



MONSTER™



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MONSTER



**The strong survive and the weak are ground under the boot of might.
An ogre rules because he is strong, not because he was born to rule.**

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DEDICATION

This book is for Jim Pavelec and other twisted artists just like him. So long as you invent new evils, writers will create heroes to slay them.

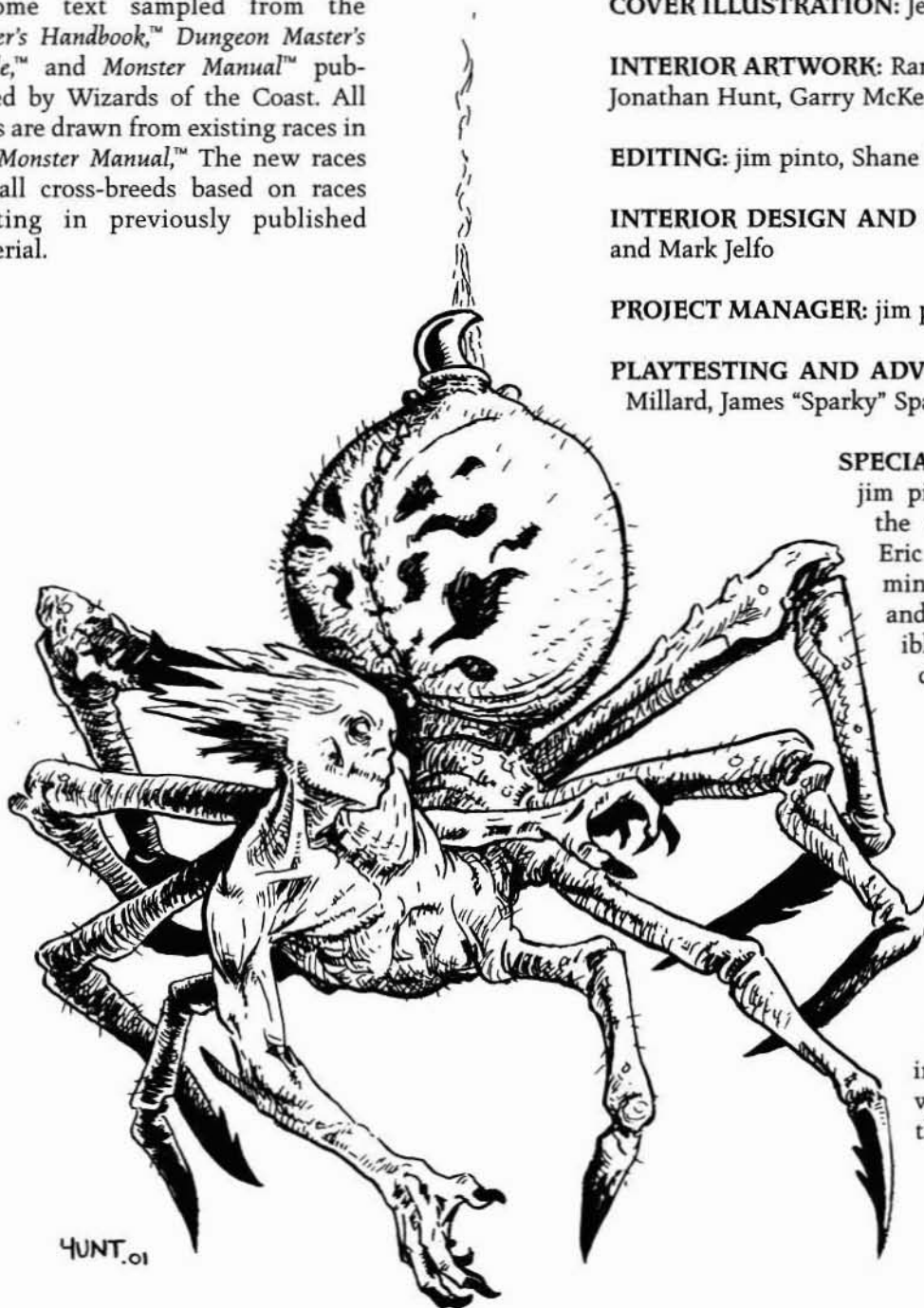


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INTRODUCTION

Born from the thousand bloods.
 I come.
 Born from the hundred sickness.
 I live.
 Born from the death of mercy.
 I endure.
 Borne from the eternal hate of the million fires.
 I breathe.
 Borne from the failure of sin and excess.
 I defy.

I am the unliving thing, the beast of midnight.
 I cannot be named and I cannot be destroyed.

Hide your eyes and bury your dead, for the evil that walks among you is impossible to see and the age of death shall replace you all.

— Epitaph carved on the Tomb of Czzigrak,
 the first Black Orc

Before the present age, every manner of beast skittered and crawled across the earth. Mammoth beasts capable of legendary feats of strength strode over the mountain tops. Impossible monsters with the speed of a hundred cougars ran across deserts in a day. Deep-sea beasts capable of swallowing lakes with a breath slept at the bottom of ocean chasms. Magical beasts with the power to reshape reality bent the earth to their will.

And then the lowest of breeds came and everything changed.

Eons of upheaval changed the world. The monstrous gods that once ruled slowly began to fade. Orcs, elves, dwarves, goblins, gnomes, ogres, merfolk, trolls, centaurs, minotaurs and scores of creatures whose names were lost to time all changed the world. Their races, so prolific, fought for dominance in a world where the titans were dying. Hundreds of wars broke out and thousands of alliances were formed. The landscape would be forever marked by their passings.

In the end, humanity stood tall and the other races scurried from the light, hiding in their holes.

Some took to the mountains and forests. Others found refuge under the swamps and lakes. Every beast did what it could to carve out a niche, a place where it could thrive undeterred. Most made their homes secluded from the rest of the world, while human and orc boundaries expanded without fail. The world rapidly became a nest for hungry hatchlings fighting for the last morsel of food.

But some creatures escaped notice.

In the darkness, beasts made homes where none dared live, eschewing their kin and becoming the dark brethren of the race. Dwarves, elves, orcs, and even humans had children they kept hidden from the world, or children that hid themselves. Stories tell of beasts so impossible that none but a handful of brave souls have ever seen one, let alone faced one down. And, in the hallow of unspeakable places mages conducted experiments on gnolls and goblins and elves and ogres and all the rest, trying to build the perfect warrior. Or the perfect servant.

And beyond the veil of human sight, ancient wars are still fought between beasts most men know nothing about.

As centuries passed, new monsters arose from where others had been. Four legged and eight-legged beasts rose up from the crags and deepest forests. Giant rats, spiders, and every breed of vermin became a threat to humanity's way of life. Flying beasts capable of tearing the flesh from the bone mixed with fodder to make carnivorous monsters that no man should ever see.

Things that should have never been, had become.

It is unclear where this will end. How will the beasts of the world change as the centuries go on? Will humankind be replaced by a stronger, smarter, more industrious race? Are the elves destined to watch as the earth becomes the playground for vile and unrefined beasts? Are the orcs just the first in a long line of miscreants capable of overrunning their world with their filth? And when the last dwarven kingdom is destroyed under a mountain of stone and blood by an unseen malevolent beast... will anyone notice?

— Author Unknown

MONSTERS

Fantasy gaming is filled with creatures to kill and monsters to hunt. *Dungeons & Dragons*® history is filled with campaigns where good humans must destroy evil temples or rid the world of a hideous demon. But who says gnolls can't do the same thing?

The plan behind this book was to provide players and DMs the impetus to make monster adventuring a possibility. Playing ogres waiting in a cave for the adventurers to come and kill them is not thrilling. But adding a bugbear to an adventuring team filled with elves and humans certainly changes the dynamic. And an entire team of misfits and outcasts has even more potential.

We earnestly hope you enjoy using this book as much as we enjoyed writing it.

CHAPTER ONE:

THE AGE OF MAN

COMRADES

"What do you remember?"

I awakened to these words, my head still pounding. I reached up to touch my temple, where the orc had wounded me, and found expertly-dressed bandages. The world around me, however, was quite dark.

"What do you remember?" The voice was gruff, throaty, but not impatient. The accent was not orcish, either — faintly elven.

"I remember setting the ambush. The orcs had kidnapped the princess, but they couldn't have expected us to counter-attack so fast. Luthiel caught their trail quickly, and we had resolved to head them off."

"What happened then?" The question was rhetorical — not even a hint of curiosity. He knew.

