DC 14) to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage. To assist with the Heal skill, every time the diseased character makes a saving throw the healer makes a check. The diseased character can use the healer's result in place of his saving throw if he spends most of each day resting. Characters recover

points lost to ability score damage at a rate of 1 per day, even while a disease is in progress. A character whose Constitution score is reduced to 0 is dead; a character whose Charisma score is reduced to 0 is unconscious.

Disease Immunity (Ex): The xipitotec are immune to all mundane diseases, thanks to their prolonged exposure to rotting flesh. They are affected normally by magical and supernatural diseases, such as *demon fever* and *mummy rot*.

Enhanced Abilities (Su): While wearing a skin, a xipitotec gains the skin's previous owner's Strength, Dexterity, and Constitution modifiers, if positive, to its own Strength, Dexterity, and Constitution scores. For example, the skin of a human who had a Strength score of 16 will give the xipitotec a +3 bonus to its own Strength score; the xipitotec represented by the above stats would thus have a Strength score of 13. This represents the xipitotec siphoning off its victim's remaining life force.





Skills: Xipitotec take a -2 armor check penalty for their traditional large wooden shields. This is included above.

Skin Powers (Su): Skin-clad xipitotec gain the “at-will” spell-like and supernatural abilities of their skin’s former owner, the ranks he has in his two highest-ranked skills, and one of his feats of the xipitotec’s choice. They can also cast spells the victim had memorized at the time of death, provided the spell’s level is at most half the xipitotec’s number of Hit Dice rounded down. Each spell can be cast once daily. For example, a 2-HD xipitotec could use any 0- or 1st-level spells of its skin, each once per day. Also, xipitotec have fragmentary memories from their skins, which should be treated as a Knowledge (victim’s memories) skill with one rank.

NEW MINOR ARTIFACT: NECKLACE OF THE XIPITOTEC.

This horrific treasure is a ritual accessory for xipitotec clerics. At least three of these necklaces are known to exist at three different xipitotec sites. Each is made from the teeth, collarbones, and fingerbones left over from ritual sacrifices. Said to be favored by the twisted xipitotec god, the necklaces hold a special value to those of other races. The necklace bestows a complete immunity against diseases of all sorts to the wearer, as well the ability to cast *deathwatch*, *death ward*, and *mending* at will. Once per month, on the first day of the new moon, the wearer may also cast *slay living*.

Caster Level: 20th; *Weight:* less than 1 lb.

xipitotec make regular forays to hunt for them. Small bands of xipitotec can live almost anywhere, but their main dwellings are massive, crumbling cities built of rough black stone. The few scholars aware of this race’s existence believe them to be the twisted remnants of an ancient cult, given the apparent age of their cities combined with their worship of an otherwise lost god. No explanation for their physical appearance or supernatural abilities has been given. The xipitotec speak a debased dialect called Xipic that evolved from a dead language.

ADVENTURE SEEDS

♣ The matriarch of a noble family will reward the PCs well for the recovery of her youngest son, an impulsive redheaded teen lost in the jungle. He should be easy to find, as a boyhood accident left him with a long scar across his face that terminates in a shock of white hair. Sadly, he was seized by a large clan of xipitotec who see his dramatic coloration as an omen and who now wear the skins of the boy’s bodyguards. The boy will be skinned soon during a great ritual, unless the players can free him.

♣ A powerful magician has heard of the xipitotec and wishes to examine one of their skin-shrouds. He pays handsomely, but the skin must be taken without damaging it. As no xipitotec will part with its skin willingly, the PCs have a challenge on their hands — to say nothing of the problem of getting it back to civilization before it decays.

Truly a creature born of utter nightmare, the yunggulur is a massive behemoth that primarily preys upon the most innocent of all — children. A single such beast can, if undetected, completely and covertly destroy a small town in mere weeks.

Physically intimidating, yunggulurs average twelve to fifteen feet in height and typically weigh 3,500 pounds. No clothing covers their sickly, pale skin, which ranges in color from a dull white to a putrid gray or yellow. A grossly distended belly makes up the bulk of the creature's bloated mass. Finally, the yunggulur has long, sloping arms that touch the ground and end in twisted hands tipped with wickedly curved yellowed claws. Their legs are similar in form to a goat's, ending in wide, splayed flat feet that boast three large claws each. A yunggulur's spherical head is vaguely reminiscent of a human's, and is dominated by two large, luminous green eyes. Colors seem to swirl and whirl within those eyes, which are said to have the power to absorb and destroy men's souls. A massive maw filled with thick, sharp, yellowed teeth dominates the entire lower half of the yunggulur's head, and a small, slightly pug nose is found between the eyes. A pair of downward-turned, spiraling, fleshy horns sprouts from either side of the head; they are believed to function in the same manner as ears. Lastly, a shock of whitish-blue hair sprouts from the yunggulur's head and trails down its neck and back.

While yunggulurs by no means disdain combat, they typically do not find themselves in melee due to their nefarious natures and sheer evil cunning. This creature, as a rule, enters into an area nearby the settlement of a sentient race, and then creates a hidden lair in an out-of-the-way spot, such as at the center of a swamp, in a long-abandoned mine, or hidden in a dark and tangled grove. Once it feels secure in



YUNGGULUR

	Huge Aberration
Hit Dice:	13d8+65 (123 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	23 (-2 size, +7 Dex, +8 natural)
Attacks:	2 claws +14/+9 melee, and stomp +12/+7 melee or bite +12/+7 melee
Damage:	Claws 2d4+7 each, stomp 1d6+3, bite 2d8+3
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Doomsong, Frightful Presence, Improved Grab, Spell-like Abilities, Swallow Whole
Special Qualities:	Darkvision 60 ft., Fast Healing 5, Spell-like Abilities
Saves:	Fort +9, Ref +11, Will +12
Abilities:	Str 25, Dex 24, Con 20, Int 22, Wis 18, Cha 18
Skills:	Hide +16, Intimidate +16, Listen +12, Move Silently +16, Perform (mimicry) +20, Read Lips +12, Search +12, Spot +12
Feats:	Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary or pair
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	14–16 HD (Huge), 17–20 HD (Gargantuan)



Aberration: Aberrations have Darkvision with a range of 60 feet.

Doomsong (Su): Yunggulurs are able to match the voice of any creature they hear speak. Characters must make a Listen check versus a Perform (mimicry) check by the yunggulur to determine that it's a fake.

Fast Healing (Ex): At the beginning of each of the yunggulur's turns, it heals 5 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation.

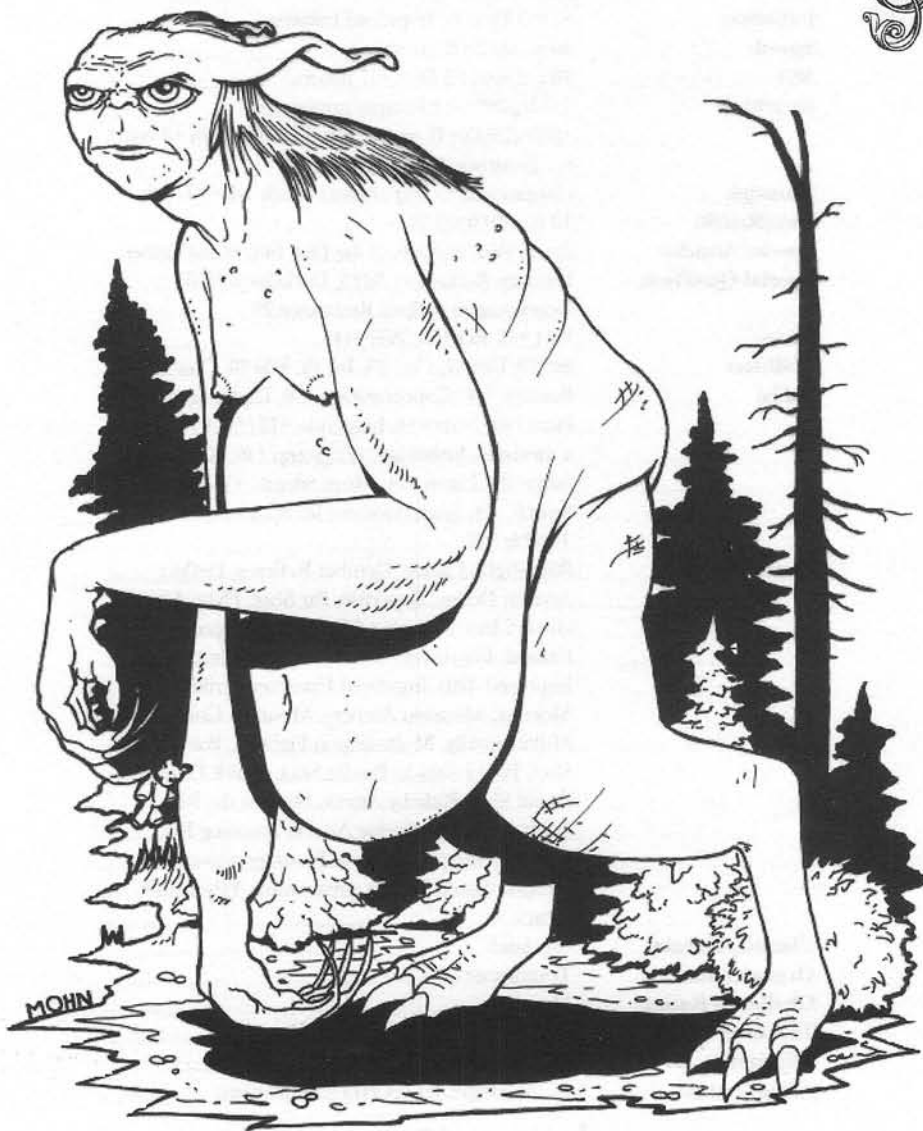
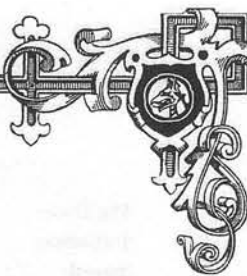
Frightful Presence (Ex): When a yunggulur roars, opponents with fewer Hit Dice than the yunggulur has, and who are within 60 feet, become frightened for 5d6 rounds; frightened characters suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws, and attempts to flee. Opponents can resist with a Will save DC of 20. An opponent who succeeds at the

saving throw is immune to that creature's Frightful Presence for one day.

Improved Grab (Ex): If a yunggulur hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals bite damage and allows the yunggulur to attempt to use its Swallow Whole ability.

Skills: Yunggulurs take a -8 size penalty to Hide checks, but receive a +10 racial bonus to Hide checks due to the coloration of their skin. They also get a +10 racial bonus to Perform (mimicry) checks. This is included above.

YUNGGULUR



Spell-like Abilities: Yunggulurs can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 14 + the spell level.

3/day — *confusion*, *improved invisibility*, *teleport*

At Will — *charm person*

Swallow Whole (Ex): If the yunggulur makes a second successful grapple check after a grab, it swallows its prey, which can be up to one size category smaller than the yunggulur. Damage is 1d8+7 bludgeoning

plus 1d8 acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 20 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. This creature's stomach can hold 1 Large, 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

its new home, it begins venturing out, undetected, into the neighboring settlement. After studying its intended prey and learning all that it can, the yunggulur slowly begins luring the children of the community with its imitations of the voices of their own parents and loved ones. Yunggulurs can speak any language known by their intended victim, but they rarely speak unless calling others to their doom.

Typically, this monster devours a few children and then hides the others away, using them later as bait to lure still others into its grasp. The yunggulur calls the parents to their dooms using the voices of their dead children. Any adults not drawn by this horrific ploy are then dealt with quickly and easily by the creature's massive claws and terrific maw. A single yunggulur can quietly eradicate an entire town without an alarm being raised.

ADVENTURE SEED

☞ A hermit wizard seeks to impede the advances of an encroaching nearby town. After conducting much research, and performing many divinations and scryings, the wizard has learned of the existence of a yunggulur on the move, looking for a new home. She contacts the characters and asks them to retrieve the beast, but she wants it brought back alive for "magical research purposes." Once she has the creature and sends the characters on their way, she plans to release it outside of the nearby unsuspecting town. The characters, however, catch a hint of the twisted wizard's plan and have a chance to stop her. If the wizard suspects this, she will unleash the yunggulur on the characters, so that they will have to deal not only with a formidable and crazed wizard, but also a rogue yunggulur.

The zenzogin are winged, four-armed giants from the celestial realms. Their skin color is either golden or silver, and their hair, which they wear tied back in long cascades that reach past their waists, is either jet black or the color of pure white snow. They commonly wear a quilted kimono, matching trousers that end at the knee, and cloth two-toed sandals that they lace up their shins. The feathers of their wings are the same color as their hair, and the tip of each is adorned with a dangling metal ring or precious gem. They all wear highly stylized facemasks known as a *mempo* in the eastern lands, giving them terrifying, demonic visages. No one in recorded history has ever seen a living zenzogin without his mask.

Zenzogin are the avatars of justice and war. They were once people who were exceptionally moral, ethical, and lawful in life, and have been rewarded with service to the gods of battle. They appear in threes, with a least one female in their group, and usually at the scenes of massive battles. For the most part, they merely observe, but they have been known to aid one side or the other on occasion; their reason for doing so is generally to bring equilibrium to an unbalanced war. It isn't uncommon in especially important military campaigns for one of the winged giants to call out an army's most powerful hero or leader to engage him or her in one-on-one combat. When the triumvirate is satisfied that the conflicting armies are even, they generally take their leave. In some instances, however, the zenzogin have actually wiped out both sides of a battle, showing neither mercy nor remorse for their actions, while in other instances they've ended wars by preventing the armies from engaging one another.

In combat, the zenzogin are, as might be expected, fearsome and deadly, capable of using any weapon, fighting style, or battle magic known — and

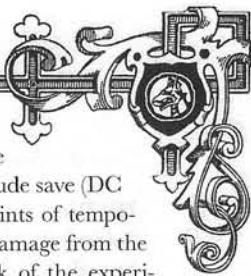
ZENZOGIN

	Huge Outsider (Lawful)
Hit Dice:	16d8+112 (184 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 30 ft. (average)
AC:	28 (-2 size, +3 Dex, +17 natural)
Attacks:	1 Gargantuan +5 vorpal greatsword +25/+21/+15/+11 melee, and 3 Gargantuan +5 vorpal greatswords +25 melee
Damage:	Gargantuan +5 vorpal greatswords 4d6+16 each
Face/Reach:	10 ft. x 10 ft./15 ft.
Special Attacks:	Art of War, Shadow of the Past, Sins of the Father
Special Qualities:	Damage Reduction 20/+3, Darkvision 60 ft., Regeneration 5, Spell Resistance 25
Saves:	Fort +17, Ref +13, Will +14
Abilities:	Str 29, Dex 17, Con 25, Int 18, Wis 18, Cha 20
Skills:	Balance +16, Concentration +16, Diplomacy +18, Heal +18, Hide +14, Innuendo +13 (+15 to intercept a message), Intimidate +22, Jump +16, Knowledge (war) +20, Listen +14, Move Silently +16, Ride +16, Search +14, Sense Motive +18, Spot +14, Tumble +16
Feats:	Blind-fight, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Far Shot, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Mounted Archery, Mounted Combat, Multidexterity, Multiweapon Fighting, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Ride-by Attack, Shot on the Run, Spirited Charge, Spring Attack, Stunning Fist, Sunder, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack
Climate/Terrain:	Any land
Organization:	Triumvirate (3)
Challenge Rating:	17
Treasure:	None
Alignment:	Lawful neutral
Advancement:	17–19 (Huge), 20–24 HD (Gargantuan)



Art of War (Ex): Zenzogin have the sum of the world's martial knowledge in their minds. As such, they can use any combat feat at will and have every weapon and armor proficiency; standard feats are already included in the above stats. In addition, they may cast spells from the Destruction, Law, Protection, Strength, and War domains as a 16th-level cleric, three times per day each. The DC to resist these abilities is 14 + the spell level.

3/day — antimagic field, blade barrier, bull's strength, calm emotions, circle of doom, clenched fist, contagion, dictum, disintegrate, dispel chaos, divine power, earthquake, endure elements, flame strike, grasping hand, harm, hold monster, inflict critical wounds, inflict light wounds, magic circle against chaos, magic vestment, magic vestment, magic weapon, mind blank, order's wrath, power word: blind, power word: stun, protection from chaos, protection from



elements, repulsion, righteous might, sanctuary, shatter, shield of law, shield other, spell immunity, spell immunity, spell resistance, spiritual weapon, stone-skin

Damage Reduction (Su): The zenzogin ignores 20 hit points from most weapons and natural attacks. A +3 weapon or better negates the ability.

Outsider:

Outsiders have Darkvision with a range of 60 feet. A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Regeneration

(Ex): Damage dealt to the zenzogin is treated as subdual damage, and the creature automatically cures itself of 5 points of subdual damage per round. It can regrow or reattach severed body parts. Fire and acid deal damage to the zenzogin normally, as do attacks that don't deal hit point damage. Attacks that can cause instant death only threaten the creature with death if it is delivered by weapons that deal it normal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Shadow of the Past (Sp): The zenzogin can use Shadow of the Past to put a creature on trial for his alleged "crimes." Once per day, a zenzogin may target a creature within its line of sight with this ability. If the creature fails a Will save (DC 26), he must relive in his own mind either his entire life or key moments of it, over a time span of 3 rounds. The creature cannot take any action during these rounds other than to observe and speak when directly addressed by the zenzogin. The magic compresses time, so the affected creature may feel as if an hour, a day, a week, or more has passed. To outside observers, this effect is identical to the affected creature being paralyzed; he is unable to move, has effective Strength and Dexterity scores of 0, but can take purely mental actions. Additionally, when a creature comes

out of this state, he must make a Fortitude save (DC 26) or take 1d2 points of temporary Constitution damage from the psychological shock of the experience. If all three members of the triumvirate

use this power together, working in concert, then it has an area of effect of 20 feet and all creatures caught in the effect radius must experience the targeted creature's life as it does.

Sins of the Father (Sp):

One who dies at a zenzogin's hand may be reborn with a soul that has been absolved of the sins he committed in his former life. This has the same effect as if the spell resurrection were cast on the character by a 16th-level cleric, with the exception that the character is reborn at half his original age and in a completely different body. For a character to be restored by means of this ability, there must be some small shred of corporeal remains left behind. The zenzogin may use this ability 3 times per day.

Skills: Zenzogin receive a -8 size penalty to Hide checks. They receive a +2 synergy bonus to Tumble checks. They get a second +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. They receive a third +2 synergy bonus to Balance and Jump checks, a +3 dodge bonus to AC when fighting defensively or taking a full-round action, and a +6 dodge bonus to AC when on total defense. These skill bonuses are included above.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a zenzogin, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 25, the spell works normally, though the zenzogin still gets a saving throw if the spell allows such.



some that are unknown, if truth be told. Foes who have great future potential or an unfulfilled destiny and who are slain by a zenzogin are typically reborn with a clean slate, to be given a second chance at redeeming themselves. In fact, it's not unusual for victims of the zenzogin to remember parts of their former lives during their new ones, allowing them the opportunity to right the wrongs that led to their demises. When a zenzogin dies it is reborn with full awareness from the moment of birth of who it was and what it has the potential to become again. If it holds true to the way of morality and justice in this new life, then it will eventually become a zenzogin again at death. Only in a few extremely rare instances does the reborn zenzogin follow the way of evil. At death, the corrupted zenzogin goes to one of the numerous hells, perhaps rewarded by the demons that rule there.

ADVENTURE SEEDS

♣ A zenzogin triumvirate has been captured by a large mercenary company and brought back to the capital city. They are chained at the center of an arena, bound by magic not even they can break, and the city leaders announce that within a week's time they will hold a tournament to see who they can slay the giants. Those who survive will be well rewarded with wealth and noble titles.

♣ The characters are abducted by three zenzogin and put on trial for their past "crimes." Key moments in their lives are relived as the giants present their "evidence." Can the characters defend their actions? Will they make the same choices again if given a second chance — and if they make different choices, can they live in a world that is fundamentally altered due to those choices?

The zhu ru are the spirits of knowledge, the caretakers of history, and the guardians of fact. For these diminutive scholars, information is prized more than anything else in the world.

In the language of the Middle Kingdoms the word “zhu ru” pronounced dzoo-roo, means “dwarf,” but that is merely a name of convenience given to them by the other races. In their own tongue, they prefer to be called “zhishi fenzhi,” or “honored scholars,” for that is indeed what they are. It is thought that the gods created them so that they could accurately record everything that happens, as the gods certainly have larger issues to worry about. Observations made by these beings are written down in special magical scrolls; every night during the fourth bell these scrolls pass on their information to the Annals of Time. The location of the repository housing this collection of scrolls is unknown, but rumors say it exists on the mythical mountain Kun Lun, the supposed homeland of all Middle Kingdom spirits and fey. No zhu ru has ever actually seen Kun Lun, much less knows if it exists — what they do know is that if such a place is real then they will be the ones to eventually find it.

Zhu ru are shy beings, preferring to observe the world from a distance rather than interact directly with it. When necessity requires it, one may befriend a sage or scholar from another culture to exchange information, but only as an absolute last resort. Known for their incredible patience, the zhu ru will go to any extreme over any length of time to get information, though they follow a strict code of non-interference; giving out information that could seriously alter the natural course of destiny is prohibited. The only other thing a zhu ru won't do for knowledge is pay for it. Any zhu ru caught paying for information is immediately banished; his robes, cap, and scroll are taken from him and the word is spread that he's an



ZHU RU

	Small Fey
Hit Dice:	1d6+3 (6 hp)
Initiative:	+2 (-2 Dex, +4 Improved Initiative)
Speed:	20 ft., run 100 ft.
AC:	9 (+1 size, -2 Dex)
Attacks:	Dagger -1 melee
Damage:	Dagger 1d4-1
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Spell Summoning
Special Qualities:	Channel Knowledge, Linguistic Weakness, Low-light Vision, Polyglot, Spell Summoning
Saves:	Fort +0, Ref +0, Will +5
Abilities:	Str 9, Dex 7, Con 10, Int 20, Wis 13, Cha 16
Skills:	Alchemy +8, Appraise +8, Bluff +6, Concentration +3, Decipher Script +15, Diplomacy +6, Gather Information +13, Knowledge (history) +18, Listen +6, Profession (historian) +14, Search +8, Sense Motive +7, Spellcraft +8, Spot +6, Use Magic Device +6
Feats:	Alertness, Improved Initiative, Iron Will, Run, Skill Focus (Sense Motive), Toughness
Climate/Terrain:	Any land and underground
Organization:	Solitary or research team (2-4)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	2-7 HD (Small)



Channel Knowledge (Ex): While incredibly intelligent creatures, a zhu ru couldn't possibly remember all the knowledge his race as accumulated over the centuries. But the Annals of Time does, and he can call it on it when he must. Three times per day, the zhu ru can channel the knowledge contained within the Annals by making an Intelligence roll (DC 20, modified as appropriate for the rarity of information sought). A success means that the zhu ru temporarily gains 10 ranks in the skill closest to what he needs, even if he doesn't have that skill; for instance Knowledge (history) to know information regarding the lost tombs of a long-dead monarch, or Wilderness Lore to understand the mating rituals of the local centaur population. A failure means either the Annals of Time doesn't contain the information yet, or the zhu ru is denied access to the information for some reason. A natural 20 temporarily gives the zhu ru 15 ranks in the skill plus 5 ranks in two other peripherally related skills. A natural 1 results in infor-

mation overload that does 1d8 temporary Intelligence damage; temporary ability score damage returns at the rate of one point per day. When channeling knowledge, a bright nimbus of blue energy fills the zhu ru's eyes. Any non-zhu ru within 5 feet of him suddenly notices random tidbits of incredibly obscure information springing into the their minds only to fade seconds later. It takes a full 3 rounds to use this ability and, if successful, the effects last for 1d6 hours.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Linguistic Weakness (Ex): The zhu ru can't stand the sound of any language spoken in reverse. It drives them utterly mad and wracks their bodies with pain. If within 30 feet of a person speaking the reverse form of any tongue, the zhu ru makes a Will save (DC 25). A success means he is able to tolerate the sound but suffers a -5 morale penalty to all skill checks, attack rolls, weapon damage rolls, and saving throws until the





noise ceases. If he fails the saving throw, he takes 1d4 points of subdual damage and suffers a -10 morale penalty to all skill checks, attack rolls, weapon damage rolls, and saving throws until the noise ceases.

Polyglot (Sp): The zhu ru are masters of language, as their research takes them to all parts of the world. This ability functions like the spell *tongues* and is always in effect.

Skills: Zhu ru receive a +10 racial bonus to Decipher Script, Gather Information, Knowledge (history), and Profession (historian) checks. This is included above.

Spell Summoning (Sp): Once per day, a zhu ru can access the Annals of Time using her magical scroll, calling forth a single spell effect. This effect is as any spell taken from the standard D20 System wizard spell lists. The summoned spell is cast as if by a 20th-level wizard. The DC to resist it is 15 + the spell level. Zhu ru detest killing, and if faced with combat use this ability to escape rather than retaliate directly.

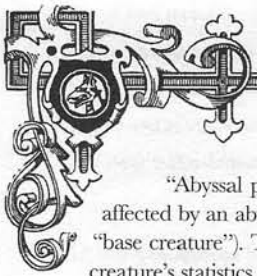
information broker. Zhu ru don't usually last long disassociated from their own kind, but some of those that have survived went on to become some of the most highly sought-after spies in the world.

Zhu ru stand as high as 5 1/2 feet tall, with squat, barrel-shaped bodies and silky, crimson-colored skin. Zhu ru males and females display little sexual dimorphism, appearing nearly identical. Their eyes are large and coal black like their hair, which they wear tied back in a long stream that dangles down to the floor. Misshaped ears jut out from the sides of their heads. They favor red and gold brocaded scholar's robes, woven from the finest Middle Kingdom silk, and bowl-shaped scholar's caps. Each cap bears a small wooden or mineral bead dangling from the top that connotes that zhu ru's scholarly rank; the lowest *yi-pin* is represented by a piece of boxwood, while the highest *jin-pin* wears a piece of pure green *fei cui* jade. A zhu ru's laugh is deep, thunderous, and infectiously jovial, coming straight from the belly. Zhu ru abhor violence, though should one ever be forced into a dangerous situation it is able to call on 10,000 years of stockpiled knowledge to extricate itself.

Zhu ru speak any language, past or present, except languages spoken in reverse, which send them into wild paroxysms of pain when they hear them.

ADVENTURE SEED

☛ A zhu ru asks the characters to smuggle her into a highly guarded, magically warded treasury compound so that she might confirm a hypothesis she's been working on for a number of years. In exchange, she offers them a magic item as payment.



ABYSSAL PLAGUE HOST (TEMPLATE)

“Abyssal plague host” is a template that can be added to any living creature affected by an abyssal worm plague’s Corruption attack (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” It uses all of the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: As base creature

AC: The base creature’s natural armor improves by +6, adjusted for ability score modifications.

Attacks: The host retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. Adjust for ability score modifications.

Damage: Abyssal plague hosts have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better, adjusted for ability score modifications.

SIZE	SLAM DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Face/Reach: As base creature

Special Attacks: An abyssal plague host retains all of the special attacks of the base creature and also gains Energy Drain.

Energy Drain (Su): Living creatures hit by an abyssal plague host’s slam attack suffer 2 negative levels. For each negative level, the character suffers –1 to all skill and ability checks, attack rolls, and saving throws, –5 hit



An abyssal plague host is an undead creature created by an abyssal worm plague’s corrupting attack; see the demons entry in the Creatures section. It appears to be a normal creature of its type, except its skin is sallow and shrunk. On close inspection, one finds the bore holes of thousands of worms penetrating its flesh.

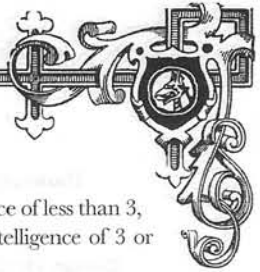
Some worm plagues are content to have one host at a time, using it until it has been consumed. Others create

as many hosts as possible, leaving them in strategic places for future use, or simply to cause more misery.

ADVENTURE SEEDS

While traveling in the jungle, an aboriginal tribe invites the characters to spend the night with them. As part of the evening’s swapping of stories, the shaman tells them of





points, and whenever the character's level is used in a die roll or calculation, reduce it by one for each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC: 10 + one-half the abyssal plague host's Hit Dice + the abyssal plague host's Charisma modifier). On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or Drained below 1st level, is instantly slain. The abyssal plague host gains 5 temporary hit points for each negative level it inflicts.

Special Qualities: An abyssal plague host retains all the special qualities of the base creature and receives those listed below, and also gains the undead type.

Acid Immunity (Ex): Abyssal plague hosts are immune to acid damage.

Controlled (Su): At any time, an abyssal plague host can be totally controlled by the worm plague that created it, as if by the spell *dominate person*, though no Will save is allowed.

Damage Reduction (Su): An abyssal plague host ignores 15 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Host (Su): An abyssal plague host has been seeded with the larvae of the original worm plague that created it. These larvae slowly consume the host; after 2d4 months, the abyssal plague host dies and a new, fully grown abyssal worm plague emerges. If the host is killed before this time passes, the worm larvae die.

Saves: As base creature's, adjusted for ability score modifiers.

Abilities: Increase from the base creature's as follows: Str +6, Dex +4, Cha +2. As an undead creature, abyssal plague hosts have no Constitution score.

Skills: As base creature, adjusted for ability score modifiers.

Feats: Abyssal plague hosts gain Improved Critical (slam), Improved Initiative, Lightning Reflexes, and Power Attack, assuming the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2–4), or troupe (1 abyssal worm plague and 2–5 abyssal plague hosts)

Challenge Rating: As base creature +2

Treasure: As base creature

Alignment: If the base creature has an Intelligence of less than 3, it is of neutral alignment. Base creatures with an Intelligence of 3 or more are chaotic evil.

Advancement: As base creature

SAMPLE ABYSSAL PLAGUE HOST

Megaraptor Abyssal Plague Host

Huge Undead

Hit Dice: 8d12 (52 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 24 (–2 size, +4 Dex, +12 natural)

Attacks: Slam +12 melee or rake +12 melee, and 2 claws +7 melee, and bite +7 melee

Damage: Slam 2d6+8 plus Energy Drain, rake 2d8+8, claw 1d4+4 each, bite 2d6+4

Face/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Energy Drain

Special Qualities: Acid Immunity, Controlled, Damage Reduction 20/+2, Darkvision 60 ft., Host, Immunities, Scent

Saves: Fort +13, Ref +10, Will +4

Abilities: Str 27, Dex 19, Con —, Int 2, Wis 15, Cha 12

Skills: Hide +7, Jump +17, Listen +12, Spot +12, Wilderness Lore +10

Feats: Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2–4), or troupe (1 abyssal worm plague and 2–5 abyssal plague hosts)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Huge), 17–24 HD (Gargantuan)

Acid Immunity (Ex): Abyssal plague hosts are immune to acid damage.

Controlled (Su): At any time, an abyssal plague host can be totally controlled by the worm plague that created it, as if by the spell *dominate person*, though no Will save is allowed.

a great treasure locked in an ancient temple. This temple is located in a forbidden valley, inhabited by unnatural dinosaurs. The PCs find the valley, which is crawling with abyssal plague hosts made from the dinosaurs that live there. In the forbidden temple is an abyssal worm plague, creating the undead.

While traveling in the underdark, the PCs encounter a strange undead drider. The drider, an unwilling abyssal

plague host, fears that it will soon be consumed by the worm plague larvae infesting it. The drider attempts to negotiate. If the PCs agree to find a cure, it will lead them to an even greater evil and help them defeat it.

The PCs have been chasing an abyssal worm plague across the kingdom, and almost have it in their sights, when a local nobleman attacks them. The worm plague has made a host of the nobleman's favorite horse, and he refuses to let





ABYSSAL PLAGUE HOST (TEMPLATE)

Damage Reduction (Su): An abyssal plague host ignores 15 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Energy Drain (Su): Living creatures hit by an abyssal plague host's slam attack suffer 2 negative levels. For each negative level, the character suffers -1 to all skill and ability checks, attack rolls, and saving throws, -5 hit points, and whenever the character's level is used in a die roll or calculation, reduce it by one for each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 15). On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or Drained below 1st level, is instantly slain. The abyssal plague host gains 5 temporary hit points for each negative level it inflicts.

Host (Su): An abyssal plague host has been seeded with the larvae of the original worm plague that created it. These larvae slowly consume the host; after 2d4 months, the abyssal plague host dies and a new, fully grown abyssal worm plague emerges. If the host is killed before this time passes, the worm larvae die.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

NEW BOTANICAL SUBSTANCE: BLAUFFSWORT

This information uses the botanical rules presented in Occult Lore.

Either the evil scourge of the abyssal worm plague spontaneously creates this vile mold or some mundane ugliness is attracted to the enduring rot of a plague host. The disintegrating husks of abyssal plague hosts are hot and moist inside, like a greenhouse, encouraging the growth of a pasty mold called blauffswort. It's little more than a grainy yellow sludge, but it has uses both benign and deadly.

Cultivating blauffswort involves scraping it out from inside an abyssal plague host's remains. Preparing it for use requires it either to be dried or soaked. A saturation of blauffswort and spirits such as mead or whiskey creates a preservative broth. Dried blauffswort creates a paralytic poison.

Climate/Terrain: Any wet, warm land

Bindings: Necromancy 3

Traits: Achebane 2, Rotguard 3, Shivertog 2

NEW MUNDANE CONCOCTION: ROTGUARD

A successful refinement of blauffswort and alcohol into a tincture (Herbalism check DC 18) is useful for the preservation of dead tissues. Living subjects may drink this disgusting tincture to automatically avoid one day's worth of necrotizing effects (that is, Constitution damage) from diseases or poisons. The tincture is sometimes poured over corpses to preserve them for travel. Such corpses should be considered to be under the effects of a *gentle repose* spell for one day, provided the corpse can be kept damp.

