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SPAIROSBLAAK CREATURES OF THE ARCHDUCHY



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SPIROSELAAK CREATURES OF THE ARCHDUCHY

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CREATURES

The following creatures are designed for use in the **SpirosBlaak** campaign setting. As such, they will contain characteristics unique to that world. However, a little adaptation is all that's needed in most cases to use them in any setting. A Chosen of Jestale, for example, can become the servant of a similar god in your setting of choice. That said, enjoy these additions to the Archduchy's already considerable peril.

Armageddon Dragon

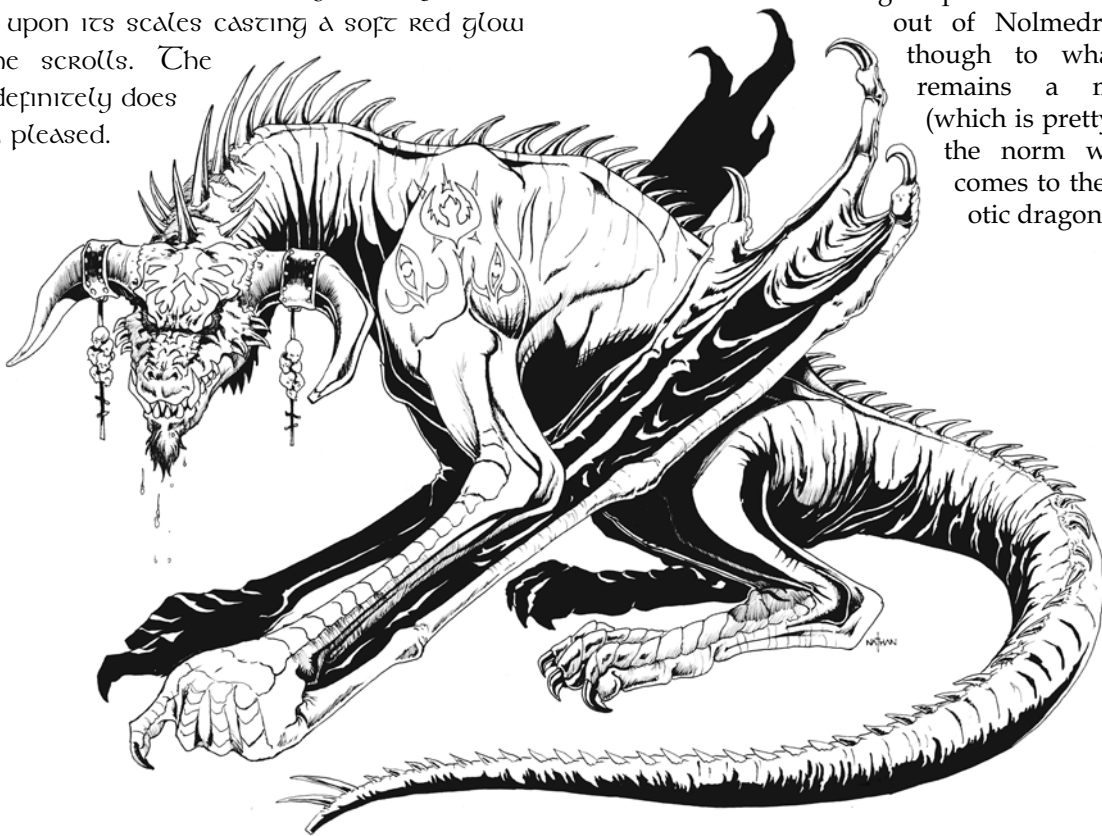
Glad to have finally reached the ruins' heart, you hunch over the scrolls that are your efforts' reward and read of the time when the world was nearly sundered during the Great Madness. You glance over the frequent passages written in a harsh script unlike any you've ever seen, your eyes wide as the truth of the Gods' Fall is laid out before you. Your hands begin to shake as it dawns on you what this knowledge will mean for the entire world—and that is when you realize there is a wide, lizardine head towering above you, the symbols upon its scales casting a soft red glow upon the scrolls. The dragon definitely does not look pleased.

Armageddon dragons first appeared shortly before the Gods' Fall, earning them a reputation as harbingers of chaotic times, a label that has been reinforced by sightings of one or more soon before every major catastrophe since. Most tend to keep to themselves, guarding their lairs and secrets with zealous ferocity, although a few, such as the notorious raider of the high seas, Drybadus, have become more actively involved with the world at large.

Despite countless speculations as to where these creatures come from and what cause they may serve, nobody knows for certain. The answers to such questions have been the source of several expeditions to the remotest regions of Dracos, most of which never returned. Even one of the Archduchy's more wizened citizens, Karditious the Philologist of Askalan, seems to know nothing of the creatures' secrets.

Sample Armageddon Dragon Starcloud

Next to nothing is known of Starcloud before she underwent the transformation (for lack of a better word) into an Armageddon dragon, except she has apparently always resided in the southern tip of the Sycleese's Tears range, near the River of Fire. For the past several centuries, Starcloud has been harassing mining outposts and river craft out of Nolmedron, although to what end remains a mystery (which is pretty much the norm when it comes to these chaotic dragons.)



Huge Old Armageddon Silver Dragon

Hit Dice: 28d12+168 (350 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft. (8 squares); fly 160 ft. (poor)

Armor Class: 40 (–2 size, +32 natural), touch 8, flat-footed 40

Base Attack/Grapple: +28/+46

Attack: Bite +36 melee (2d8+10)

Full Attack: Bite +36 melee (2d8+10), 2 claws +31 melee (2d6+5), 2 wings +31 melee (1d8+5), tail slap +31 melee (2d6+15), crush +31 melee (2d8+15)

Space/Reach: 15 ft./10 ft. (bite 15 ft.)

Special Attacks: Chaotic breath weapon, frightful presence, spell-like abilities, spells

Special Qualities: Alternate form, arcane healing, cloudwalking, damage reduction 5/magic, darkvision 360 ft., dragon traits, immunity to acid, cold, sleep, and paralysis, low-light vision, spell resistance 20 (24 vs chaos, 16 vs law)

Saves: Fort +22, Ref +16, Will +22

Abilities: Str 31, Dex 10, Con 23, Int 22, Wis 23, Cha 22

Skills: Balance +10, Bluff +37, Concentration +31, Diplomacy +28, Disguise +37, Heal +24, Hide +10, Intimidate +21, Jump +12, Knowledge (arcana) +31, Knowledge (nature) +21, Listen +37, Search +37, Sense Motive +31, Spellcraft +16, Spot +37, Use Magic Device +16

Feats: Alertness, Cleave, Combat Casting, Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Persuasive, Power Attack, Wingover

Challenge Rating: 23

Alignment: Chaotic neutral

Combat

Alternate Form (Su): Starcloud can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that Starcloud does not regain hit points for changing form and can only assume the form of an animal or humanoid. Starcloud can remain in its animal or humanoid form until she chooses to assume a new one or return to her natural form.

Arcane Healing (Su): Every time her spell resistance prevents an arcane spell from affecting her, Starcloud immediately heals twice as many hit points as the spell's level. When such healing takes place, the runes and symbols in Starcloud's hide and scales glow a bright, blood red.

Chaotic Breath Weapon (Su): 50-foot cone, damage 16d8 cold, Reflex DC 30 half; 50-foot cone, paralysis 1d6+8 rounds, Fortitude DC 30 negates. This considered chaotic for the sake of affecting abilities such

as damage reduction. It also increases its threat range and critical multiplier by +1 against lawful foes.

Cloudwalking (Su): Starcloud can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Detection (Sp): Starcloud can *detect law*, as per the spell, up to 280 feet.

Enhanced Spell Resistance (Ex): Increase Starcloud's spell resistance by +4 against spells and spell-like abilities to which the chaotic descriptor applies.

Frightful Presence (Ex): 240-foot radius, HD 27 or less, Will DC 30 negates.

Obvious (Ex): No matter the original dragon type, Starcloud is covered with chaotic, lightly glowing symbols and runes. This imposes a –4 penalty to all Hide checks.

Smite (Su): Once per day, Starcloud can make a normal melee attack to deal an extra 28 points of damage against a lawful foe. If the dragon accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Spell-Like Abilities (Sp): 3/day—*fog cloud, control winds, protection from law*, 2/day—*feather fall*.

Spells: As 11th-level sorcerer.

Typical Sorcerer Spells Known (9/7/7/5/4/3; save DC 16 + spell level): 0—*acid splash, detect magic, flare, ghost sound, light, mage hand, mending, open/close, read magic*; 1st—*alarm, charm person, color spray, magic missile, obscuring mist, shield, sleep*; 2nd—*arcane lock, daze monster, fog cloud, hypnotic pattern, mirror image, misdirection, web*; 3rd—*blink, dispel magic, explosive runes, fireball, slow*; 4th—*arcane eye, fire trap, charm monster, confusion*; 5th—*feblemind, passwall, wall of stone*

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against Starcloud by +1 and the threat range by +1.

Weakened Spell Resistance (Ex): Decrease Starcloud's spell resistance by –4 against spells and spell-like abilities to which the lawful descriptor applies.

Creating an Armageddon Dragon

"Armageddon Dragon" is a template that can be added to any living, true young adult or older dragon (referred to hereafter as the base creature).

An Armageddon dragon uses all the base creature's

statistics and special abilities except as noted here.

Size and Type: The creature acquires the chaotic subtype despite not being an Outsider.

Speed: Add 10 feet to the creature's flight speed.

Armor Class: Natural armor improves by +5 (this stacks with any natural armor bonus the base creature has.)

Damage: For the sake of natural attacks, consider the dragon to be one age category older. Colossal Armageddon dragons increase the number of dice rolled for the attack by 50%.

Special Attacks: An Armageddon dragon retains all the special attacks of the base creature and gains the following special attack.

Chaotic Breath Weapon (Ex): The creature's breath weapon is considered chaotic for the sake of affecting abilities such as damage reduction. It also increases its threat range and critical multiplier by +1 against lawful foes.

Detection (Sp): The creature can *detect law*, as per the spell, except the range is 10 feet per HD.

Smite (Su): Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD against a lawful foe. If the dragon accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Spell-like Abilities (Sp): In addition to the creature's normal spell-like abilities, the following are added to the Armageddon dragon's list at 3/day each: *protection from law*, *dispel law* (ancient or older.)

Special Qualities: An Armageddon dragon has all the special qualities of the base creature, plus the following special qualities.

Arcane Healing (Su): Every time its spell resistance prevents an arcane spell from affecting it, the creature immediately heals twice as many hit points as the spell's level. When such healing takes place, the runes and symbols in the creature's hide and scales glow a bright, blood red.

Darkvision (Ex): Triple the creature's normal darkvision range.

Enhanced Spell Resistance (Ex): Increase the creature's spell resistance by +4 against spells and spell-like abilities to which the chaotic descriptor applies.

Obvious (Ex): No matter the original dragon type, an Armageddon dragon is covered with chaotic, lightly glowing symbols and runes that have no discernable link to any known language. Even the gods seem puzzled as to what they can mean or how they came to

be scribed into the creature's flesh. This imposes a -4 penalty to all Hide checks.

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against the creature by +1 and the threat range by +1.

Weakened Spell Resistance (Ex): Decrease the creature's spell resistance by -4 against spells and spell-like abilities to which the lawful descriptor applies.

Abilities: Increase from the base creature as follows: Str +4, Con +4, Wis +2.

Organization: Rarely anything other than solitary, with pairs and trios being the next most common. Flights (4 to 10) are incredibly rare.

Challenge Rating: Young adult, adult or mature adult, as base creature +2; old, very old or ancient, as base creature +3; wrym or great wry, as base creature +4.

Alignment: Always chaotic neutral.

Level Adjustment: -

Armageddon Giant

Another boulder comes crashing down just behind you as yet another of your brethren succumbs to the inexplicable insanity; he drops his blade and runs off into the nearest gully, screaming about bugs at the top of his lungs. And then the rocks stop raining down, only to have their thunderous crashing replaced with the dull thudding of approaching feet. *LARGE* feet by the sound of it.

Suddenly you're face-to-face with your foe—okay, more like face-to-leg—as the creature leaps from the cliffs above to land before you. Its bare chest fills your entire span of vision, the maddening runes tattooed upon its flesh casting a disturbing glow over you. You fight off another wave of the insanity before the giant's massive waraxe begins to fall towards your head. With no time to ponder your enemy, battle is once more joined.

Armageddon giants first appeared shortly before the Gods' Fall, earning them a reputation as harbingers of chaotic times, a label that has been reinforced by sightings of one or more soon before every major catastrophe since. Most tend to keep to themselves, lordling over their territories and aggressively maintaining their independence with fierce conviction, although a few, such as the notorious warlord Armageddon hill

giant, Gorvingus, have used their size and abilities to subjugate lesser beings around them, such as goblins and even orcs. Despite countless speculations as to where these creatures come from and what cause they may serve, nobody knows for certain.

Sample Armageddon Giant Havocbringer, 5th- Level Barbarian

Having crossed Dracos from the far north to reach the Archduchy, the Armageddon giant now known only as Havocbringer has taken up residence in the high, western reaches of the Sycleese's Tears range where snow still forms above and away from the volcanic heat. He has made a name for himself by assaulting caravans and raining rocks down on watercraft that come too close to the shores of Drome Lok on those occasions when he travels beyond his home.

Large Armageddon Giant (Cold)

Hit Dice: 14d8+112 plus 5d12+40 (251 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 21 (-1 size, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +15/+27

Attack: Slam +15 melee (1d6+13) or rock +15 ranged (2d6+13)

Full Attack: 2 slams +15 melee (1d6+13) or rock +15 ranged (2d6+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Disorienting aura, rage 2/day, rock throwing, smite

Special Qualities: Darkvision 60 ft., detection, fast movement, giant traits, immunity to cold, improved uncanny dodge, low-light vision, rock catching, trap sense +1, uncanny dodge, vulnerability to fire, vulnerability to law

Saves: Fort +21, Ref +7, Will +7

Abilities: Str 36, Dex 10, Con 26, Int 10, Wis 14, Cha 16

Skills: Climb +23, Craft (blacksmithing) +2, Craft (weaponsmithing) +6, Intimidate +12, Jump +22, Listen +9, Spot +7, Survival +5

Feats: Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Light Armor Proficiency ^{BONUS}, Lightning Reflexes ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Power Attack, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}

Challenge Rating: 16

Alignment: Chaotic neutral

ECL: 20



Combat

Detection (Sp): Havocbringer can *detect law*, as per the spell, to a range of 95 feet.

Disorienting Aura (Su): Coming within 20 feet of Havocbringer requires a DC 22 Will saving throw to resist the waves radiating from him. Failure results in the same effect as *confusion*, lasting for as long as the character remains in the aura and for 1d4 rounds after leaving. Creatures of the chaotic subtype are immune to this effect while those of the lawful subtype suffer a -4 penalty to their saving throw.