"The orcs had somehow anticipated us, and they called in rest of their tribe for aid. They fell upon us. The mage and cleric died to arrow fire, and the rogues slipped away. Luthiel and I stood back-to-back, but I felt him fall behind me before one of the orcs brained me. I thank you, sir, for my freedom." I tried looking around, but it was no good — absolute darkness. Was I blind?

"Don't thank me yet. Your impetuosity cost me two of my people, and I fully intend for you to fulfill their roles. Do you agree?"

"So long as I do not violate my vows in so doing, I agree. I pledge to you my sword, my faith, and my life if need be."

"That'll have to do. Skrit, release him."

I blinked, and I could see again. It was twilight, and a full dozen orc corpses lay about me. Nearby, a small campfire bloomed, and a hulking, horned figure tended to it. Before me was a large, black thing that sat on its haunches, staring at me.

"Not what you expected, is it, human?" It grinned a tusked grin, and I could see its face better in the darkness — an orc, no mistaking it. It had tricked me.

My sword was in my hand in an instant, and I hurled myself forward to avenge my fallen comrades.

It was faster, and it captured my sword hand in its fist. "Careful, sir knight. You are no use to me with broken oaths, and you did swear fealty to me."

"That was before I realized you were an orc."

It growled deeply, and its breath fogged in the night air. "You will never call me that again. Ever." It did not raise its voice, but it squeezed my hand in its fist.

"What are you, then?"

"I am of the brood — the bastard result of dark elves meddling in orcish lines, but I bow to neither.

"And trust me, human, my hatred for orcs is enough to make me ally with you. Your vendettas are childish spites in comparison." It dropped me, unceremoniously, to the ground.

I sheathed my sword and stood, rubbing my fist. The large form by the fire lumbered over to me, a great club of cooked meat in his outstretched hand.

"Eat," the brute said, and I looked upon a minotaur.

"Relax, knight. Gax is calm. For the moment." The brood chuckled at my discomfort.

I sat, and the minotaur sat with me. The meat was tough, but filling.

"How are his wounds, Skrit?"

A sudden weight slammed into my chest, knocking me onto my back. Two fingers cruelly probed at my bandages, and a foul scent entered my nostrils.

"Oh, he's fine-fine-fine, boss. Wounds heal nice."

"Get off of me, you filthy kobold!" I shoved the creature off, and stood. The minotaur stared, slack-jawed at me as it scooted away, and the kobold sneered.

"Skrit, girl, we still need him. His attitude will improve with time." The brood stood and crossed between me and the kobold.

"He hit me, boss."

"Yes, he did," the brood turned, swiftly striking me across the face, then pulling me to its own.

"Lay hands on me again, orc-kin, and I'll slay you myself, oaths or no."

"I just saved your life again, knight. Skrit would have killed you."

"I can hold my own against a kobold."

"Yes, you did such a fine job with the orcs."

"That's different."

"You're right. Skrit here killed more orcs than anyone else today. She's a sorcerer, you dolt. She's the one who bandaged you."

I paused, closed my eyes, and gritted my teeth. I walked around the brood, and knelt before the angry kobold. I looked down, and saw a bag I recognized — a vessel for storing spell components.

"I apologize, Skrit. The day has been trying, and my anger and shame got the better of me. I owe you my life, and I will not treat you so harshly again."

"That's a start, knight. Now finish eating, and rest. We follow the orcs in the morning."

• • •

"I don't see why we couldn't follow the orcs last night."

The brood — he still hadn't told me his name — sighed. "It's very simple, knight. The orcs fled with the princess, rather than use her as a hostage. They didn't want to risk her — they need her alive. We let those guarding her escape with her."

I ducked under a tree branch, and looked about. Even in full daylight, the tree canopy filtered the light to an almost twilight. "Why?"

"They moved fearfully. They expected easy prey — no offense — and panicked when outsiders attacked them. Their trail is simplicity itself to follow, and will lead us straight to their camps."

"Won't they be expecting us now?"

"Oh, of course they will. I imagine right now they're standing up, ready to charge us with massed combat formations. Right, Skrit?"

The kobold giggled, a terrible rattling sound.

We journeyed on through the forest in silence for a time, before I spoke up again.

"What's your claim in all this?"

"What do you mean?"

"I'm here to save the princess. Why do monsters band together for this?"

The trio halt immediately, each turning a baleful eye toward me.

"Skrit's tribe died out because of these orcs. They sold Gax into slavery. I've got my own reasons, too, but they're mine.

"And we 'monsters' lost two of our friends to save you."

I close my eyes and sighed. "I am sorry... I am unused to... this."

"So noted. Just don't let it happen again."

I nodded, and trudged on through the trees.

After a short time, the brood raised his hand, and we all stopped. He motioned me forward, and pointed.

"I see nothing," I whispered.

"Look harder."

I peer into the distance, between the trees. Movement.

"Orcs," I whisper.

"We found the camp. There should be a clearing further ahead — the interior of the camp, where the leader won't be disturbed."

"How do we approach? We're surely outnumbered."

"Right. Skrit, get into position." The kobold giggled again, then ducked into the underbrush.

"Gax."

The minotaur inhaled deeply twice, then charged, howling like mad. The first orc fell underfoot, and the second had enough time to raise his sword before Gax knocked him aside with a crunch. The other three turned and fled.

The brood clapped me on the back. "You take the right flank. I'll take the left. Stay out of the clearing." He charged, producing twin shortwords from nowhere. I drew my blade, and took my position, howling my vengeance to the winds as I approached the open circle within the forest. Gax had chased the orcs back to their camp proper, and stood just outside it, shouting as the tribe tried desperately to regroup.

And then they burst into flame.

The orcs screamed in terror and pain, falling upon each other's swords in the chaos. I could hear Skrit over the roaring flames, a high-pitched cackle as her enemies burned for the deaths of her family. Beyond the flames, the brood dispatched a handful of orcs who had escaped the fireball.

Two orcs charged me, battleaxes raised high. Foolish maneuver — I ducked low and sliced open one while tripping the other. With a quick slash, I ensured that he would never rise again. I returned my attention to the melee.

The hut at the center of the camp still has two guardsmen, each standing stock-still while never taking their eyes off us. They hold their halberds easily, familiarly. The brood, Gax, and I advance cautiously — the stance for these two is all wrong. They fight because they know how, not because they don't know better, like the other orcs.

A spear shot out of the hut, and struck Gax, who howled in pain.

From within the hut, a voice spoke: "Drop your weapons or the girl dies." I saw brood smile, like he knew he's already won. He dropped his swords, and I dropped mine as well. Skrit tended to Gax as a body gave the voice shape.

The creature was nearly wholly black, but smaller than the orcs flanking it. He carried the unconscious princess over his shoulder, a dagger to her back. He blinked, and I saw that his eyes are all white — he was blind, or nearly so.

"You think yourselves my equals, don't you?" he snorts and spits. "You think you've bested me."

"We have bested you, old man. Even now, the elves approach."

"Cainus."

"You remember me, old man. I'm touched."

"I remember crushing the life out of your brother."

"You're getting senile, then. That was my cousin."

"There are no elven armies coming." The strange orc sniffs at the air, and blindly scans the burning camp for signs of us. "You lie poorly."

"Perhaps. Can you afford the risk?"

"I have every angle covered. I did not get to be my age by having some child overthrow my plans at his whim. I anticipated your every move."

Skrit had finished bandaging Gax, and her hands waved in the air. The brood — Cainus — motioned for me to speak up.

"Release the girl and we'll let you live."

"A human? Cainus, my dear boy, you've gotten desperate."

"And you've gotten complacent."

Her spell complete, six magical arrows flew from Skrit's arm to the orc's throat. The princess tumbled away from his knife. The orcish halberdiers looked to each other, and ran in opposite directions.

"Check your princess. Skrit, go over the hut, look for the stone. I'll check out our man."

I gently ran my hands over the princess' back and throat. No wounds, and she was breathing fine. I called upon the light to restore her health regardless. Cainus looked over the body.

"Nevermind, Skrit. I found it." He held up a green stone, as long and as thick as my first two fingers.

"What is it?" I asked.

"This is how we'll find the old man's masters. Now let's get out of here, before they find us."

We hurried back into the woods after Skrit loosed another fireball to cover our trail. The woods did not catch flame, and so we fled, the princess over my shoulders.

"Why do we run, Cainus?"