NEW POISON: BLAUFFSILL

When blauffswort is dried (Herbalism check DC 17) it becomes a yellowish powder called blauffsill, which is poisonous when inhaled. The powder's preservative agents pacify or paralyze affected tissues, sometimes stopping the heart.

Type: Inhaled DC 17

Initial Damage: 1d6 Dex

Secondary Damage: 2d6 Con

Price: 1,000 gp

anyone slay it, foolishly believing that he can still save his steed. The PCs must either convince the noble that his horse is lost, or somehow bypass his guards to get at the host.

♣ The chieftain of a clan of dwarves has been taken as a host by an abyssal worm plague. The dwarves know that

their leader is lost, but custom dictates that he must be given a proper burial before a new chief can be elected. The PCs are hired to retrieve the body, and must somehow remove the larvae from the host, before it consumes the chief's body.



BARROW WIGHT (TEMPLATE)

“Barrow wight” is a template that can be added to any sentient creature with an organic body and a soul who comes from a culture with death rituals and has recently died either by a barrow wight’s Energy Drain ability or naturally; if naturally, the creature must be raised as a barrow wight by some magical force. The creature’s possession of a soul is a determination for the game master to make, but in most campaigns it will include any dragon, giant, humanoid, monstrous humanoid, or shapechanger. Fey, elementals, and other such creatures will depend on the campaign’s cosmology; creatures that are a type of spirit are not subject to being raised as a barrow wight. The creature’s type changes to “undead.” It uses all the creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12 and adjust bonus hit points for ability score modifications.

Initiative: As base creature

Speed: As base creature, 5 ft. in daylight

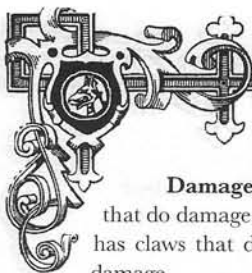
AC: As base creature, with +4 natural armor or the base creature’s natural armor, whichever is better.

Attacks: The wight retains any natural attacks of the base creature, and gains a natural claw attack.



The gods have many terrible penalties for breaking holy prohibitions, but the curse of undeath is one of the most dire. The punishment for breaching the vaults of the dead and plundering their riches is to exist as a barrow wight, an undead creature that burns with hate for all intruders in its realm. Fell guardians, they avenge themselves on those who would disturb their eternal slumber by taking the looters' most precious riches of all, their lives and souls.

Barrow wights do not need to sleep, eat, or breathe. In fact, they must make a conscious effort to bring air into their mummified lungs in order to speak. Some have not done so in ages, and when they do attempt to speak their voices are horribly distorted. A wight's flesh is that of a corpse, cold and gray. Upon its transformation into an undead creature, its hair and fingernails continue to grow for days. Rigor mortis also sets in, causing its long hair to stand on end in freakish



BARROW WIGHT (TEMPLATE)

Damage: Creatures without natural weapons gain claws that do damage based on the creature's size. If the creature already has claws that do more damage, the creature retains its original damage.

SIZE	CLAW DAMAGE
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Face/Reach: As base creature

Special Attacks: A barrow wight retains all of the special attacks of the base creature and also gains the following.

Create Spawn (Su): Any sentient creature with a soul and death rituals that is slain by a barrow wight's Energy Drain rises as a barrow wight the next night, as per this template. The spawn receives the Spawn supernatural ability, which places it under the command of the wight that created it and any wight that is in the direct line of creation to the first wight of that line, and keeps it from advancing. The spawn is a slave to its creator line until the death of every wight before it in that direct line of creation. Once the creator line of wights is destroyed, the wight spawn loses the Spawn supernatural ability and regains its free will. From that point on, every time the barrow wight uses its Create Spawn ability on a creature with a soul, it gains 1 HD and remains its original size.

Energy Drain (Su): Living creatures hit by a barrow wight's claw attack receive one negative level. For each negative level, the character suffers -1 to all skill and ability checks, attack rolls, and saving throws, -5 hit points, and whenever the character's level is used in a die roll or calculation, reduce it by one for each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain

for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 10 + one-half the wight's Hit Dice + the wight's Charisma modifier). On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or Drained below 1st level, is instantly slain. He may rise the next night as the barrow wight's spawn; see Create Spawn. The barrow wight gains 5 temporary hit points for each negative level it inflicts.

Special Qualities: A barrow wight retains all the special qualities of the base creature and receives those listed below, and also gains the undead type.

Damage Reduction (Ex): The wight ignores 10 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.

Fire Vulnerability (Ex): A barrow wight takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Life Sense (Ex): The barrow wight can sense the presence of any creature subject to its Energy Drain attack. One round of concentration will reveal the presence of life forces within 30 feet of the wight. A second round of concentration will reveal the general number and strength (Hit Dice) of the life forces. A third round of concentration will reveal the exact position of the life forces.

Nature Rejection (Ex): The barrow wight's connection to the Negative Energy Plane is tangible to natural creatures within 200 feet of the wight, and they will react accordingly. Animals, beasts, and fey will become agitated in the presence of wights, often exhibiting fear reactions.

Sunlight Vulnerability (Su): A barrow wight's connection to the Negative Energy Plane is significantly impaired in sunlight. In sunlight the wight's abilities are all effectively reduced to 1, its speed is reduced to 5 feet, and the wight can only take partial actions. The wight cannot use its Energy Drain ability in sunlight, and loses its Damage Reduction but not its natural armor. Time spent in sunlight does not count for recovering spells for those barrow wights who are spellcasters.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +3 to the barrow wight's Hit Dice total.

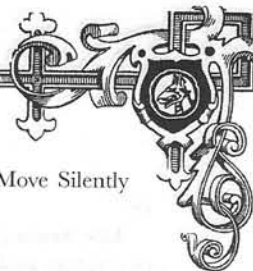
displays and its hands to curl into claws with talons. Its eyes glow red, and the creature can sense the life force of living creatures around it. It retains the senses of sight and hearing from its previous life, but loses the senses of smell, taste, and temperature. It cannot directly feel its environment, just a constant bitter burning cold that pierces its soul. The warmth of life is tangible to wights and they hunger for it; magically draining the life forces of sentient living creatures can almost make a wight feel alive again ... for a time.

In combat, barrow wights are reduced to beings of hate who launch themselves almost suicidally into melee for the opportunity to grasp some life essence. Others have been

known to attempt to end their torment by leaping into bonfires, as fire is one of the few things that can easily harm them. When exposed to sunlight the creatures become virtually powerless, as they are quickly overcome with lassitude and cannot concentrate or move quickly.

There are many ways such wights can be created: the gods can touch an area so that its dead will rise up if disturbed; priests can recite the prayers to invoke such a guardian of the grave; and it is also said that men of power and will can rise by their own accord to avenge themselves. In addition, when a wight's victim is drained of its life, the creature will rise as a wight the next night. These wight





Saves: As base creature, adjusted for ability score modifications.
Abilities: As base creature, though as an undead creature the barrow wight has no Constitution score.

Skills: As base creature, adjusted for ability score modifications. A barrow wight also gains a +8 racial bonus to Move Silently checks. When advancing, barrow wight class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

Feats: As base creature

Climate/Terrain: Any land and underground

Organization: Solitary, gang (1 barrow wight and 1–4 spawn), or pack (1 barrow wight and 5–10 spawn)

Challenge Rating: As base creature +2

Treasure: Varies from none to double standard

Alignment: Usually evil

Advancement: Special; every time the barrow wight uses its Create Spawn ability on a creature with a soul, it gains 1 HD and remains its original size.

Skills: Concentration +10, Hide +7, Listen +11, Move Silently +9, Spot +11

Feats: Alertness, Blind-Fight, Combat Casting

Climate/Terrain: Any land and underground

Organization: Solitary, gang (1 wight and 1–4 spawn), or pack (1 wight and 5–10 spawn)

Challenge Rating: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: Special; see Spawn ability

Create Spawn (Su): Any sentient creature with a soul and death rituals that is slain by a barrow wight's Energy Drain rises as a barrow wight the next night, as per this template, also gaining the Spawn supernatural ability.

Damage Reduction (Ex): The wight ignores 10 hit points from most weapons and natural attacks. A silver weapon or better negates the ability.

Energy Drain (Su): Living creatures hit by a barrow wight's claw attack receive one negative level. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 15). On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. A character with negative levels at least equal to his current level, or Drained below 1st level, is instantly slain. He may rise the next night as the barrow wight's spawn; see Create Spawn. The barrow wight gains 5 temporary hit points for each negative level it inflicts.

Fire Vulnerability (Ex): A barrow wight takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Improved Grab (Ex): If an annis hag hits an opponent of at least Large size or smaller with its claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold allows the annis hag to use its Tear and Rend attacks. Each successful grapple check it

SAMPLE BARROW WIGHT

Annis Hag Barrow Wight

Large Undead

Hit Dice: 7d12 (45 hp)

Initiative: +1 (Dex)

Speed: 40 ft., 5 ft. in daylight

AC: 20 (–1 size, +1 Dex, +10 natural)

Attacks: 2 claws +13 melee and bite +8 melee

Damage: Claws 1d6+7 each, bite 1d6+3

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Attacks: Create Spawn, Energy Drain, Improved Grab, Rend 2d6+14, Spell-like Abilities, Tear

Special Qualities: +3 Turn Resistance, Damage Reduction 10/silver, Darkvision 60 ft., Fire Vulnerability, Immunities, Life Sense, Nature Rejection, Spawn, Spell Resistance 19, Steely Skin, Sunlight Vulnerability

Saves: Fort +1, Ref +6, Will +6

Abilities: Str 25, Dex 12, Con —, Int 13, Wis 13, Cha 10

spawn are totally subservient to the will of their slayer. However, if their creator is destroyed, these spawn regain their free will and grow in power with every sentient creature they kill. These rogue undead form packs of barrow wights that roam the countryside by night, seeking life forces to stave off the eternal cold.

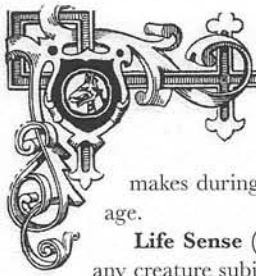
ADVENTURE SEEDS

☛ The Thieves' Guild has a high-risk job with a hefty reward and the opportunity for serious loot. A client wants the guild to retrieve a certain amulet out of the ancient

cairns of the hill barbarians. It is said to be guarded by undead, and those guild members who have gone in over the decades have not returned. However, the cairns are known to hold great treasures and the weapons of the legendary heroes of the barbarian clans.

☛ A cleric of a god one of the PCs worships contacts the character. A barrow wight that has guarded a tomb for generations and successfully slain many robbers has finally been dispatched, and part of the tomb looted. Worse, there are now packs of the wight's spawn running wild at night, attacking anything living they can get their hands on. The clergy need all the help they can get in purging the land





BARROW WIGHT (TEMPLATE)

makes during successive rounds automatically deals claw damage.

Life Sense (Ex): The barrow wight can sense the presence of any creature subject to its Energy Drain attack. One round of concentration will reveal the presence of life forces within 30 feet of the wight. A second round of concentration will reveal the general number and strength (Hit Dice) of the life forces. A third round of concentration will reveal the exact position of the life forces.

Nature Rejection (Ex): Animals, beasts, and fey within 200 feet of a barrow wight will become agitated, often exhibiting fear reactions.

Rend (Ex): An annis hag that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+14 points of damage.

Skills: A barrow wight gains a +8 racial bonus to Move Silently checks. This is included above.

Spawn (Su): A barrow wight created with the Create Spawn ability of another barrow wight is under the command of the wight that created it and any wight that is in the direct line of creation to the first wight of that line, and is unable to advance. The spawn is a slave to its creator line until the death of every wight before it in that direct line of creation. Once all the creator line of wights are destroyed, the barrow wight spawn loses the Spawn supernatural ability and regains its free will. From that point on, every time the barrow wight uses its Create Spawn ability on a creature with a soul, it gains 1 HD and remains its original size.

Spell-like Abilities: This annis hag can use the following spells as if cast by a 8th-level sorcerer.

3/day — *change self*, *fog cloud*

Steely Skin (Ex): The steely skin of an annis hag reduces damage dealt by slashing and piercing weapons by 1 point of damage per hit. Conversely, their brittle bones increase damage dealt by bludgeoning weapons by 1 point per hit. (Treat combination weapons such as morningstars as bludgeoning weapons.)

Sunlight Vulnerability (Su): A barrow wight's connection to the Negative Energy Plane is significantly impaired in sunlight. In sunlight the wight's abilities are all effectively reduced to 1, its speed is reduced to 5 feet, and the wight can only take partial actions. The wight cannot use its Energy Drain ability in sunlight, and loses its Damage Reduction but not its natural armor. Time spent in sunlight does not count for recovering spells for those barrow wights who are spellcasters.

Tear (Ex): An annis hag automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +3 to the barrow wight's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

NEW MINOR ARTIFACT: BARROW LAMP

A *barrow lamp* isn't really a lamp or an artifact but rather the severed head of an un-destroyed barrow wight.

To obtain a *barrow lamp*, a barrow wight must be physically immobilized and decapitated. In game terms, the barrow wight must be rendered helpless, then subjected to a *coup de grace* that deals at least 10 points of damage (remembering Damage Reduction). Since the barrow wight is undead, this *faux coup de grace* does not prompt a Fortitude save or death effect; but it can sever the wight's head. The wight must have hit points remaining after decapitation in order for the head to be used as a *barrow lamp*. Once severed, a barrow wight's head has either 5 hp or the creature's total remaining hit points, whichever is fewer. If the body is destroyed, the head dies. If the body is freed, it comes in search of the head.

A *barrow lamp* can be used to transform a Turn attempt into a Rebuke attempt. The wielder of a *barrow lamp* may control any barrow wights enslaved to the stolen head. All *barrow lamps* use the barrow wight's Life Sense ability whenever possible. None of these abilities function in daylight. All the functions of a barrow wight's Damage Reduction, Nature Rejection and Fire Vulnerability apply to a *barrow lamp* as well.

Barrow lamps can hiss, moan, or bite as well as a barrow wight. Whenever possible, a *barrow lamp* attempts to return to its body.

Caster Level: 5th; *Weight:* 8 lbs.

of these now-lawless undead. It is feared that many are growing in power rapidly, so time may be of the essence.

☛ *"I need your help." A gravelly voice in the darkness pleads with the party to aid it in recovering its lost humanity. Is this truly a tragic tale, or is it a setup? Can the party gain access to resurrecting magics as the barrow wight requests, or will they kill the suffering creature out of fear?*



BLACKBONES (TEMPLATE)



“Blackbones” is a template that can be added to any humanoid creature with an affinity for fire magic who completes the transformation ritual described below (this creature is hereafter referred to as the “base creature”). The creature’s type changes to “undead” and it gains the subtype “fire”. It retains all statistics and special abilities as in life except as noted below.

A character wishing to become a blackbones must be a spellcaster capable of casting at least four spells with the Fire descriptor or dealing with fire. The character must prepare four rubies (worth 1,000 gp each) by casting one of the four spells on each gem ten times (for a total of forty spells). The rubies must then soak for a month in a tub of flammable oil. At the end of this time, the character must immerse himself in the oil and cast a Fire spell to ignite it. Once the flames burn out, the character’s charred skeleton rises up as a blackbones.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus for ability score modifications.

Initiative: As base creature

Speed: As base creature

AC: A blackbones has a natural armor of +4, replacing any natural armor possessed in life.



Attacks: As base creature

Damage: As base creature

Face/Reach: As base creature

Special Attacks: A blackbones retains the special attacks that it had in life and also gains the ones listed below.

Ash Cloud (Su): The blackbones is constantly shrouded in a cloud of ash and soot. Living, breathing creatures within a 5-foot radius must succeed at a Fortitude save each round (DC 15, +1 per previous check) or begin coughing and choking. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

Characters within the blackbones’ cloud, including the blackbones itself, receive one-half concealment (20% miss chance).

Fiery Touch (Su): At will, any metal object touched by the blackbones is affected as if by a *heat metal* spell as cast by a 7th-level cleric. Enchanted items and items worn or carried by another creature receive a Will save to avoid the effect. The DC to resist this ability is 10 + the blackbones’ HD + the blackbones’ Wisdom modifier.

Spells: The blackbones can cast any spells it knew in life.

Special Qualities: A blackbones retains all special qualities and gains the undead type

Blackbones are undead spellcasters, usually fanatic clerics devoted to a deity of fire, who have used fell magical rites to become undead. Blackbones are active, power-hungry creatures that use their might for material gain. These frightening monsters often gather armies of undead and other evil creatures to do their bidding, either through force or

coercion. They are cunning and patient, capable of diabolical schemes that spread despair and destruction.

A blackbones appears as the blackened skeleton of a humanoid creature, with smoldering orange eyes. It reeks of charred flesh, though no skin remains on the body; the darkened, charred bones leave whirls of soot and ash in the





BLACKBONES (TEMPLATE)

and fire subtype. In addition, the blackbones gains the special qualities listed below.

Command Undead (Su): All blackbones are capable of Rebuking Undead as an evil cleric of a level equal to the blackbones' Hit Dice, with one potent difference: a blackbones can Command Undead on any roll the results in a successful Rebuke or Command. This power is usable a total of three plus the creature's Charisma bonus times per day. This enhanced ability replaces any other ability to Rebuke Undead, but bonuses from the Extra Turning feat still apply. A blackbones may Command up to three times its Hit Dice in undead before having to release already-controlled undead to command new minions.

Damage Reduction (Su): A blackbones ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fiery Death (Su): When brought to 0 hit points, the blackbones explodes in a blast equivalent to a *fireball*, inflicting 1d6 points of fire damage per Hit Die of the blackbones to a range of 400 ft. + 40 ft./Hit Die of the blackbones (10d6 damage maximum).

Sense Heat (Ex): A blackbones is able to sense any source of heat warmer than the surrounding room temperature within 30 feet. This allows the blackbones to "see" warm-blooded creatures in utter darkness, even if they are *invisible*.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the blackbones' Hit Dice total.

Saves: As base creature, adjusted for ability score modifications.

Abilities: A blackbones gains +2 Intelligence, +2 Wisdom, and +2 Charisma but has no Constitution score.

Skills: As base creature, adjusted for ability score modifiers.

Feats: As base creature

Climate/Terrain: Any land and underground

Organization: Solitary, pair, troop (1–2 plus 3–5 wights and 15–20 ghouls), horde (1–2 plus 8–10 wights, 25–30 ghouls, 2–6 ghouls, and 2–6 shadows), or legion (1–4 plus 15–20 wights, 30–45 ghouls, 10–15 ghouls, 1–2 wraiths, 8–10 shadows, 10–20 orcs, 2–6 ogres, and 12–22 medium skeletons)

Challenge Rating: As base creature +2

Treasure: As base creature

Alignment: Any evil

Advancement: By character class (as base creature)

BLACKBONES AS CHARACTERS

Blackbones retain the same favored class as they did in life. Any class abilities are retained in undeath.

SAMPLE BLACKBONES

7th-level Human Druid Blackbones

Medium-size Undead (Fire)

Hit Dice: 7d12 (45 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +4 natural, +1 *ring of protection*)

Attacks: +1 *scimitar* +6 melee

Damage: +1 *scimitar* 1d6+1

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Ash Cloud, Fiery Touch, Spells

Special Qualities: +4 Turn Resistance, Command Undead, Damage Reduction 10/+1, Darkvision 60 ft., Fiery Death, Immunities, Nature Sense, Resist Nature's Lure, Sense Heat, Trackless Step, Wild Shape, Woodland Stride

Saves: Fort +5, Ref +3, Will +9

Abilities: Str 10, Dex 12, Con —, Int 16, Wis 18, Cha 13

Skills: Concentration +10, Diplomacy +11, Knowledge (arcana) +13, Knowledge (nature) +13, Spellcraft +13, Wilderness Lore +14

Feats: Combat Casting, Extend Spell, Spell Focus (Evocation), Spell Penetration

Climate/Terrain: Any land and underground

Organization: Solitary, pair, troop (1–2 plus 3–5 wights and 15–20 ghouls), horde (1–2 plus 8–10 wights, 25–30 ghouls, 2–6 ghouls, and 2–6 shadows), or legion (1–4 plus 15–20 wights, 30–45 ghouls, 10–15 ghouls, 1–2 wraiths, 8–10 shadows, 10–20 orcs, 2–6 ogres, and 12–22 medium skeletons)

Challenge Rating: 9

Treasure: Standard, including +1 *ring of protection*, +1 *scimitar*, *slippers of spider climbing*

Alignment: Always neutral evil

Advancement: By character class (any)

Ash Cloud (Su): The blackbones is constantly shrouded in a cloud of ash and soot. Living, breathing creatures within a 5-foot

air. As most were powerful divine spellcasters in life, many blackbones wear the robes of their order. However, these clothes are covered in the ash that constantly swirls about the creature.

Blackbones speak all languages known in life.

ADVENTURE SEEDS

♣ *Radge Umbrist is a faithless coward who fancies himself a fearsome wizard. Having recently come upon arcane writings explaining the origin of blackbones, he's become interested in trying out the process. First, Radge wants to try the ritual on someone else. If it's successful, though, Radge will be no match*





radius must succeed at a Fortitude save each round (DC 15, +1 per previous check) or begin coughing and choking. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage. Characters within the blackbones' cloud, including the blackbones itself, receive one-half concealment (20% miss chance).

Command Undead (Su): All blackbones are capable of Rebuking Undead as an evil cleric of a level equal to the blackbones' Hit Dice, with one potent difference: a blackbones can Command Undead on any roll the results in a successful Rebuke or Command. This power is usable a total of four times per day. This enhanced ability replaces any other ability to Rebuke Undead, but bonuses from the Extra Turning feat still apply. A blackbones may Command up to three times its Hit Dice in undead before having to release already-controlled undead to command new minions.

Damage Reduction (Su): A blackbones ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fiery Death (Su): When brought to 0 hit points, the blackbones explodes in a blast equivalent to a *fireball*, inflicting 7d6 points of fire damage to a range of 680 ft.

Fiery Touch (Su): At will, any metal object touched by the blackbones is affected as if by a *heat metal* spell as cast by a 7th-level cleric. Enchanted items and items worn or carried by another creature receive a Will save to avoid the effect. The DC to resist this ability is 21.

Fire Subtype: The creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Nature Sense: A druid can identify plants and animals (their species and special traits) with perfect accuracy. The druid can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: A druid gains a +4 bonus to saving throws against the spell-like abilities of fey.

Sense Heat (Ex): A blackbones is able to sense any source of heat warmer than the surrounding room temperature within 30 feet. This allows the blackbones to "see" warm-blooded creatures in utter darkness, even if they are *invisible*.

Spells: (6/5/4/2/1) This druid blackbones generally prepares the following spells. The DC to resist these spells is 14 + the spell level.

0 Level — *detect magic* (x2), *flare* (x2), *read magic*, *resistance*

1st Level — *endure elements* (x2), *entangle*, *faerie fire*, *summon nature's ally I*

2nd Level — *barkskin*, *flame blade*, *flaming sphere*, *produce flame*

3rd Level — *call lightning*, *meld into stone*

4th Level — *flame strike*

Trackless Step: A druid leaves no trail in natural surroundings and cannot be tracked.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the blackbones' Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Spellcasting undead make Concentration checks using their Charisma modifier, and negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

Wild Shape (Sp): A druid gains the spell-like ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the druid may only adopt one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape. This druid blackbones can use this ability three times each day.

Woodland Stride: A druid may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

for the unwilling undead monster. Will the PCs intervene before or after this new blackbones gets its revenge?

☛ The only thing worse than facing a blackbones, is facing an entire cult of them. A handful of young fanatics, the only survivors of a secret cult wiped out by previous adventurers, have made themselves into blackbones in a

single, terrible ceremony. By day, they dwell in the ruins of their shrines on the edge of a simmering volcano. By night, they seek out vengeance. The heroes who would face them now have one factor in their favor: the heat of the volcano renders mortal creatures invisible to the blackbones.

BLINK CREATURE (TEMPLATE)

“Blink creature” is a template that can be added to any newborn aberration, animal, beast, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, shapechanger, or vermin, or any one of these creatures affected by the Blink ability of the ethereal plague (hereafter referred to as the “base creature”). The creature’s type changes to “magical beast.” It uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d10

Initiative: As base creature

Speed: As base creature

AC: As base creature

Attacks: As base creature

Damage: As base creature

Face/Reach: As base creature

Special Attacks: A blink creature retains all of the special attacks of the base creature.

Special Qualities: A blink creature retains all the special qualities of the base creature, and gains the magical beast type and the following:

Blink (Su): A blink creature can *blink* as the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Dimension Door (Su): A blink creature can teleport as *dimension door* cast by an 8th-level sorcerer, once per round as a free action. The ability affects only the blink creature, which never appears within a solid object and can act immediately after teleporting.

Saves: As base creature



Abilities: As base creature; if the creature’s Intelligence is below 3, raise it to 3.

Skills: As base creature, adjusted for ability score modifiers.

Feats: As base creature

Climate/Terrain: Any land or underground

Organization: As base creature

Challenge Rating: As base creature +1

Treasure: As base creature

Alignment: As base creature

Advancement: As base creature

SAMPLE BLINK CREATURE

Blink Deinonychus Dinosaur Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: 60 ft.

AC: 16 (–1 size, +2 Dex, +5 natural)

Attacks: Rake +6 melee, and 2 claws +1 melee, and bite +1 melee

Damage: Rake 2d6+4, claws 1d3+2 each, bite 2d4+2

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Qualities: Darkvision 60 ft., Scent, Blink, Dimension Door, Low-light Vision

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Skills: Hide +7, Jump +13, Listen +11, Spot +11, Wilderness Lore +9

Climate/Terrain: Any land or underground

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 4

Treasure: None

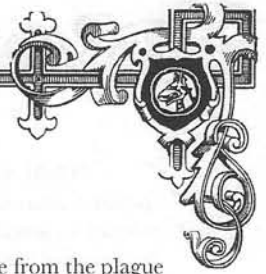
Alignment: Always neutral

Advancement: 5–8 HD (Large)

Blink creatures come in many flavors: some come by their powers as a natural racial ability, others are born to a mundane species as mutants, and still others were once infected by the ethereal plague. In this last instance, rather than killing them, the plague transformed them into creatures capable of limited teleportation — essentially altering their physical forms so that they gain the unique powers of the blink dog. Among sentient races, some are never aware of the change,

just thankful that they have survived a potentially deadly disease. But others quickly grow used to their new abilities, and employ them in a wide variety of manners.

Creatures from populations that have been ravaged by the ethereal plague will often reform into groups composed entirely of blink creatures. Rare though these creatures may be, they present an interesting disturbance in the natural ecology of the world.



Blink raptors are extremely dangerous opponents, combining the frightening speed, horrific natural weaponry, and cunning hunting abilities of the deinonychus with their unique teleportation abilities. The blink raptors' ability to coordinate pack hunting — surrounding their prey and bringing down weak or wounded victims through the use of seemingly random teleporting — makes them extremely deadly enemies for anyone who happens to cross their path.

Blink (Su): A blink raptor can *blink* as the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Dimension Door (Su): A blink raptor can teleport as *dimension door* cast by an 8th-level sorcerer, once per round as a free action. The ability affects only the blink raptor, which never appears within a solid object and can act immediately after teleporting.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

NEW SUPERNATURAL DISEASE: THE ETHEREAL PLAGUE

The ethereal plague was, at one time, nothing more deadly than a common cold — capable of infecting a large number of species, but largely harmless to all of them. At some point, however, the plague jumped species and infected a blink dog. In the magical physique of the blink dog the plague mutated before jumping back across species lines.

Today the ethereal plague is extremely deadly. It incubates quickly and generally kills its victims within mere days. Normally a plague of this nature would quickly burn itself out, killing victims faster than it can infect new ones, but the ethereal plague is capable of lying dormant within infectious hosts before suddenly bursting forth again.

There are two things that make the ethereal plague noteworthy, however: first, many of its victims find themselves transported to the Ethereal Plane, hence the name of the disease; second, approximately one victim in a hundred finds himself strangely altered by the disease, gaining teleportation abilities he never possessed before.

Infection: Inhaled

DC: 20

Incubation: 1d4 minutes

Damage: The character takes random damage from the plague each day after the incubation period. Each time the character takes damage from the ethereal plague, roll percentile dice and consult the following table. Once a character has been infected with the ethereal plague, he cannot become infected again.

D%	DAMAGE
01–15	2d6 Str
16–30	2d6 Str
31–45	2d6 Con
46–60	2d6 Dex
61–75	1d8 Int
76–90	1d8 Wis
90–98	Ethereal
99	Dormant
100	Blink

Ability Score Damage: Ability score damage from the Ethereal Plague is temporary. Temporary ability score damage returns at the rate of one point per day.

Ethereal: Over the course of 24 hours, the character seems to slowly fade from existence until he finds himself on the Ethereal Plane. He is trapped there until he finds some way of returning. Trapped characters are still infected, and the disease will continue to affect them even while they are on the Ethereal Plane. If this result occurs while a character is on the Ethereal Plane, the character will fade to the Prime Material Plane.

Dormant: The ethereal plague has become dormant. The character seems cured, but continues to infect others. Approximately six months later, the disease will mutate into a noninfectious form.

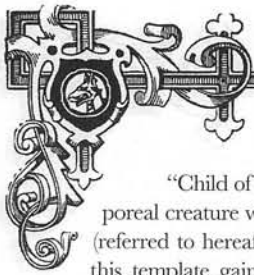
Blink: The character is modified as per the blink creature template. The disease has mutated into a noninfectious form.

ADVENTURE SEED

For months, now, the PCs have heard rumors of a terrible plague spreading among the barbarian tribes of the north. It is said that entire clans have been wiped out, and the kingdoms of the south have been breathing in collective relief — with their populations ravaged, it is believed that the barbarian threat will be greatly lessened. But now word has arrived that settlements along the northern frontier are being wiped out. Unbeknownst to the southern kingdoms, the disease that

swept through the northern tribes was the ethereal plague. Although the death toll was catastrophic, the barbarians who have survived have largely become possessed of blink abilities. To make matters worse, a new war chief called Urlak has convinced them that the southern kingdoms are responsible for infecting them with the disease, and has used that as a rallying cry for uniting the surviving tribes under his banner.





CHILD OF THE DARK (TEMPLATE)

“Child of the dark” is a template that can be added to any corporeal creature who inhales or ingests the spores of a child of the light (referred to hereafter as the “base creature”). Beasts and animals with this template gain the type “magical beast.” Humanoids, monstrous humanoids, and giants gain the type “outsider.” Otherwise, the creature type is unchanged. A child of the dark uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: If the new child of the dark is a magical beast, change its Hit Dice to d10. If it is an outsider, change its Hit Dice to d8. All other children of the dark use the Hit Dice of the base creature. Adjust bonus hit points for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: As base creature

AC: Natural armor improves by +2, and AC is adjusted for ability score modifications.

Attacks: As base creature, adjusted for ability score modifications.

Damage: As base creature, adjusted for ability score modifications.

Face/Reach: As base creature

Special Attacks: The child of the dark retains all the special attacks of the base creature. Any child with an Intelligence greater than 4 after the transformation also gains the special attacks described below.

Deadly Touch (Su): A child of the dark can make a touch attack to channel negative energy from the Negative Energy Plane where it gets its

power. This does 1d8 points of damage plus 1 point for every Hit Die the child has up to 5. Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Spore Attack (Ex): Once per hour, a child of the dark may breathe a sparkling cloud of spores in a 10-foot cone. Any creature caught in the cone must make a Fortitude save with a DC of 10 + 1/2 the child’s HD + the child’s Constitution modifier. Any creature that fails this save becomes a child of the dark within 1d6 days.

Special Qualities: The child of the dark retains all of the special qualities of the base creature, and gains the outsider or magical beast type as described above. The child

also gains the following special qualities.

Call of the Wild (Ex): Every month, the child of the dark must make a Will save. Any child that fails this save must journey into the wilderness to embark on a new state of existence; see the child of the light entry in the Templates section. The DC of the Will save is 12 the first month, and increases by 2 each month.

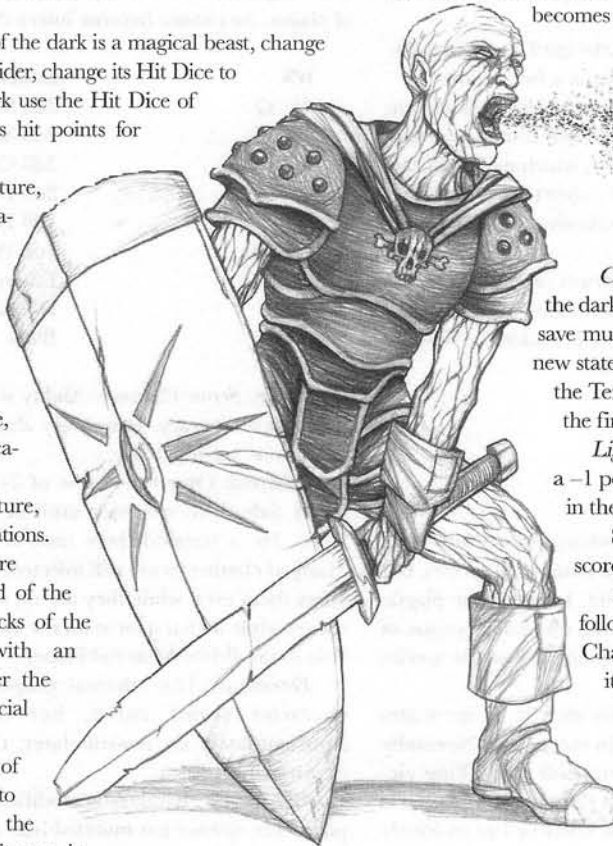
Light Sensitivity (Ex): Children of the dark suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Saves: As base creature, adjusted for ability score modifications.

Abilities: Change from the base creature as follows: Str +6, Dex –2, Con +4, Int –4, Wis –2, Cha +0. If the creature becomes a magical beast, its Intelligence score cannot go below 3.

Skills: Children of the dark receive a +8 racial bonus to Hide and Move Silently checks. Otherwise, as base creature, adjusted for ability score modifiers.