Fast Movement (Ex): +10 feet to land speed while not wearing armor, light armor, or medium armor and not carrying a heavy load. (Already figured in.)

Improved Uncanny Dodge (Ex): Havocbringer can no longer be flanked. This defense denies a rogue the ability to sneak attack the giant by flanking him, unless the attacker is at least a 9th-level rogue.

Obvious (Ex): Havocbringer is covered with chaotic, lightly glowing symbols and runes that have no discernable link to any known language. This imposes a -4 penalty to all Hide checks.

Rage (Ex): Havocbringer can fly into a rage 2/day. In a rage, he temporarily gains a +4 bonus to Strength,

a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases his hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, Havocbringer cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. Havocbringer may prematurely end his rage. At the end of the rage, he loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Havocbringer can fly into a rage only once per encounter.

Rock Catching (Ex): Havocbringer can catch Small, Medium, or Large rocks (or projectiles of similar shape) once per round. If he would normally be hit by a rock, Havocbringer can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) He must be ready for and aware of the attack in order to make a rock catching attempt

Rock Throwing (Ex): The range increment is 120 feet for Havocbringer's thrown rocks.

Smite (Su): Once per day, Havocbringer can make a normal melee or rock throwing attack to deal 19 points of extra damage against a lawful foe. If the giant accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Trap Sense (Ex): Havocbringer gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Havocbringer retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Vulnerability to Fire (Ex): Havocbringer suffers half again as much (+50%) damage from fire.

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against Havocbringer by +1 and the threat range by +1.

Creating an Armageddon Giant

"Armageddon Giant" is a template that can be added to any giant (referred to hereafter as the base creature).

An Armageddon giant uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature acquires the chaotic subtype despite not being an Outsider.

Armor Class: Natural armor improves by +3 (this stacks with any natural armor bonus the base creature has.)

Special Attacks: An Armageddon giant retains all the special attacks of the base creature and gains the following special attack.

Detection (Sp): The creature can *detect law*, as per the spell, except the range is 5 feet per HD.

Disorienting Aura (Su): Coming within as many feet as the creature has HD (round up to the nearest 5-foot increment) requires a DC (10 + 1/2 HD + Charisma modifier) Will saving throw to resist the waves radiating from the creature. Failure results in the same effect as *confusion*, lasting for as long as the character remains in the aura and for 1d4 rounds after leaving. Creatures of the chaotic subtype are immune to this effect while those of the lawful subtype suffer a -4 penalty to their saving throw.

Smite (Su): Once per day, the creature can make a normal melee or rock throwing attack to deal extra damage equal to its HD against a lawful foe. If the giant accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

Special Qualities: An Armageddon giant has all the special qualities of the base creature, plus the following special qualities.

Darkvision (Ex): The creature gains darkvision 60 ft., or triple the creature's normal darkvision range if it already possesses this ability.

Obvious (Ex): No matter the original giant type, an Armageddon giant is covered with chaotic, lightly glowing symbols and runes that have no discernable link to any known language. Even the gods seem puzzled as to what they can mean or how they came to be scribed into the creature's flesh. This imposes a -4 penalty to all Hide checks.

Vulnerable to Law (Ex): Increase the critical multiplier of all lawful attacks against the creature by +1 and the threat range by +1.

Abilities: Increase from the base creature as follows: Str +6, Con +4, Wis +2.

Feats: Lightning Reflexes.

Organization: Rarely anything other than solitary, with pairs and trios being the next most common. Bands (4 to 10) are incredibly rare.

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic neutral.

Level Adjustment: Same as the base creature +1.

Chosen of Jestale (Template)

You've been following the plague progress for over a week and all your investigations have led back to the docks. It makes sense, really; ships are coming in from all manner of ports from across Oracos, not just from within the Archduchy. That includes vessels that may have even visited the plague-ridden, jungle-covered islands to the south.

As you finish checking the hold of the fourth ship that day, you hear a muted bang from the pipes, below. Carefully, your assistant lowers his lantern below the floor so that you can lean down and examine the dark waters within. Suddenly, a festering hand launches from the darkness and grabs the hired boy by the wrist. With a pained scream, he falls as red spots begin breaking out across his skin. He coughs up blood and dies while you look on in shock and as a dark figure in tattered rags hauls itself up from below to face you.

Whatever it is that brought the plague, you've found it, but in the hold's confines you may not live to spoil its plans for the city.

A Chosen of Jestale is just that: someone selected from amongst the faithful to better serve the Rotting Lord's purpose. Their god, usually in secret, visits these rare individuals to grant His boon, although a few have been appointed in front of hidden congregations. Although each is charged with spreading illness,

as well as their deity's will, each devotee elevated to Chosen is also given a role within Jestale's mysterious agenda, a masterful, centuries-spanning plot that remains hidden from all others, including Jestale's priesthood and the Horde's other aspects.

Sample Chosen of Jestale Sliggrin, Steward of the Rotting Lord

Once little more than a pitiful, uninspired acolyte in the great, hidden Church of Jestale, a number of plagues unleashed upon some of the Archduchy's greatest cities has now thrust this wererat into the spotlight. Not even Sliggrin knows why the Rotting Lord gifted such a previously unworthy soul, but the chaos and diseased death this criminal has since sewn across the land is a big clue as the potential Jestale saw in him.

8th-level Cleric Medium Kavbroed Wererat Chosen of Jestale (Shapechanger)

Hit Dice: 9d8+16 (83 hp)

Initiative: +4 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 18 (+4 Dex, +2 natural, +2 leather armor), touch 14, flat-footed 14

Base Attack/Grapple: +7/+8

Attack: Morningstar +8 melee (1d8+1) or hybrid claw +8 melee (1d3+1) or hybrid bite +3 melee (1d4)

Full Attack: Morningstar +8/+3 melee (1d8+1), or 2 hybrid claws +8 melee (1d3+1) and hybrid bite +3 melee (1d4)

Space/Reach: 5 ft./5ft.

Special Attacks: Disease, carrier, infected countenance, spells

Special Qualities: Damage reduction 10/silver, disease dependency, fast healing 2, kavbroed wererat traits, immunity, low-light vision, rat empathy, rebuke undead, scent

Saves: Fort +13, Ref +9, Will +11

Abilities: Str 12, Dex 19, Con 18, Int 12, Wis 16, Cha 15

Languages: Lycanthus, Common

Skills: Climb +8, Concentration +10, Heal +9, Knowledge (history) +8, Knowledge (religion) +8, Spellcraft +7

Feats: Alertness ^{BONUS}, Fast Healing, Grace of Lunis, Great Fortitude ^{BONUS}, Heavy Armor Proficiency ^{BONUS}, Iron Will ^{BONUS}, Lesser Gift of Divine Heritage (Jestale), Light Armor Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Might of Lunis, Shield Proficiency (no buckler) ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Track ^{BONUS}, Weapon Finesse

Challenge Rating: 11
Alignment: Lawful evil
ECL: 14
Weapons: Morningstar
Equipment: Leather armor

Combat

Alternate Form (Su): Sliggrin can assume a small bipedal hybrid form or the form of a dire rat.

Disease (Ex): Filth fever; bite; Fortitude DC 12; incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: While in rat or hybrid form Sliggrin uses his Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Carrier (Su): Sliggrin is able to pass on any non-magical disease. The disease's normal saving throw DC is altered; instead of a fixed DC, the save DC is 14 + (Normal DC - 10).

Infected Countenance (Ex): Any creature of 4 HD or less coming within close sight (30 feet) of Sliggrin must make a DC 19 Will save. Failing this will save the onlooker to become panicked, otherwise the onlooker is merely shaken for 1 round. Creatures of 5 HD or more are unaffected by Sliggrin's appearance.

Disease Dependency (Ex): Casting *remove disease* or *heal* on Sliggrin renders him unable to use his *carrier* ability for 1d4 rounds and inflicts 1d8 damage upon him.

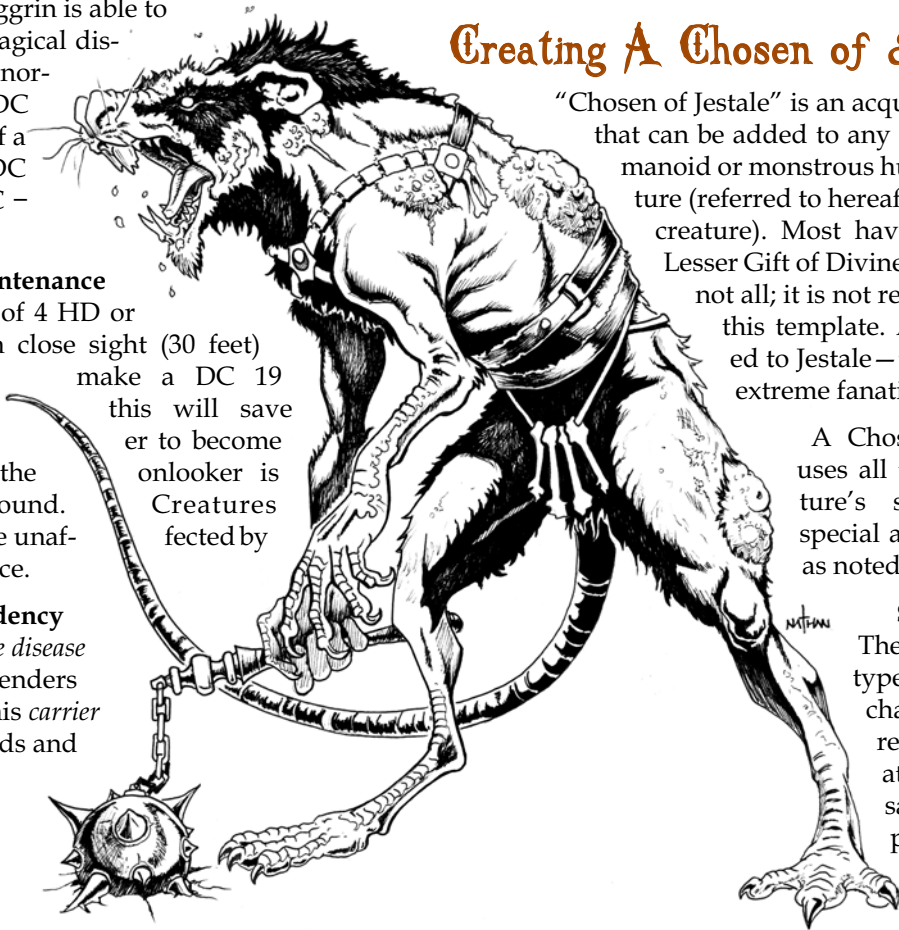
Fast Healing (Su): Sliggrin heals 1 point of damage each round.

Festering Wounds (Sp): Wounds caused by Sliggrin's ray attacks do not heal properly and require magical healing. Without magical healing, these points (whether hit points or ability damage) heal at a rate of only 1 per day.

Immunity (Su): Sliggrin is immune to disease, both magical and non.

Withering Touch (Sp): Sliggrin may use a withering touch—a death effect—once per day. He must succeed on a melee touch attack against a living creature, for which the victim must succeed a DC 17 Fortitude save or suffer 1d2 points of Strength, Dexterity, or Constitution damage (Sliggrin's choice).

Spells: (6/5+1/4+1/4+1/2+1; Domains: Pestilence, Plague; Base DC = 13 + spell level); 0-level *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*; 1st-level *bane*, *curse water*, *inflict light wounds*, *protection from good*, *shield of faith*, *ray of enfeeblement* (D); 2nd-level *align weapon*, *darkness*, *hold person*, *spiritual weapon*, *summon swarm* (D); 3rd-level *blindness/deafness*, *dispel magic*, *inflict serious wounds*, *summon monster III*, *contagion* (D); 4th-level *giant vermin*, *spell immunity*, *enervation* (D).



Creating A Chosen of Jestale

"Chosen of Jestale" is an acquired template that can be added to any fey, giant, humanoid or monstrous humanoid creature (referred to hereafter as the base creature). Most have at least the Lesser Gift of Divine Heritage, but not all; it is not required to take this template. All are devoted to Jestale—to the point of extreme fanaticism.

A Chosen of Jestale uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type remains unchanged. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Attacks: A Chosen of Jestale retains all the special attacks of the base creature and gains those described below.

Carrier (Su): A Chosen of Jestale is able to pass on any non-magical disease. Diseases passed on through injury require the Chosen to touch a wound or infecting a weapon (a standard action that lasts 1d4 minutes or for one successful use), ingestion requires dripping the puss that oozes from its flesh, spitting into food or otherwise passing on its fluids into the victim, inhaled entails breathing the Chosen's breath or the flakes of its skin as they float upon the air, while contact diseases merely require a touch. Gamemasters are encouraged to be imaginative and gruesome in this regard. Furthermore, the disease's normal saving throw DC is altered; instead of a fixed DC, the save DC is $[(10 + 1/2 \text{ Chosen's HD}) + (\text{Normal DC} - 10)]$. The disease's incubation time is also changed to immediate.

Carrier Example

A 6th-level Chosen of Jestale would have a base *carrier* DC of 13 $(10 + 1/2 \text{ of } 6)$. This is then modified by the disease type. So, the shakes passed on from this Chosen would have an infection DC of 16 $[13 + (13 - 10)]$.

Infected Countenance (Ex): The Chosen of Jestale is so covered in pustules, infection, pocks and countless other signs of the diseases that they carry but remain unaffected by that any creature of 4 HD or less coming within close sight (30 feet) of them must make a DC $(10 + \text{Chosen's HD})$ Will save. Failing this will save causes the onlooker to become *panicked*, otherwise the onlooker is merely *shaken* for 1 round. Creatures of 5 HD or more are unaffected by the Chosen's appearance.

Special Qualities: A Chosen of Jestale retains all the special qualities of the base creature and gains those described below.

Disease Dependency (Ex): Casting *remove disease* or *heal* on a Chosen of Jestale renders them unable to use their *carrier* ability for 1d4 rounds and inflicts 1d8 damage upon them.

Fast Healing (Su): A Chosen of Jestale heals 1 point of damage each round.

Immunity (Su): A Chosen of Jestale is immune to disease, both magical and non.

Abilities: Adjust from the base creature as follows: Str +1, Con +4, Cha -2.

Skills: Chosen of Jestale have a +2 bonus on Hide and Move Silently checks. Otherwise same as the base

creature.

Feats: Chosen of Jestale gain Alertness and Great Fortitude, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary

Challenge Rating: Same as the base creature +1.

Alignment: Always lawful evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.

Dungeon Warden

Varied Construct

Hit Dice: 4d10+10 (32 hp) for "brain"

Initiative: +0 (for traps that allow for it and moving "appendages," such as doors)

Speed: —

Armor Class: 18 (+4 size, +4 natural), touch 14, flat-footed 18

Base Attack/Grapple: —

Attack: —

Full Attack: —

Space/Reach: Special

Special Attacks: Traps

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 120 ft., dungeon, low-light vision, repair, telekinesis.