"That was a black orc, the first to reveal itself in centuries. It did so because its plans were nearly complete — which means his accomplices will not take kindly to our interference."

"I do not understand."

"We wait, and we watch. The black orcs move, we intercept, and they scramble to recover from their losses. We repeat the process until we or they die."

"Why did they kidnap the princess?"

"We'll figure that out later. You need to return her to her father, and await further signs of the conspiracy."

It has been two weeks since the princess and I have returned. At Cainus' behest, I did not mention his people's involvement in the rescue. I confirmed to the king that my party had died, and he gave me a commendation and an honorary captainship in his guard. I have since foiled one further attempt on the princess' life, and discovered two spies in service to an unknown enemy.

And every night, just past dusk, I go out riding in the forest, and there I meet and plan with my comrades, and we struggle to overthrow a forgotten enemy from the shadows.



MONSTER RACES

What is a monster? What makes a monster monstrous? Is it appearance? Is it something physical? Or is it a matter of mindset, a way of thinking that makes a creature alien to human sensibilities? If all orcs are "evil," can such a label really be applied, since obviously the concept of good and evil does not mean the same thing to them as it would to a human? If a species has different morals and ethics from your own, the simplest solution is to label them as monsters, making yourself superior to them. While every campaign needs antagonists to provide challenge and adventure to the PCs, is it realistic, or even fair, for the justification for killing a sentient creature to be "well, they're just goblins?"

What does being a goblin mean? Is it something physical, like build, skin color, or even smell, that makes a goblins a "monster" race? One would hope your PCs (and players) are less shallow than to judge so poorly. So it must be something inside that makes a goblin different from a human, elf, or dwarf. If a goblin were *polymorphed* into human form, how would you know it was a goblin? Because of the way it spoke? Acted? Because of the way it felt, thought, and believed? In other words, because of its culture.

Monster culture is a bit of a contradiction in terms. The word monster has connotations of evil, ferocity, and savagery. Culture, on the other hand, is a matter of ethics, traditions, and other trappings of civilized society. How can creatures that only exist to kill and be killed have culture? The answer, of course, is that they do not exist merely to kill and be killed. Despite what your PCs may believe, monsters have better things to do than attack itinerant adventurers and die in the attempt. Be forewarned, the rest of this section deals with "monsters" as cultured, rational creatures. If you prefer that your monsters remain a collection of attributes, and should be fought and killed without remorse,

do not read any further. To know a being is to love it, and once you know monsters, you may be a little more hesitant to raise that blade the next time.

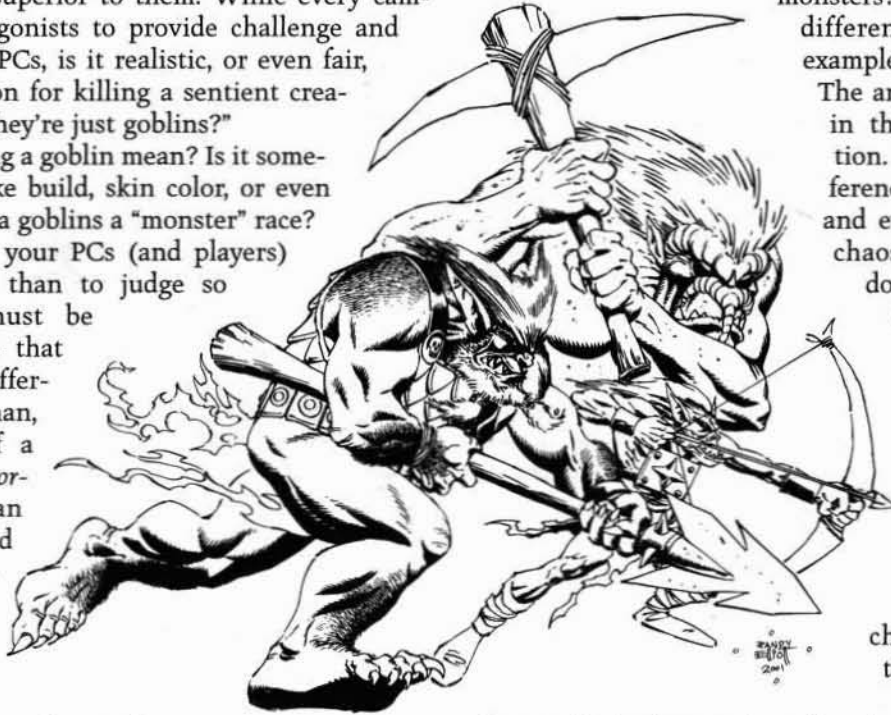
The thrust of this chapter deals with the intelligent humanoid species that tend to populate most campaign worlds: orcs, goblins, gnolls, ogres, giants, etc. Beasts and other non-sentient creatures have no culture, and outsiders, undead, and dragons all have entire books dedicated to them. Even more to the point, in most campaign worlds, the goblinoid species outnumber most others.

So, what makes these species monsters? What is the chief difference between, for example, an elf and a gnoll?

The answer lies primarily in the level of civilization. Ironically, the difference lies not in good and evil, but in law and chaos. Most PCs look down upon the goblinoid races for being evil, but evil, and the accompanying ambition, is a strong motivation for civilization. No, the goblinoid races are uncivilized because they are chaotic. In truth, the difference between a tribe of

human barbarians and a tribe of orc ones is minimal. Both are hunter-gatherer societies, often nomadic, with a respect and hierarchy based upon physical strength. Most of the differences are in the traditions, rituals, and daily lifestyles each tribe has developed.

What does it mean to be an orc? A goblin? A bugbear? What do goblinoid species have in common, and what separates them? Often, such separations are minimal. Gaming worlds abound with the single orc-like race dating back to the *Lord of the Rings*. How difficult is it to conceive of only one goblinoid species, with all its tribes and clans and factions coming together as one? How differentiated are the individual goblinoids in your campaign? Even if they are not so homogenized, what kind of interaction takes place between the species? Often, the larger races enslave



and abuse the smaller ones, using them as cheap labor or cannon fodder. How do orcs treat goblins? Hobgoblins? How do gnolls, who are usually even less organized than other goblinoid races, fit in? How do ogres view the smaller races? A great deal of a race's culture is determined by those who interact with them, and the races in your world should be no different.

While examining the interrelationships between species is all well and good, and we will certainly return to it, let us begin our examination of monster culture with some of the basic necessities: food, shelter, and defense. A great deal of culture is based upon the search for these requirements for life and how a society goes about acquiring them. Your monsters should be no different.

Most goblinoids are omnivorous, with a preference towards meat. In many cases, especially among the smaller species (kobolds and goblins), cannibalism weeds out the sick and injured. Also, the smaller species seem to have a high natural tolerance for carrion, and are capable of eating slightly rancid meat. Primarily, however, goblinoids tend towards hunting and gathering, with the males hunting game and the females foraging (for most goblinoids, the only difference between foraging and theft is whether it has to be taken from somebody or not). The great majority of goblinoid society is tribal, and the chief receives the first choice of all food collected by the tribe. In many cases, the rest of the tribe must wait until the leader finishes before they may eat.

Given their generally chaotic natures, goblinoids tend to be loath to contribute food to the tribe, keeping what they can for themselves. Usually, this problem is solved by the leader, who confiscates all of the food he or she can find. Once the leader has taken his choice, the remaining food is distributed as he desires. The inherent problem with this system is that fear of the leader must outweigh individual greed and hunger, which can in some cases be quite strong.

Goblinoid eating habits are primarily dependent upon their size. Kobolds and goblins, the smallest, often subsist on rodents, edible (or semi-edible) plants, and garbage. Often, in fact, large human communities have to deal with kobold scavengers sneaking in at night to raid garbage heaps. The larger species, such as hobgoblins, orcs, and gnolls, primarily hunt game, livestock, and other sources of meat. Among gnolls especially, status is based largely around hunting prowess. Finally, for the larger species, such as ogres and hill giants, appropriately large quarry is required. While they occasionally do eat humans, these species

MONSTER FABLES

Even monsters have legends.

Myth and fable are valuable elements in any culture, but in a primitive society they are its primary cohesive force. Orcs, for example, aren't likely to build great cities or impressive libraries. If their civilization were to advance, it's certainly possible, but in most fantasy worlds, their "civilization" consists of warring clans divided into roving tribal bands. What unity there is will far more likely come from shared "heroic" tales and fables. Typically, these stories are of orcs (and orcopomorphic creatures) who succeed by adhering to orcish virtues, or fail by ignoring them. This is the purpose of fables throughout history.