Feats: As base creature



They come from the hills every few years, always in the spring. The invasion is almost unnoticeable at first — a strange humming of insects, a shadow in the woods. Then the shadows multiply, and grow larger. In the summer, people begin to disappear.

“Child of the dark” is a catch-all term for an unusual infestation. Each child is an ordinary creature that has inhaled or ingested a dose of magical spores. The spores spread through his body, creating fibrous structures that increase his strength and durability. The structures also channel magical energy, giving the creature special powers. Its form becomes shadowy, and it can kill with a touch. The fibers also play

havoc with the creature’s nervous system, reducing intelligence and slowing reaction time. The creature becomes aggressive, easily disoriented, and focused on simple behaviors: find food and water, flee danger, create more children.

An infestation begins with a fall of glowing spores from the sky. Unbeknownst to the rest of the world, the spores are distributed by the children of the light, a species of glowing, ghost-like entities that live in the stratosphere; see their entry also in the Templates section. Frogs and insects are affected first: the frogs absorb the spores through their skins; the insects encounter the spores in the crevices of flowers and leaves. After they change they are stronger but slower, and are quickly snapped up by birds, snakes, and other small animals.



Climate/Terrain: Forest and hills
Organization: Solitary, gang (2–5), or horde (5–15)
Challenge Rating: As base creature +1
Treasure: As base creature
Alignment: Always neutral
Advancement: As base creature

Skills: Climb +10, Hide +8, Jump +10, Move Silently +8, Ride +4, Swim +10
Feats: Exotic Weapon (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2–5), or horde (5–15)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: By character class (any)

CHILDREN OF THE DARK AS CHARACTERS

Infested PCs or NPCs can remain in play, at least for a little while. The transformation takes two days, and is quite painful. Being a child of the dark has physical benefits, but it also causes severe brain damage. The character becomes irrational and emotionally unstable. Eventually, the call of the wild seizes the character's will.

After a character has been exposed to the spores, the transformation can be prevented by a *remove disease* spell. Once the transformation has occurred, it can only be reversed by a *heal*, *greater restoration*, *limited wish*, *miracle*, or *wish* spell.

SAMPLE CHILD OF THE DARK

5th-level Human Fighter Child of the Dark

Medium-Size Outsider

Hit Dice: 5d8+20 (42 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft.
AC: 22 (+8 full plate, +2 large shield, +2 natural)
Attacks: Masterwork bastard sword +13 melee, or masterwork shortbow +7 ranged
Damage: Masterwork bastard sword 1d10+8, masterwork shortbow 1d6
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Deadly Touch, Spore Attack
Special Qualities: Darkvision 60 ft., Light Sensitivity, Call of the Wild
Saves: Fort +9, Ref +2, Will +2
Abilities: Str 22, Dex 11, Con 18, Int 6, Wis 10, Cha 8

Call of the Wild (Ex): Every month, the child of the dark must make a Will save. If the child fails this save he must journey into the wilderness to embark on a new state of existence; see the child of the light entry in the Templates section. The DC of the Will save is 12 the first month, and increases by 2 each month.

Deadly Touch (Su): A child of the dark can make a touch attack to channel negative energy from the Negative Energy Plane where it gets its power. This does 1d8+5 points of damage. Since undead are powered by negative energy, this spell cures them of a like amount of damage rather than harming them.

Light Sensitivity (Ex): Children of the dark suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and this creature is also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Children of the dark receive a +8 racial bonus to Hide and Move Silently checks. This is included above.

Spore Attack (Ex): Once per hour, a child of the dark may breathe a sparkling cloud of spores in a 10-foot cone. Any creature caught in the cone must make a Fortitude save with a DC of 11. Any creature that fails this save becomes a child of the dark within 1d6 days.

These predators benefit more from the spores, and they eat well. They are also prey, however, and sometimes they seem to leap into their predators' jaws. Within a month after the infestation begins, it reaches large animals like wolves and bears.

The wolves and the bears hunt intelligent woods-dwellers, converting travelers or lumberjacks by breathing spores upon them or falling prey to their weapons. The transformed humanoids then creep out of the woods into villages and other settlements. Sometimes the populations of entire towns are turned into children of the dark. Given time, the children would surely take over the world — but they always vanish into the woods before the first snowfall. No bodies are ever found.

ADVENTURE SEEDS

☛ The party visits a village famous for its midsummer fair, but there's no fair this year. Weeds grow in the fields, and all the villagers want to stay indoors, out of the sun. The PCs may suspect vampires, but they're dealing with children of the dark. That's not likely to be any comfort when the villagers expose the characters to the spores, however.

☛ An outbreak of children of the dark threatens the region, attracting the interest of a necromancer. He wants to capture villagers and harvest their spores to strengthen his legion of zombies. The PCs will probably want to stop him — but can they discover this plan if he's posing as a doctor searching for a cure to the infestation?



CHILD OF THE LIGHT (TEMPLATE)

“Child of the light” is a template that can be added to any child of the dark with an Intelligence greater than 4 (referred to hereafter as the “base creature”). The base creature must go to the site where the spores that made it into a child of the dark originated. The base creature knows instinctively where this place is. At least 600 pounds of children of the dark must be present for the transformation to occur. This mass is absorbed into the new child of the light, though the new creature’s weight is only about 50 pounds. The transformation takes about two hours. A child of the light uses all the base creature’s statistics and special abilities except as noted below. The creature’s type becomes “outsider” if it is not already, and its size changes to Huge.

Size: If the base creature’s size is less than Huge, the creature’s size increases to Huge. Creatures already of Huge size or bigger do not increase in size. The base creature’s statistics should be adjusted for the increased size.

Hit Dice: Change to d8

Initiative: As base creature

Speed: Children of the light have a fly speed of 80 feet with perfect maneuverability, unless the base creature has a higher fly speed.

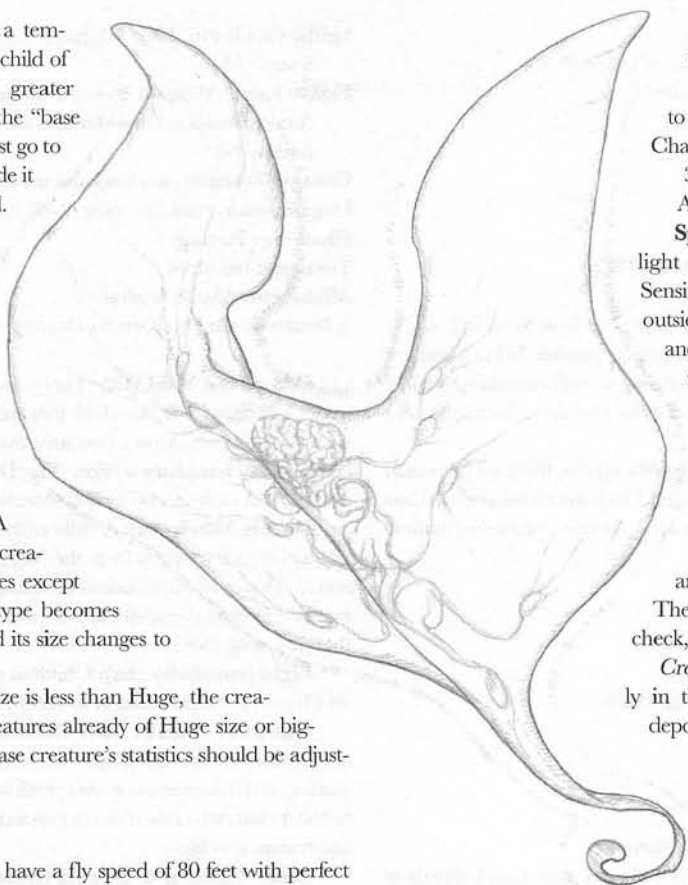
AC: As base creature, adjusted for size.

Attacks: A child of the light is so diffuse that it cannot do damage with physical attacks. It loses all attacks of the base creature.

Damage: The child of the light loses all attacks of the base creature.

Face/Reach: Change to 25 ft. x 10 ft./0 ft.

Special Attacks: The child of the light loses the base creature’s Deadly Touch and Spore Attack. It gains the following.



Spell-like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 10 + the child’s Charisma modifier + the spell level.

3/hour — *searing light*

At Will — *flare*

Special Qualities: The child of the light loses the base creature’s Light Sensitivity and Call of the Wild. It gains the outsider type if it doesn’t already have it, and it receives the following special qualities.

Call of Beyond (Ex): After four years of existence and every six months afterwards, the child of the light must make a Will save. Any child that fails this save must journey to the edge of the atmosphere and disincorporate as described below. The DC of the Will save is 14 for the first check, and increases by 2 each year.

Create Spores (Ex): Once per year, usually in the spring, a child of the light may deposit spores that create children of the dark.

Damage Reduction (Su):

The child of the light ignores 20 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Spell-like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 10 + the child’s Charisma modifier + the spell level.

1/day — *healing circle*

At Will — *daylight* (self only)

Telepathy (Su): Children of the light can communicate telepathically with any creature within 100 feet that has a language.

On sunny days you can just barely see them — firefly sparks darting around the cirrus clouds high above. Sometimes they dive almost to the ground and swoop across a village. These are the children of the light — beautiful, manta-like creatures made of a glowing yellow light, with a wingspread of about twenty-five feet. The few scholars who have examined children of the light claim to have seen organs pumping and fluids moving within the creatures’ bodies, but the sketches they have made do not corroborate each other.

Children of the light do not breathe, eat, drink, or sleep. It is believed they sustain themselves with sunlight and

magical energy. They are intelligent and capable of mind-to-mind communication, and go through a strange life cycle that few mortal beings have been able to discover. The children of the light and the children of the dark are different life stages of a single organism. A child of the light is created when several children of the dark gather in one place, meld, and transform. Several large, or many small, children of the dark must be present to create a child of the light, and at least one of the creatures involved in the transformation must be intelligent.

Children of the light reproduce by scattering spores in isolated woodland areas. These spores infest other creatures to create children of the dark; see their entry in the



Saves: As base creature, adjusted for ability score modifications.

Abilities: Change from the base creature as follows: Str +0, Dex +0, Con +0, Int +6, Wis +6, Cha +6

Skills: Children of the light lose the base creature's +8 racial bonus to Hide checks. Otherwise, as base creature, adjusted for ability score modifiers.

Feats: As base creature

Climate/Terrain: Any land

Organization: Solitary, pair, or pod (10–25)

Challenge Rating: As base creature +1

Treasure: None

Alignment: Always neutral

Advancement: As base creature

Face/Reach: 25 ft. x 10 ft./0 ft.

Special Attacks: Spell-like Abilities

Special Qualities: Call of Beyond, Create Spores, Damage Reduction 20/+1, Darkvision 60 ft., Spell-like Abilities, Telepathy

Saves: Fort +9, Ref +2, Will +5

Abilities: Str 22, Dex 11, Con 18, Int 12, Wis 16, Cha 14

Skills: Climb +10, Jump +10, Ride +4, Move Silently +8, Swim +10

Feats: Exotic Weapon (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land

Organization: Solitary, pair, or pod (10–25)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: By character class (any)

CHILDREN OF THE LIGHT AS CHARACTERS

It's hard to imagine a child of the light taking a sustained interest in the doings of an adventuring party. The size and form of these creatures also makes it difficult for them to participate in many of a party's activities. However, experienced players may relish the challenge of portraying a completely alien being. Children of the light make excellent sorcerers.

The base creature's transformation into a child of the light cannot be prevented except by restoring it to its original form. The transformation can be delayed, however, by successful Will saves against the child of the dark's special quality Call of the Wild, or by preventing the conditions of the transformation. Once transformed, a child of the light may only be restored to its original form with a *wish* or *miracle* spell.

SAMPLE CHILD OF THE LIGHT

5th-level Human Fighter Child of the Dark) Child of the Light Huge Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +4 (Improved Initiative)

Speed: Fly 80 ft. (perfect)

AC: 10 (+2 natural, -2 size)

Attacks: *Searing light* +3 ranged

Damage: *Searing light* (special)

Call of Beyond (Ex): After four years of existence and every six months afterwards, the child of the light must make a Will save. If the child fails this save it must journey to the edge of the atmosphere and disincorporate as described above. The DC of the Will save is 14 for the first check, and increases by 2 each year.

Create Spores (Ex): Once per year, usually in the spring, a child of the light may deposit spores that create children of the dark.

Damage Reduction (Su): The child of the light ignores 20 hit points from the most weapons and natural attacks. A +1 weapon or better negates the ability.

Outsider: Outsiders have Darkvision with a range of 60 feet. Children of the light are not proficient with weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Spell-Like Abilities: Children of the light can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 12 + the spell level.

1/day — *healing circle*

3/hour — *searing light*

At Will — *daylight* (self only), *flare*

Telepathy (Su): Children of the light can communicate telepathically with any creature within 100 feet that has a language.

Templates section for more information. A few months later, the children of the dark return to the place where the spores were scattered and combine to become one or more children of the light. Children of the light then live and reproduce for five to ten years before undergoing a final transformation. Over a period of weeks, the child wanders away from its pod. It flies higher and higher, and one day, as it touches the very upper edge of the atmosphere, it glows brightly, breaks apart, and disappears. Perhaps the air pressure is too low to hold it together at that altitude, or perhaps it has transcended its current existence yet again.

ADVENTURE SEED

♣ In the village of Owlsnest, visits from the children of the light are a bad omen — especially since an outbreak of children of the dark always seems to happen a few weeks later. A child of the light swoops down over the village while the party is visiting, and the PCs are hired to hunt down the mysterious creature and make sure it never returns.





FEY-BLOODED (TEMPLATE)

“Fey-blooded” is a template that can be added to any newborn humanoid or animal creature (referred to hereafter as the “base creature”). The creature’s type changes to “fey.” It uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d6, and adjust bonus hit points for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: Fey-blooded creatures tend to move quickly and easily. Add 10 ft. of speed to each mode of movement.

AC: As base creature, adjusted for ability score modifications.

Attacks: As base creature, adjusted for ability score modifications.

Damage: As base creature, but natural weapons do +1 damage, and count as +1 magical weapons. Adjust for ability score modifications.

Face/Reach: As base creature

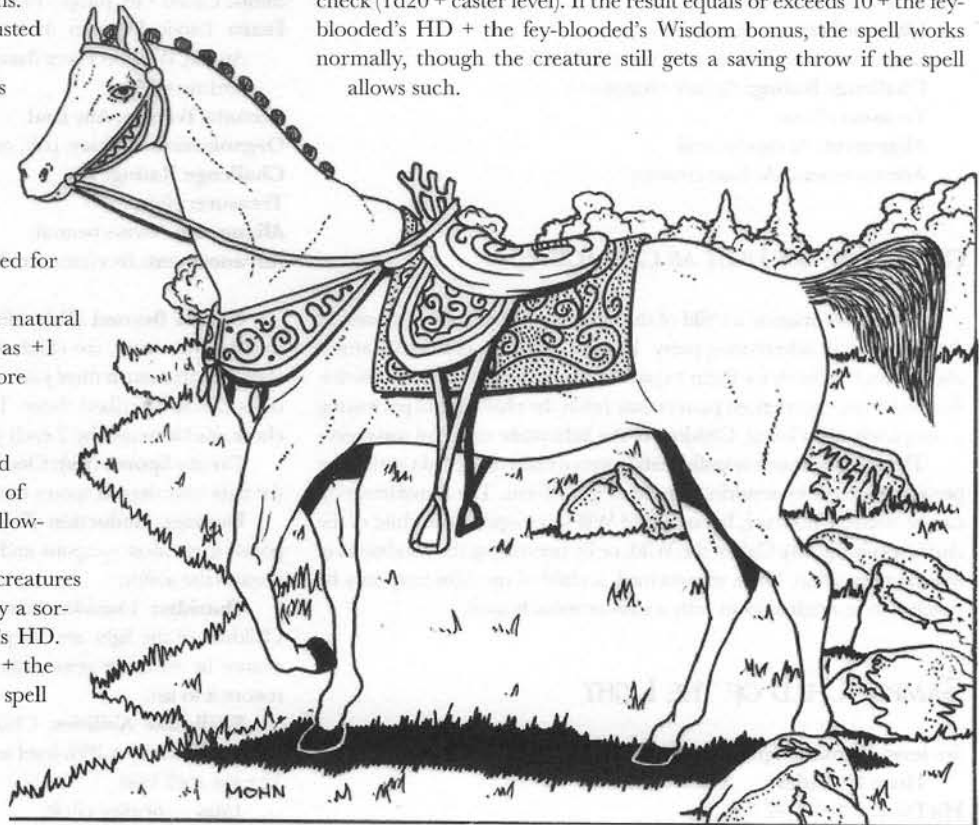
Special Attacks: A fey-blooded creature retains all the special attacks of the base creature and also gains the following.

Spell-like Abilities: Fey-blooded creatures can use the following spells as if cast by a sorcerer of a level equal to the creature’s HD. The DC to resist these abilities is 10 + the creature’s Charisma modifier + the spell level.

1/day — *dancing lights, detect magic, ghost sound*

Special Qualities: Fey-blooded creatures have all the special qualities of the base creature, plus those listed below, and the fey type.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the fey-blooded creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10 + the fey-blooded’s HD + the fey-blooded’s Wisdom bonus, the spell works normally, though the creature still gets a saving throw if the spell allows such.



Fey creatures are strange and fickle, love a good time, and are always ready to go to almost any lengths to fulfill their own desires for companionship, entertainment, revenge, or a good joke. This has led to a number of creatures sprinkled throughout the world that can trace at least part of their lineage back to a creature of faerie. Fey-blooded creatures are the result of a mating between a fey creature and a non-fey creature. Sometimes the faerie taint does not manifest for generations.

Fey-blooded creatures tend to be moody and strange compared to the rest of their apparent species, and prone to feelings of isolation and wild flights of fancy. They often run or drift away from their homes and families — who are generally just as glad to see the changeling leave — and seek

someplace to belong. Their fey relatives tend to be unwelcoming, leaving the fey-blooded to search for others of its kind. Small bands and communities of these outcasts are sprinkled across the land, although they are often quite secretive and hard to find.

The taint of faerie blood produces creatures that are more delicate and finer-featured than the majority of the base species, often with strange coloring. Hair and eyes especially are rare colors, often colors not present in the non-fey creature.

ADVENTURE SEEDS

Someone has kidnapped the hunting pack of the local lord. This pack is famed far and wide as the greatest group of hunting dogs in the land, which is because the creatures





Saves: As base creature, adjusted for ability score modifications.
Abilities: Change from the base creature as follows: Str -2, Dex +2, Con -2, Int +2, Wis +0, Cha +2

Skills: A fey-blooded creature has 3 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Fey-blooded creatures also have a +4 racial bonus to Animal Empathy, Intuit Direction, Move Silently, Sense Motive, and Wilderness Lore.

Feats: Fey-blooded creatures receive the Dodge feat and the Weapon Finesse feat free as racial bonuses, as long as they meet the prerequisites and don't already possess it.

Climate/Terrain: As base creature

Organization: Solitary, group (2-5), or gathering (10-20)

Challenge Rating: As base creature +1

Treasure: Standard

Alignment: Any, though usually chaotic

Advancement: As base creature

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 11, Dex 15, Con 13, Int 4, Wis 12, Cha 8

Skills: Animal Empathy +5, Intuit Direction +5, Listen +2, Move Silently +6, Sense Motive +5, Spot +3, Wilderness Lore +5

Feats: Dodge, Weapon Finesse (hooves)

Climate/Terrain: Any land

Organization: Solitary, group (2-5), or gathering (10-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: None

Feats: Fey-blooded creatures receive the Dodge feat and the Weapon Finesse feat free as racial bonuses.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Skills: Fey-blooded creatures have a +4 racial bonus to Animal Empathy, Intuit Direction, Move Silently, Sense Motive, and Wilderness Lore. This is included in the above stats.

Spell-like Abilities: Fey-blooded horses can use the following spells as if cast by a 3rd-level sorcerer. The DC to resist these abilities is 9 + the spell level.

1/day — *dancing lights, detect magic, ghost sound*

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the fey-blooded horse, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 14, the spell works normally, though the creature still gets a saving throw if the spell allows such.

SAMPLE FEY-BLOODED CREATURE

Fey-Blooded Light Horse

Large Fey

Hit Dice: 3d6+6 (16 hp)

Initiative: +2 (Dex)

Speed: 70 ft.

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: 2 hooves +1 melee

Damage: Hooves 1d4 each

Face/Reach: 5 ft. x 10 ft./5 ft.

Special Attacks: Spell-like Abilities

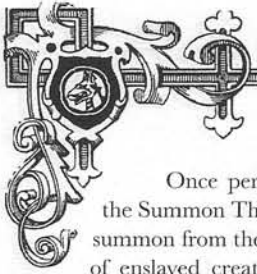
Special Qualities: Low-light Vision, Scent, Spell Resistance 14

are all fey-blooded. There has been no ransom demand, simply because the thief is a proud elven noble who feels that such a fey treasure belongs with the elves, rather than with humans. He has taken the animals to his forest stronghold, and has no intention of returning them. The characters are hired by the local lord to find out what has happened to his dogs, and to recover the animals if possible.

Caravans have been attacked by a strange group of bandits. They seem to be of many different races, led by a tall, slim ogre, and they move through the woods almost silently. They have a weird assortment of magical abilities, as well. The bandit gang is a group of fey-blooded goblins, orcs, kobolds, and bugbears, led by the fey-blooded ogre. They have gravitated together after being cast out of their various tribes, and have been working to make the lives of others as

miserable as theirs have been. They have a palisade deep in the forest, where they live between raids. Characters might be caravan guards during one of the attacks, or they may be hired by the merchants to track the bandits to their lair and deal with them once and for all.

Sholas the Wizard has an impressive collection of fey creatures, but he is always on the lookout for more. He has just heard tales of the White Hart, an ancient fey-blooded deer that roams the woods nearby, and wants the characters to capture it alive for him. If they do well with that, there's more work waiting for them: a fey-blooded lion has been seen roaming the savannah in the south, and the fey-blooded eagles in the nearby mountains would be worthy additions as well.



FOMORAIG THRALL (TEMPLATE)

Once per day, a fomoraig with the Summon Thralls Chaos Power may summon from the void a number of HD of enslaved creatures equal to its own HD. They are always the same thralls, and they return to the chaos after they are brought to 0 hp or dismissed, to recoup their energies.

“Fomoraig thrall” is a template that can be added to any aberration, animal, beast, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, or shapechanger (referred to hereafter as the “base creature”) that has been brought to 0 hp by a fomoraig and that has as many or fewer HD than the fomoraig. The creature’s type changes to “outsider.” It uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Changes to d8

Initiative: As base creature

Speed: As base creature +10 ft. (see below)

AC: As base creature –2 deflection penalty (see below). A thrall created from a base creature that was capable of wearing armor may wear armor normally.

Attacks: As base creature, +2 morale bonus and adjusted for ability score modifications. Thralls are incapable of attacking with weapons, and instead fight with their natural armament. The base creature retains any natural attacks and gains a slam attack.

Damage: Damage for any natural attacks is as for the base creature, adjusted for ability score modifications. Damage for a new slam attack is based on the size of the base creature.



Any creature that captures the interest of a fomoraig might be transformed into a fomoraig thrall. Given the power and longevity of the fomoraigs, virtually any monster, NPC, PC, or other enemy destroyed by the fomoraig, or a completely new and horrid creation could be found as its thrall.

Fomoraig thralls are creatures formed from the raw chaos of the void. As such, they are incomplete or flawed

versions of the creatures they are spawned from. Thus a fomoraig that has the bestial features of a lion and a bloated frog-like tongue may confer hints of these traits onto its thralls. The traits, thought they may benefit the master, do nothing for its servants but mark them as unnatural.

Without even a rudimentary intellect, fomoraig thralls follow the orders of their master without question. They attack in reckless abandon, smashing, clawing, or biting





SIZE	SLAM DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Face/Reach: As base creature

Special Attacks: Thralls lose any supernatural or spell-like abilities that the base creature may have possessed. Thralls retain any extraordinary abilities of the base creature.

Special Qualities: Thralls lose any supernatural or spell-like abilities that the base creature may have possessed. Thralls retain any extraordinary abilities of the base creature. They also gain the outsider type, and the following special ability:

Heedless (Ex): Thralls are mindless creatures that have no concern for their own safety or survival. They rush headlong into combat without a thought for the future. As such they gain +10 feet to their Speed, a +2 morale bonus to attacks, and suffer a -2 deflection penalty to AC.

Saves: As base creature, adjusted for ability score modifications.

Abilities: As base creature, but increase Strength by +4. Also, thralls have no Intelligence score and are thus immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns, and morale-influencing effects. Thralls automatically fail any Intelligence check.

Skills: Thralls have Listen +8, Spot +8. Typically they have few or no other skills.

Feats: Thralls gain Multiattack if they have more than one natural attack per round. Thralls lose any feats that the base creature might have had that rely upon intellect or decision-making in any way.

Climate/Terrain: Hills, mountains, marsh, or underground

Organization: Solitary, pack (3-6), or horde (6-20)

Challenge Rating: As base creature

Treasure: None

Alignment: Always chaotic, usually chaotic evil

Advancement: None

SAMPLE FOMORAIG THRALL

Dragonne Fomoraig Thrall

Large Outsider

Hit Dice: 9d8+27 (67 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 40 ft. (poor)

AC: 16 (-1 size, -2 deflection, +2 Dex, +7 natural)

Attacks: Bite +16 melee, 2 claws +11 melee, and slam +11 melee

Damage: Bite 2d6+6, claws 2d4+3 each, slam 1d8+3

Face/Reach: 5 ft. x 10 ft./5 ft.

Special Qualities: Darkvision 60 ft., Heedless, Immunities, Scent

Saves: Fort +9, Ref +8, Will +4

Abilities: Str 23, Dex 15, Con 17, Int —, Wis 12, Cha 12

Skills: Listen +8, Spot +8

Feats: Blind-fight, Improved Initiative, Multiattack

Climate/Terrain: Any hills, mountains, marsh, or underground.

Organization: Solitary, pack (3-6), or horde (6-20)

Challenge Rating: 7

Treasure: None

Alignment: Usually chaotic evil

Advancement: None

Heedless (Ex): Thralls are mindless creatures that have no concern for their own safety or survival. They rush headlong into combat without a thought for the future. As such they gain +10 feet to their Speed, a +2 morale bonus to attacks, and suffer a -2 deflection penalty to AC.

Outsider: Outsiders have Darkvision with a range of 60 feet. Thralls are not proficient with weapons. Thralls have no Intelligence score and are thus immune to all mind-influencing effects, such as charms, compulsions, phantasms, patterns and morale-influencing effects. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

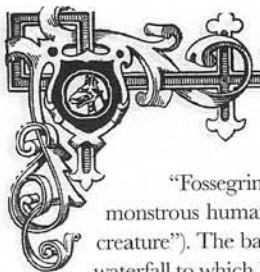
their opponents without thought for their own survival. Remorseless, they shrug off any domination other than that of the fomoraig that summoned them into this version of life.

ADVENTURE SEED

♣ A close friend or relative of the PCs, an adventurer in her own right, falls to a fomoraig in battle during an expedition

to the mysterious ruins of a temple dedicated to chaos. When the PCs journey to this site and find her in a pack of fomoraig thralls, will they believe that it is truly impossible to save these pitiful creatures? Or will they follow even the most unreliable evidence into the terrible reaches of fomoraig territory if it's the only way to exhaust all leads and prove their devotion?





FOSSEGRIM (TEMPLATE)

“Fossegrim” is a template that can be added to any good-aligned giant, humanoid, monstrous humanoid, or shapeshifter who has recently died (hereafter called the “base creature”). The base creature must have a Charisma score of at least 10, and a love for the waterfall to which he is to be joined. The creature’s type changes to “undead.” It otherwise uses all the base creature’s statistics and abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus for ability score modifications.

Initiative: As base creature

Speed: A fossegrim has a fly speed of 30 ft. with perfect maneuverability, unless the base creature has a greater fly speed.

AC: As base creature

Attacks: The fossegrim retains all the attacks of the base creature, though the armor, weapons, and shield it possessed in life are manifested as watery objects that are an extension of the fossegrim itself, but otherwise act as normal; these items gain the *formed water* special ability.

Damage: As base creature

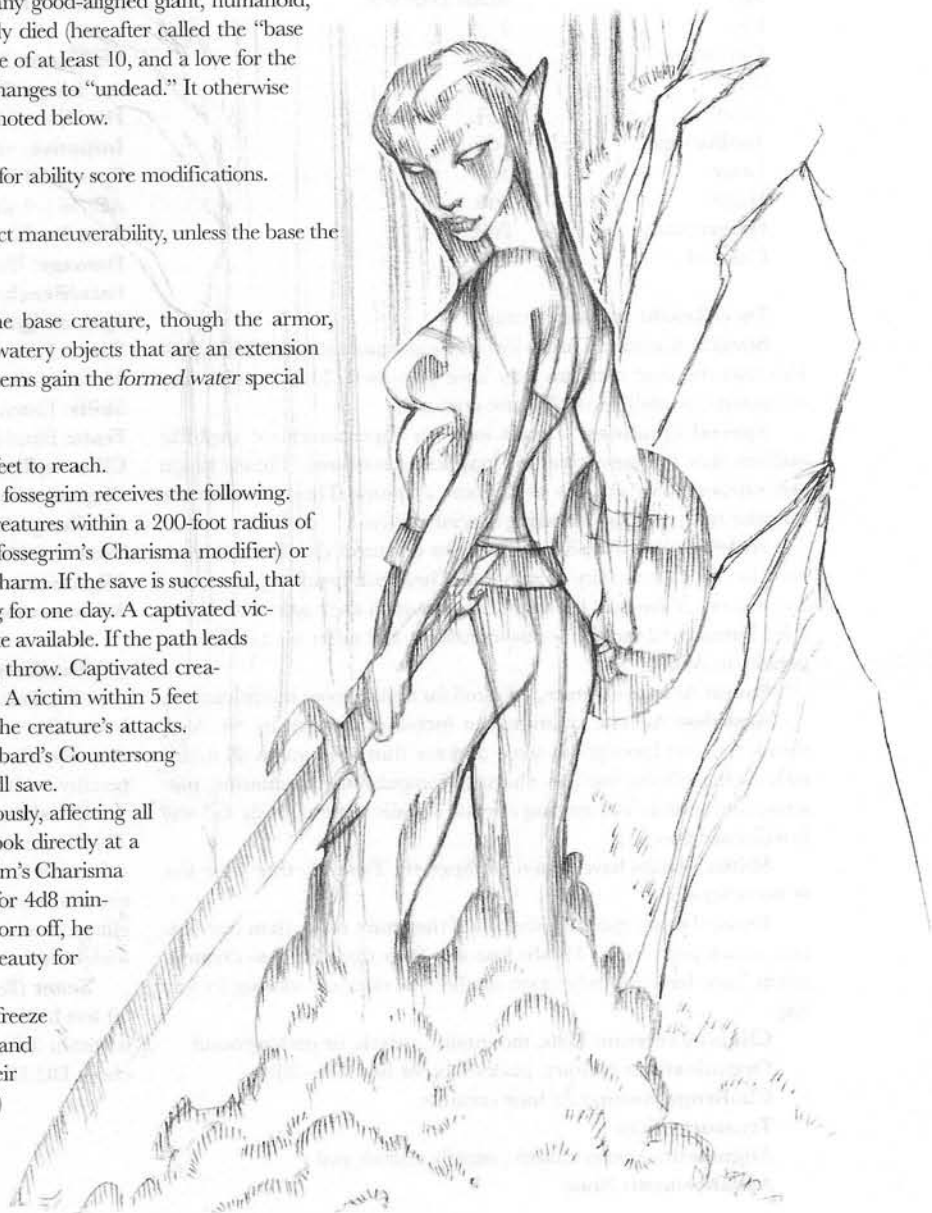
Face/Reach: As base creature plus an additional 15 feet to reach.

Special Attacks: Same as the base creature, plus the fossegrim receives the following.

Captivating Song (Su): When a fossegrim sings, all creatures within a 200-foot radius of the creature must succeed at a Will save (DC 12 + the fossegrim’s Charisma modifier) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that fossegrim’s song for one day. A captivated victim walks toward the fossegrim, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the fossegrim stands there and offers no resistance to the creature’s attacks. The effect continues for as long as the fossegrim sings. A bard’s Countersong ability allows the captivated creature to attempt a new Will save.

Charming Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of the fossegrim. Those who look directly at a fossegrim must succeed at a Will save (DC 11 + the fossegrim’s Charisma modifier) or be charmed as per the *charm person* spell for 4d8 minutes. Once a character has resisted this ability, or it has worn off, he cannot be affected again by that fossegrim’s Charming Beauty for one day.

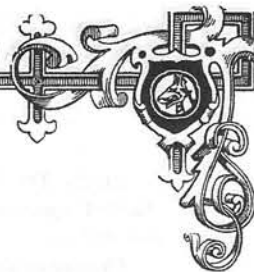
Freezing Touch (Su): Fossegrim have the ability to freeze water at will, by touch. They can affect a radius of 80 feet, and a depth of up to 1 foot. Creatures within one quarter of their speed distance from shore can make a Reflex save (DC 15) to avoid being caught in the icy waters. Creatures captured in the frozen waters take 1d6 points of subdual damage from hypothermia per minute of exposure.



Fossegrim appear as beautiful men or women, slightly smaller than a human. They have no visible feet, as their legs end in a swirl of watery mist. They are typically the spirits of dead bards, who in life enjoyed the presence of the waterfall they now guard. When they died their spirits sought out the waterfall and became one with it.

Fossegrim are quite playful, reclusive spirits who in general don’t mean to cause harm. However, anyone who despoils the land and water around a fossegrim’s home will quickly be attacked by the undead guardian; the alluring song of a fossegrim has been the cause of many a listener’s untimely demise.





and are entangled; entangled characters suffer a -2 penalty to attack rolls and a -4 penalty to effective Dexterity, as well as being unable to move from that location. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. A Strength check (DC 23) is required to break free; the ice has an AC of 5, a Hardness of 0, and 3 hit points per inch of ice per 5-foot section.