Saves: Fort +2, Ref +2, Will +4

Abilities: Str —, Dex —, Con —, Int 12, Wis 14, Cha 2

Skills: Concentration +7, Craft (trapmaking) +8, Knowledge (dungeoneering) +8.

Feats: —

Environment: Any constructed environment

Organization: Solitary or pairs

Challenge Rating: 3; calculate trap CRs separately.

Treasure: Special; depends on its purpose.

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Sweat pours from your brow as you dispatch the poisoned needle concealed behind the final tum-
bler. Sure of your skill, you turn your concentra-
tion to the lock itself, thus failing to notice the
trap spring of its own accord until it has pierced
your flesh. Your last breath is a confounded
"how?" before the convulsions shatter your spine
and darkness rises up to greet you.

The dungeon warden is a unique type of construct. It exists within an immobile construction: a dungeon, manor, castle or the like rather than within a mobile body. Controlled by a (typically well-guarded) clockwork brain hidden somewhere within the rooms, corridors and tunnels that comprise its body, the dungeon warden is a clever master of its domain and will use all manner of tricks and traps to see that its master's orders are carried out. These orders can be as complex as a living creature of an equivalent Intelligence would reasonably understand, or as simple as "keep everyone out of the treasure room, except for myself and the maid."

Although no stranger to modern arcane craftsmen, dungeon wardens were first created during the height of the Merithian Empire. Most nobles and wealthy landowners would include the constructs in their homes and tombs to act as guardians against thieves. This has left many scattered ruins overseen by dungeon wardens that patiently await intruders so they may carry out their orders.

Found just about anywhere there may be something worth protecting, dungeon wardens are designed not to be noticed and have no care other than to do what it must to protect the valuables entrusted to it by its master. The immobile brain is rarely in the open, however, and is likely disguised, concealed, or protected in some manner.

Combat

Dungeon (Ex): This "dungeon" is the construct's body and the brain is aware of absolutely everything that occurs within its realm. It can control anything that is a part of the dungeon, be it a portcullis, gate, trap, or door. Separate items, such as treasure and decorations, remain autonomous.

Damaging the dungeon won't normally affect the construct, although it may cut off its control to any traps within a given section if the devastation is sufficient (GM's discretion.) The listed hit points and armor class are for the construct's brain and not its "body."

Senses (Su): A dungeon warden keeps appraised of what's going on throughout its body by using an innate and persistently active *clairaudience/clairvoyance* effect. This ability does

not extend beyond its body's boundaries.

Repair (Sp): *Major creation, minor creation, mending* – each 3/day. This is only useable on itself to repair damage and reload traps with ammunition. All creations are permanent.

Telekinesis (Su): The construct may move inanimate objects in contact with its body, as per *telekinesis*, but with a few notable differences. No more than 400 pounds may be moved simultaneously regardless of the amount of items or their location, and they travel at a rate of 2-1/2 feet per round. This ability cannot be used to make combat maneuvers, violent thrusts, or move objects out of contact with the dungeon. This is often used to manipulate doors, reload traps, and generally impede and frighten intruders.

Traps (Varies): Throughout its dungeon "body," a construct has 25,000 gp worth of traps per 1,000 square feet (minimum 1,000 sq. feet.) Once activated, most traps may be reset as a full-round action (at least.) Some traps, such as a 1-ton falling stone, cannot be reset without external aid, however. More traps may be added as an additional expense.

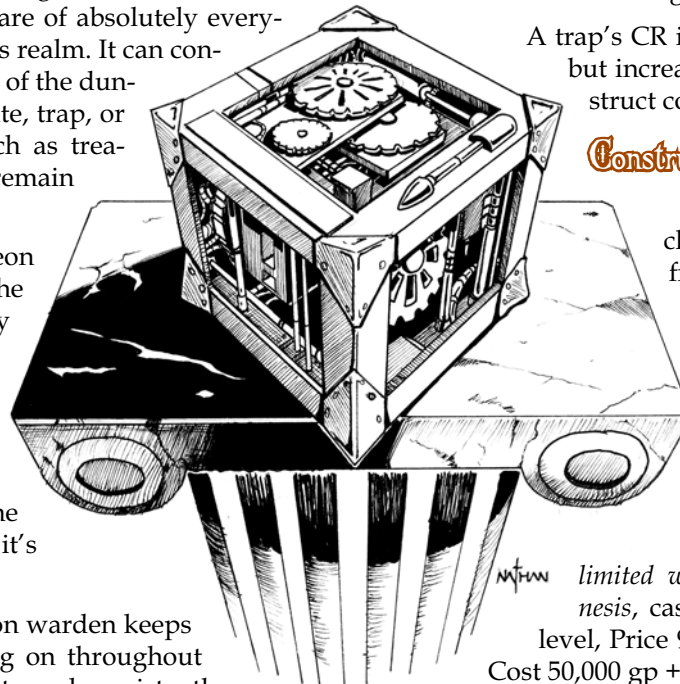
The construct may attempt to actively attack with a trap possessing an attack bonus or requiring a Reflex save by making a DC (10 +2 per trap activated simultaneously) Concentration check. If the attack is made against someone in the process of disarming the trap, that person is flat-footed and also loses any Dex bonus to their Reflex save against the trap. The dungeon warden also gains a +4 circumstance bonus to its Concentration check against such targets.

A trap's CR is accounted for normally, but increase the CR by 1 if the construct consciously activates it.

Construction

A dungeon warden's clockwork brain is crafted from roughly 50 pounds of iron, smelted with powder components and other admixtures worth at least 15,000 gp, all told. Assembling the body requires a DC 20 Craft (armorsmithing) check.

CL 14th: Craft Construct, *limited wish, major creation, telekinesis*, caster must be at least 14th level, Price 95,000 gp + dungeon cost; Cost 50,000 gp + dungeon cost +3,600 XP



Dwarf, Arkanoclian (Crafter), 1st- Level Warrior

Medium Humanoid (Dwarf)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 17 (+5 chainmail, +2 large steel shield, touch 10, flat-footed 17)

Base Attack/Grapple: +1/+2

Attack: Dwarven Waraxe +2 melee (1d10+1/x3) or dwarven volley gun +1 ranged (1d4 ea./x2; penetration -1; 1 round reload per barrel; misfire range 1)

Full Attack: Dwarven Waraxe +2 melee (1d10+1/x3) or dwarven volley gun +1 ranged (1d4 ea./x2; penetration -1; 1 round reload per barrel; misfire range 1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Arkanoclian dwarf traits

Special Qualities: Arkanoclian dwarf traits, darkvision 60 ft., stability

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 12, Dex 10, Con 13, Int 10, Wis 10, Cha 7

Skills: Climb +3, Craft (artillery-making) +4, Craft (gunsmithing) +4, Spot +2

Feats: Firearm Proficiency, Heavy Armor Proficiency ^{BONUS}, Light Armor Proficiency ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}

Environment: Any hill, mountains, and underground

Organization: Team (2-4), squad (11-20 plus two 3rd-level sergeants and one 3rd- to 6th-level leader), or clan (30-100 plus 25% non-combatants, one 3rd-level sergeant per 10 adults, five 5th-level lieutenants, and three 7th- or 8th-level captains)

Challenge Rating: 1/2

Treasure: Standard coins; double goods; standard items

Alignment: Usually lawful good

Advancement: By character class

Level Adjustment: +0

Your small craft floats down the River of Fire, the smell of sulfur having long since made you return your breakfast to daylight over the craft's railing. You and your companions are all so weakened by the stink and inability to keep food down

that if you were to be attacked there would be little hope of giving a good telling of yourselves.



Thankfully, you soon encounter a welcome sight: one of Nolmedron's metal river craft, shaped like an iron turtle with a massive wooden wheel turning aft, propelling it upstream to pull alongside your vessel. Hatches open in the craft's side and dwarves covered in soot clamber out to effect minor repairs while also casting sideways glances your way, seemingly immune to the stink (perhaps because they are themselves so joyously dirty.) You can't help but notice they also open all their gun ports. After a brief exchange, the vessel's captain agrees to take you downstream to Nolmedron.

As you draw near the mighty, walled home of the dwarves, you notice the entire city belches forth smoke from its ceaseless forges. In fact, your white shirt quickly turns a light grey even at a distance. Massive guns peer at you from the city's high walls and, once allowed in to repair your craft, you notice all manner of dwarven guards keeping watch on you, armed with firearms you've never seen before. Obviously these

wondrous inventors keep their best devices for themselves. A sobering thought.

Renowned for their inventiveness, Arkanoclian dwarves are also well known for their preference for keeping their own company. Although not quite xenophobic, most of this race has withdrawn from the rest of the world in order to devote their efforts to their incredible inventions and craftsmanship (in order to prove to Arkanocles, so some scholars believe, that only they are worthy of being their god's favored rather than the lavayne.) The Arkanoclians' distrust of others not their own does, however, extend to the point that it is a rare event where one will be caught without heavy armor and armaments while traveling amongst other races.

Arkanoclian dwarves are primarily found in their fortified city, Nolmedron. Beneath its high-walled surface, the dwarves joyously toil at forge and gear to sate their inventive spirit and love of crafting machines. The dwarves have several mining and similar resource outposts near their city and they heavily patrol the contested waters of Drome Lok, but otherwise tend not to wander too far from home.

Most Arkanoclian dwarves encountered away from their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Arkanoclian Dwarf Traits (Ex): Arkanoclian dwarves benefit from a number of racial traits that vary from those of standard dwarves.

- +2 Strength, +2 Constitution, –2 Wisdom, –4 Charisma
- Medium
- Base speed is 20 feet. However, crafter dwarves can move this speed even when wearing medium or heavy armor or when carrying a medium or heavy load
- Darkvision 60 ft.
- Weapon Familiarity: Crafter dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons
- Stability: Crafter dwarves are exceptionally stable on their feet. A crafter dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison

– +1 racial bonus to attack rolls against orcs and goblinoids

– +4 dodge bonus against giants

– Mechanical Aptitude: Crafter dwarves gain a +2 racial bonus to skill checks made when working with technological artifacts and mechanisms. This bonus applies to just about every aspect of the device, from figuring out what it does, to repairing it, or disarming it if it is a trap. This bonus does not apply to attack or damage rolls, however. The crafter dwarf may also use his Search skill to detect mechanical traps, as per a rogue. This does not apply to Craft checks for designing/building items; that is handled by the Innate Craftsman ability.

– Innate Craftsman: Crafter dwarves gain a +2 racial bonus to all Craft skill checks. They may work with improvised tools without penalty, and when they use masterwork artisan tools, they gain a +4 bonus instead of the standard +2. When making a Craft check to determine progress, they may roll twice, taking the better result of the two dice.

– Automatic Languages: Dwarven and Common. Bonus Languages: Giant, Goblin, Lavayne, Orc, Terran, Undercommon.

– Favored Class: Fighter.

– Allowable Divine Heritage: Arkanocles, Logothos

Elemental Corruption

The impression of foulness surrounding you increases the farther you travel into the corrupted lands. The grass is dark and twisted, the animals stooped and malicious, and even the wind carries upon it the stink of a diseased limb. Suddenly, before you in the open meadow of ailing weeds, you see a cloud of blackness forming. Two red ... eyes ... glare at you as the creature begins to take shape as it is born, the land around it fouling yet further wherever its morass flows. With a final shudder, the vaguely humanoid form coalesces and speeds towards you.

No one is certain why some stretches of land have become corrupt with foul darkness and blighted evil since Gods' Fall, but it is certain there must be something primordial about the phenomenon for there to be corruption elementals. Nothing is known about their home plane, if any other than that of SpirosBlaak,

	Corruption Elemental, Small	Corruption Elemental, Medium	Corruption Elemental, Large
	Small Elemental	Medium Elemental	Large Elemental
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	(+1 size, + natural), touch, flat-footed	(+ natural), touch, flat-footed	(-1 size, + natural), touch, flat-footed
Base Attack/Grapple:	+1/+0	+3/+8	+6/+17
Attack:	Slam +4 melee (1d6+3)	Slam +8 melee (1d8+5)	Slam +13 melee (2d8+7)
Full Attack:	Slam +4 melee (1d6+3)	Slam +8 melee (1d8+5)	2 slams +13 melee (2d8+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Corruption mastery	Corruption mastery	Corruption mastery
Special Qualities:	Corrupt environment, darkvision 60 ft., elemental traits, reproduce	Corrupt environment, darkvision 60 ft., elemental traits, reproduce	Corrupt environment, damage reduction 5/—, darkvision 60 ft., elemental traits, reproduce
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con 13, Int 6, Wis 11, Cha 11	Str 21, Dex 10, Con 17, Int 6, Wis 11, Cha 11	Str 25, Dex 10, Con 19, Int 8, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:		Corrupted Lands	
Organization:		Solitary	
Challenge Rating:	2	4	6
Treasure:		None	
Alignment:		Always neutral evil	
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

or indeed of their origins. What is certain is that their drive to further corrupt the Archduchy (and, indeed, all of Dracos) is insatiable.

A corruption elemental is rarely found far from the corrupted lands that act as their home. Unlike other elementals, no known alternate plane of existence is associated with these creatures, although it has been theorized that the Gods' Fall somehow melded their plane with that of Dracos, forcing the former's corruption to blend with and spread throughout the land.

Combat

Corrupt Environment (Su): Once a corruption elemental has occupied the same general area for at least a month, that area, up to 5,000 sq. feet per HD,

becomes despoiled as though affected by an *unhallow* spell. Unlike *unhallow*, however, the effects of the corruption lasts years (1 year per HD)!

Any creature, regardless alignment, will be able to sense when they are passing near or through a corrupted area due to its intense evil. Similarly, any creature of good or neutral alignment that lives in a corrupted area for an extended period of time must attempt a Will save (DC 10 + the number of months living in the area) every month. Every time a save fails, the creature begins to become moodier and more prone to anger, mischief and violence.