The difference is in the virtues that monsters' fables extol. Those same orcish myths are about strong, virile orc males who triumph through cunning and violence, obedient orc females who prosper by supporting their mates (with the occasional bit of cleverness sneaked in), weak or merciful orcs betrayed by the "weaker" races that they trusted, and fools who meddle in science or sorcery instead of brute force and are destroyed by them. Fables reflect the society they come from, and tend to be strongly conservative; monster fables do the same. In many cases, however, humans find these fables deeply disturbing. Imagine, for example, what mind flayer "fables" would be like!

Fables of all sorts can also be used as adventure seeds. There's the obvious route of having a myth include hints to a fabulous treasure or powerful artifact, but there are other uses for them as well. If a powerful hobgoblin warrior is retracing the steps of the great conqueror Gurabatal, finding out what Gurabatal's tactics were and where his greatest triumphs took place may be the only way for a band of heroes to stop his emulator. Truly epic magic might be able to bring back an age of myth; if the legends in question are of a time when demons ruled the earth, freely emerging from their abyssal home to terrorize humanity, the heroes will certainly want to stop them. A good legend can help kick off a legendary campaign.

MONSTERS OF LEGEND

It's one thing to read about a race's legends. Having to face one of them is another matter entirely. A 20th level troglodyte priest-king should be as fearsome as his heroic human counterpart, and tales of his exploits spread far and wide. Of course, these tales are dark ones of blood and fire, but such is the way of evil.

For that matter, some of the mightiest monsters are legends in themselves. The colossal tarrasque, the dreaded kraken, and of course the magnificent wyrms of dragonkind are all creatures that can instill awe and terror. Lower-level heroes shouldn't be anywhere near these terrors of land, sea and sky. Even the mightiest champions of the mortal races should know they've been through a fight when they've battled one of these creatures, and even their legends should grow from such a victory.

Unlike the tales of old, which follow a specific pattern, each legendary monster is unique and poses a different threat. A few examples are:

Kobolds aren't much of a threat, except in overwhelming numbers. Usually. But when one of their most cunning sorcerers reaches 18th level, what do you get? An army of united kobolds with the potential to wreak havoc on any kingdom, led by a virtual force of nature.

Cloud giants, whether good or evil, tend to be reclusive. But tales have spread about a great and terrible giant, fantastically trained as a fighter, whose cloud island moves at his command. His forces resemble those of a pirate ship, except he raids farms, villages, and even small cities. If he grows ambitious enough, he might decide that conquest is more to his liking. So far, none have been able to oppose him...

Nobles and brigands alike are talking about a magnificent defender of the innocent, albeit in very different tones: a lammasu as tall at the hip as an ogre at full height has been seen rescuing innocents in danger and tearing evildoers to shreds with paws as wide as a man's chest. Why it has left its contemplation to take direct action is a mystery, but few truly care. That it comes in their direst need is enough.

far prefer beef, mutton, deer, and other large game. Exotic and magical beasts are also highly valued as food, such as griffon, owlbear, and especially dragon. Much of the hostility between giants and dragons stems from giants' enjoyment of dragon meat as a delicacy.

Shelter is another important aspect of goblinoid survival, and finding a home for an entire tribe is often an epic quest in and of itself. While the stereotypical image of goblinoids is as squatters, living in caves or ruins, this is by no means universal. While, as hunter-gatherers, goblinoids tend to be nomadic, they often create permanent or semi-permanent structures for the winter. Such villages usually consist of lightweight and easily transportable huts, made from animal skins and wood. Often, these huts are collapsed and taken with the tribe as they migrate.

Ownership is a curious phenomenon for most goblinoid species. Because of their nomadic lifestyles, possessions are limited to what can be worn and carried. If an object is too large to be taken with a person, it is obviously of no value. This outlook also creates a relationship between personal possession and ownership; if a person is not carrying an object, they obviously do not want it. For this reason, goblinoid species often take anything that is not nailed down, and see no harm in doing so. If the owner had wanted it, he would be holding on to it. This often creates hostility between goblinoid races and humans, who (in their eyes) are willing to go to war over things they do not value enough to even hold on to.

The only exception to this rule is the chief. The chief, as the ultimate power, controls all of the tribe's wealth. Despite the fact that most goblinoid chiefs have achieved their position through ruthlessness and foul play, the goblinoid mindset is that the chief makes the rules, and is therefore entitled to use the tribe's property as he sees fit. Furthermore, because he is the chief, he has better things to do than carry around treasure. Usually, the chief selects trust worthy (read: cowardly) underlings to carry his treasure, who benefit from the status increase in such an important task.

Security is the last of the three great requirements for survival, and is often the most difficult for goblinoids to acquire. A tribe of goblinoids has no allies. Smaller creatures may be intimidated, but have nothing to contribute to the tribe. Larger creatures are to be feared, either because they bully the tribe or try to destroy them. Other tribes of the same species compete

for the same hunting grounds, resources, and status in the area. Humans have everything and are unwilling to share, and attack on sight. It seems pretty apparent that the only people upon whom a goblinoid tribe can depend are the other members of the tribe.

The need for security motivates the two major measurements of status among a goblinoid tribe: warrior prowess for males, and children for females. The need to protect the tribe, and to expand it, drives nearly all social interaction within it. The chief, as the final word on all matters, has the most power and the most responsibility, because the entire tribe looks to him. Below the chief, status is derived from fighting ability, because it is in combat that the tribe is protected, and through battle that power is attained. For female goblinoids, status is dependent upon how many children are produced and raised, because they ensure a future for the tribe.

MONSTER LEISURE

Despite what many adventurers think, goblinoid monsters do not spend all of their time obsessing over how to kill itinerant treasure hunters. In fact, goblinoids have a fascinating and vibrant culture. Consider the goblinoids in your campaign. What is kobold art like? Or ogre music? Giving a species details like this makes them far more realistic and makes PCs think twice before slaughtering a talented artist or musician.

Most goblinoid art is limited to cave drawings and totem and fetish creation. Cave drawings are permanent, and can be worked on and appreciated year after year, as a tribe returns to a particular location. Totems and fetishes, on the other hand, are usually lightweight and worn on the body, and are not a liability to a migratory tribe. Stones, feathers, wood, and other natural objects often go into such art, and these pieces of decoration can be quite complex and elegant, with elaborate weaves and designs. Cave painting serves as a method of preserving a tribe's memories, and can become a form of "yearbook," detailing the major events for a tribe since the last time they visited this particular cave. Since goblinoids usually have no written language, such a link to the past is vitally important.

Music serves a similar function, providing a tribe with entertainment and education at the same time. With shorter attention spans than normal, goblinoid stories are almost always accompanied with music in order to keep an audience interested. Such stories are

highly valued, keeping the lessons of the past alive in a rich oral tradition, making a tribe aware of a rich history. While intra-tribal relations are savage and brutal, a tribe's bard is often immune to such rivalries, being too important to lose to status arguments. Furthermore, the bard's position is often nearly as powerful as the chief's, because he or she controls what the tribe hears and learns.

The other aspect to goblinoid music is in the case of war. While goblinoid monsters avoid a "fair" fight as much as possible, there are times when a meeting engagement is unavoidable. In such a case, the tribal bard becomes an important figure, rallying the warriors' morale and whipping their fighting spirit into a frenzy. A war musician sets a cadence for marches, keeps spirits up, and with horn or drum codes, can send orders to the entire army at once.

Most goblinoid instruments are simple and portable. Drums, flutes, and horns make up the bulk of goblinoid musical tools, due to their ease of construction and size. Some musicians make simple string instruments, such as lyres. Drums are made from stretching an animal skin over a wooden frame, usually tied down with strips of leather. Flutes are carved wooden pieces or reeds, sized appropriately for the user's hands. Horns are quite literally animal horns, usually from a ram or goat. Without access to metal, instruments such as bells, trumpets, or other pieces with moving parts are out of the question, although some bards have been able to use instruments scavenged from humans.

In most settings, goblinoid species have no written language. This presents difficulties in record-keeping and communication, and most species have devised alternatives. Wall and cave painting serve as a pictographical history of a tribe, and goblinoid bards painstakingly learn complex oral histories, often stretching back hundreds of years. Because of the huge importance of the bard to the tribe, bards often take several apprentices, in case anything should happen to himself or any of them. If there is a dispute over which apprentice succeeds the master, the chief resolves it (like all other disputes).