Memory Loss (Su): Three times per day, a character struck or touched by a fossegrim must make a Will save (DC 14 + the fossegrim's Charisma modifier) or lose all memory of contact with the fossegrim and the area in which it dwells, as per the *modify memory* spell. Anyone who loses his memory is rendered unconscious for 4d6 minutes. The fossegrim will then relocate the victim.

Spell-like Abilities: Fossegrim can use the following spells as if cast by a 18th-level sorcerer. The DC to resist these abilities is 10 + the fossegrim's Charisma modifier + the spell level. When a fossegrim uses *change self*, a swirling mist always remains at its ankles.

At Will — *change self*, *fog cloud*, *form water* (see below), *gust of wind*, *obscuring mist*, *shout*, *water breathing*, *whispering wind*

Special Qualities: Same as the base creature plus those listed below, and the creature gains the undead type.

Gender Illusion (Su): A fossegrim appears as a physically perfect being of the opposite sex of any humanoid gazing upon it. A Will save (DC 11 + the fossegrim's Charisma bonus) is required to see the gender-neutral creature that it is. Anyone captivated by the fossegrim's song or charmed by its beauty is not allowed a save.

Symbiosis (Su): Each fossegrim is spiritually bound to the waterfall it inhabits and must never go beyond 100 feet from it. Any fossegrim that does dissipates into a fine mist, and will not return to the waterfall for 2d4 days.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add the fossegrim's Charisma bonus to the creature's Hit Dice total.

Saves: As base creature, adjusted for ability score modifications.

Abilities: As base creature except that the fossegrim has no Constitution score, its Wisdom score increases by +4, and its Charisma score increases by +8.

Skills: Fossegrims receive a +8 bonus to Hide, Listen, Perform (singing), Search, and Spot checks. Otherwise same as base creature, adjusted for ability score modifications.

Feats: As base creature

Climate/Terrain: Any land, though always near a waterfall

Organization: Solitary

Challenge Rating: As base creature +3

Treasure: None

Alignment: Always good

Advancement: As base creature

SAMPLE FOSSEGRIM

Elf Fossegrim

Medium-size Undead

Hit Dice: 1d12 (6 hp)

Initiative: +1 (Dex)

Speed: Fly 30 ft. (perfect)

AC: 15 (+1 Dex, +3 *formed water studded leather*, +1 *formed water small shield*)

Attacks: Longsword +1 melee, or longbow +2 ranged

Damage: Longsword 1d8, longbow 1d8

Face/Reach: 5 ft. x 5 ft./20 ft.

Special Attacks: Captivating Song, Charming Beauty, Freezing Touch, Memory Loss, Spell-like Abilities

Special Qualities: +4 Turn Resistance, Darkvision 60 ft., Gender Illusion, Immunities, Low-light Vision, Symbiosis

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 10, Dex 13, Con —, Int 11, Wis 15, Cha 19

Skills: Hide +9, Listen +13, Perform (singing) +12, Search +11, Spot +12

Feats: Weapon Focus (longbow)

Climate/Terrain: Any land, though always near a waterfall

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always good

Advancement: By character class (wizard)

Captivating Song (Su): When a fossegrim sings, all creatures within a 200-foot radius of the creature must succeed at a Will save (DC 16) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that fossegrim's song for one day. A captivated victim walks toward the fossegrim, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the fossegrim stands there and offers no resistance to the creature's

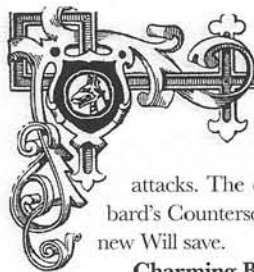
ADVENTURE SEED

In the community of Whispering Winds, a couple in love has been found dead at the base of a high cliff. The locals believe that the spirit of the Whispering Falls forced them over the cliff. The town is intent on exploring the fossegrim's home and driving it from the mortal realm, however no one from the village is willing to do so. It is said that the evil fossegrim possesses a great watery sword and wields powerful

magics. A few of the town elders believe that the spirit is innocent, though, and that the young couple had a terrible accident or were murdered by a townsman.

In truth, the young man, Galem, was having an affair with his lover's mother. He brought the younger woman, Jilee, here to tell her that it was time to end their relationship. Unbeknownst to the young couple, the girl's mother followed them. Jilee became frustrated and angry at Galem. An





attacks. The effect continues for as long as the fossegrim sings. A bard's Countersong ability allows the captivated creature to attempt a new Will save.

Charming Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of the fossegrim. Those who look directly at a fossegrim must succeed at a Will save (DC 15) or be charmed as per the *charm person* spell for 4d8 minutes. Once a character has resisted this ability, or it has worn off, he cannot be affected again by that fossegrim's Charming Beauty for one day.

Elven Traits (Ex): Elves are immune to magic *sleep* spells and effects, have a +2 racial bonus to Will saves against enchantment spells or effects, have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight, and an elf who merely passes within five feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

Freezing Touch (Su): Fossegrim have the ability to freeze water at will, by touch. They can affect a radius of 80 feet, and a depth of up to 1 foot. Creatures within one quarter of their speed distance from shore can make a Reflex save (DC 15) to avoid being caught in the icy waters. Creatures captured in the frozen waters take 1d6 points of subdual damage from hypothermia per minute of exposure and are entangled; entangled characters suffer a -2 penalty to attack rolls and a -4 penalty to effective Dexterity, as well as being unable to move from that location. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. A Strength check (DC 23) is required to break free; the ice has a Hardness of 0 and 3 hit points per inch of ice per 5-foot section.

Gender Illusion (Su): A fossegrim appears as a physically perfect being of the opposite sex of any humanoid gazing upon it. A Will save (DC 15) is required to see the gender-neutral creature that it is. Anyone captivated by the fossegrim's song or charmed by its beauty is not allowed a save.

Memory Loss (Su): Three times per day, a character struck or touched by a fossegrim must make a Will save (DC 18) or lose all memory of contact with the fossegrim and the area in which it dwells, as per the *modify memory* spell. Anyone who loses his memory is rendered unconscious for 4d6 minutes. The fossegrim will then relocate the victim.

Skills: Fossegrims receive a +8 bonus to Hide, Listen, Perform (singing), Search, and Spot checks. These are included above.

Spell-like Abilities: Fossegrim can use the following spells as if cast by a 18th-level sorcerer. The DC to resist these abilities is 14 + the spell level. When a fossegrim uses *change self*, a swirling mist always remains at its ankles.

At Will — *change self*, *fog cloud*, *form water* (see below), *gust of wind*, *obscuring mist*, *shout*, *water breathing*, *whispering wind*.

Symbiosis (Su): Each fossegrim is spiritually bound to the waterfall it inhabits and must never go beyond 100 feet from it. Any fossegrim that does dissipates into a fine mist, and will not return to the waterfall for 2d4 days.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the fossegrim's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

NEW SPELL: FORM WATER

Transmutation

Level: Clr 3, Drd 3, Water 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Volume of water up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

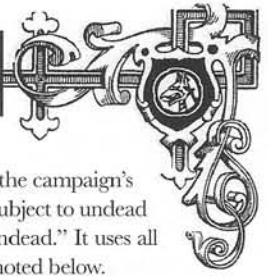
The character can form an existing amount of water into any shape that suits the character's purpose. The item is effectively solid, and will have the feel and hardness of the object it represents. For example, the character can make a water weapon, a bridge, or a water rope. At higher levels, *form water* also permits the character to part water to make an opening in a waterfall, or to make a portion of river impassible to boats. The character cannot create items that require moving parts, such as crossbows.

Material Focus: The body of water to be affected.

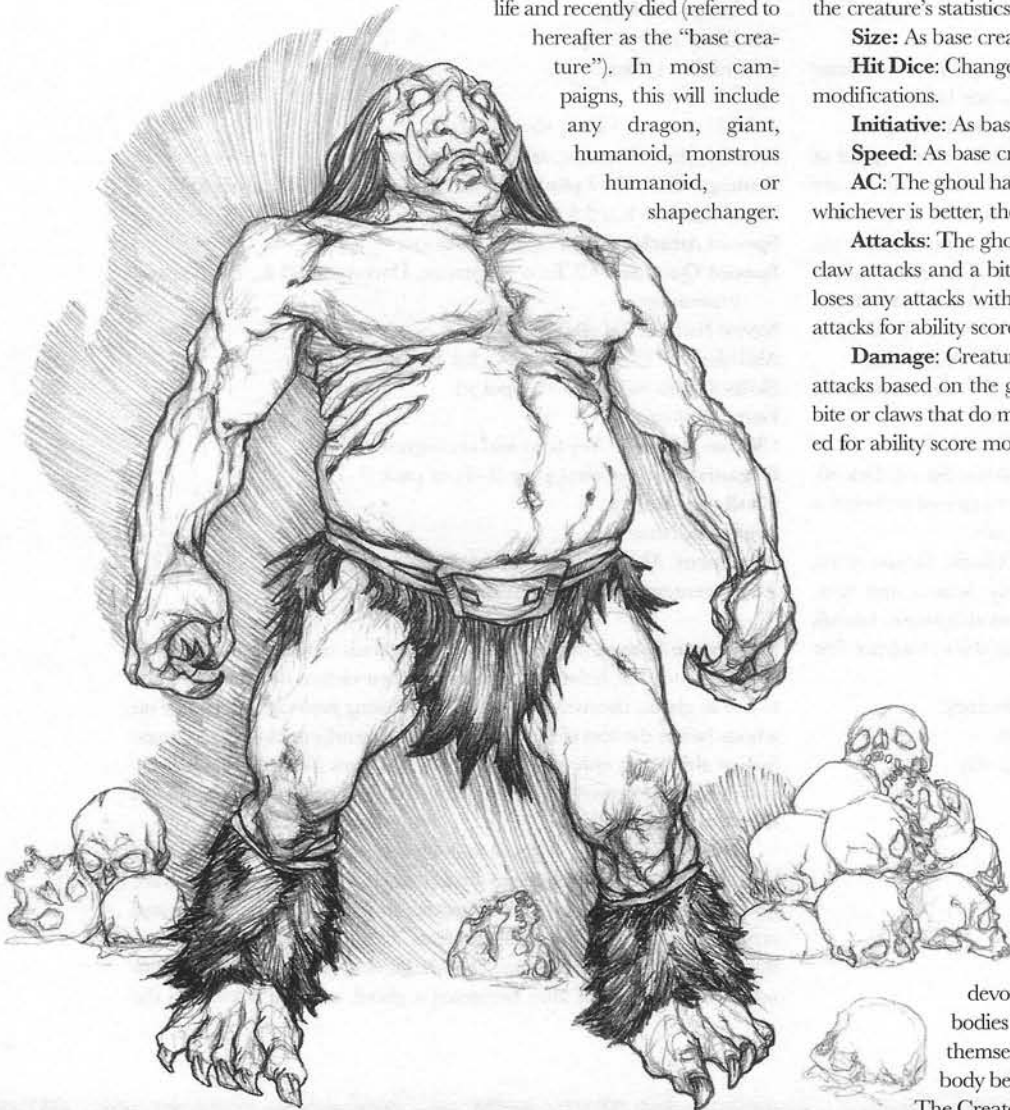
argument ensued and a small struggle resulted in Galeem stumbling and falling over the cliff's edge. Jilee broke into tears, as her mother rushed up behind her and in a fit of rage pushed her own daughter over the edge. Jilee never saw who pushed her.



GHoul AND GHAST (TEMPLATE)



“Ghoul” is a template that can be added to any sentient creature with an organic body and a soul who was killed by a ghoul and affected by its Create Spawn ability, or who ate the flesh of creatures of its type in life and recently died (referred to hereafter as the “base creature”). In most campaigns, this will include any dragon, giant, humanoid, monstrous humanoid, or shapechanger.



Fey, elementals, and other such creatures depend on the campaign’s cosmology; creatures that are a type of spirit are not subject to undead raising as a ghoul. The creature’s type changes to “undead.” It uses all the creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust hit points bonus for ability score modifications.

Initiative: As base creature

Speed: As base creature

AC: The ghoul has +2 natural armor or the creature’s natural armor, whichever is better, though it loses any manufactured armor bonuses.

Attacks: The ghoul retains any natural attacks, and gains 2 natural claw attacks and a bite attack if it doesn’t already have them, though it loses any attacks with manufactured weapons. Adjust retained natural attacks for ability score modifications.

Damage: Creatures without natural weapons gain a bite and 2 claw attacks based on the ghoul’s size category. If the creature already has a bite or claws that do more damage, the creature retains these, but adjusted for ability score modifications.

SIZE	BITE	CLAWS
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d4
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Face/Reach: As base creature

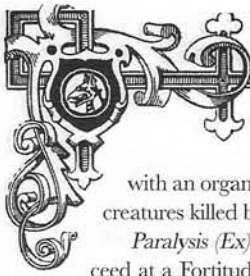
Special Attacks: A ghoul retains all of the special attacks of the base creature, except for those affected by Degeneracy (see below), and also gains the following.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation. The Create Spawn ability can only apply to sentient creatures

There are some universal precepts, the philosophers say, that apply to every culture of sentient beings. Among these is a prohibition against cannibalism. To consume one’s own kind goes against the natural order and is a desecration that shocks the conscience of both gods and men. Such degeneracy can call down a foul curse that clings to the cannibal’s soul, preventing it from passing on to an afterlife upon its death. Instead, it is condemned

to an unlife in which its corruption is reflected in body and mind as it rises as a ghoul.

Ghouls are undead abominations. Their bodies are physically intact, but their skin is discolored, showing signs of decay and a hint of putrescence. The fingers curl into unnatural hunting claws and the touch of its flesh is sufficient to paralyze a mortal in dread for its soul. The creature’s hair grows long and



GHOU AND GHAST (TEMPLATE)

with an organic body and a soul, as required for the template. Other creatures killed by ghouls do not arise as ghouls.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6 rounds. Elves are immune to this paralysis.

Special Qualities: A ghoul retains all the special qualities of the base creature, except for those affected by Degeneracy (see below), receives those special qualities listed below, and also gains the undead type.

Degeneracy (Ex): A ghoul loses all skills and abilities not typical of brute predators. All class abilities are lost except for base saves. Ghouls are not able to learn or use feats that require tool use, such as weapon and armor proficiencies or most combat feats. The ghoul cannot learn or use skills such as Craft, Profession, Disable Device, etc. The ghoul cannot advance in class levels after becoming a ghoul, unless it is levels in the ghoul prestige class; see below. The ghoul does retain racial abilities, except for those that a ghoul is otherwise prohibited from learning.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the ghoul's Hit Dice total.

Saves: As base creature, modified by changes to abilities.

Abilities: Modify from the base creature as follows: Str +4, Dex +0, Int -2, Wis +2, Cha -4. The creature's ability scores cannot go below a 1. As it is undead, the ghoul has no Constitution score.

Skills: Ghoul class skills when advancing are Climb, Escape Artist, Hide, Intuit Direction, Jump, Listen, Move Silently, Search, and Spot. See Degeneracy, and adjust skills for ability score modifications. Ghouls suffer a -2 racial penalty on skill rolls when using skills requiring fine manipulation.

Feats: The ghoul gains Multiattack. See Degeneracy.

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or pack (7-12)

Challenge Rating: As base creature

Treasure: None

Alignment: Always chaotic evil

Advancement: As an undead creature

SAMPLE GHOUL

Ogre Ghoul

Large Undead

Hit Dice: 4d12 (26 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 13 (-1 size, -1 Dex, +5 natural)

Attacks: Bite +10 melee, and 2 claws +8 melee

Damage: Bite 1d8+7 plus Paralysis, claws 1d6+3 plus Paralysis each

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Attacks: Create Spawn, Paralysis

Special Qualities: +2 Turn Resistance, Darkvision 60 ft., Degeneracy, Immunities

Saves: Fort +4, Ref +0, Will +2

Abilities: Str 25, Dex 8, Con —, Int 4, Wis 12, Cha 3

Skills: Climb +6, Listen +3, Spot +3

Feats: Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or pack (7-12)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: As undead creature

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation. The Create Spawn ability can only apply to sentient creatures with an organic body and a soul, as required for the template. Other creatures killed by ghouls do not arise as ghouls.

Degeneracy (Ex): A ghoul loses all skills and abilities not typical of brute predators. All class abilities are lost except for base saves. Ghouls are not able to learn or use feats that require tool use, such as weapon and armor proficiencies or most combat feats. The ghoul cannot learn or use skills such as Craft, Profession, Disable Device, etc. The ghoul cannot advance in class levels after becoming a ghoul, unless it is levels in the

thin, often falling out completely. The creature's teeth become sharper and its flesh and sinews harden.

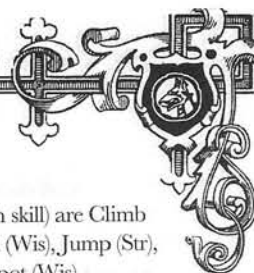
The creature's mind suffers a similar degeneration, sinking into an almost animalistic predator state. Higher thought becomes harder but a crude cunning is sharpened. The creature loses the trappings of culture and civilization, forgets all learned skills, and loses interest and facility in art, tool use, and social interaction. The gibbering and manic creature becomes bent on satisfying its overwhelming hunger for carrion, and particularly for the flesh of its own former kind.

Some ghouls seek to assuage their hunger by attacking every living creature they encounter. Others are more

discriminating predators who seek out places where lone individuals are vulnerable. Like bandits, many ghouls can be encountered in lonely passes and on roads far from well-defended settlements. Instead of waylaying travelers for their goods, they assault them for their very flesh. Other ghouls lair near cemeteries where they can be assured of finding a steady supply of carrion. Still others follow armies on the move, awaiting the inevitable carnage that will satiate their depraved tastes. Over time successful ghouls adapt to their new circumstances and become more skillful hunters, but their diet of corrupted flesh pervades their being, making them noxious to living creatures.

Such ghouls entering advanced decay are known as ghouls.





ghoul prestige class; see below. The ghoul does retain racial abilities, except for those that a ghoul is otherwise prohibited from learning.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6 rounds. Elves are immune to this paralysis.

Skills: Ghouls suffer a -2 racial penalty on skill rolls when using skills requiring fine manipulation.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the ghoul's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

NEW PRESTIGE CLASS: GHAST

Ghouls who adapt to their degenerate undead state and thrive become fearsome predators called ghastrs. While they can no longer follow the classes of civilization, cunning ghastrs can progressively build upon the powers of their cursed state and travel down darker paths, increasing their connection to the Negative Energy Plane and becoming ever more deadly threats to those they encounter.

Hit Die: d12

REQUIREMENTS

To qualify to become a ghast, a character must fulfill all of the following criteria.

Race: Ghoul

Special: Must create a pack of spawn.

CLASS SKILLS

The ghast's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 2

CLASS FEATURES

All of the following are class features of the ghast prestige class.

Weapon and Armor Proficiency: Ghastrs gain no proficiency in any weapon or armor.

Paralytic Potency (Ex): At 1st level, the DC for the ghast's paralytic attack increases to 18.

Paralytic Persistence (Ex): At 2nd level, the ghastr's paralysis attack lasts for 2d6 rounds.

Ghastly Combatant (Ex): At 3rd level, the ghast's natural armor increases to +4 if not already higher, and the ghast's bite and claw damage increases by one size category as per the ghoul damage table, if not already higher.

Shake the Elven Spirit (Ex): At 4th level, the ghast's connection to the Negative Energy Plane is now sufficient to affect even elves with its Paralysis.

Stench (Ex): At 5th level, the stink of death and corruption surrounding a ghast is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea; nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move or move-equivalent action per turn.

CLASS TABLE: THE GHASTR

CLASS LEVEL	BASE ATTACK	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Paralytic Potency
2nd	+1	+0	+0	+3	Paralytic Persistence
3rd	+1	+1	+1	+3	Ghastly Combatant
4th	+2	+1	+1	+4	Shake the Elven Spirit
5th	+2	+1	+1	+4	Stench

ADVENTURE SEEDS

☛ The tall thin man said he needs a certain grey night-blooming flower harvested from atop the grave of Goodman Stillwell at midnight under the full moon. He won't say why he needs the flower's petals undamaged, or why he won't go himself, but he will pay a little gold for the service. There's no real reason to be scared of the graveyard at night. It is holy ground, after all, and the priests have blessed every plot in the cemetery so nothing will rise up out of its own grave. Besides, the characters aren't going in to disturb any graves, just get the night-blooming flower.

☛ Ever since lord Victor Brecht came back from the Fallow Moors they say he has become reclusive and ill. Some even whisper he has gone mad and he is letting his affairs run to seed. Even though he wraps up in scarves and will see almost no one, he still makes time to go hunting, however. Lately, rumors are starting up that he's been involved in an awful lot of hunting accidents, and some of the servants have suddenly become violently sick and died. The lord is having quite a time getting new servants, and they say he refuses to see any healer.

HALF-DREAMKIND (TEMPLATE)

“Half-dreamkind” is a template that can be added to any newborn aberration, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, or shapechanger with an Intelligence of at least 3 that also dreams (referred to hereafter as the “base creature”). The creature’s type changes to “outsider,” and it gains the subtype “chaotic.” It otherwise uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d8

Initiative: As base creature

Speed: As base creature

AC: As base creature

Attacks: The half-dreamkind retains all the attacks of the base creature.

Damage: As base creature

Face/Reach: As base creature

Special Attacks: The half-dreamkind retains all the special attacks of the base creature.

Special Qualities: All dreamkind except for the nemesis share the following racial traits:

Dream Travel (Su):

Dreamkind can freely travel across the Dream Plane to any location by using a full action, or into the dream of a mortal sleeper by concentrating for two rounds. Also, dreamkind may travel to any place in the Material Plane invested with the power of dreams, but such travel takes ten minutes of concentration to attune to the Material Plane. Very few dreamkind have the requisite patience to make such a journey.

Lead Other to Dreams (Su): Dreamkind can draw others within 10 feet of themselves to and from the Dream Plane, but are limited to using this ability once per day for every two Hit Dice they have.

Telepathy (Su): Dreamkind can communicate telepathically with any creature capable of dreaming.

As such, dreamkind do not normally use spoken languages, although a few earthbound dream lords have learned mortal tongues. To the disappointment of mortal sages, the great cities of the dreamlords feature massive libraries that house rows and rows of books all filled with blank pages. The dreamkind have no need for actual writings and keep the libraries only to impress their mortal audience.

Saves: As base creature

Abilities: As base creature, but Charisma score increases by +2

Skills: Half-dreamkind receive a +2 racial bonus to Lucid Dreaming if the oneiro-mancy rules from *Occult Lore*, also by Atlas Games, are in use. Otherwise same as the base creature, adjusted for ability score modifications.

Feats: As base creature

Climate/Terrain: As base creature

Organization: As base creature

Challenge Rating: As base creature +1

Treasure: As base creature

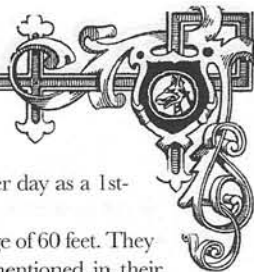
Alignment: Any chaotic alignment. Note that alignment now mirrors the dualistic nature of the dreamkind.

Advancement: As base creature



The progeny of a Dream Plane native and a mortal, or a mortal birthed in the realm of dreams, the half-dreamkind retain an affinity for their place of origin; see the Creatures section for more on the dreamkind. Half-dreamkind tend to be marked with strangely colored hair or eyes of a disturbingly vibrant color, and display many of the abilities of their dream birthright.

Some question remains whether or not dreamkind half-breed actually dream when they sleep. They are truly the dreamer and the dream, after all. What they see in their sleep is as real as they are, and the connection works both ways. A half-dreamkind can be pursued into the waking world by a nightmare because, it is thought, the half-dreamkind is always only half-awake.



SAMPLE HALF-DREAMKIND

Gnome Half-Dreamkind

Small Outsider (Chaotic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 20 ft.

AC: 16 (+1 size, +4 chain shirt, +1 small shield)

Attacks: Short sword +2 melee, or light crossbow +2 ranged

Damage: Short sword 1d6-1, light crossbow 1d8

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Darkvision 60 ft., Dreamkind Traits, Gnome Traits, Low-light Vision, Speak With Animals, Spell-like Abilities

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 13

Skills: Listen +4, Lucid Dreaming +2, Spot +2

Feats: Weapon Focus (short sword)

Climate/Terrain: Any forest, hill, and underground

Organization: Company (2-4), squad (11-20 plus 1 leader of 3rd to 6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2-5 dire badgers)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic good

Advancement: By character class (illusionist)

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin or Kobold. Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

Dreamkind Traits: All dreamkind have Telepathy, Dream Travel, and Lead Other to Dreams. See above for descriptions of these.

Gnome Traits (Ex): Gnomes have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight. They also have a +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and +4 dodge bonus against giants. Once per day a gnome can use the spell-like ability *speak with animals* as a 1st-level druid to communicate with a burrowing mammal. Gnomes with Intelligence scores of 10 or higher may cast *dancing*

lights, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level wizard (spell failure penalties for armor apply).

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries, and this half-dreamkind is also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Skills: Half-dreamkind receive a +2 racial bonus to Lucid Dreaming. Gnomes receive a +2 racial bonus to Listen checks, for their keen hearing, and to Alchemy checks, because their sensitive noses allow them to monitor alchemical processes by smell.

NEW DISEASE: DREAM SNAP

Half-dreamkind sometimes develop a condition called the *dream snap*, which is an ailment of the mind that causes periodic, undesired shifting into a dream-state. The condition resembles narcolepsy except the half-dreamkind's perceptions snap uncontrollably between the waking world and the dreams being dreamt in the area. The experience is like a waking dream or hallucination. The affliction is either hereditary or passed through unhealthy dreams.

Infection: Inherited or Contact

DC: 14

Incubation: 2d10 years (inherited) or 1d20 days (contracted)

Damage: 3d6 Wisdom for 1d10 minutes. Each day the Fortitude save is failed, the victim suffers one episode. Each year, the length of the episodes increases by +1d10 minutes. The affliction is thought to be permanent.

ADVENTURE SEED

A PC character comes to the slow realization of her dreamkind heritage. Nightly, the character has vivid and fantastic dreams of her noble ancestry. One evening, she and her friends disappear while asleep, only to materialize within

the Dream Plane. At the end of a hazardous journey through the Dream Plane countryside, cities, and mountainscapes, the party finds themselves before a powerful dream lord with the tale behind the character's true heritage.



HALF-GIANT (TEMPLATE)

“Half-giant” is a template that can be added to any newborn corporal biped creature that is not an animal, construct, ooze, plant, undead, or vermin (hereafter referred to as the “base creature”). The creature’s type becomes “giant” and it gains the subtype of its giant parent. The creature retains all statistics and special abilities except as noted below.

Size: If the base creature’s size is less than Large, the creature’s size increases one step. Creatures already of Large size or bigger do not increase in size, but neither do they decrease in size. The base creature’s statistics should be adjusted for the increased size.

Hit Dice: Increase by one die type, to a maximum of d8, and adjust hit point bonus for ability score modifications.

Initiative: As base creature

Speed: Half-giants move at 40 ft. or the speed of the base creature, whichever is faster

AC: The base creature’s natural armor improves by +3, and AC is adjusted for size.

Attacks: As base creature, adjusted for ability score modifications and size.

Damage: As base creature, adjusted for ability score modifications.

Face/Reach: As modified by size increase

Special Attacks: Half-giants retain all special attacks of the base creature.

Half-giants of Large size or larger gain the Rock Throwing ability.

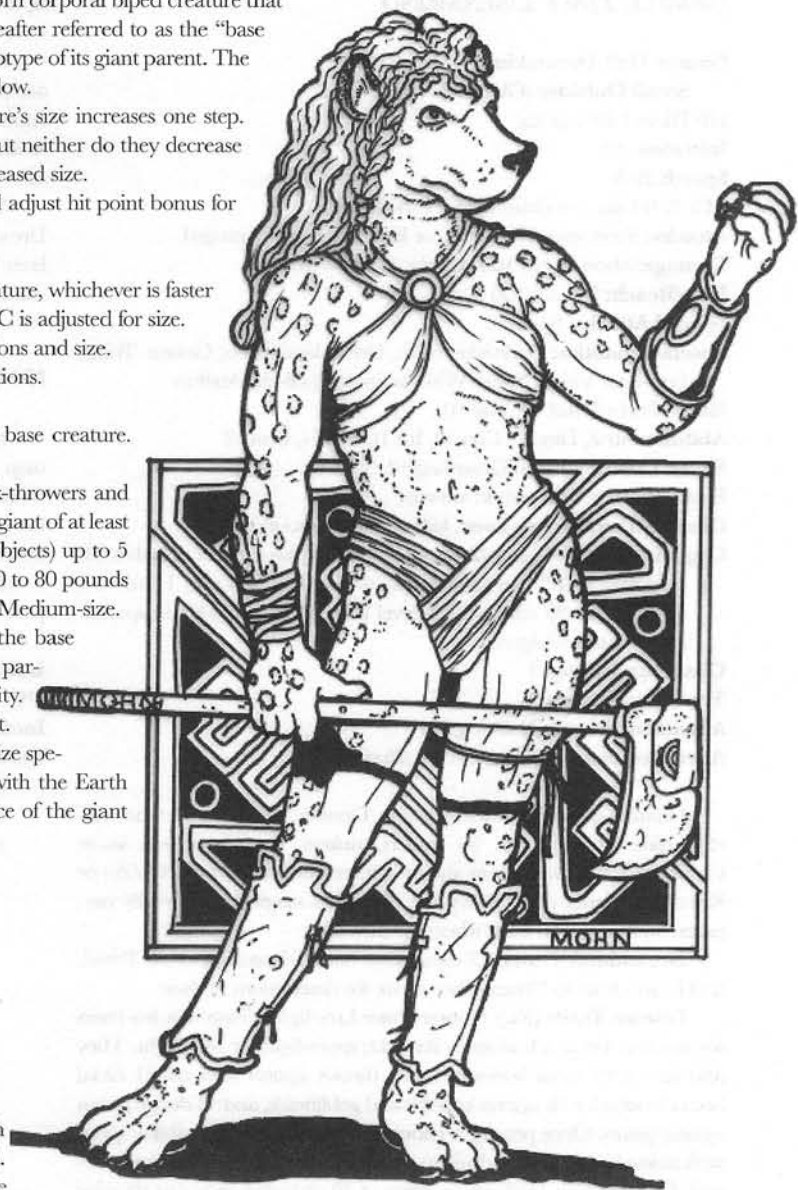
Rock Throwing (Ex): Adult half-giants are accomplished rock-throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A half-giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments of 120 feet. A Huge half-giant can hurl rocks of 60 to 80 pounds (Medium-size objects). Damage is 2d6 for Small rocks and 2d8 for Medium-size.

Special Qualities: Half-giants retain all special qualities of the base creature, and gain immunities based upon the giant variety of their parent. Half-giants of Large size or larger gain the Rock Catching ability. Half-giants gain the giant type and the subtype of their giant parent.

Immunity (Ex): Some half-giants are immune to spells that utilize specific forces. For example, half-stone giants are immune to spells with the Earth descriptor, such as *spike stones*. The immunity depends on the race of the giant parent, as shown in the table below.

TYPE	IMMUNITY
Hill	None
Stone	Earth
Frost	Cold
Fire	Fire
Cloud	Air
Storm	Electricity

Rock Catching (Ex): A half-giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a projectile



Long have giants bred with other races. This occurs naturally on occasion, and much more frequently with the interference of powerful beings such as wizards and sorcerers. Half-giants are often treated poorly. Many are abandoned by their parents or subjected to conditions bordering on slavery.

Half-giants are large creatures, always bigger than average members of their non-giant species. They generally have long arms and are heavily muscled. It is not always apparent

that a being has giant blood, but the powerful build is a good indication.

The majority of civilized societies will not tolerate half-giants. However, in the more brutal societies, half-giants can become favored champions or fearsome leaders. Their size and temper are an asset in these surroundings, and they often excel. When found among true giants, the halfbreeds are usually delegated the most menial tasks.



can make a Reflex save to catch it as a free action. The DC is 15 for a Small projectile, 20 for a Medium-size one, and 25 for Large objects. If the projectiles have a magical enhancement bonus to attack rolls, the DC increases by a like amount. The half-giant must be aware of the attack and cannot be flat-footed.

Saves: As base creature, adjusted for ability score modifications.

Abilities: Modify the base creature's ability scores as follows: Str +4, Dex +0, Con +4, Int +0, Wis +0, Cha +0

Skills: Half-giants have 6 + their Intelligence modifier in base skill points. In addition, half-giants gain 1 + their Intelligence modifier in skill points per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-giants have one feat, plus one feat for every four Hit Dice or levels, or the base creature's total feats, whichever is greater.

Climate/Terrain: As base creature or giant variety

Organization: Solitary, pair, or gang (2–5)

Challenge Rating: As base creature, +1 for Medium-size or smaller half-giants, +2 for Large size or bigger

Treasure: As base creature

Alignment: As base creature

Advancement: As base creature

HALF-GIANTS AS CHARACTERS

Half-giants tend toward the more aggressive classes, such as fighter and barbarian. Spellcasting half-giants are most commonly adepts.

SAMPLE HALF-GIANT

Half-Frost Giant/Half-Gnoll

Large Giant (Cold)

Hit Dice: 2d8+6 (15 hp)

Initiative: +0 (Dex)

Speed: 30 ft. (scale mail), 40 ft. base

AC: 19 (–1 size, +4 natural, +4 scale mail, +2 large shield)

Attacks: Battleaxe +5 melee, or shortbow +1 ranged, or rock +1 ranged

Damage: Battleaxe 1d8+4, shortbow 1d6, rock 2d6+4 (Small) or 2d8+4 (Medium-size)

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Attacks: Rock Throwing

Special Qualities: Cold Immunity, Darkvision 60 ft., Fire Vulnerability, Rock Catching

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3

Feats: Power Attack

Climate/Terrain: Temperate or warm land and underground

Organization: Solitary, pair, or gang (2–5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class (ranger)

Half-giant/half-gnolls speak Giant and Gnoll. They fight fiercely using their tremendous strength to their advantage. Rocks and heavy objects will be thrown for as long as possible before melee is engaged. They are often found with tribes of gnolls and will let their smaller brethren take the initial brunt of an attack.