Once as many saves as his Wisdom bonus are failed the creature has become corrupted, as per this tem-

**Corruption
Elemental, Huge**

Huge Elemental

Hit Dice: 16d8+80 (152 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: (-1 size, + natural), touch, flat-footed
Base Attack/Grapple: +12/+29
Attack: Slam +21 melee (2d10+9)
Full Attack: 2 slams +21 melee (2d10+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Corruption mastery
Special Qualities: Corrupt environment, damage reduction 5/—, darkvision 60 ft., elemental traits, reproduce
Saves: Fort +15, Ref +5, Will +9
Abilities: Str 29, Dex 10, Con 21, Int 8, Wis 11, Cha 11
Skills: Listen +10, Spot +9
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

**Corruption Elemental,
Greater**

Huge Elemental

Hit Dice: 21d8+105 (199 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: (-1 size, + natural), touch, flat-footed
Base Attack/Grapple: +15/+33
Attack: Slam +25 melee (2d10+10)
Full Attack: 2 slams +25 melee (2d10+10)
Space/Reach: 15 ft./15 ft.
Special Attacks: Corruption mastery
Special Qualities: Corrupt environment, damage reduction 10/—, darkvision 60 ft., elemental traits, reproduce
Saves: Fort +17, Ref +7, Will +11
Abilities: Str 31, Dex 10, Con 21, Int 10, Wis 11, Cha 11
Skills: Listen +14, Spot +14
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

**Corruption
Elemental, Elder**

Huge Elemental

Hit Dice: 24d8+120 (228 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: (-1 size, + natural), touch, flat-footed
Base Attack/Grapple: +18/+37
Attack: Slam +29 melee (2d10+11)
Full Attack: 2 slams +29 melee (2d10+11)
Space/Reach: 15 ft./15 ft.
Special Attacks: Corruption mastery
Special Qualities: Corrupt environment, damage reduction 10/—, darkvision 60 ft., elemental traits, reproduce
Saves: Fort +19, Ref +8, Will +12
Abilities: Str 33, Dex 10, Con 21, Int 10, Wis 11, Cha 11
Skills: Listen +29, Spot +29
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Environment:

Organization:

Challenge Rating: 8

Treasure:

Alignment:

Advancement: 17–20 HD (Huge)

Level Adjustment: —

Corrupted Lands

Solitary

} 10

None

Always neutral evil

} 22–23 HD (Huge)

} —

} 12

} 25–48 HD (Huge)

} —

plate (see the *SpirosBlaak Setting*.) Having no Wisdom modifier, or possessing a penalty, means that the creature becomes corrupted after the first failed save, the DC of which is increased by +2. Leaving a corrupted area for a duration equal to the time spent within negates the effects of all such failed saving throws unless corruption has occurred.

Creatures of good or neutral alignment birthed within a corrupted area have a 65% chance of being born cor-

rupted.

A corrupted area may be reversed to normal through the mass application of *hallow* spells, though the corrupted land is allowed a save versus the hallowing due to the depths to which the evil has penetrated the land (DC 10 + elemental's HD – level of the *hallow* caster).

What's worse is that if more than one corruption elemental dwells in the same area, the effects of their

ability to harm that region in this manner are compounded with regards to the chance of other creatures becoming corrupted. For the purpose of determining the DC of the corrupted area's resistance to a *hallow* spell, use the DC of the corruption elemental with the most HD, +1 per corruption elemental of the same or lesser HD residing in the same area.

Corruption Mastery (Ex): A corruption elemental gains a +1 bonus on attack and damage rolls if both it and its foe are in corrupted lands, or in water running through such lands or in the air up to 50 feet/HD above them. If an opponent is not on corrupted lands, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Reproduce (Ex): When an aberration, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid is killed by a corruption elemental, the victim must make a Fortitude save. Failing this saving throw means the victim arises as a new, small corruption elemental in 2d4 hours.

Goblin, Bakad (Naggler), 1st-Level Expert

Small Humanoid (Goblinoid)

Hit Dice: 1d8-1 (3 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 11 (+1 size), touch 11, flat-footed 11

Base Attack/Grapple: +0/-1

Attack: Dagger +0 melee (1d3-1, 19-20/x2) or dagger +1 ranged (1d3-1, 19-20/x2)

Full Attack: Dagger +0 melee (1d3-1, 19-20/x2) or dagger +1 ranged (1d3-1, 19-20/x2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Bakad traits, low-light vision, magical ineptitude

Saves: Fort -1, Ref +0, Will +2

Abilities: Str 8, Dex 10, Con 8, Int 12, Wis 11, Cha 12

Skills: Appraise +5, Bluff +5, Diplomacy +3, Forgery +2, Gather Information +5, Listen +2, Move Silently +4, Profession (merchant) +4, Sense Motive +4, Sleight of Hand +2

Feats: Light Armor Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Smooth Talker

Environment: Any land



Organization: Band (3-8), caravan (9-30 plus one 3rd-level journeyman per 10 Bakad), or house (30-80 plus two young per 10 adults, one 3rd-level journeyman per 10 Bakad, one 4th- or 5th-level guildsman per 40 Bakad, and one 6th- to 8th-level guildmaster)

Challenge Rating: 1/4

Treasure: Double coins; triple goods; double items

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

None of you have ever seen anything like it. Oreij's main marketplace is awash with colors and near bursting with activity, and yet it is by

far more ordered than any marketplace you've ever laid eyes upon. The Hagglers wouldn't have it any other way.

You can see most of the stalls and booths are run by the intractable goblins that also manage the city. Everything you'd heard about the power wielded by the city's chiefly Bakad-run guilds and trading houses is apparently true, as illustrated by the fact that mercenaries wearing guild colors mingle with and aid in keeping order as much as (if not more so than) the guardsmen wearing the city's emblem upon their tabards.

The Hagglers are everywhere, chattering amongst themselves in their own swift tongue and exchanging money and goods like a body takes in and lets out air. Watching the Hagglers run their market, you get the same delightful thrill in your spine you recall getting as a child when a street magician would pluck a coin from your nose or ear.

More commonly known as Hagglers due to their love and aptitude for negotiations (especially where money is involved), Bakad are the ultimate wheelers and dealers. Almost their entire society (such as it is when removed from the other races amongst which they almost uniformly mingle) is centered on trade and capitalism. They always seem on edge and when they aren't trying to swindle you out of your coin they're kissing up to you in preparation for their next lie or con.

The Hagglers prefer civilization to rustic communities, one of the more salient differences between them and their more primitive kin. Most other races prefer not to deal with the Bakad because of the latter's unsavory personality traits, but this is unavoidable considering the extensive power Hagglers carry in economic circles, allowing them to rise to positions of influence in society that other goblins couldn't even dream of aspiring to.

Most hagglers are experts; the information in the statistics block is for one of 1st level.

Combat

Bakad Traits (Ex): Bakad goblins benefit from a number of racial traits that vary from those of standard goblins.

–2 Strength, –2 Constitution, +2 Intelligence, +2 Charisma

–Small

–Base speed is 30 feet

–Low-Light Vision

–+2 racial bonus to Diplomacy and Gather Information checks.

–+4 racial bonus to any ability or skill check involving the buying or selling of goods.

–+2 to Will saving throws against any kind of mind-affecting magic.

–Magical Ineptitude: Hagglers have a natural (although unexplained) handicap when it comes to arcane magic. Any spell a haggler casts has a 10% chance of failure. This stacks with the chance of arcane spell failure from armor. In addition, they take a –2 racial penalty to Concentration and Use Magic Device checks.

–Automatic Languages: Bakad, Common, and Goblin. Bonus Languages: Any (other than secret languages).

–Favored Class: Rogue

–Allowable Divine Heritage: Akrasia, Biddethomia, Dooned, Gamia, Grijj, Jestale, Mikret, Poden-mol, Shivanos, Tennefron, and Zackria.



Goblin, Voesti (Wave Mite), 1st- Level Commoner

Small Humanoid (Aquatic, Goblinoid)

Hit Dice: 1d8-1 (3 hp); 1d8* (4* hp)

Initiative: +0; +1* (Dex)

Speed: 20 ft. (4 squares), swim 60 ft. (12 squares)

Armor Class: 11 (+1 size), touch 11, flat-footed 11; 12* (+1 size, +1 Dex) in water

Base Attack/Grapple: +0/-1; +0/+1*

Attack: Dagger +0 (+1*) (1d3-1, 19-20/x2) (1d3+1, 19-20/x2)* or shortspear +0 (+1*) melee (1d4-1/x2) (1d4+1/x2)* or shortspear +1 (+2*) ranged (1d4-1/x2) (1d4+1/x2)*

Full Attack: Dagger +0 (+1*) (1d3-1, 19-20/x2) (1d3+1, 19-20/x2)* or shortspear +0 (+1*) melee (1d4-1/x2) (1d4+1/x2)* or shortspear +1 (+2*) ranged (1d4-1/x2) (1d4+1/x2)*

Space/Reach: 5 ft./5 ft.

Special Qualities: Voesti traits, darkvision 120 ft., waterborne, water freedom

Saves: Fort -1 (+1*), Ref +0 (+1*), Will +0

Abilities: Str 8 (12*), Dex 11 (13*), Con 9 (11*), Int 10, Wis 11, Cha 9

Skills: Handle Animal +2, Profession (any sea-based) +3, Ride +2 (+3*), Swim +9

Feats: Endurance, Proficient with one Simple Weapon Type ^{BONUS}

Environment: Any temperate or tropical aquatic

Organization: Gang (4-9), pod (10-50 plus one 1st-level warrior per and two young per 10 adults and one 3rd-level druid), or school (2-5 pods plus one 3rd-level warrior with dolphin mounts per 20 adults, one 2nd-level cleric per 30 adults, and one 4th- to 6th-level druid or cleric leader)

Challenge Rating: 1/3

Treasure: 50% coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +0

The fog laps at your ship's bow and curls around the hull as though trying to choke it. You know the harbor is

nearby, but your ship's captain is wary of blindly heading towards any lights without other landmarks for confirmation. Laervas Island is nearby—you knew that much—and you do not want its ghostlights running you aground with the hope that you are following one of SpirosBlaak's perimeter lighthouses any more than the captain does. Suddenly, a commotion amongst the sailors catches your attention.

Following the crew as it flows to the starboard railings, you peer down in an effort to penetrate the soupy fog above the dark waters they conceal. Yes, you too can see what has gotten all the scaldwags worked up: something is swimming in the waters alongside the ship. Although the shapes seem to leap through the water, at first beside you but then barely ahead, bring a chill to your spine, you notice the captain is actually smiling. His crisp voice orders a course that follows the shapes through the fog before sending the best eyes among the crew to the bow to keep the ship's newly acquired guides in sight.

Whether a matter of luck or something else, a few hours later finds your ship sliding through the fog into the shelter of the capital's expansive harbor. While you personally attribute your safe arrival to the captain's superior skill, you can't help but hear the sailors mutter nonsense such as the good omen of encountering wave mites. Superstitious poppycock, you say as you try to forget what likely would have happened in the fog had congenial voesti not happened along.

The Voesti are perhaps the most reclusive and isolated race in all of Dracos, so much so that most other peoples consider the wave mites to be nothing more than folklore. They live as aquatic nomads, making temporary homes before moving on to follow the migration of sea life upon which they survive. While they generally avoid peoples of the surface, their gentle nature will occasionally result in them helping those in



distress or see the rare explorer head inland to experience life above the water.

The so-called wave mites were once land-borne goblins gifted through their devotion to Demedres to live beneath the waves. They retain myths about their ancestral home on dry land but largely avoid it, choosing instead to remain in their beloved temperate and tropical oceans and seas, migrating between homes crafted from coral and giant shells.

Most voesti encountered away from their homes are commoners; the information in the statistics block is for one of 1st level.

Combat

Voesti Traits (Ex): Voesti goblins benefit from a number of racial traits that vary from those of standard goblins.

– –2 Charisma. When on land, they take a –2 penalty to their Strength and Constitution scores. When in aquatic environments, their Strength and Dexterity both increase by +2.

– Small

– Base speed is 20 feet. Swim speed is 60 feet.

– Darkvision 120 feet

– Wave mites are amphibious, able to survive on land or in water.

– Water Freedom: Wave mites take no penalties to movement, attacks, or melee or unarmed damage while underwater.

– While underwater, wave mites receive a +4 racial bonus to Survival checks.

– Wave mites have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

– Automatic Class Skills: Survival and Swim are always class skills for wave mites.

– Waterborn: Wave mites are most comfortable when their skin is moist, hence they are vulnerable to dehydration and heat. They take +50% damage from fire or heat-based attacks on a failed saving throw. Furthermore, when making Survival checks to resist the effects of extreme heat and dehydration, they take a –5 racial penalty to the check.

– +2 racial bonus on Concentration checks when casting divine spells; water mites are attuned to their deity.

– Automatic Languages: Aquan and Goblin. Bonus Languages: Common, Draconic, Giant, Old Tongue, and Orc.

– Favored Class: Druid

– Allowable Divine Heritage: Demedreas and Shivanos.

Goblin, Witch Hill (Mad Smiths), 1st-Level Expert

Small Humanoid (Goblinoid)

Hit Dice: 1d8 (7 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 size, +1 Dex, +4 chain shirt), touch 15, flat-footed 15

Base Attack/Grapple: +0/–1

Attack: Short sword +0 melee (1d4–1, 19-20/x2) or goblin fang gun +2 ranged (1d8, 19-20/x4; misfire 2)

Full Attack: Short sword +0 melee (1d4–1, 19-20/x2) or goblin fang gun +2 ranged (1d8, 19-20/x4; misfire 2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Witch hill goblin traits, darkvision 60 ft.,

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 9, Dex 12, Con 11, Int 13, Wis 11, Cha 8

Skills: Climb +1, Craft (alchemy) +5, Craft (artillery-making) +7, Craft (any one) +6, Craft (gunsmithing) +9, Hide +3, Listen +2, Move Silently +3, Profession (any) +3, Spot +2

Feats: Light Armor Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Toughness

Environment: Temperate and warm land and underground

Organization: Work gang (3-7), smith group (8-30 plus one 2nd-level apprentice per 10 adults), or forgehold (30-150 plus 50% young, one 2nd-level apprentice per 10 adults, one 5th- or 6th-level apprentice per 50 adults, and one 7th- to 9th-level forge master)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: As character class

Level Adjustment: +0

The thunder rolls across the plain as you wait in line alongside your fellow footmen. Your

commander trots his horse up and down the line, dressing any raggedness. He gives you all a speech you imagine is supposed to be rousing, but it does little to quiet the rattlers in your belly. When the smoke first appears across the field's expanse, you realize it isn't thunder you've been hearing.

Even at such a distance, you can make out the first banners of the goblin horde, their colors highlighted against the bleakness of the dark smoke belching into the sky behind them. The rolling thunder, you imagine, is actually the sound of Witch Hill's notorious war machines rumbling toward you. Even as you think it, you swear you can see the sun shining from the metal of something moving behind the goblin's forward troops—something that easily rises higher than four men standing atop each other's shoulders and slashes at the air with what appears to be an iron claw.

As you await the goblin army, you inspect your musket one last time and try to block from your mind how entirely inadequate it seems against such mechanized horrors.

As industrious and innately malicious as they are curious concerning all things technology-related, the "mad smiths" of Witch Hill resent the tyranny of peace under which they are forced to live with the rest of the Archduchy. As such, they plot and build for the day they shall move to regain their freedom.