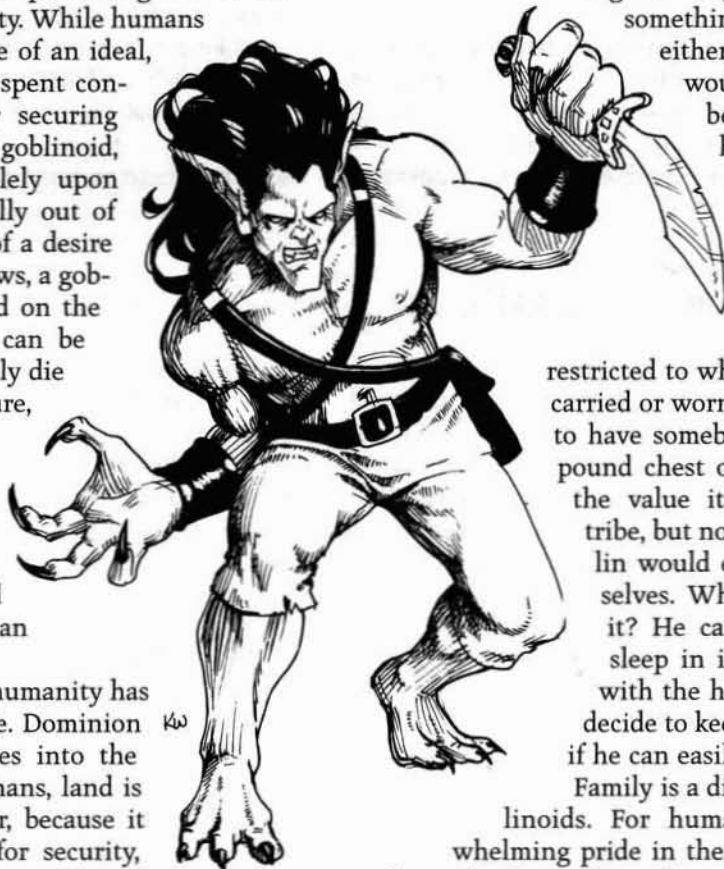
As primarily warrior cultures, most goblinoids have rather intense sporting competitions to hone their skills in battle. Because of their natures, most goblinoids tend to be unconcerned with the safety of their fellows, and friendly competitions have a tendency to turn fierce, if not outright deadly. Mock combat, strenuous athletic competitions, and other physical pursuits dominate these activities. Usually, the chief presides over such events, since involving himself and losing would result in a fatal loss of status.

MONSTER PHILOSOPHY

Much of the schism between the goblinoid races and humanity stems from differences in point of view. In a way, humanity has been domesticated by civilization, putting priorities on personal safety, land, property, and family. Goblinoids share none of these priorities and their values differ greatly from those with which humans would identify.

The human social structure places a great deal of importance on individual safety. While humans may come together in defense of an ideal, the majority of their time is spent concentrating on improving or securing their own well-being. For a goblinoid, well-being is determined solely upon the basis of the tribe. Partially out of fear of a chief, partially out of a desire to secure status amongst fellows, a goblinoid's efforts are all focused on the benefit of the group. If he can be cowed into it, an orc will gladly die to protect his chief's treasure, because of the value it has for the tribe. Goblinoids are constantly at war with their lesser emotions, however, and fear for themselves often must be overwhelmed by fear of a chief before they can be effective.

As an agricultural society, humanity has inextricably tied land into life. Dominion over a plot of land translates into the ability to grow food. For humans, land is worth fighting and dying for, because it represents the opportunity for security, family, and prosperity. For a goblinoid, land has no such significance. Because they are hunter-gatherers, goblinoid species use the renewable resources they find, then leave when it becomes necessary. By the time they return, the land is ready for their use once again. With their extremely flexible diets, goblinoids are capable of surviving nearly anywhere, making a single plot of land far less important than the ability to stay mobile. Burning the forest in which a tribe of goblins is camped, for example, is far less detrimental than destroying their campsite. The forest can always be abandoned until it regrows, but the time and energy it takes to rebuild and repair huts and tents can be devastating to a nomadic tribe.



As agriculture has made humans more stationary, the desire to go out into the world has been replaced, in part, by the desire to bring the world to them, in the form of wealth. Property is a form of power for humans, because the more you own, the more you have that other people want. For goblinoid monsters, property has no such intrinsic value. While tribes nearly always collect treasure, they gain no power from it. Treasure is used to indicate status and influence humans, but the idea of commerce is nearly always foreign to a goblinoid.

If there is something he wants, he can either take it, or make it. He would never buy or sell it, because if somebody has something worth having, they are obviously going to keep it until it is unusable. Remember also, that to a goblinoid, property is restricted to what can be comfortably carried or worn. A chief might decide to have somebody hold onto a 200-pound chest of treasure, because of the value it might have for the tribe, but no individual orc or goblin would ever keep it for themselves. What would he do with it? He can't eat it, wear it, or sleep in it. It doesn't help him with the hunt. At best, he might decide to keep a few coins for luck, if he can easily carry them.

Family is a difficult subject for goblinoids. For humans, who take overwhelming pride in their lineage and descendants, family is a form of immortality and long-term power. Goblinoid monsters have no such luxury. With the exception of the chief, who tends to be possessive towards his females, tracing goblinoid lineage is nearly always a futile endeavor. It is not uncommon for each child of a particular female to have a different father, based upon social status at the time. Instead of taking pride in lines of descendency, the entire tribe is considered to be one family, with the chief at the head. For important figures in a tribe's history, it is enough to know that they are from the tribe, regardless of their parentage. Such a task falls to the tribe's bard, who knows the names and histories of all of the famous and infamous members of the tribe.

Goblinoids have a distinctly different set of values from humans, primarily survival. Survival governs a goblinoid's every action, and is the primary reason for their managing, and even flourishing, in nearly every environment imaginable. Often, humans misunderstand this drive, and speak of things such as dishonor, murder, treachery, and evil. To a goblinoid, however, honor is determined by continued life, and murdering a threat is the most intelligent way of neutralizing it. In combat, goblinoid tactics are often considered treacherous, consisting of ambushes, traps, and other ways of gaining an advantage upon an enemy. To a goblinoid, however, this is considered leveling the playing field. Nearly always, their enemies are more intelligent, better armed, and generally more powerful. Goblinoids may be less intelligent than humans, but they are smart enough to know not to get into a fight they cannot win.

Similarly, while courage is a major virtue among goblinoids, it is measured with the standard of survival in mind. Not just for the self, but for the tribe. Humans revere a paladin who dies in the name of justice, but goblinoid monsters consider him a waste. What has he done to protect himself or his people? An orc who dies surrounded in the bodies of his enemies is courageous, because he has helped his tribe survive, even at the cost of his own life. A kobold who manages to escape an enemy attack is courageous, because he can help protect the tribe in the future. Even a goblin who sneaks up on an enemy to stab him in the back is courageous, because he risks his own life for the benefit of the tribe.

Age is one of the most respected aspects of goblinoid life, not because of any wisdom associated with it, but because of the status it implies. A goblinoid who has managed to avoid dying for this long is obviously doing something right, and should be respected and learned from. Often, chiefs are the oldest members of the tribe, because they lived long enough to acquire their position, gaining strength and cunning through experience.

GOBLINOID RACES

Let us examine each of the races individually. While the above cultural generalizations apply to each of the species we examine here, there is still a great deal of difference between a kobold and an ogre, or even a kobold and a goblin. Differences in behavior, mentali-

ty, social and environmental niches, and even physical traits can be found from species to species, and even from tribe to tribe within a species. Remember, also, that all of the following are guidelines; as the DM, it's your world. Populate it as you see fit.

KOBOLDS

Kobolds vary greatly from setting to setting in physical appearance. While they are nearly always short and primitive, they have been pictured as doglike, with fine or heavy coats of fur on their bodies, as smaller versions of goblins, or as short lizard-like creatures. However your kobolds look, there are usually some common traits inherent to the species. Cowardice, more than any other goblinoid race, defines kobolds. With a long history of being kicked around by those larger and stronger than themselves, kobolds have learned to unite, using numbers to their advantage.

Kobold society is slightly more organized than most other goblinoids, a necessity for their generally larger numbers. Chiefs usually appoint lieutenants; trustworthy individuals whom they know can keep a clear head under pressure. These lieutenants command individual bands of warriors who work together during a pressure situation.