Cold Subtype: The creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Giant: Giants are proficient with all simple weapons and with any weapons listed in their entries. Unless noted otherwise, giants have Darkvision with a range of 60 feet.

Rock Catching (Ex): A half-giant of Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a projectile can make a Reflex save to catch it as a free action. The DC is 15 for a Small projectile, 20 for a Medium-size, and 25 for Large. If the projectiles have a magical enhancement bonus to attack rolls, the DC increases by a like amount. The half-giant must be aware of the attack and cannot be flat-footed.

Rock Throwing (Ex): Adult half-giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A half-giant of Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments of 120 feet. Damage is 2d6 for Small rocks and 2d8 for Medium-size.

ADVENTURE SEEDS

Old man Giles, the village cartwright, has just died. Only his freakish adopted son survives him. His name is Hewlough, and he's almost twelve feet tall. The villagers fear him a little bit, but he's always been a good boy. Now, with Giles gone, Hewlough intends to complete the one task he knew would break his father's heart. Hewlough wants to find his real parents. When it turns out that one of Hewlough's parents is also parent to a PC, how far will this adventurer travel to help her new half-brother find his ancestry?

Every generation, a volunteer from the remote town of Kalmaroon and another from the local tribe of hill giants come together to produce a child, which secures peace between their two peoples. The child then spends alternate years in the homes of his mother and father. The lives of the human villagers depend on this union, but while the child is in their care he disappears. Who has taken him, and why? The end of the year is approaching, and the giants will come from the mountains to collect him in three days...



HIVE SPIDER ADULT (TEMPLATE)

“Adult hive spider” is a template that can be added to any humanoid creature (referred to hereafter as the “base creature”). The creature must fall victim to a juvenile hive spider’s Possession ability and must undergo the transformation as described in the Creatures section. The base creature’s type changes to “aberration” and its size increases to Large if it is not already bigger than this. It otherwise uses all the base creature’s statistics and abilities except as noted below. It cannot be changed back unless a *wish* spell or similar magic is used.

Size: If the base creature’s size is less than Large, the creature’s size increases to Large. Creatures already of Large size or bigger do not increase in size. The base creature’s statistics should be adjusted for the increased size.

Hit Dice: Change to d8 if not already higher, and adjust hit point bonus for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications, plus Improved Initiative

Speed: As base creature



AC: As base creature minus any armor, adjusted for ability score modifications and size increase, and add +8 natural (natural armor does not stack with existing natural armor of base creature; use whichever is best)

Attacks: The base creature gains a bite attack if it doesn’t already have one and retains all other natural attacks adjusted for ability score modifications. It loses the ability to attack with weapons.

Damage: An adult hive spider’s bite damage is 1d6 + poison, all other damage is as base creature adjusted for ability score modifications.

Face/Reach: 5 ft. x 5 ft./10 ft. or as base creature if it was already of Large size or bigger

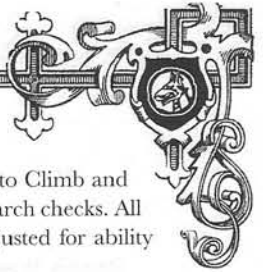
Special

Attacks: An adult hive spider loses the ability to cast spells if the base creature was able, though it retains its other special abilities. It has the following special attacks.

Breath Weapon (Su): The hive spider can spit forth a large mass of spider web strands as a breath weapon once every 1d4 rounds. The spray of web strands is a line that reaches out to 15 feet, and is 1 foot in

The adult form of the hive spider is its second stage of life. After a juvenile hive spider enters the body of a victim through its mouth and consumes its brain, thus taking control of its host, the hive spider finds a dark and damp location and begins secreting a slick substance from its host’s pores. The substance eventually forms a hard shell around the host’s body. Soon, an adult hive spider emerges. In adult form, the hive spider host sprouts eight spider-like legs from its

back, each ending in three strong digits. The host’s skull becomes soft and six multi-faceted eyes protrude from it. Mandibles bulge from the host’s cheeks. The body becomes bloated and bulbous, and covered in a layer of mucous secreted from its pores. The host’s body sheds its natural hair, and fine, coarse bristles take its place. The skin of the host’s body turns black and purple, as its fine blood vessels burst. In this adult form, the hive spider gains the ability to spit a paralyzing



diameter. Characters must make a Reflex save (DC 10) to avoid the strands or be entangled as if by a *tanglefoot bag*. Entangled characters suffer a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and can only move at half speed. Entangled characters must make another Reflex save (DC 15) or be glued to the floor, unable to move. A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the webs with a slashing weapon. If another character helps, hitting the webs is automatic, and he makes a damage roll to see how much of the webs he scraped off. Once free, a character can move at half speed. A character capable to spellcasting must make a Concentration check (DC 15) to cast a spell while bound by the webs. Unlike a *tanglefoot bag*, the webs do not become fragile after 10 minutes.

Poison (Ex): Once bitten by an adult hive spider's bite attack, a Fortitude saving throw (DC 18) is required to avoid being paralyzed for 4d6 rounds

Spell-like Abilities: In adult form, the hive spider can use the following spells as if cast by a 12th-level sorcerer. The DC to resist these abilities is 10 + the creature's Charisma modifier + the spell level.
3/day — *cause fear, expeditious retreat, hypnotism, spider climb, web, contagion*

Swarm (Su): Once per week, the adult hive spider may open its mouth to release a swarm of Fine-sized juvenile hive spiders; see their stats in the Creatures section. A swarm contains between 10 and 20 spiders. Releasing a swarm provokes an attack of opportunity.

Special Qualities: An adult hive spider loses the ability to cast spells if the base creature was able, though it retains its other special abilities. It also has the following special qualities:

All-Around Vision (Ex): Hive spiders have multi-faceted eyes that give them a bonus to Spot and Search checks (see below), and they can't be flanked.

Hive Mind (Su): Hive spiders can communicate with each other, as one mind, as long as they are all within 400 feet of each other. Any hive spider that leaves the area of effect will lose contact with the other hive spiders.

Saves: As base creature, adjusted for ability score modifications

Abilities: The following adjustments apply: Str +2, Dex -2, Con +4, Cha -4. Intelligence is set to 13, and Wisdom to 9. No ability score can go below 1.

Skills: Hive spiders receive a +6 racial bonus to Climb and Jump checks, and a +4 racial bonus to Spot and Search checks. All other skills are the same as the base creature, adjusted for ability score modifications.

Feats: As base creature, but loses feats related to weapon use, and gains Improved Initiative

Climate/Terrain: Temperate land

Organization: Solitary or swarm (2-5)

Challenge Rating: As base creature +3

Treasure: As base creature

Alignment: Changes to chaotic evil

Advancement: As base creature

SAMPLE ADULT HIVE SPIDER

Troglodyte Adult Hive Spider

Large Aberration

Hit Dice: 2d8+8 (17 hp)

Initiative: +2 (-2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (-1 size, -2 Dex, +8 natural)

Attacks: 2 claws +2 melee, and bite +0 melee

Damage: Claws 1d4+1 each, bite 1d6 plus Poison

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Attacks: Breath Weapon, Spell-like Abilities, Poison, Stench, Swarm

Special Qualities: All-Around Vision, Darkvision 60 ft., Hive Mind

Saves: Fort +7, Ref -2, Will -1

Abilities: Str 12, Dex 7, Con 18, Int 13, Wis 9, Cha 6

Skills: Climb +7, Hide +5 (+9 in rocky and subterranean settings), Jump +7, Listen +2, Spot +3, Search +5

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any temperate land

Organization: Solitary or swarm (2-5)

Challenge Rating: 4

Treasure: 50% coins, 50% goods, 50% items

Alignment: Always chaotic evil

Advancement: By character class (cleric)

Aberration: Aberrations have Darkvision with a range of 60 feet.

web strand and to release a swarm of juvenile hive spiders from its mouth. See the Creatures section for more on the juvenile hive spider.

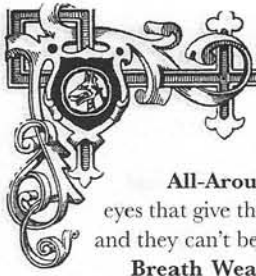
ADVENTURE SEED

The people of a small hamlet called Ivy's Rose have fallen victim to a sinister evil. Several hive spiders have infected

prominent locals and are prepared to let the other humans and their children live if, and only if, they continue to bring in fresh food.

Ivy's Rose lies in the crossroads of three major trading routes. Here people spend the night at the hamlet's inns and taverns before continuing on their path to the next town to trade their wares. Now these groups never escape the open arms of the good people of Ivy's Rose.





HIVE SPIDER ADULT (TEMPLATE)

All-Around Vision (Ex): Hive spiders have multi-faceted eyes that give them a bonus to Spot and Search checks (see below), and they can't be flanked.

Breath Weapon (Su): The hive spider can spit forth a large mass of spider web strands as a breath weapon once every 1d4 rounds. The spray of web strands is a line that reaches out to 15 feet, and is 1 foot in diameter. Characters must make a Reflex save (DC 10) to avoid the strands or be entangled as if by a *tanglefoot bag*. Entangled characters suffer a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and can only move at half speed. Entangled characters must make another Reflex save (DC 15) or be glued to the floor, unable to move. A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the webs with a slashing weapon. If another character helps, hitting the webs is automatic, and he makes a damage roll to see how much of the webs he scraped off. Once free, a character can move at half speed. A character capable of spellcasting must make a Concentration check (DC 15) to cast a spell while bound by the webs. Unlike a *tanglefoot bag*, the webs do not become fragile after 10 minutes.

Hive Mind (Su): Hive spiders can communicate with each other, as one mind, as long as they are all within 400 feet of each other. Any hive spider that leaves the area of effect will lose contact with the other hive spiders.

Poison (Ex): Once bitten by an adult hive spider's bite attack, a Fortitude saving throw (DC 18) is required to avoid being paralyzed for 4d6 rounds.

Skills: Troglodyte skin changes color, giving the creature a +4 racial bonus to Hide checks, which increases to +8 in rocky or subterranean settings. Hive spiders receive a +6 racial bonus to Climb and Jump checks, and a +4 racial bonus to Spot and Search checks. This is included above.

Spell-like Abilities: In adult form, the hive spider can use the following spells as if cast by a 12th-level sorcerer. The DC to resist these abilities is 8 + the spell level.

3/day — *cause fear*, *expeditious retreat*, *hypnotism*, *spider climb*, *web*, *contagion*

Stench (Ex): Troglodytes can secrete a chemical that requires all creatures except troglodytes within 30 feet of the creature to succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage. Temporary damage returns at the rate of one point per day.

Swarm (Su): Once per week, the adult hive spider may open its mouth to release a swarm of Fine-sized juvenile hive spiders; see their stats in the Creatures section. A swarm contains between 10 and 20 spiders. Releasing a swarm provokes an attack of opportunity.

NEW SPELL: HIVE MIND

Divination

Level: Sor/Wiz 6

Components: S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./ 2 levels)

Targets: One creature/three levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: Will

Spell Resistance: Yes

You link together the intellects of several creatures, whose minds become a single mass of knowledge and skill. Each subject creature must have an Intelligence score of 6 or higher. The network can be established between any combination of willing and unwilling subjects, all of whom become "ranked" in the hierarchy by their Intelligence scores. Once the *hive mind* has been established, subjects are linked whenever they are within 1 mile of another subject. *Hive mind* cannot reach into other planes.

Each subject in the *hive mind* can make use of ranks in any Intelligence-based skills possessed by any other member of the *hive mind*. Likewise, every subject can recall memories or knowledge from any other subject in the link (effectively making basic Intelligence checks and bardic knowledge checks with someone else's mind). In the event that a subject does not wish to cooperate, that subject must succeed at an opposed Intelligence check against each other member of the *hive mind*. The caster of this spell enjoys a +4 bonus to all opposed Intelligence checks against the spell's subjects.

A *wish* spell can make the *hive mind* permanent but cannot overcome the 1-mile limit on the link.

Material Components: One juvenile hive spider per subject in the link.

Recently, a captured caravan guard escaped the web of one of the hive spiders. The townspeople are in an uproar, and must capture him before their children fall victim to the hive spiders. They will enlist any and all aid possible to recapture this man, who they say must be brought to justice for a murder he committed in their town. He must be brought back alive.



PERFECTED (TEMPLATE)

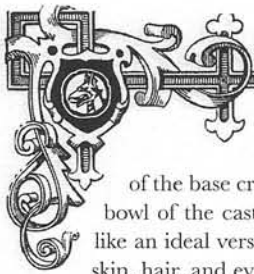


“Perfected” is a template that can be added to any humanoid, monstrous humanoid, animal, giant, or beast that has undergone the *ritual of perfection* (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast.” It uses all the base creature’s statistics and special abilities except as noted below.

The *ritual of perfection* is a closely guarded secret. It requires 5,000 gp in materials for each Hit Die of the base creature; the spells *antimagic field*, *bull’s strength*, *cat’s grace*, *charm monster*, *endurance*, *mage armor*, *resist elements*, and *stoneskin* must be cast during the process; and the ceremony lasts one week for each Hit Die

Wizards through the ages have sought powerful, reliable guardians. To that end, many rites and procedures have been developed to transform normal beings into biddable servants. The most refined of these processes is known as the *ritual of perfection*. The *ritual of perfection*

transforms the subject into an empowered, refined version of itself, glowing with health, and all but impervious to damage. It also places the subject in a permanent charmed state, obedient to the worker of the ritual in all regards. This makes for very loyal and effective guardians and servants.



PERFECTED (TEMPLATE)

of the base creature, culminating in the base creature drinking a bowl of the caster's blood. The resulting perfected creature looks like an ideal version of the base creature with a metallic hue to the skin, hair, and eyes.

Size: As base creature

Hit Dice: Changes to d10, and hit point bonus is adjusted for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: As base creature

AC: The base creature's natural armor improves by +5, and its AC is adjusted for ability score modifications.

Attacks: As base creature, adjusted for ability score modifications.

Damage: As base creature, adjusted for ability score modifications.

Face/Reach: As base creature

Special Attacks: A perfected creature retains all of the special attacks of the base creature.

Special Qualities: A perfected creature retains all the special qualities of the base creature and gains those listed below, as well as gaining the magical beast type.

Charmed and Compelled (Ex): Perfected creatures are in a permanent *charmed* state. They view their masters as their best friends, and do their best to make sure that no harm ever comes to them. Perfected creatures are also *compelled* to follow all orders from their master explicitly, without any attempts to twist the nature or purpose of the orders. Neither of these conditions can be *dispelled* or otherwise removed, and they endure as long as the perfected creature lives, even if the master dies.

Damage Reduction (Ex): The creature ignores 10 hit points from most weapons and natural attacks. A +5 weapon or better negates the ability.

Energy Resistance (Su): Perfected creatures ignore the first 12 points of damage each round from fire, cold, electricity, sound, and acid. The creature still makes saving throws normally.

Immunities: Because of the permanent *charmed* state of perfected creatures, they are immune to any other enchantment spells. They are also immune to aging, hunger, thirst, and disease.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20

+ caster level). If the result equals or exceeds 12 + 1/2 the Hit Dice of the perfected creature, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Saves: As base creature, adjusted for ability modifications.

Abilities: Perfected creatures become better at whatever they were previously good at. The highest ability of the base creature increases by +6, the second highest by +4, and the third highest by +2. This is not without cost, however. The lowest two abilities of the base creature are each reduced by 2, to a minimum of 2. In case of a tie for first-, second-, or third-highest ability, determine the higher of the matching abilities randomly. If the creature's Intelligence would be under 3, it raises to 3.

Skills: As base creature, adjusted for ability score modifications.

Feats: As base creature

Climate/Terrain: As base creature

Organization: Solitary or team (2–5)

Challenge Rating: As base creature +3

Treasure: Standard

Alignment: Any

Advancement: As base creature

SAMPLE PERFECTED

Perfected Dire Tiger

Huge Magical Beast

Hit Dice: 16d10+80 (168 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 22 (–2 size, +3 Dex, +11 natural)

Attacks: 2 claws +21 melee, and bite +16 melee

Damage: Claws 2d4+11 each, bite 2d6+5

Face/Reach: 10 ft. x 30 ft./10 ft.

Special Attacks: Improved Grab, Pounce, Rake 2d4+5

Special Qualities: Charmed and Compelled, Damage Reduction 10/+5, Darkvision 60 ft., Energy Resistance, Immunities, Low-light Vision, Scent, Spell Resistance 20

Saves: Fort +15, Ref +14, Will +9

Abilities: Str 33, Dex 17, Con 21, Int 3, Wis 12, Cha 8

Skills: Hide +1, Jump +14, Listen +3, Move Silently +10, Spot +3, Swim +14

ADVENTURE SEEDS

♣ A wizard acquaintance of the party has located a copy of the ritual of perfection that he has been lusting after for the better part of a decade. Unfortunately, the possessor of the ritual is uninterested in selling or sharing. Enter the characters, who seem to be the perfect group to go and fetch the book containing the ritual, no matter what the

challenge. Of course, this challenge includes a few perfected guardians.

♣ The Golden Order has announced a tournament. They have invited brave competitors from across the land to their citadel to compete for the honor of becoming perfected. Immortality is a tempting prize, and many brave warriors come seeking the chance to live forever. Also in attendance





Climate/Terrain: As base creature
Organization: Solitary, or team (2–5)
Challenge Rating: 11
Treasure: Standard
Alignment: Usually neutral
Advancement: 17–32 HD (Huge), 33–48 HD (Gargantuan)

Charmed and Compelled (Ex): Perfected creatures are in a permanent *charmed* state. They view their masters as their best friends, and do their best to make sure that no harm ever comes to them. Perfected creatures are also *compelled* to follow all orders from their master explicitly, without any attempts to twist the nature or purpose of the orders. Neither of these conditions can be *dispelled* or otherwise removed, and they endure as long as the perfected creature lives, even if the master dies.

Damage Reduction (Ex): The creature ignores 10 hit points from most weapons and natural attacks. A +5 weapon or better negates the ability.

Energy Resistance (Su): Perfected creatures ignore the first 12 points of damage each round from fire, cold, electricity, sound, and acid. The creature still makes saving throws normally.

Immunities: Because of the permanent *charmed* state of perfected creatures, they are immune to any other enchantment spells. They are also immune to aging, hunger, thirst, and disease.

Improved Grab (Ex): If the perfected dire tiger hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage, but does allow it to use its Rake ability. If the creature does not Rake, each successful grapple check it makes during successive rounds automatically deals bite damage. Otherwise, it deals Rake damage as well.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Pounce (Ex): If the perfected dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action, and can use its Rake ability.

Rake (Ex): A perfected dire tiger can make two Rake attacks (+21 melee) against a held creature with its hind legs, for 2d4+5 damage each. If the tiger pounces on an opponent, it can also Rake.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 20, the spell works normally, though the creature still gets a saving throw if the spell allows such.

NEW SPELL: CHARMING DEMEANOR

Enchantment (Charm) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 10 minutes/level

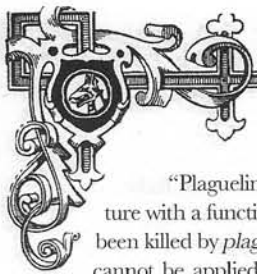
Saving Throw: Will negates

Spell Resistance: Yes

As *charm person*, except the enchantment is centered on you. People you meet must make a Will save or be affected as if you had cast *charm person* on them. You may not choose targets. Anyone you meet during the spell's duration is affected, up to a number of people equal to your caster level.

are a number of animal trainers anxious for their pets to prove themselves; they hope to win a fat purse without giving up their own wills. Characters can either join the tournament, or can be sent to prevent one of their friends from competing. With the wealth of betting going on around the tournament, there will be plenty of bookies looking to swing the odds in their own favor, as well. All in all, an event rife with opportunities for all sorts of trouble.





PLAGUELING (TEMPLATE)

“Plagueling” is a template that can be applied to any living creature with a functioning anatomy and a Wisdom of 6 or higher who has been killed by *plague rot* (referred to hereafter as the “base creature”). It cannot be applied to constructs, elementals, oozes, plants, undead, or vermin, or to any creature immune to supernatural disease. A plagueling gains the type “undead,” and uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus to reflect ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: Reduce the base creature’s speed by one third, rounding up to the nearest 5-foot interval.

AC: As base creature, adjusted for ability score modifications.

Attacks: Plaguelings use the same melee attacks as the base creature, but never use missile weapons.

Damage: As base creature

Face/Reach: As base creature

Special Attacks: The base creature loses any supernatural or spell-like abilities, but retains any exceptional abilities it had. In addition, it gains the following special attacks:

Blowout (Su): As a standard action, a plagueling can end its unlife by exploding into a cloud of infectious goo. Anyone within 20 feet + 5 feet for every 4 Hit Dice the plagueling has must make a Reflex save (DC 10 + 1/2 plagueling’s Hit Dice). Those who fail must then make a Fortitude save (DC 14 + 1/2 plagueling’s Hit Dice) or contract *plague rot*. Those that make their Reflex saves must also save vs. the rot, but the DC is only 10 + 1/2 the plagueling’s Hit Dice.

Plague Rot (Su): This supernatural disease is inhaled. When a character comes within 5 feet of a plagueling, he must make a Fortitude save (DC 10 + 1/2 plagueling’s Hit Dice; increase DC by 2 for contact, and by 4 for ingestion or injury). If he succeeds, the disease has no effect — his

immune system fought off the infection. If he fails, he takes 1d2 temporary Wisdom and Intelligence score damage, and 1d4 permanent Constitution score drain, after an incubation period of 4 days. Once per day afterward he must make a successful Fortitude saving throw (DC 16) to avoid repeated damage. To assist with the Heal skill, every time the diseased character makes a saving throw the healer makes a check. The diseased character can use the healer’s result in place of his saving throw if he spends most of each day resting. Characters recover points lost to temporary ability score damage at a rate of 1 per day, even while a disease is in progress, though permanent drain can only be regained through magical means. The victim’s Wisdom and Intelligence scores are never reduced to less than 4. If the victim’s Constitution is reduced to 0 or less, the victim dies and becomes a plagueling as per this template.

Special Qualities: The base creature loses any supernatural or spell-like abilities, but retains any extraordinary abilities it had. The creature does retain Damage Reduction, even though this is usually a supernatural ability. In addition, it gains the undead type and the following special quality:

Backblast (Ex): If a an attacker threatens a critical hit against a plagueling, the attacker should check to see if the hit would be critical, even though the plagueling is not subject to such blows. If a critical hit would have resulted, the attacker has hit a soft spot on the plagueling and is sprayed with infectious goo. Unless he makes a Reflex save (DC 16) he must immediately make a Fortitude save against *plague rot* (DC 12 + 1/2 the plagueling’s Hit Dice).

Saves: As base creature, adjusted for ability score modifications.

Abilities: As an undead creature, the plagueling has no Constitution score. Also, reduce the base creature’s Dexterity by –2, its Charisma by –4, and reduce Wisdom and Intelligence to 4. If the base creature’s Intelligence

score is lower than 4, it remains unchanged, and no ability score can drop below 1.

Skills: As base creature’s skills, adjusted for ability score modifications. A plagueling loses any skills that are “trained only” (such as Craft), and can never take 10 or 20 on a roll.



Plaguelings are the wretched victims of a magical disease called *plague rot*. “The rot” consumes its victims’ minds and bodies, replacing their innards with infectious goo. What’s worse, the rot magically sustains its victims after death and compels them to spread the disease. As the rot progresses, its victims are inevitably driven insane.

Plaguelings typically travel in bands, wearing tattered rags and passing themselves off as beggars or even leper

communities. They are rarely welcome visitors, and so slip furtively into villages and cities to spread their vile sickness.

Compelled by its illness, a plagueling will often contaminate food or water supplies by coming into close contact with them. Plaguelings work in groups to infect as many victims as possible.

Most plaguelings are physically weak in combat, but act with reckless abandon. If interrupted during some foul plot,



Feats: As the base creature, but the plagueling also receives the Toughness feat free as a racial bonus.

Climate/Terrain: As base creature

Organization: Solitary, or as base creature.

Challenge Rating: Variable, based on the plagueling's Hit Dice as shown below.

HIT DICE	CR	HIT DICE	CR
<1	1	11–15	7
1–4	3	>16	As base creature
5–10	5		

Treasure: None

Alignment: Always chaotic evil

Advancement: As an undead creature

SAMPLE PLAGUELING

Plagueling Gnoll

Medium-sized Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: –1 (Dex)

Speed: 15 ft. (scale mail), base 20 ft.

AC: 16 (–1 Dex, +1 natural, +4 scale, +2 large shield)

Attacks: Battleaxe +3 melee

Damage: Battleaxe 1d8+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Plague Rot, Blowout

Special Qualities: Backblast, Darkvision, Immunities

Saves: Fort +3, Ref –1, Will –3

Abilities: Str 15, Dex 8, Con —, Int 4, Wis 4, Cha 4

Skills: Listen +0, Spot +0

Feats: Toughness, Power Attack

Climate/Terrain: Temperate or warm land and underground

Organization: Solitary, pair, gang (2–5), band (10–100 plus 50% non-combatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, and 1 leader of 6th to 8th level)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: As undead creature

Backblast (Ex): If an attacker threatens a critical hit against a plagueling, the attacker should check to see if the hit would be critical, even though the plagueling is not subject to such blows. If a critical hit would have resulted, the attacker has hit a soft spot on the plagueling and is sprayed with infectious goo. Unless he makes a Reflex save (DC 16) he must immediately make a Fortitude save against *plague rot* (DC 13).

Blowout (Su): As a standard action, a plagueling can end its unlife by exploding into a cloud of infectious goo. Anyone within 20 feet of this plagueling must make a Reflex save (DC 11). Those who fail must then make a Fortitude save (DC 15) or contract *plague rot*. Those that make their Reflex saves must also save vs. the rot, but the DC is only 11.

Plague Rot (Su): This supernatural disease is inhaled. When a character comes within 5 feet of the plagueling, he must make a Fortitude save (DC 11; increase DC by 2 for contact, and by 4 for ingestion or injury). If he succeeds, the disease has no effect — his immune system fought off the infection. If he fails, he takes 1d2 temporary Wisdom and Intelligence score damage, and 1d4 permanent Constitution score drain, after an incubation period of 4 days. Once per day afterward he must make a successful Fortitude saving throw (DC 16) to avoid repeated damage. To assist with the Heal skill, every time the diseased character makes a saving throw the healer makes a check. The diseased character can use the healer's result in place of his saving throw if he spends most of each day resting. Characters recover points lost to temporary ability score damage at a rate of 1 per day, even while a disease is in progress, though permanent drain can only be regained through magical means. The victim's Wisdom and Intelligence scores are never reduced to less than 4. If the victim's Constitution is reduced to 0 or less, the victim dies and becomes a plagueling himself.

Skills: Plaguelings can never take 10 or 20 on a roll.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

they will attempt to subdue the interloper. If overpowered, plaguelings will simply explode, spilling their infectious matter all over an opponent.

dead and dying, and villagers barricade roads into towns. A nearby cavern is rumored to hold a sacred spring that can heal the sick, however. If the PCs could find it and create safe passage, they could save thousands of lives. But plaguelings terrorize the roads, and the caves are now home to a fearsome minotaur. Can the PCs save the day?

ADVENTURE SEED

☞ An epidemic of plague rot brings the countryside to its knees. Cities and keeps close their gates, churches spill over with the



POSSESSED CONSTRUCT (TEMPLATE)

“Possessed construct” is a template that may be added to any self-aware being who has successfully undergone the *possess construct* spell described here (referred to hereafter as the “base character”). The base character must be of a type other than a construct, plant, or similar mindless creature. Once the transition has taken place, the character is considered to be of the construct type used in the spell (referred to hereafter as the “base construct”), taking the type “construct,” with the following exceptions.

Size: As base construct

Hit Dice: As base construct, regardless of the base character’s original HD type or hit point total.

Initiative: As base construct

Speed: As base construct

AC: As base construct

Attacks: Use the base character’s Base Attack Bonus as modified by the base construct’s Strength or Dexterity.

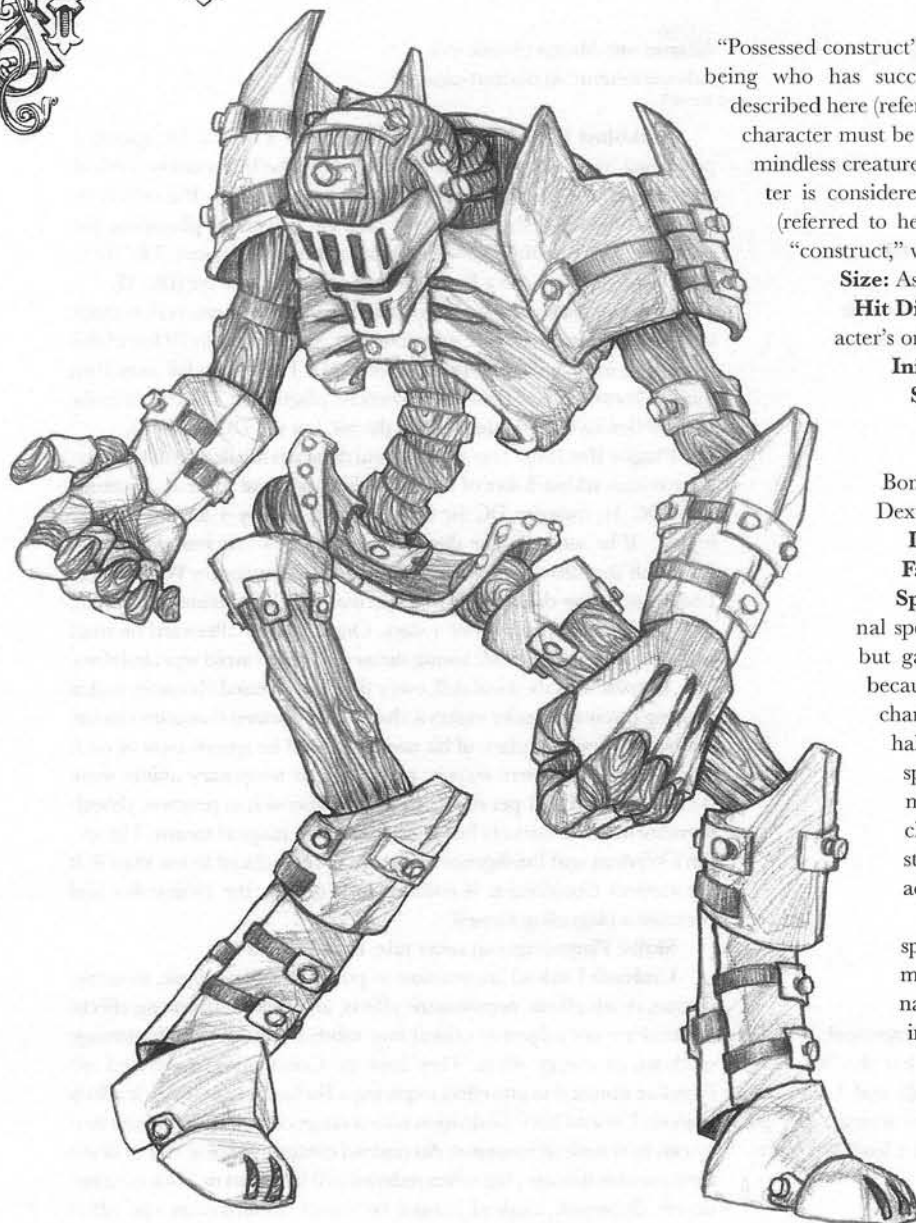
Damage: As base construct

Face/Reach: As base construct

Special Attacks: The base character loses all original special attack methods except for spells or psionics, but gains those of the base construct. Unfortunately, because of the artificial nature of the body that the base character’s life force now inhabits, he can only cast half as many spells per level, to a minimum of one spell per level that may be cast, or access half as many power points per day as usual. There is also a chance of spell failure equal to double the base construct’s natural armor class bonus, even if the character is using divine spells.

Special Qualities: The base character loses all special qualities that it possessed before the transformation except for those that are purely mental in nature, gains the construct type, and gets the following new qualities.

Independence (Ex): The possessed construct becomes immune to any controls previously placed upon its body, such as the amulet associated with a shield guardian or the commands issued by a golem’s creator. Even magical items and spells that would normally allow one to take command of the con-



Sometimes a spellcaster escapes the cruel inevitability of death by taking the route of lichdom. Sometimes they choose another way. One alternative is for the spellcaster to transfer his life essence into a constructed body. This is how possessed constructs come to be.

Possessed constructs appear as any mindless construct, and often behave similarly to keep their intelligence hidden as a secret advantage. Clues to a possessed construct’s

true abilities can be noticed by the careful observer, though. A possessed construct isn’t imbued with some magical power, it is a master of its, and what brilliant spellcaster would risk his immortality to hide his cunning? A possessed construct fights with strategy and style.

The artificial body of a possessed construct makes fine work difficult to manage. For this reason, many possessed constructs keep apprentice or assistant spellcasters around



struct will no longer work. All abilities related to this control, such as the Shield Other, Guard, and Master abilities of a shield guardian, are also nullified.

Special Construct (Ex): Unlike normal constructs, one that is possessed has a living mind, and thus an Intelligence score, making it susceptible to mind-influencing effects (charms, compulsions, phantasms, and morale effects) and Intelligence, Wisdom, or Charisma drains. Psychic paralysis is also able to affect the creature. Since it was once alive, a possessed construct could be brought back to life as the base character if a magical means that didn't require a body were used. All other aspects of the construct type apply.

Saves: As base construct except for Will, which becomes that of the base character with a -4 penalty. This reduction in the saving throw is caused by the transplanted life force's susceptibility to outside stimuli, a side effect of being contained in an artificial body that lacks the use of living senses and perceptions, thus making the character's mind more hungry for, and thus vulnerable to, outside sensory input of any and all kinds.