Located almost entirely within the city of Monvas, upon Witch Hill, these goblins strip the land of its resources and continue to push the regulations restricting and governing their place in the Archduchy so that they may find more. Most of the flora and fauna near the hill has been destroyed in the goblins' ceaseless quest for industry, and what remains is sickly and covered with the black soot that falls from city's tireless smokestacks. The goblins don't care how much of their environment they destroy, so long as they are able to continue on with their machines, which is but one of the many reasons why they are so unwelcome in the other duchies.

Most Witch Hill goblins are experts; the information in the statistics block is for one of 1st level.



Combat

Witch Hill Goblin Traits (Ex): Witch Hill goblins benefit from a number of racial traits that vary from those of standard goblins.

— -2 Strength, +2 Dexterity, +2 Intelligence, -2 Charisma

— Small

— Base speed is 30 feet

— Darkvision 60 feet

— +4 racial bonus to any one Craft skill other than gunsmithing or artillery-making.

— Innate Gunsmith: +4 racial bonus to Craft (gunsmithing) and +2 to Craft (artillery-making) checks. When making a Craft check, it represents three days of work instead of a week. In addition, a check failed by 10 or less indicates the mad smith made no progress, and only checks failed by 11 or more result in ruining half of the materials.

— +1 racial bonus to all attack rolls with flintlock firearms.

— Automatic Languages: Draconic and Goblin. Bonus Languages: Dwarven, Giant, Infernal, Old Tongue, and Orc.

— Favored Class: Technologist

— Allowable Divine Heritage: Biddethomia, Dooned, Grijj, Jestale, Mikret, Poden-mol, Shivanos, Sri Senn Sindh, Tennefron, and Zackria.

Golem, Warder

Colossal Construct

Hit Dice: 30d10+80 (245 hp)

Initiative: -2 (Dex)

Speed: 10 ft. (2 squares)

Armor Class: 30 (-8 size, -2 Dex, +40 natural), touch 0, flat-footed 30

Base Attack/Grapple: +22/+60

Attack: Slam +44 (3d12+22)

Full Attack: 2 slams +44 (3d12+22)

Space/Reach: 30 ft./30 ft.

Special Attacks: Quake, stomp

Special Qualities: Construct traits, damage reduction 20/—, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +22, Ref +20, Will +22 (all equal to CR)

Abilities: Str 55, Dex 6, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment:

Any
(Warder
Hills)

Organization:

Solitary

Challenge Rating:

22

Treasure: None

Alignment:

Always
neutral

Advancement: —

Level Adjustment:

—

After days of hiding and fleeing a migrating

tribe of kobolds that wanted to put you in their stew pots, your caravan finds itself lost. You definitely aren't getting to Nolmedron on time—if at all, unless one of the scouts came across a landmark. Instead, a landmark finds you.

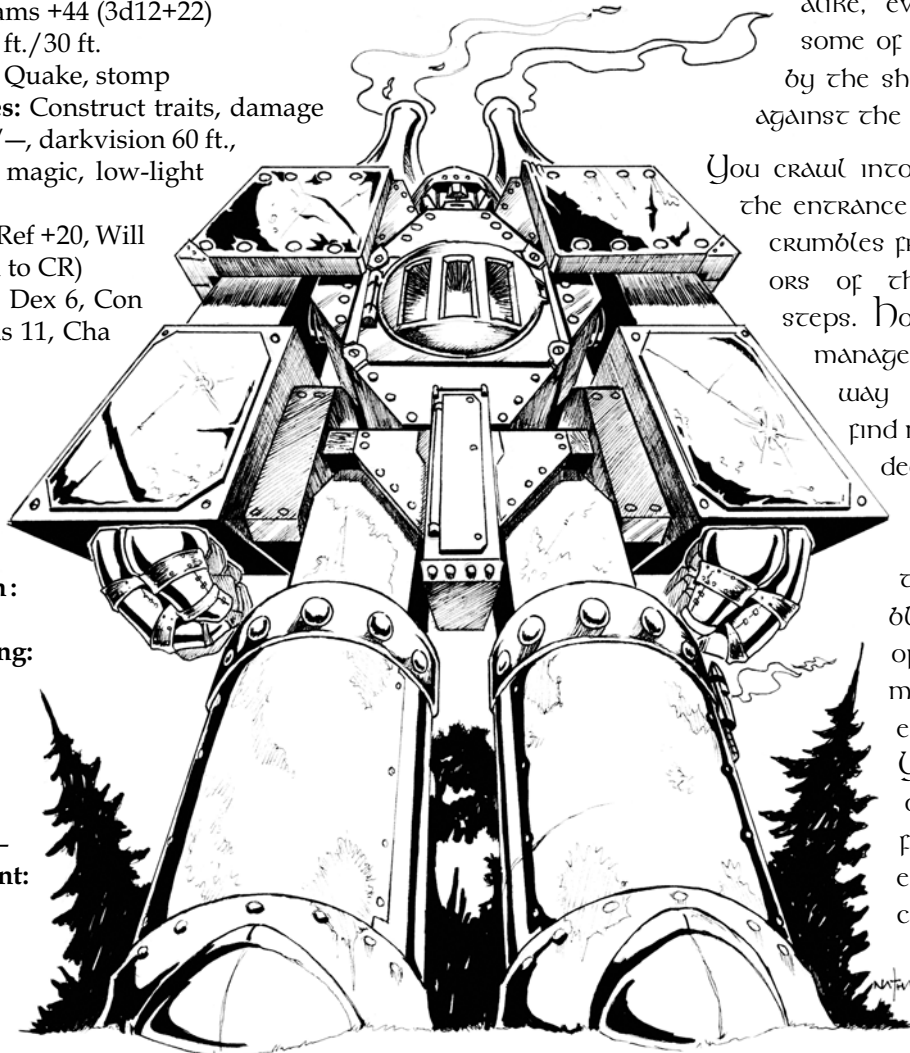
You first feel the earth shake and then Mustri, the caravan's chief scout, comes galloping around the bend ahead of you in the ravine. Mustri

speeds right past and doesn't so much as look back at the wagons and people he is abandoning. Moments later the biggest thing you've ever seen walks—yes, *walks*—around the same bend. Mustri had the right of it. The massive, metal ... thing ... reached down and begins slamming people, mules and wagons against the ravine's walls as though they were toys. Its foot slams down with potent fury, knocking over wagons and men alike, even shattering some of the cart axels by the sheer concussion against the ground.

You crawl into a small cave, the entrance of which soon crumbles from the tremors of the behemoth's steps. Hours later, you manage to dig your way free only to find nothing but its deep footprints in the ravine's floor and the battered, bloody remains of beasts and men scattered everywhere. You have met one of the infamous warders and should count yourself thrice blessed by Phætos to have sur-

vived.

No one knows who made the dozen or so warders that reach into the sky higher than most towers and walk the hills named for them without apparent purpose or direction. All indications are that they trod their same paths long before the Wildlands were colonized, likely since even before mighty Merithia rose to glory. Whatever their original orders may have been and regardless of who made them (and to what end),



they still walk the land, destroying everything and everyone in their path. Should they someday reach their mysterious purpose, woe to the world if their unknown orders then unleash them to walk as they will.

Although the massive warder golems could easily operate in any number of environments besides the hills, they never leave the latter's bounds.

Combat

Immunity to Magic (Ex): A warder golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows a warder golem (as the *slow* spell) for 3 rounds upon a failed saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the warder golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a warder golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. A warder golem gets no saving throw against fire effects.

A warder golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Quake (Ex): As a full-round action, a warder golem may slam its foot down with thundering power, shaking the entire area and likely knocking people off their feet. Roll damage as though for a slam attack. For every point of damage, a quaking shock wave is sent out 5 feet from the center of the warder golem's location. For every 5 feet from this focal point the quake effect travels, reduce the damage by 1 point. Anyone caught in this quake zone must make a Balance check using the damage for their distance from the quake's focal point as the DC. Being inside a structure allows the creature to add that structure's hardness to their roll as a bonus. Failure means the person is considered tripped and must make a DC (equal to the previous Balance DC) Will save or also be stunned for 1 round +1 round for every 2 points the save failed by (rounded down), minus 1 round per point of their Constitution (minimum of 1 round.) No actual damage is suffered from the quake's shockwave.

A building caught in the quake's zone of affect makes a roll to resist suffering damage from being shaken with such force. Roll 1d20 and add the structure's hardness using the damage indicated for the distance from the quake effect's focal point as the DC. If made of differ-

ent materials, use the hardness of the most common material or use the average of the most common if more than one material roughly makes up most of the structure. GMs should add or subtract bonuses to suit any special features the structure may possess. For instance, a castle with lots of buttressing may be given a significant bonus whereas an old, creaky wooden shack would have a hefty penalty.

If the building's roll is higher, no damage is suffered from the quake, although things inside may have been shaken free and/or broken. If the roll is lower than the DC, the structure suffers damage equal to the difference between the DC and the roll.

Quake & Structure Example

A small wooden outhouse with hardness 5 and 30 hit points falls within a warder golem's quake zone. By the time the quake reaches the outhouse its damage has been reduced to 18 points, making the DC 18. The GM determines that the outhouse isn't the soundest of buildings, so he imposes a -1 penalty on its roll to resist the quake. This means the structure's roll will benefit from a +4 bonus (hardness 5 - 1.) A result of 12 is rolled, for a difference of 6 from the 18 DC. The outhouse suffers 6 points of damage. If the roll had been an 18 or higher, no damage would have been suffered.

Stomp (Ex): The golem may stomp on creatures within 15 feet who are Large or smaller as an attack action. The attack gains a +44 bonus to attack and causes 3d12+11 damage, as well as knocking the victim prone if the attack succeeds. Suffering damage also requires the victim to make a (10 + damage suffered) Fortitude save or be *stunned* for as many rounds as the saving throw fails by.

Only one stomp may be attempted per round.

Construction

The mysteries of how the warder golems were made and by whom has long since been lost.

Half-Ogre, 1st-Level Warrior

Medium Giant

Hit Dice: 3d8+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (6 squares)

Armor Class: 14 (+3 studded leather armor, +2 natural, -1 Dex), touch 10, flat-footed 14

Base Attack/Grapple: +2/+8

Attack: Large greatsword +5 melee (3d6+2, 19-20/x2) or Slam +4 melee (1d3+2/x2)

Full Attack: Large greatsword +5 melee (3d6+2, 19-20/x2) or Slam +4 melee (1d3+2/x2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Half-ogre traits, darkvision 60 ft., powerful build

Saves: Fort +7, Ref -1, Will +0

Abilities: Str 15, Dex 8, Con 15, Int 9, Wis 11, Cha 7

Skills: Climb +4, Intimidate +1, Jump +4, Swim +4

Feats: Combat Reflexes, Heavy Armor Proficiency ^{BONUS}, Light Armor Proficiency ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Weapon Focus (greatsword)

Environment: Any; wilderness and remote towns mainly

Organization: Solitary, pairs or small clans (4-12 plus 1 2nd- or 3rd-level leader)

Challenge Rating: 1

Treasure: Standard coins; 50% goods; standard items

Alignment: Often neutral evil

Advancement: By character class

Level Adjustment: +1

ECL: 4

The final tumbler clicks over as you pop the lock on the merchant's strongbox. Lifting the lid, you see roughly a dozen pouches filled with gold—figure maybe 50 gold per pouch. Not bad for an evening's light work. However, your self-congratulations distract you enough that you don't notice whoever it is that manages to sneak up behind you to club the back of your head. Bleeding, you turn and realize no actual club was involved.

Standing before you is a massive figure far taller and broader than any man. His arms are as thick as your torso and his lopsided grin filled with tusk-like teeth. Behind him, smiling broadly and

describing all the horrible things his employee is going to do to you, is the merchant. Even as you draw your dagger, you wonder how much good it will do against someone whose ham-like fist can nearly wrap around your head. You're about to find out, though.



Created from the (almost certainly) unwelcome mating of an ogre and human female, these typically brutish creatures are abhorred by most other races and are lucky to gain status as third-class citizens in most parts of the Archduchy.

Whether due to the limitations of their mixed heritage or as a result of the treatment they suffer, most half-ogres resent civilization and those who wrap themselves in its trappings. They are prone to violence and prefer to live by no laws save those that can be enforced by strength of arm.

Half-ogres rest their head wherever they may without being run off. They have no lands of their own and cannot afford to be choosy because ogres are as likely to either run them off or dominate them out of prejudice as are humans. Wherever they end up, half-ogres are usually forced to carve out a hard niche from society lest they succumb to the certainty of their neighbors' ill will. This means most half-ogres stand out from the crowd no matter where they are as much because of how they live as has to do with their intimi-

dating stature.

Most half-ogres encountered away from their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Half-Ogre Traits (Ex): Half-ogres benefit from a number of racial traits that sets them apart from humans and ogres alike.

– +4 Strength, +2 Constitution, –2 Intelligence, –4 Charisma.

– Medium

– Base speed is 30 feet.

– **Powerful Build:** The physical stature of half-ogres lets them function in many ways as if they were one size category larger.

Whenever a half-ogre is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size larger if doing so is advantageous to him.

A half-ogre is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-ogre can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

– Darkvision 60 feet

– **Racial Hit Dice:** A half-ogre begins with two levels of giant, which provides 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

– **Racial Skills:** A half-ogre's giant levels give him skill points equal to 5 x (Int modifier + 2). His class skills are Climb, Intimidate, Listen, and Spot.

– **Racial Feats:** A half-ogre's giant levels give him one feat.

– **Weapon and Armor Proficiency:** A half-ogre is automatically proficient with all simple and martial weapons, light and medium armors, and all shields (except tower shields).

– +2 natural AC bonus

– **Automatic Languages:** Giant or Common (choose one). **Bonus Languages:** Common, Giant, Orc, Gnoll,

and Goblin.

– **Favored Class:** Barbarian

– **Level Adjustment** +1.

– **Allowable Divine Heritage:** Gasperos, Shivanos, and Tennefron

Iguanalon, 1st-Level Warrior

Medium Humanoid (Reptilian)

Hit Dice: 1d8 (7 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), swim 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d4) or bite –1 melee (1d4) or shortspear +1 melee (1d6) or shortpear +3 ranged (1d6) or iguanalon slinger +3 ranged (1d8)

Full Attack: 2 claws +1 melee (1d4) and bite –1 melee (1d4), or shortspear +1 melee (1d6) or shortpear +3 ranged (1d6), or iguanalon slinger +3 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Qualities: Iguanalon traits, camouflage, scent

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 10, Dex 15, Con 11, Int 8, Wis 11, Cha 8

Skills: Jump +4, Swim +10

Feats: Heavy Armor Proficiency ^{BONUS}, Light Armor Proficiency ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Multiattack, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Toughness

Environment: Temperate and warm marsh

Organization: Gang (2-3), band (6-10 plus 50% non-combatant and one leader of 2nd to 5th-level), or nest (25-50 plus two 2nd to 5th-level leaders and one 5th to 12th-level druid queen)

Challenge Rating: 1

Treasure: 50% coins; 50% goods; 50% items

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +2

ECL: 3

The sucking mud pulls on your boots as you barely avoid the skeleton's poorly aimed swing. The passing sword manages to fling some of the muck into your face, though, temporarily blinding you. You can hear the rattle of bones as the backswing comes and you know even tossing yourself to the

side blindly will only save you momentarily, if at all, considering the dozen or so other skeletons tromping through the swamp's mire to get at you. But instead of feeling the rusty sword bite into your neck, you feel the rush of something flying by your face and the crunching of what sounds like dry twigs.