Resourcefulness is one of the most valued virtues of kobold society. Because of their inherent physical and mental liabilities, the best kobold is the one who takes best advantage of all situations. Organizing an effective ambush, setting up and executing a flawless trap, or even securing food during trying times are all admirable accomplishments in kobold society.

A nocturnal race, most kobolds' days are spent resting, with daytime watches evenly distributed among the entire tribe. While unpleasant duty is often given to those who have erred in their tasks in the past, daytime watch is considered too important to leave to bunglers. Kobold tribes are primarily effective at night, which is when most activity takes place. Most often, a kobold encampment is well-enough hidden that it is unnoticeable during the day, and only when the occupants are active is a collection of sticks and branches, or set of tunnels, recognizable as a kobold lair.

Much of kobold status is determined by martial prowess and ingenuity and is often awarded posthumously. Usually, a tale-teller (bard) remembers the names and deeds of important members of the tribe, reciting their stories and keeping memory alive for the tribe. Kobold leisure time is minimal, because as the smallest and weakest goblinoid race, nearly all others constantly abuse them. What free time they do have,

however, is spent as a tribe. Song and dance is a common pastime among kobolds—despite the resemblance their music has for many animals' death knells. Kobolds also tell "status stories," which is a form of ritualized bragging. Each kobold recites his deeds in the most impressive way possible as a way of intimidating and gaining respect from his fellows.

While kobolds have a rightfully-earned reputation for attacking anything besides themselves, this stems more from innate paranoia than outright hatred. The tribe has a long memory, and at one time or another, nearly every sentient race has fought with them. From the kobold point of view, anything not a kobold cannot be trusted, and the only way to ensure the tribe's safety is to strike first. Despite their similarities, kobold tribes often attack groups of larger goblinoids if they are sure of success. If there is even a small chance of failure, the tribe instead does its best to avoid contact. If contact is unavoidable, a kobold tribe shamelessly toadies up to the larger creatures in hope of better treatment than if they had been caught trying to flee.

GOBLINS

More than any other goblinoid race, everybody despises goblins. Kobolds are considered a nuisance, and while orcs are hated, they are at least respected as a threat. Goblins, on the other hand, are treated as roughly equivalent to a disease. Much like a virus, goblins are viewed as single-minded, stupid, and surviving only through sheer numbers. The great majority of this opinion holds true, but much of the goblin way of life is a result of getting kicked around by the rest of the world.

Surrounded by abuse on all sides, goblins recognize physical force and threats as the only motivations worth having. All goblins are governed by fear. The desire to simply not get killed dominates nearly every waking thought. Goblin hierarchy is established moment-to-moment, as individuals fight, threaten, and jockey for position against each other. The chief earns his position by being the cruelest, meanest, and strongest goblin in the tribe, and most likely achieved it by crippling or killing his predecessor. Goblin obedience is ensured by fear of the chief, and he must constantly reassert his authority, or risk insubordination. Ironically, the chief is as scared of his tribe as they are of him, because he knows just how tenuous his position is. If at any point, his authority is called into question, he will most likely suffer a knife in the back in the middle of the night. For this reason, canny

chiefs oppress initiative and ingenuity at every opportunity, and any especially promising or charismatic goblins in the tribe are usually found dead shortly after making themselves known.

As frightened as a tribe of goblins might be of each other, their fear of outsiders is ten times as strong. It is this fear that unites a tribe, and motivates them to act as a relatively cohesive unit. Very often, a chief uses outside dangers as a method of intimidation, such as threatening to turn disobedient individuals over to the ogres or humans. These threats are so effective that the individual rarely stops to contemplate the ludicrousness of any race besides goblins caring about their internal politics.

Goblin daily life consists almost entirely of a chaotic struggle for survival. They have no set schedule, and eat, sleep, and mate when the opportunities present themselves. Minor arguments often break into major brawls, with the entire tribe becoming embroiled in what starts as a trivial matter. Usually, the chief is forced to get involved, using force to settle things without serious casualties.

Goblins have little respect for art, music, or other trappings of culture. To a goblin, an object or action has either a purpose, or not. Much like other goblinoids, goblins have no concept of property, and anything that belongs to an individual belongs to the tribe, and hence, to the chief.

Goblins are among the most flexible of the goblinoid races, able to make their homes virtually anywhere. An impressive amount of goblins fit into a condensed space, living nearly on top of one another, with no concept of privacy or personal space. As a result, most goblins have acquired a very noticeable odor, detectable from quite a distance. Also, goblins are willing and able to eat nearly anything, and even turn on each other if the situation turns dire enough. This flexibility, combined with their amazing fecundity, allows goblins to survive and thrive against all odds.

HOBGOBLINS

There is a great deal of debate over the exact relationship between hobgoblins and goblins. Some believe that hobgoblins are merely the best of the goblin species, and are not a separate race, whereas others believe that they are a separate species entirely. A third theory is that hobgoblins were originally goblins in a time long past, and chose to overcome their culture, forming a new society that evolved into a new species. Ultimately, however, such speculation is irrelevant.

Hobgoblins are the single most disciplined and organized of the goblinoid species. Larger than goblins and kobolds, but smaller than the other races, hobgoblins survive through intelligence, discipline, and dedication. Hobgoblin tribes resemble armies more than they do the ragtag bands that make up other species' tribes. Chiefs often delegate authority to their officers, who in turn trust their subordinates to make sure a job gets done. The bickering, in-fighting, and other such problems that plague the other species are not found among hobgoblins. However, they are still goblinoids, and if a hobgoblin sees an opportunity to gain power, he takes it, no matter who is in the way.

Ironically, hobgoblins are so much of a threat to humans because they have a far similar mentality to humans than their cousins. Hobgoblins prize wealth as a way of attaining objects, and often deal fairly with crafters and smiths who can provide what they want. Furthermore, hobgoblins understand agriculture, and are willing to fight over a prime piece of land.

However, they would never deign to partake in such a pathetic task as farming, for which they use goblin or kobold slaves.

Finally, hobgoblins are willing to fight for money, a concept none of the other goblinoid races understands. Hobgoblin mercenaries are reliable and effective, and often work for humans. The money they earn from such work usually goes towards maintaining or upgrading their weapons, armor, and other equipment, and it is not uncommon for hobgoblins to do mercenary work in direct exchange for equipment.

Battle is the only standard by which a hobgoblin judges or is judged. A hobgoblin who deserts his fellows is branded and cast out of the band, suitable only to associate with lesser species (like goblins, kobolds, and humans). Death in battle is not honored or rewarded by a hobgoblin's fellows, because if the fighter were more competent, he would have lived. Only victory matters to hobgoblins, and nothing else.

Hobgoblins have a rich, if single-minded, culture. Their war music (the only kind they know) is deep and captivating, able to strike fear into the hearts of their enemies. Primarily drums and horns, hobgoblin music is a violent symphony that escalates along with the battle, reflecting the ebb and flow of a fight. Often, songs are written to commemorate an especially

important or memorable battle. It is no surprise that the focus of hobgoblin art is also war. Murals, paintings, and poetry are all common expressions of hobgoblin creativity, but the subject is always war, conquest, or a particular battle.

While other goblinoid races certainly are no strangers to battle, hobgoblins have a respect for war unequalled by any of their kin. Unlike other goblinoids, hobgoblins never scavenge their weapons, always acquiring them new. Furthermore, the idea of weapon and equipment maintenance is foreign to most goblinoids, but not hobgoblins. Hobgoblins keep their weapons, armor, and equipment in excellent shape, knowing that their lives depend upon it. In battle, they are calm, collected, and level-headed, taking pleasure and pride in the combat.

Hobgoblins are especially dangerous foes because of their capacity for strategy and tactics. Able to plan and execute complex stratagems, hobgoblins are also capable of adapting to a changing situation.