Abilities: The physical stats remain those of the base construct, but Intelligence, Wisdom, and Charisma are those of the base character. Furthermore, because the mind within a possessed construct becomes somewhat sensory deprived, its intellect develops beyond what it would normally have been able to achieve, granting +2 bonuses to Intelligence and Wisdom score. On the down side, the foreignness of existence within the base construct imposes a -2 penalty to the Charisma score.

Skills: The possessed construct retains all skills that it possessed as the base character, adjusted for ability score modifications.

Feats: As base character

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: As base construct +2

Treasure: Standard coins, double goods, double items

Alignment: Usually any evil

Advancement: As base character, though no new hit points are gained and experience is earned at half the usual rate.

Hit Dice: 15d10 (82 hp)

Initiative: +0

Speed: 30 ft.

AC: 24 (-1 size, +15 natural)

Attacks: Slam +12/+7 melee

Damage: Slam 1d8+9

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Attacks: Spells, Spell Storing

Special Qualities: Darkvision 60 ft., Fast Healing 5, Immunities, Independence, Special Construct

Saves: Fort +5, Ref +5, Will +7

Abilities: Str 22, Dex 10, Con —, Int 19, Wis 16, Cha 11

Skills: Concentration +16, Knowledge (arcana) +18, Listen +7, Move Silently +5, Scry +14, Search +7, Sense Motive +4, Spellcraft +20, Spot +8

Feats: Combat Casting, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: Standard coins, double goods, double items

Alignment: Usually lawful evil

Advancement: By character class (any), though no new hit points are gained and experience is earned at half the usual rate.

Construct: Constructs never have Constitution scores. A construct is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage or drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Constructs have Darkvision with a range of 60 feet.

Fast Healing (Ex): At the beginning of each of the possessed construct's turns, it heals 5 hit points. If it has taken both subdual and normal damage, it heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from star-

SAMPLE POSSESSED CONSTRUCT

14th-Level Human Sorcerer Possessed Shield Guardian Large Construct

to handle book work and delicate jobs. In combat, such lesser spellcasters also serve as a valuable target for presumptuous trespassers.

ADVENTURE SEEDS

♣ A previous adversary that the player characters thought long-vanquished has returned to trouble them by possessing a

powerful new, artificial body. Depending upon the villain's personality, he may opt to let the characters initially believe that he is but a mindless servant of the "true mastermind," or he may come right out and declare both his identity and vengeful intent.

♣ Upon his deathbed, a nearby benevolent ruler, desperate to elude the clutches of beyond, had his court wizard transfer his life force into a construct. Despite the fact that his mind is





POSSESSED CONSTRUCT (TEMPLATE)

vation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs.

Independence (Ex): The possessed shield guardian is free of its amulet's control and is immune to magical items and spells that allow one to take control of constructs.

Special Construct (Ex): The possessed shield guardian is susceptible to mind-influencing effects (charms, compulsions, phantasms, and morale effects) and Intelligence, Wisdom, or Charisma drains. Psychic paralysis is also able to affect the creature. Since it was once alive, a possessed construct could be brought back to life as the base character if a magical means that didn't require a body were used.

Spell Storing (Sp): The possessed shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell at will. Once this is used, it can store another spell (or the same spell).

Spells: (3/3/3/3/3/2/1) This possessed construct knows the following spells as a 14th-level sorcerer. The DC to resist his spells is 10 + the spell level. There is a 30% chance of spell failure.

0 Level — *daze, detect magic, flare, ghost sound, light, mage hand, ray of frost, read magic, resistance*

1st Level — *cause fear, enlarge, magic missile, obscuring mist, true strike*

2nd Level — *detect thoughts, flaming sphere, ghoul touch, levitate, scare*

3rd Level — *dispel magic, fireball, fly, lightning bolt*

4th Level — *fear, improved invisibility, minor globe of invulnerability, polymorph other*

5th Level — *dismissal, dominate person, teleport*

6th Level — *circle of death, true seeing*

7th Level — *limited wish*

NEW SPELL: POSSESS CONSTRUCT

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 30 minutes

Range: Close; the targeted construct and living being must be within 25 ft. of each other.

Target: One construct and one living being (usually the spellcaster)

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: No

This spell allows the life force of a living being to be transferred into a construct, transforming the artificial creature into the new body for the target's living mind. The construct's body, whether it is similar in shape to that of the life essence's original shape or not, will seem natural and all of its abilities will immediately be known to the being inhabiting it. However, the life essence being transferred must make a Will save (DC 10 + construct's CR) to see if the ritual succeeds. If the save fails, roll upon the following table to determine the results.

D100 TRANSFER FAILURE

01–05 Lucked out; the transfer is completed as normal

06–15 The transfer is completed but minor damage is caused to the mind. –2 Intelligence permanently.

16–25 The transfer is completed but major damage is caused to the mind. –1d4+2 Intelligence permanently.

26–40 The transfer is completed but all memories are lost. There is a 50% chance of a new alignment surfacing in such instances and, if so, roll randomly to determine the new alignment.

41–75 The transfer fails and the life force remains within its living body without harm.

76–85 The transfer fails, causing permanent damage of –2 Wisdom and –2 Intelligence.

86–95 The transfer fails in a major magical backlash, causing 6d6 permanent hit point drain to the body.

96–00 The transfer fails horribly with either the construct being destroyed, or the living being undergoing the transfer being killed instantly (no save); determine this result randomly.

Material Components: A ruby and a construct. The targeted construct and creature whose life essence is to be transferred must both be within the boundaries of the same ritual circle. The life force is then drawn into a ruby worth at least 2,500 gp, after which the gem is merged into the construct. Though the caster of the spell that will possess the construct needs to be of the requisite level to cast the spell — either a 13th-level cleric or wizard, or 14th-level sorcerer — the spell's target may be of any level, class, race, or type other than a construct, plant, or similar mindless creature.

intact, his subjects cannot accept him and have since declared their king officially dead. Shocked by his subjects' response, the king's mind has since snapped and he is now rampaging across the countryside, slaying the people he once protected.



REBUILT (TEMPLATE)



Rebuilding a creature requires a high degree of skill. Before anyone can attempt to rebuild a creature, they must meet the following requirements:

Skills: Alchemy 10 ranks, Heal 10 ranks, Knowledge (anatomy) 10 ranks, Knowledge (arcana) 10 ranks

Spellcasting: Able to cast *polymorph any object*

Feats: Craft Wondrous Item

The process of rebuilding a creature requires 1,000 gp worth of materials per HD of the base creature, an alchemist's lab, a well-equipped operating theater, an arcane workshop, and a subject. The subject must be either willing, unconscious, or restrained throughout the entire procedure, which takes one week per HD of the base creature.

"Rebuilt" is a template that can be added to any humanoid, monstrous humanoid, animal, beast, or magical beast creature who undergoes the process of being rebuilt (referred to hereafter as the "base creature"). The base type of the creature does not change. It uses all the base creature's statistics and special abilities except as noted below. A rebuilt creature has 10 options to spend on improvements.

Size: As base creature

Hit Dice: As base creature. Add one hit die per option spent on extra Hit Dice, and adjust bonus hit points for ability score modifications.

Initiative: As base creature. Add +1 natural per option spent on Initiative increase, and adjust for ability score modifications.

Speed: As base creature. Add 5 feet of base speed per option spent on speed increase.

AC: As base creature. Add +1 natural armor per option spent on armoring, and adjust for ability score modifications.

Attacks: As base creature, adjusted for ability score modifications. The base attack bonus may be increased by +1 for each two options spent on improved attacks. For two options, a new attack may also be added at the base attack bonus of the base creature. This attack may be a natural attack, such as a claw or bite, or a built-in Small or Tiny weapon such as a light mace or a dart. Ranged weapons are considered to have a number of shots per day equal to the Constitution bonus of the rebuilt creature, plus an equivalent number per option spent on extra ammunition.

Damage: As base creature, adjusted for ability score modifications. One natural attack may have its damage die increased one step per option spent on extra damage. Damage from extra natural weapons bought with options is as follows:

SIZE	BITE	CLAW
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Arcane surgeons have pushed back the frontiers of medical science with the use of magic. They have, well, maybe not perfected, but certainly advanced the use of arcane magic to preserve the lives of wounded creatures. They've also been able to improve upon the haphazard designs of nature.

The prime expression of this craft are the rebuilt. These creatures are meldings of normal creatures with magical

devices and constructs, turning them into vastly improved versions of the original creature, to the eyes of the surgeons.

Creatures that have been rebuilt are obviously unnatural. They are an amalgam of the original creature, new organs, and magical devices. They resemble nothing so much as mystical cyborgs, with glowing crystals, rune-carved rods and plates, and unnaturally shaped features mixed in with the normal appearance of the creature. Each option





REBUILT (TEMPLATE)

Face/Reach: As base creature

Special Attacks: The following special attacks may be added to the base creature at a cost of two options for each:

Constrict (Ex): The rebuilt creature automatically does bludgeoning damage to any creature it successfully grapples. Damage is based on the size of the creature:

SIZE	DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

If the creature also has the Improved Grab ability, it deals Constriction damage in addition to damage dealt by the weapon used to grab.

Improved Grab (Ex): If the creature hits an opponent of at least one size category smaller than itself or smaller with a natural attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage unless the creature also has the Constrict ability. If the creature does not Constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals Constriction damage as well.

Poison (Ex): One attack of the creature injects a special poison in addition to the normal damage. This poison has a Fortitude save DC of 10 + 1/2 the rebuilt creature's HD + the rebuilt creature's Constitution modifier. The initial damage is 1d4 to one attribute determined at the time of the rebuilt creature's creation, and secondary damage is 1d6 to the same attribute one minute later. Poison damage is temporary. This option may be purchased more than once, either boosting the poison damage, or allowing it to affect an additional attack.

Sonic Attack (Su): Once every 1d4 rounds, the rebuilt creature may use a sonic attack that affects all creatures in a 20-foot radius. Creatures affected must make a Fortitude save (DC 10 + 1/2 rebuilt creature's HD + the rebuilt creature's Constitution modifier) or be deafened for 1d6 rounds. This option may be purchased more than once; each extra time it is purchased reduces the wait time between uses by one round.

Spell-like Abilities: One offensive 1st-level spell may be implanted in the rebuilt creature. The creature is able to activate this spell as a standard action once per day. Use the HD of the creature to determine caster level. The DC to resist the spell is 10 + the creature's modifier for the same ability used by the spellcaster that created it + the spell level. This option may be purchased more than once, either gaining another use per day, or adding a second offensive spell.

Special Qualities: The following special qualities may be added to the base creature at a cost of two options for each:

Blindsight (Ex): The rebuilt creature is able to perceive the world around it through nonvisual senses. The range is 30 feet.

Damage Reduction (Su): The creature ignores damage from most weapons and natural attacks. The creature takes normal damage from energy attacks, spells, spell-like abilities, supernatural abilities, and magic weapons of a rating higher than the number after the slash in its Damage Reduction rating. The rebuilt creature has Damage Reduction 5/+1 for every two options spent on this ability. Thus, spending six options will give the creature Damage Reduction 15/+3.

Darkvision (Ex): The rebuilt creature can see 60 feet in total darkness.

Fast Healing (Ex): At the beginning of each of the creature's turns, it heals a certain number of hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. For every two options spent on this ability, the creature has the ability to regain 1 hit point each round. Thus, spending six options will give the creature Fast Healing 3, allowing it to regain 3 hit points each round.

Resistance to Energy (Ex): The creature ignores some damage from a specific type of energy each round. For every two options spent on this ability, the rebuilt creature gains Resistance 5 to one type of energy. Thus, spending six options can give the creature Cold Resistance 5 and Fire Resistance 10, allowing it to ignore 5 points of cold damage and 10 points of fire damage each round.

added to the creature has some apparent feature; thus, extra armor may appear as a mesh of mithril wire over the surface of the skin, while the ability to see at night may be a cluster of red crystals in the forehead, and extra speed may be a mass of strange, pulsing muscles in the legs.

ADVENTURE SEEDS

The characters come upon a mob surrounding a meek-looking wizard. It seems that the locals have taken exception to the arcane surgeon experimenting on their livestock and sick relatives. The rebuilt creatures the surgeon has created may be grateful to their savior and hurt by their families' hostility, or they may be furious at the little fellow for turning them into freaks. Either way, trouble is





Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds the creature's Spell Resistance rating, the spell works normally, though the creature still gets a saving throw if the spell allows such. For two options, the creature gains Spell Resistance equal to the creature's Hit Dice. This option may be purchased more than once, with each purchase after the first increasing the Spell Resistance by an amount equal to the creature's Hit Dice.

Spell-like Abilities: One non-offensive 1st-level spell may be implanted in the rebuilt creature. The creature is able to activate this spell as a standard action once per day. Use the HD of the creature to determine caster level. The DC to resist the spell is 10 + the creature's modifier for the same ability used by the spellcaster that created it + the spell level. This option may be purchased more than once, either gaining another use per day, or adding a second offensive spell.

Saves: As base creature. Saves may be increased at the cost of one option for +1 to one save, and adjusted for ability score modifications.

Abilities: As base creature. Abilities may be increased at the cost of two options for +1 to one ability score.

Skills: As base creature, adjusted for ability score modifications.

Feats: As base creature. Extra feats may be added at the cost of one option per feat.

Climate/Terrain: As base creature

Organization: As base creature

Challenge Rating: As base creature +2

Treasure: As base creature

Alignment: As base creature

Advancement: As base creature

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., run 150 ft.

AC: 17 (+1 Dex, +3 natural, +2 leather armor, +1 small shield)

Attacks: Shortsword +4 melee and dagger -1 melee, or morningstar +4 melee, or javelin +3 ranged

Damage: Shortsword 1d6+2, dagger 1d4+2, morningstar 1d8+2, javelin 1d6+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Sonic Attack

Special Qualities: Damage Reduction 5/+1, Darkvision 60 ft.

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3

Feats: Alertness, Improved Initiative, Run

Climate/Terrain: Any underground

Organization: Solitary, gang (2-4), or band (11-20 plus 150% non-combatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class (rogue)

Bugbears speak Goblin and Common.

Damage Reduction (Su): The creature ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Darkvision (Ex): This creature can see with no light source at all, to a range of 60 feet. Darkvision is black and white only.

Skills: Bugbears receive a +4 racial bonus to Move Silently checks. This is included above.

Sonic Attack (Su): Once every 1d4 rounds, the rebuilt creature may use a sonic attack that affects all creatures in a 20-foot radius. Creatures affected must make a Fortitude save (DC 12) or be deafened for 1d6 rounds.

SAMPLE REBUILT CREATURE

Rebuilt Bugbear

Medium-size Humanoid (Goblinoid)

Hit Dice: 3d8+3 (16 hp)

brewing, and the characters seem to have wandered into the midst of it.

☛ A companion of the party, long thought to be dead, turns up again, looking decidedly different. Her body was stolen by an arcane surgeon, brought back to life, and used in

experimental procedures. She has finally escaped, and has come looking for her former companions, seeking to rebuild her life. She also wants some backing when she goes to show the surgeon just how pleased she is with her new, warped existence.



SHADOW LICH (TEMPLATE)

The first step in becoming a shadow lich involves removing the spellcaster's soul and sealing it in its solidified shadow. This is a task equivalent to that of crafting a normal lich's phylactery, requiring the use of the Craft Wondrous Item feat by a sorcerer, wizard, or cleric of at least 11th level. At least 120,000 gp and 4,800 XP must be invested in the removal process, and the solidified soul shadow becomes an item with a caster level equal to that of the creator at the time of creation.

"Shadow lich" is a template that is added to a spellcasting humanoid creature who has undergone the above process of removing his soul and transforming it into a soul shadow (referred to hereafter as the "base creature"). The creature's type changes to "undead" and it gains the subtype "incorporeal." The statistics of a shadow lich are a mix of those it had in life and new ones bestowed on it by its undead form, as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus for ability score modifications.

Initiative: As base creature

Speed: 30 ft., fly 40 ft. (good)

AC: 10, plus +3 natural, plus Dex and size bonuses, if any.

Attacks: The host retains all the natural attacks of the base creature, adjusted for ability score modifications. It also gains an Incorporeal Touch melee attack.

Damage: Creatures with natural attacks retain their old damage ratings, adjusted for ability score modifications. A shadow lich's Incorporeal Touch does 1d2 points of temporary Strength damage.

Face/Reach: As base creature

Special Attacks: A shadow lich retains all the special attacks it had in life, and gains the following additional attacks.

Chill Aura (Su): The cold darkness that surrounds a shadow lich causes food and drink within a 60-foot radius to be spoiled, and ruins holy water and magical liquids unless they succeed at a Fortitude save (DC 10 + the shadow lich's Hit Dice). Items that successfully save cannot be affected again by the same shadow lich's aura for one day.

Create Spawn (Su): Any humanoid reduced to 0 Strength by a shadow lich's Incorporeal Touch becomes an undead shadow under the control of its killer within 1d4 rounds; use the standard D20 System stats for shadows.

Incorporeal Touch (Su): With a successful melee touch attack to its victim's shadow, the shadow lich deals 1d2 points of temporary Strength damage to its living foe. Temporary ability score damage returns at the

rate of one point per day. A creature reduced to 0 Strength by a shadow lich's touch dies.

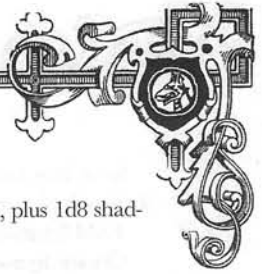
Spells: The shadow lich can cast any spells it could cast while alive. If it needed spellbooks in life, the spells in those books are now all treated as



Shadow liches are undead spellcasters who have used their magical powers to seal their souls into their own shadows, which they then solidify and separate from their bodies. Freed from mortality by the removal of their souls, they transform their bodies into magic-wielding shadows, becoming effectively immortal as long as their solidified souls aren't discovered and destroyed. They lust for magical power, but are disinterested in

the affairs of the living, gradually losing their grasp on mortal sanity over the years and centuries of their unlife.

In their quest for arcane power, shadow liches pursue rumors of forgotten spells and avenues of magical achievement with single-minded abandon. Along with the spells they learned while living, some research new spells, many of which emphasize their affinities with cold and darkness.



mastered, although the shadow lich is still restricted in the number of spells it can cast per day. The DC to resist these spell is equal to 10 + the shadow lich's Charisma + the spell level. If the spellcaster knew spells to create light in life, it can still employ these after death, although using *light* may affect its Hide skill, and *daylight* could potentially destroy its soul-containing shadow.

Special Qualities: A shadow lich retains all the special qualities it had in life except Summon Familiar, plus those listed below. A shadow lich gains the undead type and the incorporeal subtype.

Cold Immunity (Ex): Shadow liches take no damage from cold.

Shadow Jump (Su): A shadow lich has the ability to travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some shadow. The shadow lich can jump up to a total number of feet equal to 10 x its Hit Dice each day in this way, although this may be used as a single jump or multiple jumps of 10-foot increments.

Soul Shadow (Su): As part of its transformation into a shadow lich, the spellcaster sealed his mortal soul inside of his own shadow, solidified that shadow, and hid it somewhere in its lair; he then transformed his own body into a shadow that replaced the solidified one. Many liches roll up their soul shadows to resemble a scroll, sew them into the backing of a tapestry, or merely seal them away in a stout box. The shadow lich can only be permanently destroyed if that hidden soul shadow is found and destroyed; reducing the lich itself to 0 hit points doesn't destroy it, it merely causes the shadow lich to melt into the ambient shadows of its lair, reforming 1d10 days after its apparent death. The secreted soul shadow has an AC of 6, a Hardness of 20, and 40 hit points, but cannot be destroyed with normal weapons; blunt-weapon attacks do it no damage, and even attacks that cut through its leather-tough substance do no lasting harm, as the severed pieces immediately reform into the original object. Magical weapons do damage equal to their enchantment bonuses each attack. Exposing the shadow to true sunlight or a *daylight* spell destroys it in 1 minute.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the creature's Hit Dice total.

Saves: As base creature, adjusted for ability score modifications.

Abilities: A shadow lich gains +2 to Intelligence, Wisdom, and Charisma, but has no Constitution or Strength scores; Dexterity is unaffected.

Skills: As base creature adjusted for ability score modifications, plus a +8 racial bonus to Hide in dark areas, Intuit Direction, Listen, and Spot checks.

Feats: As base creature, plus Dodge and Spell Mastery.

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 shadow lich, plus 1d8 shadows)

Challenge Rating: As base creature +3

Treasure: 1/2 coins, 1/2 goods, 1/2 items

Alignment: Any evil

Advancement: By character class (wizard, or highest spellcasting class of base creature)

SAMPLE SHADOW LICH

11th-Level Gnome Illusionist Shadow Lich

Small Undead (Incorporeal)

Hit Dice: 11d12 (71 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 40 ft. (good)

AC: 16 (+2 Dex, +1 size, +3 natural)

Attacks: Incorporeal Touch +6 melee

Damage: Incorporeal Touch 1d2 temporary Str damage

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Chill Aura, Create Spawn, Incorporeal Touch, Spells

Special Qualities: +4 Turn Resistance, Cold Immunity, Darkvision 60 ft., Immunities, Low-light Vision, Shadow Jump, Soul Shadow, Spell-like Abilities

Saves: Fort +3, Ref +5, Will +9

Abilities: Str —, Dex 15, Con —, Int 18, Wis 14, Cha 11

Skills: Balance +8, Bluff +7, Concentration +13, Hide (only in dark) +14, Intuit Direction +10, Knowledge (arcana) +17, Listen +12, Pick Pocket +4, Spellcraft +18, Spot +10

Feats: Ambidextrous, Craft Wondrous Item, Combat Casting, Dodge, Run, Scribe Scroll, Silent Spell, Spell Mastery, Still Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 shadow lich, plus 1d8 shadows)

Challenge Rating: 14

Treasure: 1/2 coins, 1/2 goods, 1/2 items, including a *darkskull* (*detect magic*), and *stone of alarm* (attached to soul shadow hiding place)

Alignment: Usually neutral evil

Advancement: By character class (illusionist)

Chill Aura (Su): The cold darkness that surrounds a shadow lich causes food and drink within a 60-foot radius to be spoiled, and ruins holy water and magical liquids unless they succeed at a Fortitude save (DC 21).

ADVENTURE SEEDS

☞ If a player character wizard researches a spell involving cold or darkness, especially one that draws its energy from the realm of shadow, it is highly likely that at least one shadow lich will eventually detect its use and will immediately crave that spell for its own arsenal.

☞ Some powerful magic items are darkness-related, but while shadow liches naturally covet them, obstacles such as powerful owners or hiding places specifically designed to prevent the operation of shadow-linked magic frustrate attempts to gain them. A shadow lich still relatively new to unlife, and thus more likely to retain its sanity, could employ magical subterfuge to dupe adventurers into procuring the item for it, while a less subtle shadow lich might just set itself to monitoring



SHADOW LICH (TEMPLATE)

Items that successfully save cannot be affected again by the same shadow lich's aura for one day.

Cold Immunity (Ex): Shadow liches take no damage from cold.

Create Spawn (Su): Any humanoid reduced to 0 Strength by a shadow lich's Incorporeal Touch becomes an undead shadow under the control of its killer within 1d4 rounds; use the standard D20 System stats for shadows.

Gnome Traits (Ex): Gnomes have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight. They also have a +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and +4 dodge bonus against giants. Once per day a gnome can use the spell-like ability *speak with animals* as a 1st-level druid to communicate with a burrowing mammal. Gnomes with Intelligence scores of 10 or higher may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level wizard.

Incorporeal Subtype: Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

Incorporeal Touch (Su): With a successful melee touch attack to its victim's shadow, the shadow lich deals 1d2 points of temporary Strength damage to its living foe. Temporary ability score damage returns at the rate of one point per day. A creature reduced to 0 Strength by a shadow lich's touch dies.

Shadow Jump (Su): A shadow lich has the ability to travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some shadow. The shadow lich can jump up to 110 feet each day in this way, although this may be used as a single jump or multiple jumps of 10-foot increments.

Skills: Shadow liches receive a +8 racial bonus to Hide checks in dark areas, Intuit Direction, Listen, and Spot checks. This is included above.

Soul Shadow (Su): The shadow lich can only be permanently destroyed if that hidden soul shadow is found and destroyed; reducing the lich itself to 0 hit points doesn't destroy it, it merely causes the shadow lich to melt into the ambient shadows of its lair, reforming 1d10 days after its

apparent death. The secreted soul shadow has an AC of 6, a Hardness of 20, and 40 hit points, but cannot be destroyed with normal weapons; blunt-weapon attacks do it no damage, and even attacks that cut through its leather-tough substance do no lasting harm, as the severed pieces immediately reform into the original object. Magical weapons do damage equal to their enchantment bonuses each attack. Exposing the shadow to true sunlight or a *daylight* spell destroys it in 1 minute.

Spells: (4/5/5/5/4/2/1 plus one Illusion spell per level) This creature normally has the following spells prepared. The shadow lich can cast all of its spells as mastered spells cast by an 11th-level wizard, and always has *darkness*, *shadow conjuration*, and *shadow evocation* prepared. The DC to resist his spells is 14 + the spell level. Specialization: Illusion. Prohibited School: Enchantment

0 Level — *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*

1st Level — *cause fear* (x2), *chill touch*, *obscuring mist*, *ray of enfeeblement*, *silent image*

2nd Level — *darkness*, *detect thoughts*, *fog cloud*, *ghoul touch*, *minor image*, *scare*

3rd Level — *clairaudience/clairvoyance*, *dispel magic*, *gust of wind*, *major image*, *stinking cloud*, *vampiric touch*

4th Level — *fear*, *scrying*, *shadow conjuration*, *shout*, *solid fog*

5th Level — *cloudkill*, *cone of cold*, *shadow evocation*

6th Level — *circle of death*, *shades*

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the creature's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Spellcasting undead make Concentration checks using their Charisma modifier, and negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

the object of its desire, intending to waylay anyone who removes the device from its sanctum.

• A PC is killed by an undead shadow, becoming a shadow himself. Before his fellow adventurers can restore him to life, they will first have to release him from his undead existence

by slaying his monstrous form. Unfortunately, their former ally leaves the scene of the battle, magically summoned to the side of a shadow lich seeking pawns for some scheme. The loss of any one of its minions would be a mere annoyance to the shadow lich, but the PC party won't know that.



SKINWALKER (TEMPLATE)



“Skinwalker” is a template that can be added to any humanoid spellcaster who is initiated into the dark rites of the desert witches (referred to hereafter as the “base character”). The character’s type changes to “shapechanger.” He uses all the character’s statistics and special abilities, except as noted below:

Size: As base character. While wearing an animal’s skin, his size is that of the animal.

Hit Dice: As base character. While skinwalking as an animal, add that animal’s Hit Dice and bonus hit points to the skinwalker’s own. For example, a skinwalker wearing a black bear’s skin would gain 3d8+6 Hit Dice. These Hit Dice provide 19 temporary hit points, and if the hit points granted by skinwalking are lost, the character reverts to its natural form.

Initiative: As base character. While skinwalking, he uses either its own Initiative rating or that of the animal, whichever is higher.

Speed: As base character. While skinwalking, he uses that animal’s speed rating.

AC: As base character. While skinwalking, he uses the animal’s AC. Any of the character’s bonuses to armor class also apply, except for Dexterity, size, armor and shield, and natural armor.

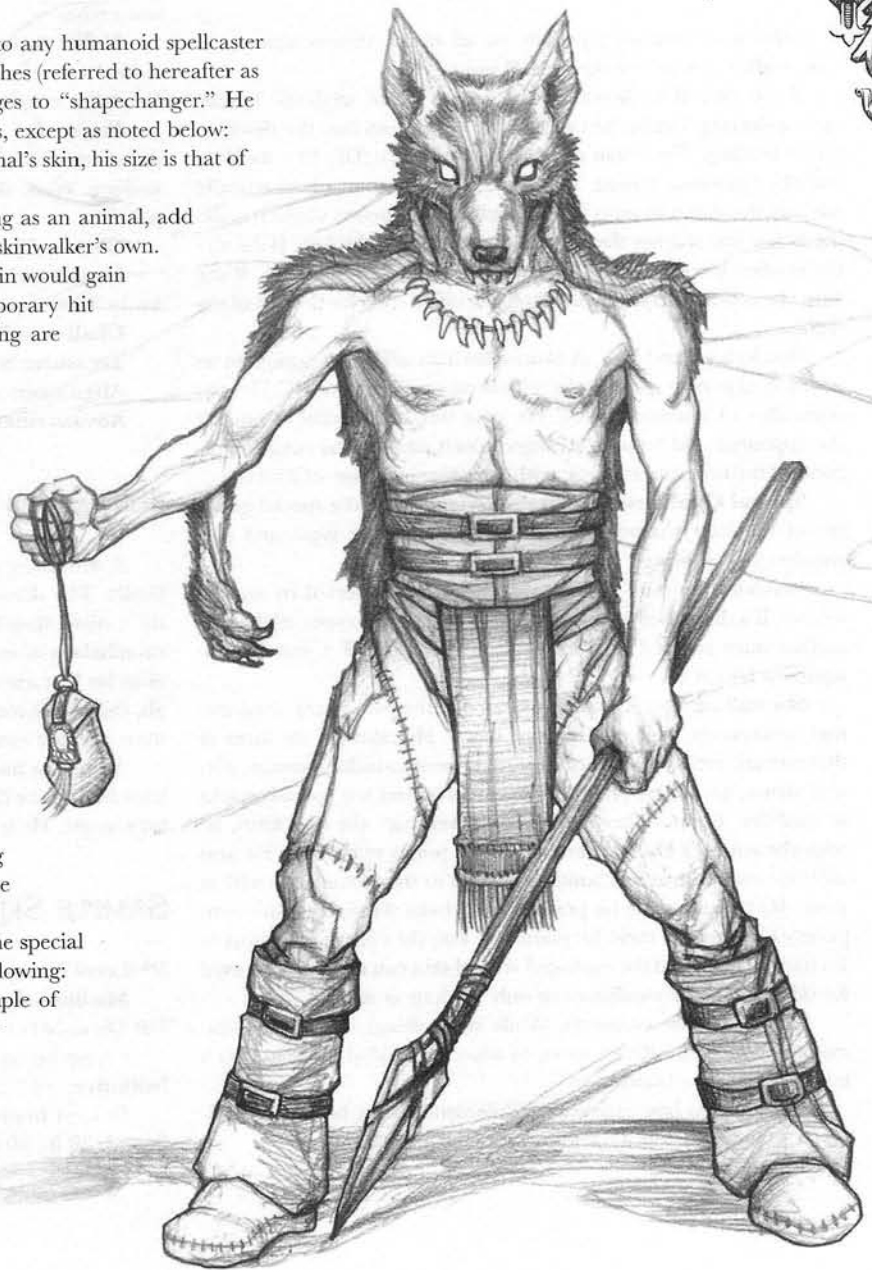
Attacks: As base character. While skinwalking, he attacks as the animal. Add the character’s base attack bonus to the animal’s attack bonus.

Damage: As base character. While wearing an animal’s skin, he deals damage as that animal.

Face/Reach: As base character. While wearing an animal’s skin, its face and reach are that of the animal.

Special Attacks: A skinwalker retains all of the special attacks of the base character and also gains the following:

Bad Medicine (Sp): If a skinwalker has a sample of his victim’s hair, fingernails, or blood, he can create a medicine bag that gives him power over that victim. Creating a bad medicine bundle takes one day, and the skinwalker must then bury it within 100 feet of where his victim sleeps. If the victim does sleep in range of the bundle, she

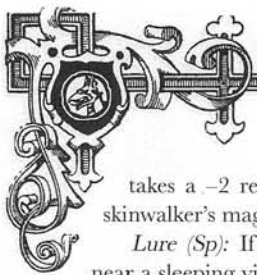


“The time we spent in the desert was devoted all-but-utterly to avoiding the skinwalkers. Our guide claimed to see them everywhere, but I saw no other men on the road with us. For days, coyotes ransacked our camps and stole hats, boots and bags. Then, one night, Luc just wandered off into the desert and we had to go on without him.”

— Vicrum, Merchant of Atswheel

A skinwalker is a humanoid spellcaster who has embraced the dark spirits of the desert and devoted his or her life to cruelty and power. These creatures wrap themselves in the skins of dead animals and prowl about at night, spreading pain and sorrow.

Skinwalkers hide among desert communities, particularly those that dwell in cliffs and mesas. They pretend to be simple healers or magicians, and practice



SKINWALKER (TEMPLATE)

takes a –2 resistance penalty on all saving throws against the skinwalker's magic for the next 24 hours.

Lure (Sp): If a skinwalker has buried a bad medicine bundle near a sleeping victim, he can call the sleeper out into the desert to do his bidding. The victim must make a Will save (DC 15 + the skinwalker's Charisma bonus). If she fails, the victim quietly sleepwalks out into the desert to meet the skinwalker. If someone wakes the victim before she reaches the skinwalker, this effect is broken. If the victim reaches the skinwalker, she must make another Will save. If she fails, she acts as affected by a *dominate person* spell for the rest of the night.

Paralyzing Sand (Sp): A skinwalker can affect an opponent as with a *hold person* spell cast by a 9th-level sorcerer (save DC 15 + the skinwalker's Charisma bonus). He must throw a handful of sand at the opponent and hit with a ranged touch attack. The range increment of thrown sand is 5 feet, with a maximum range of 25 feet.

Special Qualities: A skinwalker retains all of the special qualities of the base character, gains the shapechanger type, and also receives the following:

Nondetection (Su): A skinwalker is always protected by *nondetection*. If a divination is attempted against him, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 19.

Skinwalking (Sp): A skinwalker can don the hide of any dead animal between the sizes of Tiny and Large. He takes on the form of that animal, including its modes of movement, attacks, damage, natural armor, size, saves, physical ability scores, and any special attacks or qualities. Because the skinwalker is “wearing” the new form, he adds the animal's Hit Dice and bonus hit points to his own. He also adds his own base attack bonus and saves to the animal's, as well as some AC bonuses. The hit points gained from skinwalking are temporary hit points. If these hit points are lost, the character returns to his normal form and the damaged animal skin can no longer be used for skinwalking. Skinwalking can only be done at night.