As you wipe the grime from your face, you see the skeleton's shattered bones drop to the ground even as the next closest is felled by a large, round stone. Suddenly, the swamp's murky waters erupt as lizardine forms leap high amongst the skeleton's ranks, slapping with muscular tails and lashing out with sturdy staves. Before you know it, they've dispatched the remaining skeletons.

Having saved you from Sallous Yar's patrol, your scaly benefactors beckon you to follow. You only hope they plan on leading you out of the swamp rather than into their stew pots.



Despite their monstrous appearance, iguanalons are extremely peaceful and in tune with nature. They are governed by a loose, non-centralized matriarchy that seeks only to live in peace with its neighbors. Of course, this is impossible with regards to Sallous Yar, a fact that has made these lizardfolk very skilled at hunting undead throughout their swamps.

Most iguanalons dwell in the Swamp of Woe. Their faith is largely one of nature worship, so they choose to co-exist with their environment rather than attempt to master it. Their homes are intertwined with the plant life and animals roam unimpeded throughout iguanalon territory, so long as the creatures do not get aggressive or try to lay claim to the area and drive off the lizardfolk.

Most iguanalon encountered away from their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Iguanalon Traits (Ex): Iguanalon benefit from a number of racial traits that set them apart from their lizardfolk kin.

- +4 Dexterity, –2 Intelligence, –2 Charisma
- Medium
- Base speed is 30 feet. They can swim at a rate of 40 feet.
- Iguanalon can hold their breath 10 times longer than normal.
- +4 natural AC bonus
- +1 racial bonus to attack rolls against undead.
- Scent: An iguanalon's large nostrils provide her with an excellent sense of smell, as per the Scent special ability
- Camouflage: Lizardfolk can alter their skin color to reflect their environment as part of any standard action. This grants a +8 racial bonus to Hide checks if not moving, a +4 bonus if moving no more than their base speed, or +2 if moving any faster. A further change of background must be compensated for by altering one's camouflage, otherwise the lizardfolk may stand out (–2 to –8 penalty to Hide, depending on the degree of contrast).
- Illiterate: An Iguanalon must spend 2 skill points to gain the ability to read and write the languages she speaks.
- Natural Weapons: 2 claw attacks for 1d4 damage and a bite for 1d4 damage.
- Iguanalons gain Multiattack as a bonus feat.
- +2 racial bonus to Balance and Jump checks.
- Iguanalons have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim

in a straight line.

– Automatic Languages: Draconic. Bonus Languages: Common, Aquan, Elven, Orc, and Goblin.

– Favored Class: Druid

– Level Adjustment +2

– Allowable Divine Heritage: Sri Senn Sindh only.

Lavayne (Blood-Kin), 1st- Level Warrior

Medium Humanoid (Dwarf, Elf, Fire)

Hit Dice: 1d8 (7 hp) or 1d8+1* (8 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (+5 breastplate, +1 small steel shield), touch 10, flat-footed 16

Base Attack/Grapple: +1/+1 (+2*)

Attack: Longsword +2 (+3*) melee (1d8 [+1*], 19-20/x2)

Full Attack: Longsword +2 (+3*) melee (1d8 [+1*], 19-20/x2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Lavayne traits, fire subtype, immune to magic sleep, mixed blood

Saves: Fort +2 (+3*), Ref +0, Will +0 (-1*)

Abilities: Str 11 (13*), Dex 10, Con 11 (13*), Int 10 (8*), Wis 10 (8*), Cha 9

Skills: Climb +2 (+3*), Intimidate +1, Jump +2 (+3*), Ride +2; subtract 1 rank from each skill if the lavayne has an Int of 8

Feats: Heavy Armor Proficiency ^{BONUS}, Light Armor Proficiency ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Toughness, Weapon Focus (longsword) ^{BONUS}

Environment: Any warm land

Organization: Solitary or pairs

Challenge Rating: 1

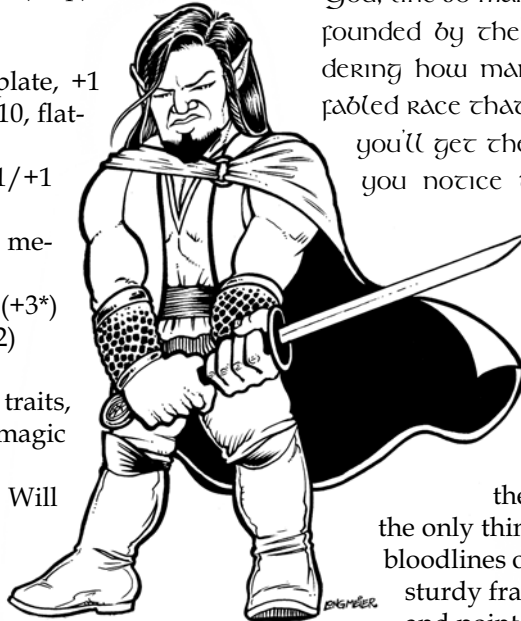
Treasure: Standard coins; standard goods; double items

Alignment: Usually lawful good

Advancement: By character class

Level Adjustment: +1

ECL: 2



* Based on whether the +2 attribute bonus is granted to Strength or Constitution, and the -2 penalty to Intelligence or Wisdom.

You stand amazed at SpirosBlaak's majesty: the wide streets, arching colonnades, and endless monuments to Spiros' glory. The city is as fabulous as every story you've ever heard—more so, in fact. Just when you think how things couldn't possibly be any more amazing, they do.

A shadow passes overhead as long wings eclipse the sun. Above you, riding the wind, is what could only be one of the Blood-Kin's mighty skyships, its sails soaring outward like dragonfly wings. You, like so many others in the city, stand dumbfounded by the vessel's delicate strength, wondering how many of the stories concerning the fabled race that made the craft are true. Maybe you'll get the chance to find out, you hope, as you notice the skyship headings towards a mooring in the city's coastal cliffs.

Created by Arkanocles and Spiros to be their ultimate soldiers, this race shares a history of dwarven, human and elven lineage. They are as tall as humans but their copper-to-black hued skin is not the only thing that sets them apart from the pure bloodlines of that diverse ancestry: they have the sturdy frame of the dwarves and the wise eyes and pointed ears of the elves.

Courageous to a fault, the lavayne are renowned for their heroics and for performing deeds that seem more a matter of myth than reality. Foremost amongst their kinds' feats was their stand against Sallous Yar's forces during the invasion of the Witch Lords. This ancient act, as much as their skyships, has cemented the lavayne's position in the Archduchy's collective consciousness and legends.

The only known (according to the legends) lavayne community is Mundaes, the crumbled and mythical city built deep beneath Fire Eye Mountain's scorched slopes. They staunchly defend their territory, from above and below, operating through a series of well-concealed, fortified tunnels and "rabbit holes" throughout the region. They do not like anyone's intrusion, but are especially diligent when it comes to keeping other peoples (even hagglers) out of their

territory. Beyond that, not much is known regarding their society.

Most lavayne that are encountered will be warriors; the information in the statistics block is for one of 1st level.

Combat

Fire Subtype (Ex): Blood-kin are immune to fire. However, they are vulnerable to cold, taking half again as much damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Mixed Blood (Ex): For all effects related to race, a lavayne is considered a human, an elf, *and* a dwarf.

Lavayne Traits (Ex): Lavayne benefit from a number of racial traits, some of which represent their elven blood, others their dwarven, and some are altogether new.

– Lavayne characters may select a +2 bonus to Strength or Constitution and a –2 penalty to Intelligence or Wisdom. All lavayne have a –2 penalty to Charisma.

– Medium

– Base speed is 30 feet

– Darkvision 60 feet

– +2 racial bonus to Listen, Search, Sense Motive, and Spot checks

– +1 racial bonus to saving throws against poison

– +1 racial bonus to saving throws against fear spells and effects

– Immune to magic sleep spells and effects

– +1 racial bonus to saving throws against enchantment spells and spell-like effects

– Gain Weapon Focus as a bonus feat

– Automatic Languages: Common, Elven, and Dwarven. Bonus Languages: Celestial, Draconic, Giant, Goblin, Ignan, Orc, Terran, and Undercommon.

– Level Adjustment +1

– Favored Class: Paladin

– Allowable Divine Heritage: All lavayne receive the Lesser Gift of Divine Heritage from Arkanocles or Spiros as a bonus starting feat.

Mentor, 1st-Level Expert

Medium Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft.

Armor Class: 14 (+4 chain shirt), touch 10, flat-footed 14

Base Attack/Grapple: +0/–1

Attack: Dagger –1 melee (1d4–1, 19–20/x2) or Slam –1 melee (1d3–1/x2)

Full Attack: Dagger –1 melee (1d4–1, 19–20/x2) or Slam –1 melee (1d3–1/x2)

Space/Reach: 5 ft./5 ft.

Special Qualities: Mentor traits, psionic resistance 9 + class level, telepathy

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 8, Dex 11, Con 10, Int 13, Wis 13, Cha 9

Skills: Concentration +6, Craft (alchemy) +4, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (any other) +5, Listen +3, Move Silently +2, Profession (scribe) +4, Search +3, Spellcraft +3

Feats: Light Armor Proficiency ^{BONUS}, Lightning Reflexes, Simple Weapon Proficiency ^{BONUS}

Environment: Any

Organization: Solitary or pairs

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

ECL: 2

You search through the towering stack of books, the smell of aging paper strong despite the care taken by the Grand Library's many academicians and lesser scribes to preserve all the vast works in the immeasurable collection. Frustration mounts as you still can't find the book you were looking for—you companions will be extremely upset with you should they return from their supply run only to find you weren't able to find the much needed information on the Tomb of the Warlord Kellos. Damnable books. This is why you chose the way of the sword to begin with rather than that of the paper and quill!

"What are you looking for, warrior? Perhaps I might assist you in finding your elusive prey." Turning towards the raspy voice, you find your-

self momentarily startled by the mentor standing before you. He is obviously of advanced years (you can't help but think of it as a 'he') and your patience is a little thin to accommodate some over-eager, dotty squid-head. "No thanks, old-timer, but the day I take help from one of your limp-armed kind is the day I get shoed and rent myself out as a horse" you respond sharply.

"As you wish, warrior" is its calm reply as it wanders off, back through the stacks. "Just come looking for me if you change your mind."

"Who was that," you ask the nearest scholar. "The great and wise Karditious," he replies without so much as lifting his bent head from the scroll he is transcribing. Startled, it dawns on you how lucky you are not to have been tossed out of the library on your ignorant backside. You begin to wonder how you'll look in tack and harness.



Mentors are the evolved and peaceful ancestors of a much-hated and feared race of subterranean, psychic tyrants that feed upon other sentient creatures. The mentors' forbearers grew disgusted with their parasite existence and fled to the surface in search of a new life of peace. While they did indeed find the

peace they sought so desperately, acceptance has always remained elusive.

Because of their alien appearance and dark (albeit ancient) history, mentors are unwelcome, if usually tolerated (even if only barely), in most duchies. Only Nolmedron outright forbids their entrance whereas learned Askalan is the most tolerant of all. Their fabled city in the west, Nyrskrill, is their only known territory, otherwise they tend to lead a contemplative, nomadic existence, wandering from one town to the next in the hopes of finding something new to learn. For their part, they tend to get along with other races far better than others get along with them.

Most mentors encountered away from their home are experts; the information in the statistics block is for one of 1st level.

Combat

Mentor Traits (Ex): Mentors benefit from a number of racial traits that set them apart from their mind flayer kin.

- 2 Strength, +2 Intelligence, +2 Wisdom, -2 Charisma
- Medium
- Base speed is 30 feet
- +2 racial bonus to Concentration and to three Knowledge skills of choice
- +1 racial bonus to attack rolls against aboleth and drow. Mentors have a standing hatred for these creatures, going so far as to develop combat tactics with which to combat them.
- Naturally Psionic: Mentors gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psionic Resistance 5 + character level.
- Telepathy (Su): Although they can speak, mentors prefer to communicate telepathically. Their telepathy's range is 100 feet.
- Automatic Languages: Undercommon and Common. Bonus Languages: Draconic, Dwarven, Goblin, Orc, and Terran.
- Level Adjustment +1
- Favored Class: Psion
- Allowable Divine Heritage: Mentors may not take either of the Divine Heritage feats.

Mummy, Merithian (Template)

It has been two days since you first entered the ruins concealed by half-buried marking stones in the Roaming Plains. The seemingly endless, odd mechanical traps that guard every twist and turn haven't done you in yet, but half your companions weren't so lucky. Looking down the dust-filled, dark hallway lined with strange, machine-themed mosaics, you figure it's only a matter of time before it's your turn.

You listen intently as a scraping slowly reaches your ears, echoing down the narrow corridors as though a blade were being carelessly dragged along the ground with long strides. Raising your torch, the light stretches a bit farther and shines on a figure loping into view. It appears to be the desiccated corpse of a man, but you quickly notice the bands of rusted iron bolted to its flesh, the chains hanging from its steel ribs, and the grinding whir of gears as it moves.

Whatever the thing is, the air hangs thick with the sickly mix of rusting metal, aged machine lubricants, and rotting flesh: a harbinger of the doom it brings you for intruding upon its domain.

When it fell, the ancient Empire of Merithia left behind many treasures, traps, and ruins throughout its former demesne, scattered across its once-bounds like so many toys and hazards for too-curious children to find. The mummified dead of the Empire's machine-god worshippers are among some of the more dangerous relics of this past.

Although the particulars of Merithia's forgotten machine-god largely remain a mystery to modern scholars—even the fabled academicians of Askalan—it's clear that mechanisms and devices that surpass the ability of even the most genius and adept of today's technologists were created and held to be divine by Its priests. As such, upon internment Merithian mummies not only have their internal organs removed but also large amounts of their flesh and bones removed so that mechanisms may take their place in honor of the deity.

Cogs and gears replace joints. Muscle is exchanged for pistons and chains. Steel plates and bands cover holes in flesh. A Merithian mummy is a true creature of its machine-god, able to wrest away and animate control of machines in Its name. Whatever reason the machine-god has for animating Its most faithful after death has long been lost (possibly even to these undead), and yet these creatures continue on with deadly fanaticism.