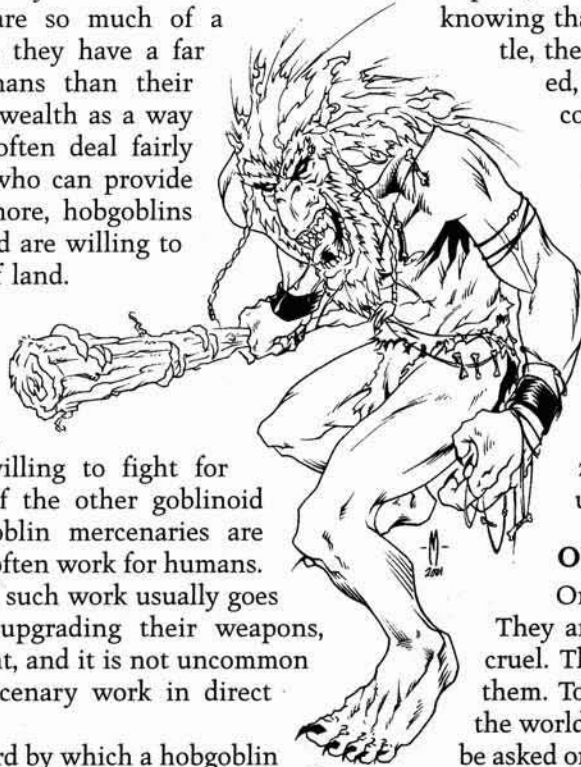
Furthermore, while much of the difficulty in getting other goblinoid races to work as a unit stems from their cowardice and disorganization, hobgoblins very rarely break under pressure.

ORCS

Orcs are the stereotypical goblinoids.

They are mean, foul-smelling, barbaric, and cruel. This, at least, is the way outsiders see them. To an orc tribe, they are cruel because the world is equally cruel, and no quarter must be asked or given if the tribe is to survive. Mercy is a virtue to a human, but to an orc, it is a weakness and a distraction. Many humans believe that orcs desire nothing more than to loot, pillage, and conquer. In truth, however, orcs have a complex, if savage, culture and society.

To the orcish mind, there are two classifications into which a being fits: part of the tribe, and everybody else. The tribe can be trusted and relied upon. The rest of the world despises the tribe, and is to be feared and hated. While some may accuse orcs of paranoia for this mindset, there is some truth to it. Orcs have as few allies as any other goblinoid races. In most campaign worlds, they have been fighting against the other races (especially elves and dwarves) since time immemorial.



MONSTER-DOMINATED CULTURE

Some races are simply not suited to running an empire. Being "da boss" is all well and good, but controlling more land and subjects than can easily be imagined takes a certain ruthless, epic greed that many creatures are simply incapable of. On the other hand, there are some monstrous races whose overwhelming egotism is so vast and ubiquitous that it's amazing that they don't dominate the material planes. Since this ego often comes from their impressive magical power, these creatures could quite conceivably carve out empires for themselves.

As an example, let's assume that several beholders manage to get past their innate xenophobia, or are physically similar enough for it to be irrelevant, and have banded together to conquer the "lesser races" for their own aggrandizement. With their powers, terrorizing some evil humanoid into obedience isn't especially difficult. From there, the beholders become a credible threat. Their genius and lawful natures allow them to consolidate their power by creating a potent hierarchy, even forming armies. Should they succeed, their empire will probably be ruled by the beholder oligarchy, which will be rife with scheming and backstabbing. Below them are their humanoid allies, who revel in their power over the conquered. Finally, those conquered people will be given rigid positions in the new order, and kept under control through fear and raw magical power. Potential troublemakers may be charmed regularly, turning them into servants of the beholder overlords.

There are many different variations to this theme. A region conquered by formians will be so tyrannical that the beholders' empire looks like a bastion of freedom by comparison. Conversely, a nation overrun by orcs will resemble a village terrorized by bandits, albeit on a much larger scale. The orc "conquerors" will run wild, doing as they please and only remaining together as long as a sufficiently vicious and charismatic leader can bend them to his will. This situation can become stable, however, if the leadership becomes stable. A few generations of that family's rule, and most orcs will be too complacent to want to change things.

Orcish values are centered strongly upon strength. Tests of physical might and competitions are a large part of orc daily life and status is very closely related to physical power. The chief of an orc tribe is nearly always the strongest member, because he is most able to enforce order and protect the tribe. Battle prowess is another strong status symbol in orc society, which is why orcs often take trophies during combat.

Orcish music is almost entirely drum-based, and tribes take pride in the fear their drumming can inspire, even at great distances. Orc religion is a major part of their life, and many orcs speak of their gods possessing them during particularly frenetic battles. Their art is nearly always religious in nature, with a tendency towards fetishes, small carvings, and other easily transportable pieces.

Orcs are usually, but not always, nomadic. If a tribe can find a steady and suitable source of food and water, it settles in one place, finding or creating an appropriate lair. However, given the rate at which orcs reproduce (especially without a war to reduce it), conflict with the neighbors becomes inevitable. While no self-respecting orc tribe would shy away from a battle over territory, one of two eventualities happens. Either the tribe and their neighbors reach an equilibrium, with deaths in raids and war equaling the population growth, or the tribe expands to a point where they threaten more populations than they can reasonably deal with. Since no orc tribe would ever establish or respect a truce, the tribe is then forced to move, starting the process over again.

Orcs have learned materialism from humanity, but because they do not have the same priorities and values, they have learned the concept differently. Orcs desire material objects because humans have them, and humans want them. From an orc point of view, the only thing worth keeping and wanting so badly is power; therefore, objects bring power.

Orcs are primarily nocturnal and use darkness to their advantage in raids and war. They sleep during the day, often using lesser races as guards and scouts. Orcs despise the smaller goblinoids, especially kobolds. Kobold tribes they encounter are typically enslaved. Unruly or excess members are usually given suicidal tasks or killed outright (and occasionally eaten). Goblins are treated marginally better, given positions as servants or scouts, provided they prove their trustworthiness. Orcs have less fear of the larger species than others, because they are usually intelligent enough to avoid a face-to-face conflict.

GNOLLS

Gnolls are far more sylvan than the other goblinoid species, preferring to remain in their forests. Gnoll society is even less structured than other goblinoids, with the chief ruling purely through intimidation and individuals running wild. Gnoll tribes are far less community-oriented than other goblinoids, with individuals going their separate ways as they choose. While a tribe fights together, individual gnolls have less concern for the tribe as an entity, and far more for their own survival.

Because they have so little concern for status or sociality, gnolls rarely create art or tell stories. Their “music” is entirely vocal, consisting entirely of grunts and howls, and while interesting in a primal sense it is hardly aesthetically pleasing. Gnoll art is a similarly bleak prospect, being primarily religious and usually horrific by other races’ standards. While gnolls do tell stories, they are almost always tales of personal achievement, meant to impress other individuals and brag about accomplishments.

Gnoll “entertainment” practices are gruesome, even by goblinoid standards. Gnolls often combine their two favorite practices, hunting and slavery, into macabre games. One common example of this is when each gnoll releases a slave into the woods with a head start. The first to capture and kill theirs is the winner, and receives tribute from the others. Gnoll slavery is a particularly grim prospect, because slaves are usually seen as an “in-between” state: not quarry anymore, because they have been captured, but not food yet. Slaves are worked mercilessly until they are incapable of labor, or until the tribe gets hungry.

Gnolls, like other goblinoid races, have a very loose view of ownership, and outside of personal weapons and apparel, objects are the property of the tribe. This outlook extends to slaves, also, with ownership being held equally. Gnoll status, for what it is worth, is reflective of hunting skill, cruelty, and physical strength. However, status is far less important for gnolls than other goblinoid species, as they are significantly more independent.

BUGBEARS

Bugbears are the largest of the strictly goblinoid races. They are only slightly smaller than ogres. Bugbears live primarily underground, lairing in caves, ruins, and other subterranean areas. While they are hostile towards intruders, they are not savage brutes who attack anything on sight. Bugbears are almost always under huge population pressure, stemming

from a limited amount of space in most underground areas. As a result, they assume that anybody new who comes into their lairs is obviously trying to push them out of their living space.

Negotiating with bugbears is a difficult prospect, because they know they are less intelligent than most other beings (including most other goblinoids). They grow impatient and frustrated when they suspect they are being taken advantage of (which they usually are). Like other humanoids, bugbears value treasure because they know how much stock humans place in it, and believe that somehow, human civilization is advanced as a result of having treasure. Therefore, if bugbears have treasure, they can do all of the things humans do, such as make food grow (farming), and turn metal into weapons.

Much of bugbear cultural life stems from their lack of understanding of the world. Most bugbear lairs are in ruins or remnants of existing structures. They rarely understand the original purpose of their homes or the objects inside them. As a result, bugbears often revere the builders of their lairs as supernatural beings and often come up with colorful (and erroneous) explanations for much of their surroundings. However, while they are not intellectual, bugbears have a certain cunning and soon learn all of the ins and outs of their lairs — even if not the actual purposes or uses for them.