Saves: As base character. While skinwalking, he uses the animal's Fortitude and Reflex saves, to which are added the character's base saving throw bonuses.

Abilities: As base character. While skinwalking, he uses the animal's Strength, Dexterity, and Constitution scores.

Skills: As base character. While skinwalking, he gets all of the animal's racial and circumstance bonuses, and his skills are adjusted for ability score modifications.

Feats: The skinwalker gains the Still Spell and Silent Spell metamagic feats, but he can only use Still or Silent Spells while skinwalking. While skinwalking, he also gains any feats possessed by the animal.

Climate/Terrain: Warm or temperate desert

Organization: Solitary, pair, or cult (1 5th-level cleric plus 3–9 1st- to 3rd-level sorcerers)

Challenge Rating: As base character +2

Treasure: Standard coins, standard goods, double items

Alignment: Any evil

Advancement: As base character

SKINWALKERS AS CHARACTERS

A skinwalker can induct other humanoid spellcasters into its dark family. The skinwalker must first make a bad medicine bundle for the initiate, then lead the initiate in the violation of some taboo like cannibalism or incest. The next night, the new skinwalker kills and skins his first animal. The initiate must willingly partake in the rituals, though he may be seduced or deceived by the skinwalker. Once these rites are complete, the initiate becomes a skinwalker.

As long as his “mentor” controls the new skinwalker's bad medicine bundle, he has a –2 resistance penalty to saves against his mentor's magic. He is also susceptible to his master's Lure ability.

SAMPLE SKINWALKER

5th-Level Human Sorcerer Skinwalker (Coyote Hide)

Medium-sized Shapechanger

Hit Dice: 5d4+1+3 (16 hp); 5d4+1+3 + 1d8+2 temp HD (16 hp plus 6 temp hp) as coyote

Initiative: +6 (+2 Dex, +4 Improved Initiative); +7 as coyote (+3 Dex, +4 Improved Initiative)

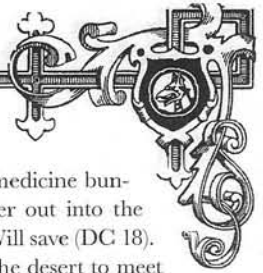
Speed: 30 ft.; 40 ft. as coyote

their dark arts in secret. A stranger asking about these desert witches is typically greeted with stony silence and the sign against evil, as merely speaking of the skinwalkers might draw their ire.

ADVENTURE SEEDS

• While exploring the catacombs beneath an abandoned cliff dwelling, the PCs discover a dark temple and a store of human meat. The PCs likely destroy the blasphemous site, but when they return to the nearby mesa and share their story, they find themselves shunned by the locals. Dire events soon follow as the local skinwalker seeks vengeance on the PCs.





AC: 13 (+2 Dex, +1 *ring of protection*); 16 as coyote (+1 size, +3 Dex, +1 natural, +1 *ring of protection*)

Attacks: Shortspear +2 melee, or light crossbow +6 ranged; bite +4 melee as coyote

Damage: Shortspear 1d8-1, light crossbow 1d8, bite 1d4+1 as coyote

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Bad Medicine, Lure, Paralyzing Sand, Spells

Special Qualities: Darkvision 60 ft., Nondetection, Skinwalking, Summon Familiar; Nondetection, Scent, Skinwalking, Summon Familiar as coyote

Saves: Fort +3, Ref +4, Will +6; Fort +5, Ref +6, Will +6 as coyote

Abilities: Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16; Str 13, Dex 17, Con 15, Int 10, Wis 12, Cha 16 as coyote

Skills: Concentration +9, Hide +2, Listen +3, Move Silently +2, Spellcraft +8, Spot +3, Wilderness Lore +1; Concentration +9, Hide +3, Listen +3, Move Silently +3, Spellcraft +8, Spot +3, Wilderness Lore +1 (+9 when tracking by scent) as coyote

Feats: Alertness, Toughness, Improved Initiative; Alertness, Toughness, Improved Initiative, Silent Casting, Subtle Casting as coyote

Climate/Terrain: Any warm or temperate desert

Organization: Solitary, pair, or cult (1 5th-level cleric plus 3-9 1st- to 3rd-level sorcerers)

Challenge Rating: 7

Treasure: Standard coins, standard goods, double items, including +1 *ring of protection*, *wand of sleep* (30 charges), *dust of illusion* (3 uses), *potion of invisibility*, coyote hide

Alignment: Usually chaotic evil

Advancement: By character class (any)

Bad Medicine (Sp): If a skinwalker has a sample of his victim's hair, fingernails, or blood, he can create a medicine bag that gives him power over that victim. Creating a bad medicine bundle takes one day, and the skinwalker must then bury it within 100 feet of where his victim sleeps. If the victim does sleep in range of the bundle, she takes a -2 resistance penalty on all saving throws against the skinwalker's magic for the next 24 hours.

Feats: Skinwalkers can only use Silent Spell and Still Spell while skinwalking.

Lure (Sp): If a skinwalker has buried a bad medicine bundle near a sleeping victim, he can call the sleeper out into the desert to do his bidding. The victim must make a Will save (DC 18). If she fails, the victim quietly sleepwalks out into the desert to meet the skinwalker. If someone wakes the victim before she reaches the skinwalker, this effect is broken. If the victim reaches the skinwalker, she must make another Will save. If she fails, she acts as affected by a *dominate person* spell for the rest of the night.

Nondetection (Su): A skinwalker is always protected by *nondetection*. If a divination is attempted against him, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 19.

Paralyzing Sand (Sp): A skinwalker can affect an opponent as with a *hold person* spell cast by a 9th-level sorcerer (save DC 18). He must throw a handful of sand at the opponent and hit with a ranged touch attack. The range increment of thrown sand is 5 feet, with a maximum range of 25 feet.

Shapechanger: Shapechangers have Darkvision with a range of 60 feet.

Skills: This skinwalker gains a +8 racial bonus to Wilderness Lore checks while tracking by scent as a coyote. This is included above.

Skinwalking (Sp): A skinwalker can don the hide of any dead animal between the sizes of Tiny and Large. He takes on the form of that animal; the second set of stats above denotes the skinwalker in animal form. The hit points gained from skinwalking are temporary hit points. If these hit points are lost, the character returns to his normal form and the damaged animal skin can no longer be used for skinwalking. Skinwalking can only be done at night.

Spells: (6/7/5/1) This sorcerer knows the following spells. The DC to resist his spells is 13 + spell level.

0 Level — *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

1st Level — *change self*, *endure elements*, *mage armor*, *charm person*

2nd Level — *darkness*, *invisibility*

Summon Familiar: As a sorcerer, this skinwalker can obtain a familiar at a cost of 100 gp. He does not currently have a familiar, however.

New to town, the PCs accidentally offend an old woman. They find themselves watched by various animals that night, and soon are dogged by "accidents" and unnerving encounters. Most townsfolk refuse to clue the PCs in, so they may have to resort to drastic measures to find their tormentor.

SOULLESS (TEMPLATE)

“Soulless” is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger that has sold its soul to a dark advocate or other evil outsider (referred to hereafter as the “base creature”). It is up to the GM to determine if a particular creature has a soul in his campaign’s cosmology and so is eligible to have this template applied. The creature’s type changes to “outsider,” and it gains the subtypes “evil” and “chaotic.” It otherwise uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d8, and adjust hit point bonus for ability score modifications.

Initiative: As base creature, adjusted for ability score modifications.

Speed: Add flight 10 ft. (poor)

AC: As base creature, adjusted for ability score modifications.

Attacks: The soulless retains any attacks the base creature had, adjusted for ability score modifications, and gains a slam attack if it didn’t already have one. The soulless will use its new body itself as a weapon, without regard to any damage caused to it.

Damage: Soulless have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Adjust retained attacks for ability score modifications.

SIZE	DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Face/Reach: As base creature

Special Attacks: A soulless retains the special attacks of the base creature.

Special Qualities: A soulless has all the special qualities of the base creature and those listed below, and gains the outsider type and evil and chaotic subtypes. Also, the base creature gains the following quality:

Possessed (Su): The character has been taken over by a chaotic evil spirit. He will act irrationally and impulsively in every situation he finds himself in, and has no memory of his mortal life; he can only recall the spirit’s existence in Baatezu. If the character is a PC, he is no longer under the control of the player, but rather may be used at the GM’s whim.

Saves: As base creature, adjusted for ability score modifications.

Abilities: Modify the base creature’s ability scores as follows: Str +6, Dex –2, Con +6, Wis –2, Int –2, Cha –2

Skills: As base creature, adjusted for ability score modifications.

Feats: Gains Improved Initiative

Climate/Terrain: As base creature

Organization: Solitary

Challenge Rating: As base creature +1

Treasure: As base creature

Alignment: Always chaotic evil

Advancement: As base creature

SAMPLE SOULLESS CREATURE

2nd-Level Soulless Human Commoner

Medium-size Outsider (Evil, Chaotic)

Hit Dice: 2d8+6+3 (18 hp)

Initiative: +3 (–1 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 10 ft. (poor)

AC: 9 (–1 Dex)

Attacks: Slam +4 melee, or short sword +4 melee

Damage: Slam 1d6+4, short sword 1d6+3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., Possessed

Saves: Fort +3, Ref –1, Will –1

Abilities: Str 16, Dex 8, Con 16, Int 8, Wis 8, Cha 8

Skills: Listen +2, Hide +3, Spot +2

Feats: Improved Initiative, Toughness

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

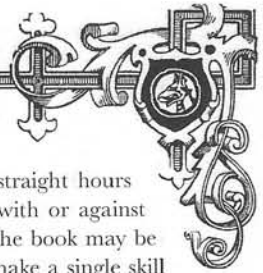
Advancement: By character class (any)

The soulless are humanoids or other creatures that have foolishly bargained away their souls, via a dark advocate, to the infernal courts; see the Creatures section. Upon collection, their former bodies, if living, become inhabited by perverse spirits from the realm of devils. Normally, the minor chaotic spirits are crushed under infernal authority, so being released into the mortal world allows them to freely express their inherent natures.

The soulless have trouble hiding among mortals, as they tend to act erratically and have a tendency towards murder and lesser crimes. For a time, a soulless will amuse itself by assuming the life of its victim and slowly working to destroy its personal relationships and reputation. Also, the soulless fear greater devils and unquestioningly obeying any that command them.

Another tell-tale sign of a soulless is its child-like fascination with its new body. Often, just-made soulless forget their new incarnation’s vulnerabilities to fire, poison,





Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries. This soulless is also proficient with martial weapons. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Possessed (Su): The character has been taken over by a chaotic evil spirit. He will act irrationally and impulsively in every situation he finds himself in, and has no memory of his mortal life; he can only recall the spirit's existence in Baatezu.

Anyone who reads the book for at least 12 straight hours enjoys a +10 bonus to Diplomacy checks made with or against devils. This bonus lasts for one day. Once read, the book may be consulted (a five-minute process) to make a single skill check using the book's 5 ranks in Knowledge (Law).

Caster Level: 20th; *Weight:* 35+ lbs.

NEW WONDROUS ITEM: MANUAL OF INFERNAL LAW

This two-foot-wide black book gets ever larger as more and more mortal fools sell their souls to the Dark Advocates. Every case in the diabolical courts is recorded into this book no matter where the book is or who wins the case. Each night at midnight, new pages appear.

The *Manual of Infernal Law* is a hefty tome of delicate paper and deep, red inks. Little legal theory is discussed in the book. It is primarily a compendium of case facts. Each case is described in precise, exacting language readable automatically by whoever opens the book. Ornate and terrible etchings illustrate the acts in question in each case. The book has no external features, save one: on its spine is a silver sigil, the Infernal word for "law."



NEW WONDROUS ITEM, EXORCIST'S BELL

This simple brass bell is used to force possessing spirits out of human vessels. Once per subject per day, the bell may be struck to award a possessed vessel a Will save to resist possession or inhabitation, even if the vessel's proper soul is absent and even if a previous Will save has failed. If the bell is struck during the vessel's first or only Will save against possession, the bell grants a +4 sacred bonus to the Will save.

Alternately, all of the bell's magic for the day can be used to cast *dismissal* once.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *dismissal*; *Market Price:* 11,200 gp

and physical damage. Worse yet, most inhabiting spirits do not realize that flying, which is second nature to them, might attract attention.

ADVENTURE SEED

• A respected wizard secretly (and foolishly) made a pact with a dark advocate, proudly assuming he could weasel out

of it. Now the wizard has been transformed into a soulless, and is causing havoc in the local town. The local priests know what has happened and seek a party of adventurers to discretely eliminate the wizard. Because of his former stature in the community, killing him in a direct confrontation on the streets could turn the populace against the party. Time runs out, however, as the soulless' actions quickly begin to unravel alliances and generally cause a great deal of unrest.

THRALL OF THE PALE KING (TEMPLATE)

“Thrall of the pale king” is a template that can be added to any humanoid, monstrous humanoid, or animal slain by a pale king’s Death Gaze (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” It uses all the base creature’s statistics and special abilities except as noted below. A *miracle* or *wish* spell can bring a thrall back to life.

Size: As base creature

Hit Dice: Change to d12, and adjust hit point bonus for ability score modifications.

Initiative: As base creature

Speed: As base creature

AC: The base creature’s natural armor improves by +2 as its flesh thickens and toughens.

Attacks: A thrall of the pale king retains all the attacks of the base creature, and gains a slam attack if it didn’t already have one.

Damage: Thralls of the pale king have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

SIZE	DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



Face/Reach: As base creature

Special Attacks: A thrall of the pale king retains all the special attacks of the base creature.

Special Qualities: A thrall of the pale king retains all the special qualities of the base creature and gains those listed below, and also gains the undead type.

Fast Healing (Ex): Thralls of the pale king heal hit points at the rate of 5 hit points each round, unless reduced to 0 hit points. At this point, the thrall of the pale king is completely dismembered and unable to recover.

Thralldom (Su): No thrall of the pale king may act to harm the pale king to whom it is in thrall. It can plot for its own advancement, and can thwart any schemes of the pale king that are not necessary for survival, but cannot take action to

harm the pale king, nor can it allow harm to come to the pale king through inaction.

Turn Immunity (Ex): When within 50 feet of the pale king to whom they are in thrall, a thrall of the pale king is immune to all Turning attempts.

Saves: As the base creature, with an additional +3 to Fortitude to reflect its toughened body.

Abilities: As undead creatures, thralls of the pale king have no Constitution score.

Skills: As base creature, adjusted for ability score modifications.

Feats: As base creature

Climate/Terrain: As base creature

When a pale king — the servant of the fey god Arawn — finds a useful living creature, he tries to claim it as a thrall; see the court of the pale king entry in the Creatures section. This process has two stages. First, the pale king must kill the creature using his Death Gaze ability. Once the creature is dead, the pale king may then call back the spirit and bind it into servitude within the body it originally inhabited. The process for calling the spirit back takes five full minutes, and requires that the pale king be touching the body of the prospective thrall. At the end of this time, the creature returns to life as a thrall of the pale king.

Because a pale king can have only a limited number of thralls, each does his best to find creatures with something special to offer. Whether the new recruit is a powerful mage, a leader of men, a vicious monster, or a bureaucrat within the government,

each brings something special to offer the pale king. To make sure that a prospective thrall is indeed worthy of the honor the pale king offers, the pale king frequently devises a wide range of devious tests.

Once a thrall has been chosen, the pale king stalks it until he has an opportunity to slay the creature. He prefers to take potential thralls with little or no struggle, so as not to damage the body. If he fails to slay the creature easily, he generally falls back to regroup his forces and try again later. Once a creature has been claimed by a pale king as a thrall, no power short of the strongest magic can bring it back to life.

The relationship among thralls of the same pale king is somewhat strained. Favoritism is the rule, as the pale king plays one against the other to gain praise and prompt them to better service. Jealousy amongst the sentient thralls is common, and



Organization: Solitary or court (1–6 thralls, 1–6 zombies, 1–10 skeletons, and 1 pale king)

Challenge Rating: As base creature +1

Treasure: Standard

Alignment: Always lawful evil

Advancement: As base creature

SAMPLE THRALL OF THE PALE KING

Dire Boar Thrall of the Pale King

Large Undead

Hit Dice: 7d12 (45 hp)

Initiative: +0

Speed: 40 ft.

AC: 17 (–1 size, +8 natural)

Attacks: Bite +12 melee, or slam +12 melee

Damage: Bite 1d8+12, slam 1d8+12

Face/Reach: 5 ft. x 10 ft./5 ft.

Special Attacks: Ferocity

Special Qualities: Darkvision 60 ft., Fast Healing 5, Immunities, Scent, Thralldom, Turn Immunity

Saves: Fort +11, Ref +5, Will +6

Abilities: Str 27, Dex 10, Con —, Int 2, Wis 13, Cha 8

Skills: Listen +9, Spot +8

Climate/Terrain: Temperate and warm forest

Organization: Solitary or court (1–6 thralls, 1–6 zombies, 1–10 skeletons, and 1 pale king)

Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful evil

Fast Healing (Ex): At the beginning of each of the creature's turns, it heals 5 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. If reduced to 0 hit points, the thrall of the pale king is completely dismembered and unable to recover.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

Thralldom (Su): A thrall of the pale king cannot take action to harm its pale king, nor can it allow harm to come to the pale king through inaction.

Turn Immunity (Ex): When within 50 feet of the pale king to whom he is in thrall, a thrall of the pale king is immune to all Turning attempts.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

shifting alliances and plotting colors everything that the thralls do in service of their master. The one thing that does not happen is revolution; thralls are unable to act to harm their pale king.

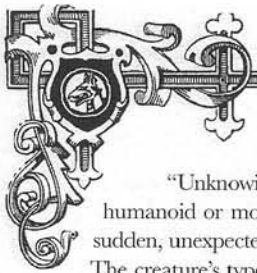
Thralls are most often encountered with their pale king, but it is not unusual to meet one on an errand for its master, or to run across a thrall that has been freed by the death of its pale king, given Arawn's policy of killing the weakest pale king each year. If a pale king is killed, his thralls continue to exist and are controlled by their own will. Any petty grudges carried over from their service are resolved with wild abandon, and the survivors usually take to their heels soon after.

Thralls of the pale kings look identical to the way they looked in life, except that each has a large, bone-white handprint on the body where the pale king rested his hand when calling the thrall back.

ADVENTURE SEED

♣ The chamberlain is missing. He vanished one night, after working late on the accounts for the local baron, and never made it back to his home. His wife is beside herself, and the baron himself is terribly concerned, both because he likes the chamberlain and because of the confidential information the chamberlain has about the finances of the barony. The characters are asked to solve this mystery and, if possible, return the chamberlain to his home and family. Unfortunately, the chamberlain has been kidnapped by thralls of a pale king, because their master needs a new bookkeeper. The characters will have to hurry to find the man before the pale king arrives to claim him as a thrall.





UNKNOWING ONE (TEMPLATE)

“Unknowing one” is a template that can be added to any humanoid or monstrous humanoid creature who has recently died a sudden, unexpected death (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” It uses all the base creature’s statistics and special abilities except as noted below.

Size: As base creature

Hit Dice: Change to d12, and adjust bonus hit points for ability score modifications.

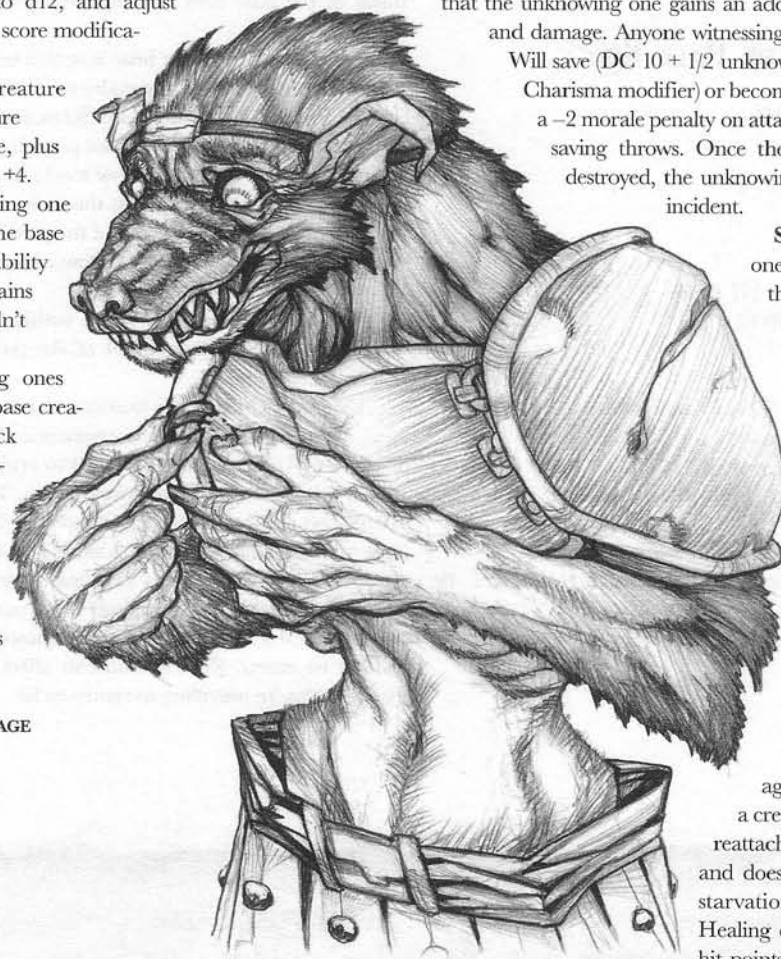
Initiative: As base creature

Speed: As base creature

AC: As base creature, plus natural armor improves to +4.

Attacks: An unknowing one retains all the attacks of the base creature, adjusted for ability score modifications, and gains a slam attack if it didn’t already have one.

Damage: Unknowing ones have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings, adjusted for ability score modifications, or use the values below, whichever is better.



SIZE	DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Face/Reach: As base creature

Special Attacks: An unknowing one retains all the special attacks of the base creature, and also gains the special attack listed below.

Frenzy (Ex): When faced with proof that they are dead, unknowing ones attack in a furious rage, not stopping until they have destroyed their accuser and any physical proof. This attack is so mindless and ferocious that the unknowing one gains an additional +5 bonus to melee attacks and damage. Anyone witnessing this frenzied attack must make a Will save (DC 10 + 1/2 unknowing one’s HD + unknowing one’s Charisma modifier) or become shaken; shaken characters suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Once the source of the frenzy has been destroyed, the unknowing one retains no memory of the incident.

Special Qualities: An unknowing one retains all the special qualities of the base creature and gains those listed below, and also gains the undead type.

Damage Reduction (Su):

The body of an unknowing one toughens after death. The creature ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fast Healing (Ex): At the beginning of each of the unknowing one’s turns, it heals 3 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs.

Turn Resistance (Ex): Unknowing ones are unaware that they are undead. When

Unknowing ones are a strange type of undead created by the death of someone who doesn’t quite notice for some reason. This usually happens when a person of great will is killed very quickly and unexpectedly, and just doesn’t get the message. He continues on with his life, not aware of the fact that he is now dead. He will go to great lengths to deny that he is now undead, and rationalize any indications of his demise away. It is only the unknowing one’s denial to accept that he is dead that keeps him from passing completely from the realm of the living.

If confronted by someone or something that provides incontrovertible proof that he has died, an unknowing one is usually driven into a frenzy of violence, doing his best to destroy his accuser and the evidence. This terrible fury passes quickly with the destruction of the target, and the unknowing one will not remember his actions.

Unknowing ones appear much as they did in life, although they tend to become paler and gaunter as time passes. They dress



resolving a Turn, Rebuke, Command, or Bolster attempt, add +5 to the creature's Hit Dice total.

Saves: As base creature, with an additional +5 racial bonus to Fortitude to reflect the toughened body, and +2 to Will representing the driving surety of the unknowing one's delusion of life.

Abilities: Increase from the base creature as follows: Str +4, Wis +4. As undead creatures, unknowing ones have no Constitution score.

Skills: Unknowing ones receive a +5 racial modifier to Concentration, Hide, and Move Silently checks. Otherwise, skills are the same as the base creature, adjusted for ability score modifications.

Feats: Unknowing ones gain the feats Endurance, Improved Unarmed Strike, and Power Attack, assuming that the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: As base creature

Organization: Solitary or group (2–5)

Challenge Rating: As base creature +2

Treasure: Standard

Alignment: Any

Advancement: As base creature

SAMPLE UNKNOWING ONE

Gnoll Unknowing One

Medium-size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +0

Speed: 20 ft. (scale mail), base 30 ft.

AC: 20 (+4 natural, +4 scale mail, +2 large shield)

Attacks: Battleaxe +5 melee, or shortbow +1 ranged, or slam +5 melee

Damage: Battleaxe 1d8+4, shortbow 1d6, slam 1d6+6

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Frenzy

Special Qualities: +5 Turn Resistance, Damage Reduction 10/+1, Darkvision 60 ft., Fast Healing 3, Immunities

Saves: Fort +9, Ref +0, Will +2

Abilities: Str 19, Dex 10, Con —, Int 8, Wis 15, Cha 8

Skills: Concentration +5, Hide +5, Listen +5, Move Silently +5, Spot +5

Feats: Endurance, Improved Unarmed Strike, Power Attack

Climate/Terrain: Temperate or warm land and underground

Organization: Solitary or group (2–5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class (ranger)

Damage Reduction (Su): An unknowing one ignores 10 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Fast Healing (Ex): At the beginning of each of the unknowing one's turns, it heals 3 hit points. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast Healing does not allow a creature to regrow lost body parts, or reattach them unless otherwise stated, and does not restore hit points lost from starvation, thirst, or suffocation. Fast Healing does not increase the number of hit points regained when a creature polymorphs.

Frenzy (Ex): When faced with proof that they are dead, unknowing ones attack in a furious rage, not stopping until they have destroyed their accuser and any physical proof. This attack is so mindless and ferocious that the unknowing one gains an additional +5 bonus to melee attacks and damage. Anyone witnessing this frenzied attack must make a Will save (DC 10) or become shaken; shaken characters suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Once the source of the frenzy has been destroyed, the unknowing one retains no memory of the incident.

Skills: Unknowing ones receive a +5 racial modifier to Concentration, Hide, and Move Silently checks. This is included above.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +5 to the unknowing one's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

in their normal clothes, continue with their normal tasks, and tend to carry on as if nothing unusual has happened.

ADVENTURE SEED

☛ The elite First Heavy Infantry has vowed to win the war for the King, no matter what the cost. They have always been the most loyal and valiant of the King's defenders. They have also been wiped out by a powerful magical storm. That hasn't

stopped them, though. They have all kept right on fighting the war as unknowing ones, and have driven their enemies in fear before them. The apparently divine powers that make them almost unstoppable have caught the King's eye, and he has sent the characters to discover the source of these powers, with the intention of trying to duplicate them for his other units. Of course, uncovering the secret may mean facing an entire unit of frenzied undead soldiers.





WENDIGO (TEMPLATE)

“Wendigo” is a template that can be added to any humanoid creature that has eaten the flesh of another humanoid creature (referred to hereafter as the “base creature”). The creature’s type changes to “monstrous humanoid.” It uses all the base creature’s statistics and special abilities except as noted below.

Wendigos may be changed back to their original state through the use of the *atonement* spell. The wendigo must be truly contrite for this to be effective, and the price of redemption is often very steep, requiring lengthy and dangerous service to the church. Other than *atonement*, only *wish* or *miracle* spells will transform a wendigo back to what it was.

Size: As base creature
Hit Dice: Change to d8, and adjust bonus hit points for ability score modifications.

Initiative: As base creature
Speed: As base creature
AC: The base creature’s natural armor improves by +3.

Attacks: A wendigo retains all the attacks of the base creature, adjusted for ability score modifications, and gains two claw attacks and one bite attack if it didn’t already have them.

Damage: Wendigos have claw and bite attacks. If the base creature does not have these attack forms, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings, adjusted for ability score modifications, or use the values below, whichever is better.

SIZE	CLAW	BITE
Fine	—	—
Diminutive	1	1
Tiny	1d2	1d2
Small	1d3	1d3
Medium-size	1d4	1d4
Large	1d6	1d6
Huge	1d8	1d8
Gargantuan	2d6	2d6
Colossal	2d8	2d8

Face/Reach: As base creature
Special Attacks: A wendigo retains all the special attacks of the base creature, and also gains the special attacks listed below.

Consume (Ex): When a wendigo scores a critical hit with its bite attack, it tears a piece of flesh from its victim and consumes it. The wound bleeds at a rate of 1 point of damage per round, and the bleeding can only be stopped by a successful Heal check (DC 15), or the application of any *cure* spell or other healing magic.

Special Qualities: A wendigo retains all the special qualities of the base creature and gains those listed below, and it gains the monstrous humanoid type.

Immunity to Cold (Ex): Wendigos are immune to cold effects.
Scent (Ex): Wendigos gain the ability to detect opponents (or prey) within 30 ft. by sense of smell. If the opponent is upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft. It can also track by smell, with a successful Wisdom check. The typical DC for a fresh trail is 10 regardless of what type of surface holds the scent, and increases or decreases depending on strength of odor, number of creatures, etc. For each hour that the trail is cold, increase the DC by 2.

Saves: As base creature adjusted for ability score modifications, with an additional +5 racial bonus to Will to reflect the single-minded pursuit of sentient flesh.

Abilities: Increase from the base creature as follows: Str +2, Con +4.
Skills: As base creature adjusted for ability score modifications.
Feats: Wendigos gain the feat Multiattack.

Climate/Terrain: As base creature
Organization: Solitary
Challenge Rating: As base creature +2, +1 for every size increase
Treasure: Standard

Alignment: Always chaotic evil
Advancement: 1 HD (+1 size category), 2–3 HD (+1 size category), 4–7 HD (+1 size category), 8–15 HD (+1 size category), 16–31 HD (+1 size category)

Every time a wendigo eats a sentient creature entirely, it gains power. If the wendigo eats one creature for each Hit Die it currently possesses, it may advance by one Hit Die. When a wendigo advances past a category size break, its size increases by one category. For instance, a 7-HD, Medium-sized wendigo must eat 7 sentient creatures to advance to 8 HD and Large size.

SAMPLE WENDIGO

3rd-Level Half-Elf Ranger Wendigo

Medium-size Monstrous Humanoid (Half-Elf)

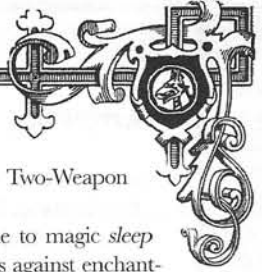
Hit Dice: 3d8+9 (22 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 19 (+4 studded leather +1, +2 Dex, +3 natural)
Attacks: Masterwork longsword +6 melee and shortsword +4, or 2 claws +6 melee and bite +4 melee

In the heart of winter, when the food runs low, people get desperate. So desperate, in fact, that they will go to any length to fill their bellies with meat. Cannibalism carries a terrible price, though, and those who succumb to the urge to eat their own kind may be cursed by the gods, becoming wendigos.

Wendigos are vicious creatures overcome by the desire to eat the flesh of sentient creatures, and have been

corrupted by this desire. They appear as wild-eyed, fearsome specimens of their species, disheveled and unkempt. Their hands grow long, sharp claws, and their teeth turn to fangs. The only goal in their minds and hearts is the consumption of sentient creatures, and they devote all their efforts to fulfilling this objective. Once a creature has become a wendigo, there is little hope of reclaiming it.





Damage: Longsword 1d8+3, shortsword 1d6+3, claws 1d4+3 each, bite 1d4+3
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Consume, Favored Enemy (goblinoids)
Special Qualities: Darkvision 60 ft., Immunities, Immunity to Cold, Low-light Vision, Scent
Saves: Fort +6, Ref +3, Will +7
Abilities: Str 16, Dex 15, Con 17, Int 10, Wis 12, Cha 8
Skills: Hide +7, Move Silently +7, Spot +7, Wilderness Lore +7
Feats: Ambidexterity, Improved Initiative, Multiattack, Track, Two-Weapon Fighting, Weapon Focus (longsword)
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: Special, see template

Consume (Ex): When a wendigo scores a critical hit with its bite attack, it tears a piece of flesh from its victim and consumes it. The wound bleeds at a rate of 1 point of damage per round, and the bleeding can only be stopped by a successful Heal check (DC 15), or the application of any *cure* spell or other healing magic.

Favored Enemy: This ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against goblinoids. The same bonus applies to weapon damage rolls against goblinoids.