Sample Merithian Mummy Egzwiddikus the Fallen

5th-level Technologist/5th-level Fighter Medium Merithian Mummy

Hit Dice: 10d12 (94 hp)

Initiative: +4 (Improved Initiative)

Speed: 15 ft. (3 squares)

Armor Class: 24 (+14 natural), touch 10, flat-footed 24;
30 in armored form (+20 natural), touch 10, flat-footed 30

Base Attack/Grapple: +7/+15

Attack: Slam +15 melee (1d8+8/x2)

Full Attack: 2 slams +15 melee (1d8+8/x2)

Space/Reach: 5 ft./5ft.

Special Attacks: Dismantling strike, gadgets, despair, control machine

Special Qualities: Expert crafter, natural alchemist, jury rig, gadgets, armored form, damage reduction 10/rust, energy resistance to acid 15, resistance to fire 15, fast healing 7, turn resistance 8, undead traits, vulnerability to cold, vulnerability to rust

Saves: Fort +13, Ref +13, Will +24

Abilities: Str 26, Dex 10, Con —, Int 12, Wis 20, Cha 18

Languages: Merithian, Old Rilgoth

Skills: Climb +12, Concentration +8, Craft (alchemy) +7, Craft (artillery-making) +7, Craft (gunsmithing) +7, Disable Device +6, Intimidate +8, Jump +12, Knowledge (engineering) +9, Knowledge (technology) +9, Profession (engineer) +13, Search +5, Use Magic Device +12. Egzwiddikus speaks Merithian.

Feats: Alertness, Armor Proficiency (light) ^{BONUS}, Armor Proficiency (medium) ^{BONUS}, Armor Proficiency (heavy) ^{BONUS}, Blind-Fight, Brew Potion, Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Martial Weapon Proficiency ^{BONUS}, Power Attack, Shield Proficiency ^{BONUS}, Simple Weapon Proficiency ^{BONUS}

Challenge Rating: 13

Alignment: Neutral Evil

A noble of Merithia who was also a noted cleric of

the empire's machine-god, Egzwiddikus now stalks his lost temple of old. Upon his death, this clanking undead was charged with protecting something deeply buried and much treasured by his high priest. Just what this is and how well it is protected by the temple's remaining defenses is a mystery to all save Egzwiddikus. Anyone who finds the temple and treads its hallowed halls in pursuit of the secret or out of mere curiosity will quickly learn how devoted he is to his deity despite Merithia having long since fallen.

Combat

Expert Crafter (Ex): Egzwiddikus gains a +2 insight bonus to all Craft and Disable Device checks (already figured in.)

Natural Alchemist (Ex): Egzwiddikus may manufacture alchemical items without having to have a level in a spellcasting class.

Dismantling Strike (Ex): If Egzwiddikus studies a construct or object for 1 round and then makes an attack with a melee weapon that successfully deals damage, his attack deals an additional +1d6 points of damage.

Jury Rig (Ex): As a full-round action, Egzwiddikus can make an aid another attempt by making a Craft (technology) check in place of the skill he would ordinarily use. This does not apply to all skills, only to: Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Search, Use Magic Device, or Use Rope.

Gadgets: 0–3/1st–2/2nd–1; CL 5; Save DC 11 + gadget level.

Despair (Su): At the mere sight of Egzwiddikus, the viewer must succeed on a DC 19 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by Egzwiddikus' despair ability for 24 hours. The save DC is Charisma-based.

Armored Form (Su): Egzwiddikus' bandages and skin can become as rigid as metal, merging with its metal components to form a carapace, at the cost of a move action. This raises the mummy's AC to 30 but reduces his regular speeds by half.

Control Machine (Su): As a standard action, Egzwiddikus can take control and animate (as per *animate objects*) any mechanism within 100 feet. The mechanism must have gears, cogs, etc.; a sword, pair of scissors and the like are not considered "mechanisms" for this ability's purposes. Once the mechanism has been taken over, it obeys Egzwiddikus' commands for as long as the undead remains conscious and within range of the device.

Intelligent machines and constructs are allowed a DC 19 Will save to resist being taken over, and are allowed a new saving throw every minute to break free should this initial saving throw fail.

Damage Reduction (Su): Egzwiddikus has damage reduction 10/rust. A Merithian mummy's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): Egzwiddikus heals 7 points of damage each round so long as he has at least 1 hit point. Damage caused by rust attacks is regained at the rate of 1 point per day.

Resistant (Ex): Egzwiddikus mummy has *energy resistance* 15 versus fire and acid.

Turn Resistance (Ex): Egzwiddikus has +8 turn resistance.

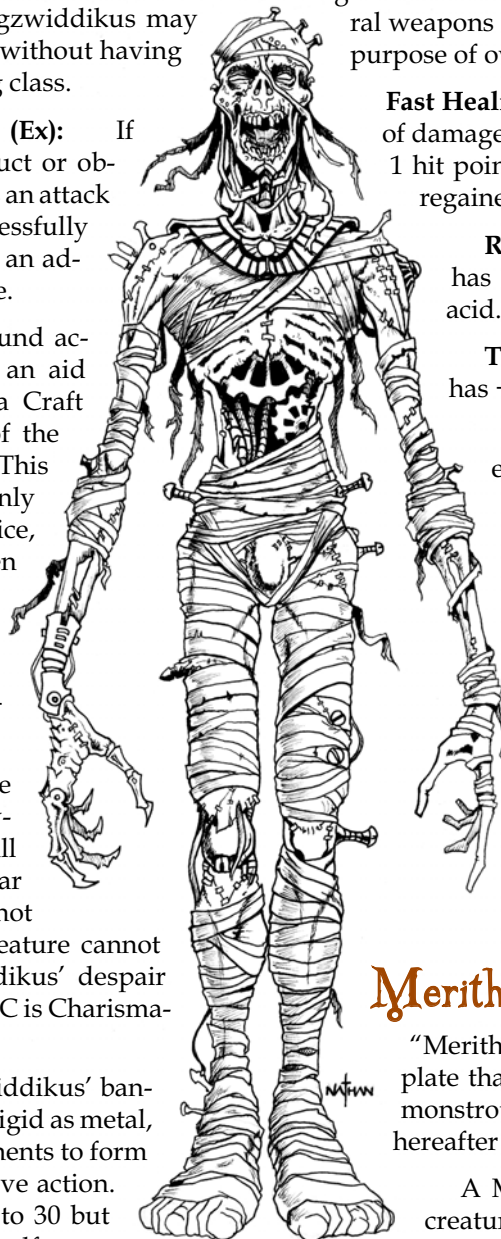
Vulnerability to Cold (Ex): For every 2 points of damage from a cold attack Egzwiddikus, its speed is reduced by 1 foot for 1d4 rounds. If the cold attack is such that Egzwiddikus would normally be immune, as per its undead traits, roll damage and make a Fortitude save anyway to see how much the creature is slowed by.

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

Creating a Merithian Mummy

"Merithian mummy" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A Merithian mummy uses all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Two-thirds that of the base creature (rounded down to the nearest 5-foot increment.) If the base creature has a swim speed, that ability is lost and any flight speed is reduced to one-third its previous value.

Armor Class: The base creature's natural armor bonus improves by +14 due to its undead state and the intertwining of metal with its flesh.

Attack: A Merithian mummy retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the Merithian mummy retains this ability. A creature with natural weapons retains those natural weapons. A Merithian mummy fighting without weapons uses either its slam attack or its primary natural weapon (if it has any.) A Merithian mummy armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A Merithian mummy fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any.) If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Merithian mummies have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the creature's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	5d6

Special Attacks: A Merithian mummy retains all the special attacks of the base creature and gains

those described below. Saves have a DC of 10 + 1/2 mummy's HD + mummy's Cha modifier unless noted otherwise.

Despair (Su): At the mere sight of a Merithian mummy, the viewer must succeed on a Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Special Qualities: A Merithian mummy retains all the special qualities of the base creature and gains those described below.

Armored Form (Su): A Merithian mummy's bandages and skin can become as rigid as metal, merging with its metal components to form a carapace, at the cost of a move action. This raises the mummy's AC bonus from +14 to +20 but reduces its regular speeds by half.

Control Machine (Su): As a standard action, a Merithian mummy can take control and animate (as per *animate objects*) any mechanism within 100 feet. The mechanism must have gears, cogs, etc.; a sword, pair of scissors and the like are not considered "mechanisms" for this ability's purposes. Gamemasters have final say on what qualifies. Once the mechanism has been taken over, it obeys the mummy's commands for as long as the undead remains conscious and within range of the device.

Intelligent machines and constructs are allowed a Will save to resist the mummy taking over, and are allowed a new saving throw every minute to break free should this initial saving throw fail.

Damage Reduction (Su): A Merithian mummy has damage reduction 10/rust. A Merithian mummy's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A Merithian mummy heals 7 points of damage each round so long as it has at least 1 hit point. Damage caused by rust attacks is regained at the rate of 1 point per day.

Resistant (Ex): A Merithian mummy has energy resistance 15 versus fire and acid.

Turn Resistance (Ex): A Merithian mummy has +8 turn resistance.

Vulnerability to Cold (Ex): For every 2 points of damage from a cold attack targeting the Merithian mummy, its speed is reduced by 1 foot for 1d4 rounds. If the cold attack is such that the mummy would normally be immune, as per its undead traits, roll damage and make a Fortitude save anyway to see how much the creature is slowed by.

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

Saving Throws: Ignore previous saving throws and adjust to the creature's new undead status; Merithian mummies have good Will saves.

Abilities: Increase from the base creature as follows: Str +14, Wis +6, Cha +8. As an undead creature, a Merithian mummy has no Constitution score.

Skills: Merithian mummies have the same skills as the base creature.

Feats: Merithian mummies gain Alertness, Great Fortitude and Toughness, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, warden pair, or guardian detail (3-6)

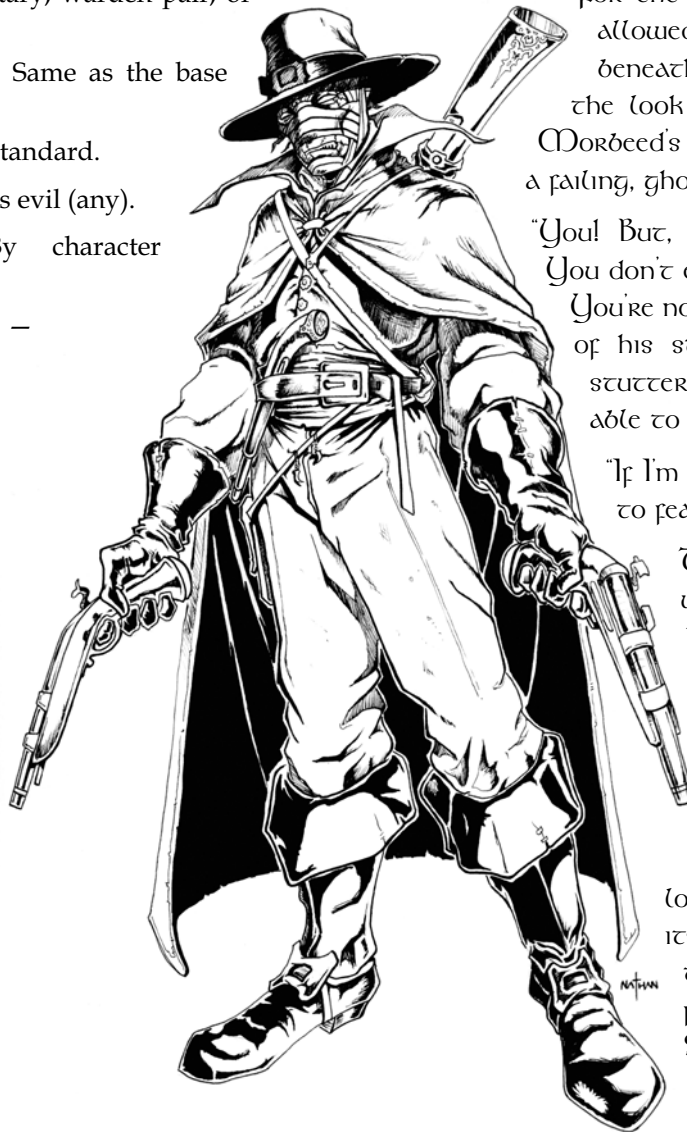
Challenge Rating: Same as the base creature +3.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: —



NON-PLAYER CHARACTERS

This section introduces a selection of non-player characters a Gamemaster may employ in a pinch or by integrating into the story in important roles.

The Gunman

As the pistol rose upwards to yaw into the bold bandit lord's rage-reddened face across the ten-yard span separating the two men, his foe's head lifted slightly to aim down the weapon's length.

For the first time, Mordeed was allowed to see what was hidden beneath the hood. Shock stole the look of doomed defiance from Mordeed's face, the flush falling into a paling, ghostly pallor.

"You! But, but you can't be ... you! You don't exist ... you're just a myth! You're not real!" Mordeed, the last of his strength stolen, began to stutter in confusion, his mind unable to cope with the truth.

"If I'm not real, you have nothing to fear."

The shot took the mounted warrior directly between his unbelieving eyes before spraying the back of his horse with a globular shower of blood. With a slow finality, the dead shell that had once been the mighty bandit lord, Mordeed, fell from its saddle and slammed to the ground with a dreadful clatter of failed armor. Shaking his head sadly, the stranger returned both pistols into the conceal-

ment of his cloak, its layered folds consuming the gentle smoke that still flowed from the weapon's tip.

Without a backwards glance, he turned and walked away.

—Excerpted from *The Gunman*

Gunman Campaign Use

Nobody likes it when their character ends up playing second-fiddle to a heroic NPC, so GM's should be careful not to have the Gunman rush in to save the day unless it helps drive the story in a particular direction or is absolutely necessary. The Gunman may, however, set an example for the characters to follow if they find themselves sharing ideals.

The Gunman can also be used as an opponent ("villain" likely won't be appropriate), especially if the characters' group counts any kav or clergy of Spiros who are faithful to the See amongst its number. Depending upon their alignments and general moral inclinations, it's also likely that characters won't agree with the Gunman's uncompromising idea of righteousness, putting them at odds with his activities. This may lead to them trying to stop him from doing something or being hired to track him down to bring to the authorities or Church.

Despite being perhaps the most wanted man in the entire Archduchy of SpirosBlaak, very little is actually known about the wandering loner referred to only as 'the Gunman.' Armed with lightning-quick, gun-packing hands and an unwavering determination, the Gunman walks the Archduchy, fighting evil wherever he finds it. Despite the good the Gunman works, he does so without compassion or mercy and has a special enmity for kav. His bold policy of serving his idea of justice from the barrels of his guns has earned him as many enemies as it has admirers, and marked him as an outlaw in every duchy.

Also obvious is the Gunman's disdain for Spiros' Church, although he reveres the god Himself with great piety and devotion. Whatever the source of this disdain may be, the See of Spiros, which has not only excommunicated him but also placed an incomparable bounty of 500,000 gold pieces on his head (dead or alive), returns the feelings. Nobody save the Gunman himself and the Church's highest ranks know the nature and cause of their private war.

5th-level Ranger, 1st-level Cleric of Spiros, 10th-level Pistoleer Spiran

Hit Dice: 16d8+48 (118 hp)

Initiative: +4 (Improved Initiative); +8 (Fast Hands) with pistols

Speed: 30 ft. (6 squares)

Armor Class: 17 (+5 Dex, +2 leather armor), touch 15, flat-footed 12

Base Attack/Grapple: +10/+12

Pistol Attack Bonus: +15

Attack: Precision pistol +20 ranged (1d8/x4; 45 ft.) or .55 military pistol +20 ranged (1d10/19-20 x3; 45 ft.; -1 penetration) or Arkanoclian eagle musket +20 ranged (1d12/19-20 x4; 400 ft.; -2 penetration) or knuckleduster +20 ranged (1d6/x3; 5 ft.) or knuckleduster +12 melee (+4 hand attacks) or pocket pistol +20 ranged (1d6/x3; 10 ft.; +1 penetration) or short sword +12 melee (1d6+2/19-20) or silver plated dagger +12 melee (1d4+2/19-20; 10 ft.)

Full Attack: Precision pistols +20/+15/+10 ranged (1d8/x4; 45 ft.) or .55 military pistol +20/+15/+10 ranged (1d10/19-20 x4; 45 ft.; -1 penetration) or Arkanoclian eagle musket +20/+15/+10 ranged (1d12/19-20 x4; 400 ft.; -2 penetration) or knuckleduster +20/+15/+10 ranged (1d6/x3; 5 ft.) or knuckleduster +12/+7 melee (+4 hand attacks) or pocket pistol +20/+15/+10 ranged (1d6; 10 ft.; +1 penetration) or short sword +12/+7 melee (1d6+2/19-20) or silver plated dagger +12/+7 melee (1d4+2/19-20; 10 ft.)

Space/Reach: 5ft./5 ft.

Special Attacks: Brawling gunplay, combat style (two-weapon combat), favored enemy (Kavraen; +4), favored enemy (goblinoid; +2), luck of Phaetos, pistol attack bonus, precise aim, trick shot (disarming shot, fast hands, lightning loader, shot in the dark, two gunning)

Special Qualities: Animal companion (none currently), turn undead, wild empathy

Saves: Fort +12, Ref +18, Will +9

Abilities: Str 14, Dex 21, Con 15, Int 12, Wis 16, Cha 7

Languages: Bakad, Common, Faedic, Lycanthus, Old Rilgoth, Rilgoth

Skills: Climb +7, Concentration +8, Craft (gunsmithing) +6, Heal +6, Hide +14, Intimidate +8, Jump +10, Knowledge (geography) +4, Knowledge (local) +8, Knowledge (nature) +5, Knowledge (religion) +2, Move Silently +14, Ride +7, Sense Motive +6, Spot +13, Survival +11, Swim +4, Tumble +13

Feats: Cautious Loader (Firearms), Endurance ^{BONUS}, Firearms Proficiency, Heavy Armor Proficiency ^{BONUS}, Improved Initiative, Kav Stalker, Light Armor Proficiency ^{BONUS}, Lightning Reflexes, Martial Weapon Proficiency ^{BONUS}, Medium Armor

Proficiency ^{BONUS}, Quick Draw, Shield Proficiency ^{BONUS}, Shot on the Run ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Speed Loader, Track ^{BONUS}, Two-Weapon Fighting ^{BONUS}

Challenge Rating: 16

Alignment: Neutral good

Combat

Spells (Cleric): (3/2+1); Domains: Courage, War; Base DC = 13 + spell level); 0-level *detect magic*, *heal minor wounds*, *guidance*; 1st-level *cure light wounds*, *obscuring mist*, *remove fear* (D).

Spells (Ranger): (1); Base DC = 13 + spell level); 1st-level *pass without trace*.

Pistol Attack Bonus (Ex): Use this bonus instead of the character's BAB when using pistols.

Intuitive Shot (Ex): Instinctively make a shot as a swift action when there is a pistol in one's hand at a -5 penalty. This may only be done once per encounter.

Trick Shots (Ex): *Disarming shot*: may use firearms to disarm at range with a -4 penalty; *fast hands*: +4 to initiative with pistols; *lightning loader*: load pistols in one-quarter the usual time but the Misfire Range increases by 4; *shot in the dark*: DC 15 (or target's Move Silently result) Listen check to reduce the miss chance of concealment by half; *two gunning*: the Gunman doesn't suffer an increase to misfire range when using two pistols at once.

Brawling Gunplay (Ex): May fire a pistol while within a threatened area without provoking an attack of opportunity. The same goes for reloading, except the pistol's Misfire Range for that shot is increased by 4.

Precise Aim (Ex): +1 to the critical hit multiplier of all firearms.

Luck of Phaetos (Su): Roll two dice on an attack roll, taking the better of the two, once per day.

Possessions: Knuckleduster pistol (1d6/x3, +2 with hand attacks; 5 ft.; move action reload; misfire range 1), 2 pocket pistols (1d6/x3; 10 ft.; +1 penetration; move action reload; misfire range 1) (1 in boot, 1 in sleeve in spring holster), 3 precision pistols (1d8/x4; 45 ft.; 1 round reload; misfire range 1; set trigger) (1 in thigh holster, 1 in belt; 1 in small of back), 4 .55 military pistols (1d10/19-20 x4; 45 ft.; -1 penetration; 1 round reload; misfire range 1), Arkanoclian eagle musket (1d12/19-20 x4; 400 ft.; -2 penetration; 2 round reload; misfire range 3; repeating mechanism, set trigger, x10 telescopic sight) (slung on back), silver plated dagger, short sword, leather armor, spring holster (right sleeve), cloak, belt, belt pouches, backpack,

3 30 oz. powder horns

Swift Action

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only one swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting a spell with a casting time of 1 swift action does not provoke an attack of opportunity.

Kushpan Pal

Utterly devoted to overthrowing the Archduchy's human majority, Kushpan Pal the Bloody is one of the more notorious kav in the land. Born to a band of renegades that preyed upon pilgrims moving from Taervas to Vas, Kushpan has never known anything except the ways of the open plains and bloody sword.

The See in Vas and the Sentinels have both devoted great amounts of man-hours and lives to tracking the rebellious kav warlord but he and his band of cutthroats always manage to find sanctuary in either the Warder Hills or Roaming Plains. Both regions are well known to Kushpan, who has built several bases of operations within both regions. These sites suit his deceptive, bloodthirsty nature by blending into the landscape and are equipped with all manner of tunnels and hidden hidey holes that allow his men to sneak up behind and ambush pursuers.

4th-level Rogue, 6th-level Paladin of Shivanos Werewolf Kavbroed (Shapechanger)

Hit Dice: 2d8+4 plus 6d10+12 plus 4d6+8 (92 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares); 20 ft. in breastplate

Armor Class: 18 (+1 Dex, +5 breastplate, +2 natural), touch 11, flat-footed 17

Base Attack/Grapple: +10/+14

Attack: Greatsword +14melee (2d6+, 19-20/x2) or hybrid claw +14 melee (1d4+4) or hybrid bite +9 melee (1d6+2)

Full Attack: Greatsword +14/+9 melee (2d6+, 19-20/x2), or 2 hybrid claws +14 melee (1d4+4) and hybrid bite +9 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Divine touch, poison, sneak attack +2d6, smite good, spells, trip

Special Qualities: Alternate form, aura of despair, aura of evil, damage reduction 10/silver, detect good, divine grace, divine health, evasion, low-light vision, rebuke undead, scent, special mount, tracking, trapfinding, trap sense +1, uncanny dodge, wolf empathy

Saves: Fort +20, Ref +18, Will +9

Abilities: Str 18, Dex 12, Con 15, Int 12, Wis 12, Cha 14

Languages: Lycanthus, Common

Skills: Balance +5, Bluff +6, Climb +8, Concentration +8, Escape Artist +5, Gather Information +6, Heal +3, Hide +11, Intimidate +10, Jump +11, Knowledge (local) +5, Knowledge (religion) +5, Listen +5, Move Silently +8, Ride +7, Search +5, Spot +5, Tumble +6

Feats: Armored Shapechange (Light), Armored Shapechange (Medium), Heavy Armor Proficiency ^{BONUS}, Improved Initiative, Iron Will ^{BONUS}, Light Armor Proficiency ^{BONUS}, Martial Weapon Proficiency ^{BONUS}, Medium Armor Proficiency ^{BONUS}, Shield Proficiency (except tower) ^{BONUS}, Simple Weapon Proficiency ^{BONUS}, Strength of the Beast, Track ^{BONUS}, Weapon Focus (bite) ^{BONUS}

Challenge Rating: 13

Alignment: Chaotic evil

ECL: 15

Kushpan Pal Campaign Use

This kav is a consummate villain, allowing him to slide into most roles the Gamemaster may require of an opponent. He has little regard for the lives of his own men or the oppressed kav he claims to champion, let alone the human majority or its allies amongst the other races. He considers kav who work with humans to be traitors to their people, so it's possible he'll try to make an example out of any player character kav. Ideas for introducing Kushpan include having him raid a village, town or farm where the player characters happen to be or having the characters hired by a duchy looking for justice or one of his victims seeking revenge.

Combat

Alternate Form (Su): Kushpan can assume a medium bipedal hybrid form or the form of a wolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-

based checks against wolves and dire wolves.

Tracking (Ex): While in hybrid or wolf form, Kushpan gains a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A successful bite attack while in animal form grants Kushpan an attempt to trip his opponent (+2 check modifier) 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 Kushpan.

Aura of Evil (Ex): Kushpan emits a power level 6 aura of evil.

Detect Good (Sp): As per the spell; DC 11 Concentration check to activate.

Smite Good (Su): 2/day, Kushpan may add his Cha bonus to a melee attack roll against a good-aligned foe to deal +6 damage if successful.

Divine Grace (Su): Kushpan adds his Cha bonus to his saving throws (already figured in.)

Divine Touch (Su): Inflict up to 12 points of damage per day with a touch attack.

Divine Health (Ex): Kushpan is immune to normal and magical disease.

Aura of Despair (Su): All enemies within 10 feet of Kushpan take a -2 penalty on all saving throws. This ability functions while the paladin is conscious, but not if he is unconscious or dead.

Rebuke Undead (Su): Rebuke undead as a 3rd-level cleric 5/day.

Special Mount (Sp): Once per day, as a full-round action, Kushpan may magically call his mount, Skullstomper, from the outer plane in which it resides with power equal to that of a 2nd-level spell. Doing so requires a DC 15 Concentration check. When called, the mount immediately appears adjacent to Kushpan and remains for 12 hours; it may be dismissed at any time as a free action.

Poison (Sp): 1/day, Kushpan may cast *poison*, as the spell. Doing so requires a DC 13 Concentration check.

Trapfinding: Kushpan can use the Search skill to locate traps when the task has a Difficulty Class higher than 20 and Disable Device to disarm magic traps.

Evasion (Ex): If Kushpan makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only he is wearing light armor or no armor. If helpless, Kushpan does not gain the benefit of evasion.

Trap Sense (Ex): Kushpan gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Kushpan retains his Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Spells: (2; Base DC = 11 + spell level); 1st-level *bane*, *protection from law*.

Skullstomper

CR 2; Heavy warhorse (magical beast); HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA Share spells; SQ Empathic link, improved evasion, low-light vision, scent, share saving throws, share spells; AL CE; SV Fort +14, Ref +12, Will +5; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

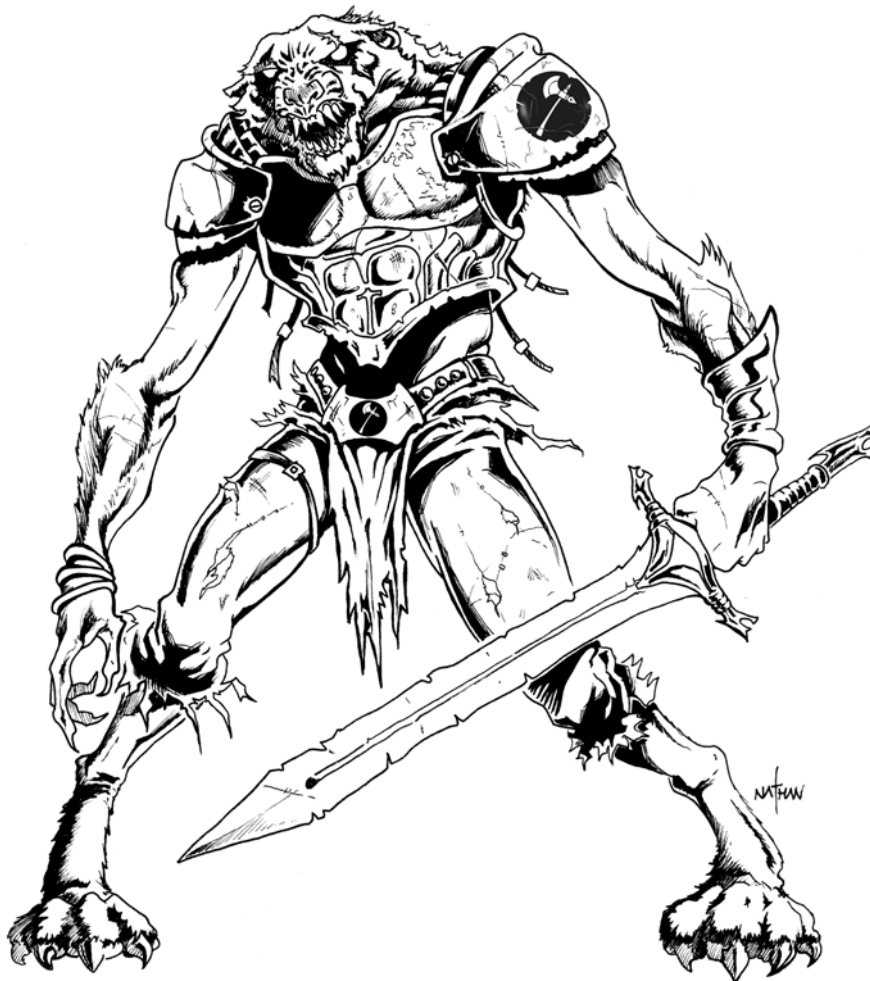
Skills and Feats: Listen +6, Spot +5, Endurance, Run

Empathic Link (Su): Skullstomper and Kushpan share an empathic link with a range of 1 mile.

Improved Evasion (Ex): When subjected to an attack that normally allows for a Reflex save for half damage, Skullstomper takes no damage with a success and half damage if the save fails.

Share Spells: Kushpan can have any spell he casts on himself also affect Skullstomper, so long as the mount is within 5 feet during casting and remains within that distance.

Share Saving Throw: Skullstomper uses Kushpan's base saving throws rather than its own.



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