Feats: A ranger gains Track as a bonus feat, and a ranger wearing light or no armor can fight with two

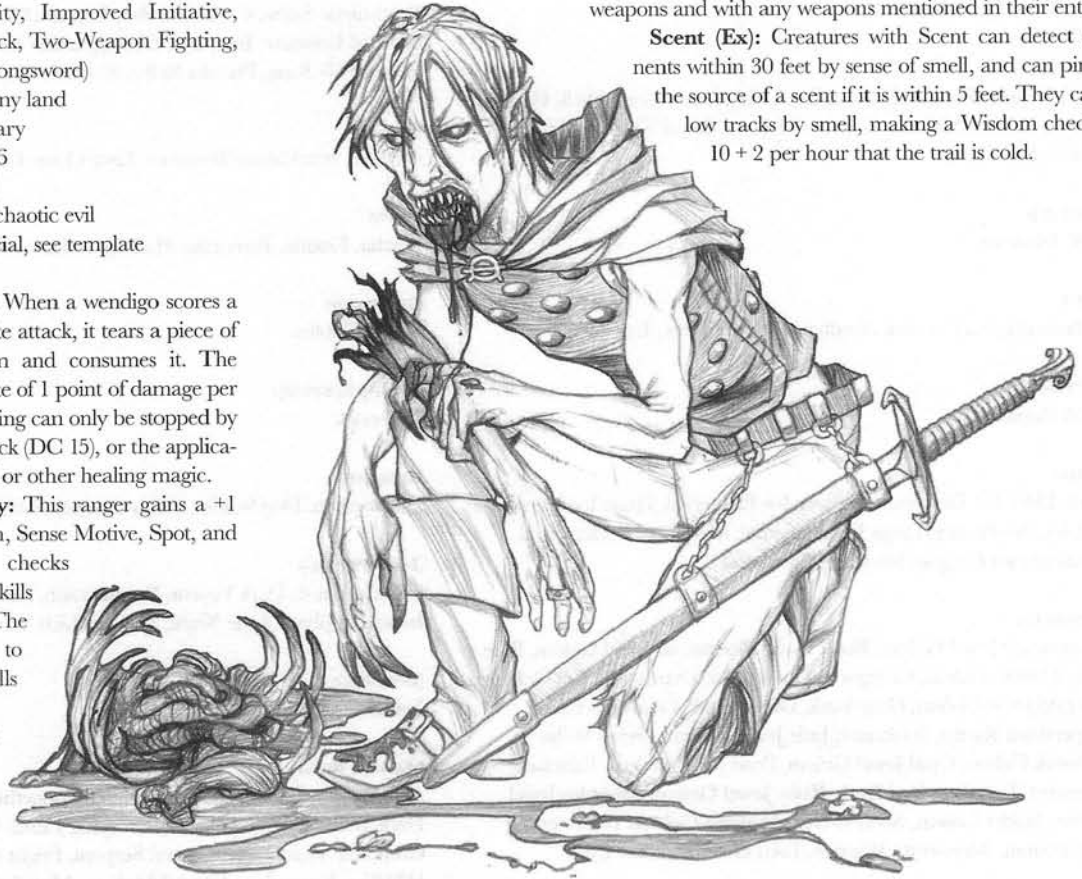
weapons as if he had the feats Ambidexterity and Two-Weapon Fighting (total -2 to both attacks).

Half-Elven Traits (Ex): Half-elves are immune to magic *sleep* spells and effects, have a +2 racial bonus to Will saves against enchantment spells or effects, and have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight. For all special abilities and effects, a half-elf is considered an elf.

Immunity to Cold (Ex): Wendigos are immune to cold effects.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons mentioned in their entries.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.



ADVENTURE SEEDS

☛ The unsavory practices of a local goblin tribe has resulted in several of them becoming wendigos. These creatures quickly ate all the other tribe members, and are swarming through the nearby human lands, searching for prey. The locals need a brave party of adventurers to stand up to the giant, man-eating goblins.

☛ The elven king needs help. His daughter and heir, a ranger, was trapped in the mountain passes when the snows came, and became a wendigo after hunting hobgoblins for food. Her father wants her found and brought back to him alive so that he can have his priests try to cure her. Hunting a feral ranger through the snow-bound passes of the mountains is worth a hefty reward, don't you think?

APPENDICES

APPENDIX I CREATURES BY TYPE (AND SUBTYPE)

ABBERATION:

A'peril, Abroa, Blind Maw, Blood Kr'awn, Breeder Kr'awn, Castigoran Manavore, Emph, Grumbler, Hive Spider Adult Template, Hive Spider Juvenile, Howling Kr'awn, Leechman, Pardia, Pedra Wyrm, Royal Kr'awn, Scrying Kr'awn, Spectral Angler, Yunggular

(AIR):

Lesser Air Wyrm

ANIMAL:

Giant Cone Shell, Kuri

(AQUATIC):

Blood Kr'awn, Breeder Kr'awn, Devil Fish, Giant Cone Shell, Howling Kr'awn, Littoral Makara, Pelagian Makara, Royal Kr'awn, Scrying Kr'awn, Sea Gypsy

(BAATEZU):

Dark Advocate

BEAST:

Jigokomushi, Nail Stealer, Needlejack, Somnophis, Tree Devil

(BI-PLANAR):

Mock Familiar

(COLD):

Bylur, Elder Ice Elemental, Greater Ice Elemental, Huge Ice Elemental, Ice Lion, Ice Stalker, Large Ice Elemental, Medium Ice Elemental, Northern Sea Dragon, Small Ice Elemental

CONSTRUCT:

Aquamarine Jewel Golem, Black Eyak, Bloodstone Jewel Golem, Blue Eyak, Candle Golem, Castigoran Constrictor, Diamond Jewel Golem, Emerald Jewel Golem, Gray Eyak, Green Eyak, Guardian Orb, Halperthian Rattler, Infiltrator, Jade Jewel Golem, Living Webs, Millwork Golem, Opal Jewel Golem, Pearl Jewel Golem, Possessed Construct Template, Red Eyak, Ruby Jewel Golem, Sapphire Jewel Golem, Spider Golem, Stained-Glass Warrior Golem, Terra-cotta Cavalryman, Terra-cotta Warrior, Toku Golem, Yellow Eyak

DRAGON:

Adult War Dragon, Bonechewer, Lesser Air Wyrm, Lesser Earth Wyrm, Lesser Fire Wyrm, Lesser Water Wyrm, Marrow Dragon, Mature Adult War Dragon, Naryanese Snapdragon, Northern Sea Dragon, Old War Dragon, Sage Drake, Very Young War Dragon, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon,

(EARTH):

Crystal Serpent, Lesser Earth Wyrm

ELEMENTAL:

Ice Stalker

ELEMENTAL (AIR):

Bull of Heaven, Elemental Atom of Air, Ice Lion, Whisperer

ELEMENTAL (EARTH):

Elemental Atom of Earth

ELEMENTAL (FIRE):

Elemental Atom of Fire, Spark

ELEMENTAL (WATER):

Elemental Atom of Water, Elder Ice Elemental, Greater Ice Elemental, Huge Ice Elemental, Large Ice Elemental, Medium Ice Elemental, Njuzu, Small Ice Elemental

FEY:

Bean-nighe Sidhe, Cellar Dweller, Cernan, Cuckoo, Daoine-sidhe, Fey-blooded Creature Template, Glaitig, Italna Dryad, Leshy, Lhianon, Lubin, Pale King, Phouka Sidhe, Shethala Dryad, Zhu Ru

(FIRE):

Akyanzi, Blackbones Template, Lava Ooze, Lesser Fire Wyrm

GIANT:

Bortha, Enkidu, Fomoraig, Half-Giant Creature Template, Hyperborean

GOBLINOID:

Skunk Goblin

(HOST'S SUBTYPE):

Dracotick

HUMANOID:

Dildersnitch, Dog Soldier, Krish-dharjat, Navigator, Xipitotec

(INCORPOREAL):

Cantrip Spirit, Dark Voyeur, Dreadwraith, Emph, Leitmotif, Limbo Infant, Orphan of the Night, Shadow Lich Template, Spectral Angler

(INVISIBLE):

Leitmotif, Myndie Snake

MAGICAL BEAST:

Alchemouse, Blink Creature Template, Bonethief, Bylur, Child of the Dark Template, Chupacabra, Creeping Fiend, Cropping Squid Female, Cropping Squid Male, Crystal Serpent, Fright Owl, Fuzzwippit, H'liblika, Kanershee, Littoral Makara, Myndie Snake, Pelagian Makara, Perfected Creature Template, Poukai, Taotie, Temporal Marauder, Vrillisa

MONSTROUS HUMANOID:

Amphi, Celenian, Da Fong Queen, Da Fong Worker, Laxmyri, Sea Gypsy, Wendigo Template

OOZE:

Deep Blue Ooze, Lava Ooze, Malbrau Ooze, Scuttling Ooze

OUTSIDER:

Adaro, Cantrip Spirit, Child of the Dark Template, Child of the Light Template, Fomoraig Thrall Template, Forest God, Leitmotif, L'er

APPENDICES

OUTSIDER (CHAOTIC):

Abyssal Worm Plague, Amorette, Angel Saboath, Athame Demon, Banderlatch Demon, Devil Fish, Dream Knight Dreamkind, Dream Lord Dreamkind, Fable Dreamkind, Guardian Angel Saboath, Half-Dreamkind Creature Template, Harrower, Mage Fiend, Nemesis Dreamkind, Ophan Saboath, Power Saboath, Soulless Creature Template, Tatterdemalion, Wist Dreamkind

OUTSIDER (EVIL):

Abyssal Worm Plague, Athame Demon, Banderlatch Demon, Dark Advocate, Devil Fish, Dream Knight Dreamkind, Dream Lord Dreamkind, Garkain, Hound of Arawn, Mage Fiend, Nemesis Dreamkind, Soulless Creature Template, Tatterdemalion

OUTSIDER (GOOD):

Amorette, Angel Saboath, Archangel Saboath, Cherub Saboath, Dominion Saboath, Dream Knight Dreamkind, Dream Lord Dreamkind, Fable Dreamkind, Guardian Angel Saboath, Ophan Saboath, Power Saboath, Principality Saboath, Seraph Saboath, Virtue Saboath, Wist Dreamkind

OUTSIDER (LAWFUL):

Dark Advocate, Dream Knight Dreamkind, Dream Lord Dreamkind, Hound of Arawn, Principality Saboath, Sentinel, Seraph Saboath, Virtue Saboath, Zenzogin

OUTSIDER (NEUTRAL):

Archangel Saboath, Cherub Saboath, Dominion Saboath

PLANT:

Cactus Crawler, Hunter Bush, Leaf Trapper, Lure Tree, Seedkin Creeper, Seedkin Slaver, Seedkin Spawner, Singer, Whip Rose

(REPTILIAN):

Bonethief

(SABOATH):

Angel Saboath, Archangel Saboath, Cherub Saboath, Dominion Saboath, Guardian Angel Saboath, Ophan Saboath, Power Saboath, Principality Saboath, Seraph Saboath, Virtue Saboath

SHAPECHANGER:

Émigré, Irrinja, Mock Familiar, Morrigan, Puka, Skinwalker Template

(SIDHE):

Bean-nighe Sidhe, Daoine-sidhe, Phouka Sidhe

(TANAR'RI):

Abyssal Worm Plague, Athame Demon

UNDEAD:

Abyssal Plague Host Template, Akyanzi, Barrow Wight Template, Blackbones Template, Bloodwraith, Bog Slain, Dark Voyeur, Dreadwraith, Fossegrim Template, Ghoul Template, Jikininki, Limbo Infant, Orphan of the Night, Plagueling Template, Shadow Lich Template, Swordtree, Thrall of the Pale King Template, Unknowing One Template

VERMIN:

Acanaster, Assassin Caterpillar, Caffeine Wasp, Dracotick, Frostmite Swarm, Paving Beetle, Smoke Beetle, Time Spider

(WATER):

Adaro, Lesser Water Wyrm, Northern Sea Dragon

APPENDIX II: CREATURES BY TERRAIN

ANY LAND:

A'peril, Abyssal Plague Host Template, Abyssal Worm Plague, Acanaster, Akyanzi, Amorette, Angel Saboath, Aquamarine Jewel Golem, Archangel Saboath, Athame Demon, Banderlatch Demon, Barrow Wight Template, Black Eyak, Blackbones Template, Blink Creature Template, Bloodstone Jewel Golem, Bloodwraith, Blue Eyak, Bull of Heaven, Candle Golem, Castigoran Constrictor, Cherub Saboath, Child of the Light Template, Cropping Squid Female, Cropping Squid Male, Cuckoo, Dark Advocate, Dark Voyeur, Diamond Jewel Golem, Dildersnitch, Dog Soldier, Dominion Saboath, Dreadwraith, Elder Ice Elemental, Elemental Atom of Air, Elemental Atom of Earth, Elemental Atom of Fire, Elemental Atom of Water, Emerald Jewel Golem, Émigré, Emph, Fossegrim Template, Ghoul Template, Glaistig, Gray Eyak, Greater Ice Elemental, Green Eyak, Guardian Angel Saboath, Guardian Orb, Halperthian Rattler, Harrower, Hound of Arawn, Huge Ice Elemental, Infiltrator, Italna Dryad, Jade Jewel Golem, Jikininki, Ler, Large Ice Elemental, Leitmotif, Lhianon, Limbo Infant, Living Webs, Mage Fiend, Medium Ice Elemental, Millwork Golem, Mock Familiar, Navigator, Njuzu, Opal Jewel Golem, Ophan Saboath, Orphan of the Night, Paving Beetle, Pearl Jewel Golem, Phouka Sidhe, Possessed Construct Template, Power Saboath, Principality Saboath, Puka, Red Eyak, Ruby Jewel Golem, Sage Drake, Sapphire Jewel Golem, Sentinel, Seraph Saboath, Shadow Lich Template, Small Ice Elemental, Spider Golem, Swordtree, Taotie, Tatterdemalion, Terra-cotta Cavalryman, Terra-cotta Warrior, Toku Golem, Virtue Saboath, Whisperer, Yellow Eyak, Yunggulur, Zenzogin, Zhu Ru

AQUATIC:

Adaro, Bean-nighe Sidhe, Deep Blue Ooze, Devil Fish, Giant Cone Shell, Lesser Water Wyrm, Littoral Makara, Northern Sea Dragon, Pelagian Makara, Scuttling Ooze, Sea Gypsy

ASTRAL PLANE:

Cantrip Spirit

COLD:

Bog Slain, Bortha, Bylur, Frostmite, H'liblika, Hyperborean, Ice Lion, Ice Stalker, Laxmyri, Northern Sea Dragon

DESERT:

Adult War Dragon, Cactus Crawler, Enkidu, Irrinja, Jigokomushi, Krish-dharjat, Lesser Fire Wyrm, Mature Adult War Dragon, Myndie Snake, Naryanese Snapdragon, Old War Dragon, Skinwalker Template, Spark, Very Young War Dragon, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon

DREAM PLANE:

Dream Knight Dreamkind, Dream Lord Dreamkind, Fable Dreamkind, Nemesis Dreamkind, Wist Dreamkind,

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FOREST:

Adult War Dragon, Amphi, Bonethief, Caffeine Wasp, Celenian, Cernan, Child of the Dark Template, Creeping Fiend, Da Fong Queen, Da Fong Worker, Daoine-sidhe, Enkidu, Forest God, Fright Owl, Fuzzwippit, Garkain, Hunter Bush, Kanershee, Krish-dharjat, Leaf Trapper, Leshy, Lure Tree, Mature Adult War Dragon, Morrigan, Nail Stealer, Old War Dragon, Pale King, Pardilla, Poukai, Seedkin Creeper, Seedkin Slaver, Seedkin Spawner, Shethala Dryad, Smoke Beetle, Temporal Marauder, Tree Devil, Very Young War Dragon, Whip Rose, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon

HILLS:

Adult War Dragon, Child of the Dark Template, Creeping Fiend, Daoine-sidhe, Enkidu, Fomoraig, Fomoraig Thrall Template, Fright Owl, Fuzzwippit, H'liblika, Kanershee, Laxmyri, Lesser Air Wurm, Lesser Earth Wurm, Lubin, Mature Adult War Dragon, Morrigan, Naryanese Snapdragon, Old War Dragon, Pale King, Spark, Temporal Marauder, Very Young War Dragon, Whip Rose, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon

MARSH:

Amphi, Blood Kr'awn, Bog Slain, Breeder Kr'awn, Creeping Fiend, Fomoraig, Fomoraig Thrall Template, Howling Kr'awn, Krish-dharjat, Leechman, Littoral Makara, Malbrau Ooze, Royal Kr'awn, Scrying Kr'awn

MOUNTAINS:

Adult War Dragon, Bonechewer, Bortha, Fomoraig, Fomoraig Thrall Template, Grumbler, H'liblika, Ice Stalker, Krish-dharjat, Laxmyri, Lesser Air Wurm, Lesser Earth Wurm, Lesser Fire Wurm, Marrow Dragon, Mature Adult War Dragon, Old War Dragon, Very Young War Dragon, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon

PLAINS:

Enkidu, Fright Owl, Fuzzwippit, Ice Lion, Ice Stalker, Kanershee, Kuri, Lesser Air Wurm, Lesser Earth Wurm, Lesser Fire Wurm, Morrigan, Naryanese Snapdragon, Needlejack, Spark, Whip Rose

TEMPERATE:

Adult War Dragon, Alchemouse, Assassin Caterpillar, Bean-nighe Sidhe, Blood Kr'awn, Bonethief, Breeder Kr'awn, Caffeine Wasp, Creeping Fiend, Da Fong Queen, Da Fong Worker, Daoine-sidhe, Fuzzwippit, Giant Cone Shell, H'liblika, Hive Spider Adult Template, Hive Spider Juvenile, Howling Kr'awn, Hunter Bush, Kuri, Lubin, Lure Tree, Mature Adult War Dragon, Morrigan, Old War Dragon, Pale King, Royal Kr'awn, Scrying Kr'awn, Scuttling Ooze, Sea Gypsy, Shethala Dryad, Skinwalker Template, Somnophis, Temporal Marauder, Tree Devil, Very Young War Dragon, Whip Rose, Wyrmling War Dragon, Young Adult War Dragon, Young War Dragon

UNDERGROUND:

Abroa, Abyssal Plague Host Template, Abyssal Worm Plague, Acanaster, Akyanzi, Amorette, Angel Saboath, Aquamarine Jewel Golem, Archangel Saboath, Athame Demon, Banderlatch Demon, Barrow Wight Template, Bean-nighe Sidhe, Black Eyak, Blackbones Template, Blind Maw, Blink Creature Template, Blood Kr'awn, Bloodstone Jewel Golem, Bloodwraith, Blue Eyak, Bonechewer, Breeder Kr'awn,

Castigoran Constrictor, Castigoran Manavore, Cellar Dweller, Cherub Saboath, Crystal Serpent, Dark Advocate, Dark Voyeur, Diamond Jewel Golem, Dildersnitch, Dog Soldier, Dominion Saboath, Dracotick, Dreadwraith, Elder Ice Elemental, Elemental Atom of Air, Elemental Atom of Earth, Elemental Atom of Fire, Elemental Atom of Water, Emerald Jewel Golem, Emph, Fomoraig, Fomoraig Thrall Template, Ghoul Template, Gray Eyak, Greater Ice Elemental, Green Eyak, Guardian Angel Saboath, Halperthian Rattler, Howling Kr'awn, Huge Ice Elemental, Infiltrator, Italna Dryad, Jade Jewel Golem, Jikininki, Large Ice Elemental, Lava Ooze, Leaf Trapper, Leechman, Lesser Earth Wurm, Limbo Infant, Living Webs, Mage Fiend, Malbrau Ooze, Medium Ice Elemental, Navigator, Opal Jewel Golem, Ophan Saboath, Paving Beetle, Pearl Jewel Golem, Pedra Wurm, Phouka Sidhe, Possessed Construct Template, Power Saboath, Principality Saboath, Red Eyak, Royal Kr'awn, Ruby Jewel Golem, Sapphire Jewel Golem, Scrying Kr'awn, Seraph Saboath, Shadow Lich Template Singer, Skunk Goblin, Small Ice Elemental, Spark, Spectral Angler, Spider Golem, Tatterdemalion, Temporal Marauder, Terra-cotta Cavalryman, Terra-cotta Warrior, Time Spider, Virtue Saboath, Yellow Eyak, Zhu Ru

URBAN:

A'peril, Candle Golem, Cellar Dweller, Cuckoo, Dark Advocate, Dildersnitch, Émigré, Emph, Fuzzwippit, Infiltrator, Lhianon, Nail Stealer, Seedkin Slaver, Singer, Skunk Goblin, Stained-Glass Warrior Golem, Toku Golem

WARM:

Adult War Dragon, Amphi, Blood Kr'awn, Bonethief, Breeder Kr'awn, Cactus Crawler, Caffeine Wasp, Chupacabra, Da Fong Queen, Da Fong Worker, Enkidu, Garkain, Giant Cone Shell, Howling Kr'awn, Lava Ooze, Leaf Trapper, Lesser Fire Wurm, Littoral Makara, Marrow Dragon, Mature Adult War Dragon, Myndie Snake, Naryanese Snapdragon, Needlejack, Old War Dragon, Pardilla, Poukai, Royal Kr'awn, Scrying Kr'awn, Scuttling Ooze, Sea Gypsy, Shethala Dryad, Skinwalker Template, Somnophis, Spark, Very Young War Dragon, Vrillisa, Wyrmling War Dragon, Xipitotec, Young Adult War Dragon, Young War Dragon

APPENDIX III. CREATURES BY CHALLENGE RATING

VARIABLE:

Abyssal Plague Host Template, Barrow Wight Template, Blackbones Template, Blink Creature Template, Child of the Dark Template, Child of the Light Template, Fey-blooded Creature Template, Fomoraig Thrall Template, Fossegrim Template, Ghoul Template, Half-Dreamkind Creature Template, Half-Giant Creature Template, Hive Spider Adult Template, Mock Familiar, Perfected Creature Template, Plagueling Template, Possessed Construct Template, Rebuilt Creature Template, Shadow Lich Template, Skinwalker Template, Soulless Creature Template, Thrall of the Pale King Template, Unknowing One Template, Wendigo Template, Xipitotec

CR 1/4:

Assassin Caterpillar, Brown Eyak, Caffeine Wasp, Creeping Fiend, Elemental Atom of Earth

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CR 1/2:

Abroa, Alchemouse, Blue Eyak, Breeder Kr'awn, Candle Golem, Cantrip Spirit, Devil Fish, Elemental Atom of Air, Elemental Atom of Fire, Elemental Atom of Water, Fuzzwippit, Green Eyak, Naryanese Snapdragon, Seedkin Creeper, Seedkin Spawner, Skunk Goblin, Smoke Beetle, Somnophis, Spark, Wist Dreamkind, Yellow Eyak

CR 1:

A'peril, Acanaster, Akyanzi, Amphi, Blood Kr'awn, Bog Slain, Celenian, Cernan, Crystal Serpent, Dildersnitch, Dog Soldier, Fable Dreamkind, Fright Owl, Frostmite Swarm, Glaistig, Gray Eyak, Italna Dryad, Krish-dharjat, Leitmotif, Lubin, Nail Stealer, Needlejack, Paving Beetle, Pelagian Makara, Puka, Red Eyak, Seedkin Slaver, Small Ice Elemental, Terra-cotta Warrior, Tree Devil, Wyrmling War Dragon, Zhu Ru

CR 2:

Adaro, Amorette, Black Eyak, Bonethief, Daoine-sidhe, Émigré, Hive Spider Juvenile, Jikininki, Laxmyri, Littoral Makara, Living Webs, Malbrau Ooze, Navigator, Njuzu, Pardilla, Sea Gypsy, Stained-Glass Warrior Golem, Temporal Marauder

CR 3:

Cellar Dweller, Chupacabra, Cuckoo, Dark Voyeur, Dracotick, Giant Cone Shell, Hound of Arawn, Kuri, Leaf Trapper, Leechman, Marrow Dragon, Medium Ice Elemental, Morrigan, Pearl Jewel Golem, Shethala Dryad, Singer, Swordtree, Tatterdemalion, Terra-cotta Cavalryman, Vrillisa,

CR 4:

Banderlatch Demon, Bloodwraith, Dream Knight Dreamkind, Halperthian Rattler, Howler Kr'awn, Hunter Bush, Kanershee, Lhianon, Millwork Golem, Orphan of the Night, Poukai, Scrying Kr'awn, Very Young War Dragon, Whisperer

CR 5:

Angel Saboath, Bortha, Da Fong Queen, Da Fong Worker, Dark Advocate, Deep Blue Ooze, Dreadwraith, Garkain, Grumbler, Guardian Orb, Hyperborean, Ice Stalker, Infiltrator, Irrinja, Large Ice Elemental, Mage Fiend, Sentinel

CR 6:

Aquamarine Jewel Golem, Bean-nighe Sidhe, Bylur, Castigoran Manavore, Cropping Squid Male, Emerald Jewel Golem, Guardian Angel Saboath, H'liblika, Harrower, Opal Jewel Golem, Pale King, Sage Drake, Time Spider, Whip Rose, Young War Dragon

CR 7:

Archangel Saboath, Blind Maw, Bonechewer, Dream Lord Dreamkind, Enkidu, Huge Ice Elemental, Ice Lion, Jigokomushi, Lava Ooze, Moonstone Jewel Golem, Scuttling Ooze, Young Adult War Dragon

CR 8:

Athame Demon, Emph, Forest God, Leshy, Lesser Air Wyrmling, Lure Tree, Phouka Sidhe, Sapphire Jewel Golem, Spectral Angler, Spider Golem, Toku Golem

CR 9:

Adult War Dragon, Greater Ice Elemental, Lesser Fire Wyrmling, Lesser Water Wyrmling, Principality Saboath, Royal Kr'awn

CR 10:

Lesser Earth Wyrmling, Limbo Infant

CR 11:

Cactus Crawler, Elder Ice Elemental, Mature Adult War Dragon, Power Saboath, Yunggulus

CR 12:

Abyssal Worm Plague, Bull of Heaven, Diamond Jewel Golem, L'ier, Pedra Wyrmling, Ruby Jewel Golem

CR 13:

Old War Dragon, Virtue Saboath

CR 15:

Bloodstone Jewel Golem, Dominion Saboath, Jade Jewel Golem

CR 17:

Ophan Saboath, Zenzogin

CR 20:

Cherub Saboath, Cropping Squid Female, Fomoraig, Myndie Snake, Northern Sea Dragon

CR 21:

Seraph Saboath

CR 22:

Taotie

INDETERMINATE:

Nemesis Dreamkind

APPENDIX IV: CREATURES ADVANCING BY CLASS

Abyssal Plague Host Template, Amphi, Angel Saboath, Archangel Saboath, Bean-nighe Sidhe, Blackbones Template, Blink Creature Template, Celenian, Cherub Saboath, Child of the Dark Template, Child of the Light Template, Da Fong Worker, Daoine-sidhe, Dog Soldier, Dominion Saboath, Emerald Jewel Golem, Émigré, Fey-blooded Creature Template, Fomoraig, Fossegrim Template, Ghoul Template, Glaistig, Guardian Angel Saboath, Half-Dreamkind Creature Template, Half-Giant Creature Template, Hive Spider Adult Template, Hyperborean, Ice Stalker, Irrinja, Krish-dharjat, L'ier, Laxmyri, Leshy, Lhianon, Morrigan, Navigator, Ophan Saboath, Perfected Creature Template, Phouka Sidhe, Possessed Construct Template, Power Saboath, Principality Saboath, Puka, Rebuilt Creature Template, Royal Kr'awn, Scrying Kr'awn, Sea Gypsy, Seraph Saboath, Shadow Lich Template, Skinwalker Template, Skunk Goblin, Soulless Creature Template, Thrall of the Pale King Template, Unknowing One Template, Virtue Saboath, Xipitotec

APPENDIX V: SUPPLEMENTAL SUMMONING TABLES

SUMMON MONSTER

The *summon monster* spell summons an outsider (extra-planar creature) that attacks the character's enemies. A player whose character uses the standard D20 System *summon monster* spell can choose a creature from those normally available to the spellcaster, or one from the supplemental *summon monster* table given here if the GM allows it.

Creatures are listed by spell level with their types (and subtypes), alignments, and CRs given for reference. We've taken an inclusive approach in determining what an "extra-planar" creature is; GMs should decide whether particular creatures are appropriate in their campaign's cosmology. Also, the nemesis dreamkind has been omitted from this list as it is unsuited to being a summoned creature.

1ST LEVEL

Cantrip Spirit	Outsider (Incorporeal)	N	1/2
Devil Fish	Outsider (Chaotic, Evil, Aquatic)	CE	1/2
Wist Dreamkind	Outsider (Chaotic, Good)	CG	1/2

2ND LEVEL

Fable Dreamkind	Outsider (Chaotic, Good)	CG	1
Gnome Half-Dreamkind	Outsider (Chaotic)	CG	1
Leitmotif	Outsider (Invisible, Incorporeal)	CN	1

3RD LEVEL

Human Com2 Soulless	Outsider (Evil, Chaotic)	CE	2
Aclaro	Outsider (Water)	NE	2
Celestial Kuri	Magical Beast	CG	3
Fiendish Kuri	Magical Beast	CE	3

4TH LEVEL

Amorette	Outsider (Chaotic, Good)	CG	2
Celestial Giant Cone Shell	Magical Beast	NG	3
Fiendish Giant Cone Shell	Magical Beast	NE	3
Hound of Arawn	Outsider (Lawful, Evil)	LE	3
Tatterdemalion	Outsider (Chaotic, Evil)	CE	3

5TH LEVEL

Angel Saboath	Outsider (Chaotic, Good, Saboath)	CG	5
Banderlatch Demon	Outsider (Chaotic, Evil)	CE	4
Dark Advocate	Outsider (Evil, Lawful, Baatezu)	LE	5
Dream Knight Dreamkind	Outsider (Chaotic, Good or Lawful, Evil)	CG or LE	4
Garkain	Outsider (Evil)	NE	5
Sentinel	Outsider (Lawful)	LN	5

6TH LEVEL

Human Ftr5			
Child of the Dark	Outsider	N	6
Human Ftr5			
Child of the Dark/Light	Outsider	N	7
Archangel Saboath	Outsider (Neutral, Good, Saboath)	NG	7
Guardian Angel Saboath	Outsider (Chaotic, Good, Saboath)	CG	6
Dragonne Fomoraig Thrall	Outsider	CE	7
Dream Lord Dreamkind	Outsider (Chaotic, Good or Lawful, Evil)	CG or LE	7
Harrower	Outsider (Chaotic)	CN	6
Mage Fiend	Outsider (Chaotic, Evil)	CE	5

7TH LEVEL

Athame Demon	Outsider (Chaotic, Evil, Tanar'ri)	CE	8
Forest God	Outsider	N	8

8TH LEVEL

Principality Saboath	Outsider (Lawful, Good, Saboath)	LG	9
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9TH LEVEL

Abyssal Worm Plague	Outsider (Chaotic, Evil, Tanar'ri)	CE	12
Cherub Saboath	Outsider (Neutral, Good, Saboath)	NG	20
Dominion Saboath	Outsider (Neutral, Good, Saboath)	NG	15
L'er	Outsider	NE	12
Ophan Saboath	Outsider (Chaotic, Good, Saboath)	CG	17
Power Saboath	Outsider (Chaotic, Good, Saboath)	CG	11
Seraph Saboath	Outsider (Lawful, Good, Saboath)	LG	21
Virtue Saboath	Outsider (Lawful, Good, Saboath)	LG	13
Zenzogin	Outsider (Lawful)	LN	17

SUMMON NATURES ALLY

The *summon nature's ally* spell summons a natural creature that attacks the character's enemies. A player whose character uses the standard D20 System *summon nature's ally* spell can choose a creature from those normally available to the spellcaster, or one from the supplemental *summon nature's ally* table given here if the GM allows it.

Creatures are listed by spell level with their types (and subtypes), alignments, and CRs given for reference. We've taken an inclusive approach in determining what a "natural" creature is; GMs should decide whether particular creatures are appropriate in their campaign's cosmology. Take note of non-elementals with elemental subtypes and creatures with the vermin type, especially. Also, the Zhu Ru has omitted from this list because it is unsuited to combat.

1ST LEVEL

Assassin Caterpillar	Vermin	N	1/4
Caffeine Wasp	Vermin	N	1/4
Elemental Atom of Air	Elemental (Air)	N	1/2
Elemental Atom of Earth	Elemental (Earth)	N	1/4
Elemental Atom of Fire	Elemental (Fire)	N	1/2
Elemental Atom of Water	Elemental (Water)	N	1/2
Seedkin Creeper	Plant	N	1/2
Spark	Elemental (Fire)	CN	1/2

2ND LEVEL

Acanaster	Vermin	N	1
Akyanzi	Undead (Fire)	CE	1
Cernan	Fey	CN	1
Crystal Serpent	Magical Beast (Earth)	N	1
Frostmite Swarm	Vermin	N	1
Glaistig	Fey	CN	1
Italna Dryad	Fey	LE	1
Lubin	Fey	CN	1
Paving Beetle	Vermin	N	1
Seedkin Spawner	Plant	N	1/2
Smoke Beetle	Vermin	N	1/2

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3RD LEVEL

Adaro	Outsider (Water)	NE	2
Daoine-sidhe	Fey (Sidhe)	CN	2
Fey-Blooded Light Horse	Fey	CN	2
Njuzu	Elemental (Water)	N	2
Seedkin Slaver	Plant	NE	1
Small Ice Elemental	Elemental (Cold, Water)	N	1

4TH LEVEL

Cellar Dweller	Fey	CN	3
Cuckoo	Fey	CN	3
Giant Cone Shell	Animal (Aquatic)	N	3
Kuri	Animal	N	3
Leaf Trapper	Plant	N	3
Shethala Dryad	Fey	CN	3
Singer	Plant	N	3
Whisperer	Elemental (Air)	N	4

5TH LEVEL

Dracotick	Vermin (Host's Subtype)	N	3
Hunter Bush	Plant	N	4
Ice Stalker	Elemental (Cold)	NE	5
Lhianon	Fey	N	4
Medium Ice Elemental	Elemental (Cold, Water)	N	3

6TH LEVEL

Bean-nighe Sidhe	Fey (Sidhe)	NE	6
Bylur	Beast (Cold)	NE	6
Ice Lion	Elemental (Air, Cold)	NE	7
Large Ice Elemental	Elemental (Cold, Water)	N	5
Lava Ooze	Ooze (Fire)	N	7
Pale King	Fey	LE	6
Whip Rose	Plant	N	6

7TH LEVEL

Huge Ice Elemental	Elemental (Cold, Water)	N	7
Leshy	Fey	CN	8
Lesser Air Wyrn	Dragon (Air)	CG	8
Lure Tree	Plant	N	8
Phouka Sidhe	Fey (Sidhe)	CE	8
Time Spider	Vermin	N	6

8TH LEVEL

Human Drd7 Blackbones	Undead (Fire)	NE	9
Cactus Crawler	Plant	N	11
Greater Ice Elemental	Elemental (Cold, Water)	N	9
Lesser Fire Wyrn	Dragon (Fire)	CE	9
Lesser Water Wyrn	Dragon (Water)	LG	9

9TH LEVEL

Bull of Heaven	Elemental (Air)	CN	12
Elder Ice Elemental	Elemental (Cold, Water)	N	11
Lesser Earth Wyrn	Dragon (Earth)	LE	10
Northern Sea Dragon	Dragon (Cold, Water)	N	20

APPENDIX VI. BIBLIOGRAPHY

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