Bugbears have a taste for music, provided they can acquire instruments. Surprisingly dexterous for their size, bugbears are capable of playing most human instruments with practice, and often do so when they come across them in ruins. Failing that, they often make capable drummers, using anything they can find with appropriate acoustics. They are less interested in art, mostly because of their subterranean habitat. Because they use their darkvision nearly all of the time, bugbears are incapable of making out the subtleties and colors necessary for art.

Even more than the other species, bugbears are willing and able to eat anything they find, and underground, they often have to. Fungus, rodents, itinerant adventurers, and their neighbors often find their way into bugbear cookpots (assuming they take the time to cook them). Bugbear tribes are often so small because of the limited amount of food available. One of the few nonviolent ways of attaining status in bugbear society is, in fact, to demonstrate culinary ingenuity, making unpalatable food both appealing and nutritious.

Bugbears avoid interacting with the other goblinoid races, due to the high numerical advantage most goblin and orc tribes have over them. If, however, a bugbear

tribe is able to intimidate a group of lesser goblinoids, they do so, using them as labor, entertainment, and even food. They constantly fear mutiny, though, and mercilessly suppress any smaller races working for them.

OGRES

While ogres are not technically part of the goblinoid creature subtype, their social and cultural habits are very similar. Because of their size, ogres have stronger survival requirements than goblinoids, needing more food and larger shelters. As a result, ogre "tribes" usually number less than ten members. These tribes are almost always hunter-gatherers and often raid human settlements for livestock.

Due to their size, ogres can afford to be lazier and less industrious than goblinoids. With fewer daily threats to their survival, ogres have more leisure time than smaller races, and usually only need fear adventurers. As a result, ogre daily life is far more relaxed and casual than for goblinoids, giving the impression that most ogres are lazy and lethargic. However, anybody who has roused the ire of a tribe of ogres knows the truth of the matter; when incited or angered, ogres can be swift, vengeful, and deadly.

Ogre daily life is filled with idle time, broken only by the need to acquire food. As a result, ogres have a surprisingly rich verbal culture. Their size reduces their fine motor skills, making them unable to create art or music, but in their own fashion, ogres are quite verbose. Ogre discussion mainly centers upon food, non-ogres, and storytelling. Food is always a consideration, and ogres are surprisingly picky about what they eat. Lamb and mutton are favorites, and ogres often raid one particular settlement simply for the quality of its livestock. Horse is also popular. Ogres often attack adventurers solely for their mounts. Ogres, unlike goblinoids, nearly always cook their food, mostly because it helps disguise its true nature (they have discovered that adventurers take it personally when their limbs get bitten off and swallowed). Much of the discussion about food centers upon how it can be improved, and like most ogre discussion, usually degrades into a blame-throwing contest, with each individual casting the blame for the food's poor quality upon the others.

Ogre discussion of non-ogres is usually dependent upon who their neighbors are at the time. Because a tribe of ogres is less vulnerable than goblinoids, they often make elaborate plans to raid, conquer, or otherwise involve themselves with nearby settlements. Very often, these discussions become arguments over how

best to accomplish this. Some individuals like the idea of having slave labor to do all their work for them, whereas others contend that they do not do any work anyway, so having slaves is pointless. They usually favor eating the neighbors, instead. Still others believe they should merely intimidate and bully neighbors into giving up their possessions, but should be kept alive in order to acquire more later. Usually, ogres with such foresight are beaten into silence.

Finally, ogre storytelling is a masterful series of boasting and bawdy humor. Most ogre humor revolves around killing, bullying, or food, and their stories are nearly always crude, with some form of death or violence as its focus.

Ogre mages are an exception to ogre crudity and barbarism. They are masters of wit, high culture, and can easily fit into most civilized societies. Their *polymorph* ability allows them to disguise themselves, and they often go among humanity and other species without anybody knowing the difference. Ogre mages have very little culture of their own, because they rarely associate with one another. Instead, individuals borrow and adapt aspects of each society they interact with, choosing values and cultures they believe beneficial to them. Often, ogre mages are found leading ogre bands. Among common ogres, ogre mages are envied and admired for their intelligence and abilities. They often act the part, lording their sophistication over their cruder cousins. In fact, while ogre mages associate with ogres regularly, they claim no relation to them, and grow violent and angry when confronted with such a claim.

Like other goblinoids, ogres have a fascination with treasure, but see no real purpose in its use. They rarely use complex weapons, and if they do, they are usually worn and battered from ill-treatment. Instead, they find suitable bludgeons, such as tree limbs, rocks, or bones. While ogres keep treasure, they rarely display it, and are more likely to be wearing a priceless tapestry as a loincloth than they are to hang and admire it.

THE PRIMITIVE MIND

CENTAURS

Centaur live in sheltered lairs deep inside dense forests. Their communities range in size from a small family group to a tribe of several hundred. While on the surface their society and culture may seem primitive, they have a highly developed love for music and art. Their penchant for storytelling and singing is well

known by any who have encountered them. Their communities are extremely difficult to find for anyone who does not know the forest. Because they prefer to keep to themselves, they are very adept at camouflaging their homes and the entrances to their communities.

Centaur's prefer flutes and harps. Many a centaur melody has been taken up by the elven bard lucky enough to hear it. Many centaurs are also accomplished herbalists, and cultivate herbal remedies and teas in the gardens around their homes.

Young centaurs frolic and play in the pastures and meadows of the centaur community, but not until they have finished their lessons with the longbow and finished their chores. They are also taught how to hunt and set snares and traps. Even while they are going about their business in their communities, centaurs are ever alert for foolish young ones who might wander too far into the woods.

Centaur celebrations include rousing flute and harp melodies, dancing, feasting, archery contests, and wrestling. The visitation of any elves often causes a celebration, but they save their largest celebrations for the harvest in the fall.

Centaur's wear very little clothing, only belts or harnesses to carry their weapons, but they often wear jewelry of various types. Some tribes have been known to adorn their bodies with tattoos or paint.

DRIDERS

Driders are a special type of creature in that they are not born as driders. They are born and raised as dark elves. When dark elves reach 6th level, they are brought before their goddess, Lolth, who puts them to some test, the nature of which is unknown. Even the driders themselves do not remember their goddess' test. They simply remember regaining consciousness with the lower half of their body changed to that of a giant spider and being ruthlessly cast out of the only home they have ever known.

As a result of the torment inflicted upon them by their kindred, driders hate dark elves with a passionate rage, and usually attack them on sight. Driders seldom form large groups with other driders, but their new shape gives them an affinity for giant spiders. They take control over these spiders and command them to some extent. Their hatred for dark elves is so virulent that they often forsake any trappings of culture and civilization, take up the company of only their spider kindred, and dissolve their former personality in an abyss of hatred and despair — but not always. On rare

occasions, a drider seeks to maintain its drow heritage, but outside of the drow community. These driders seek to live their lives as any other drow, maintaining the pursuits of their previous existence.

ETTIN

Like the trolls in some ways, ettins are primitive but dangerous creatures. They avoid contact with almost all other creatures, even their own kind, only coming together for short periods to mate and to rear their offspring. Ettins grow and mature at an astonishing rate. They are able to survive on their own before reaching even a year old. Even at that age they are over 7 ft. tall. Both parents care for the offspring, trying to provide it with the vast quantities of food it requires to grow so quickly. Ettin who are currently caring for young are even greedier than normal in their search for food and loot. They hold little interest for money, but they do know it is valuable to other races. They greatly enjoy sparkly objects of practically any type, and love to hoard gems and jewelry for their own enjoyment.

Ettins lack of intelligence and spoken language, and their solitary dispositions prevent them from forming any lasting cultures, communities, or groups. A few more intelligent ettins can speak a mishmash language of Orc, Giant, and Goblin. Encountering more ettins than a mated pair and their offspring is extremely rare. Since they do not form communities, they have very little culture as such. They sometimes throw in their lot with other tolerable creatures like orcs or goblinoids because the smaller races help in the quest for food, and, well, if the ettin gets too hungry, no one will miss a goblin or two.

The education of young ettins is mostly limited to lessons in bashing something until it stops moving, and then eating it.

HARPY

Harpies are so chaotic that they seldom form groups larger than a single family or mated pair. Harpies form mated pairs for long periods, and may produce several broods of offspring. The culture of harpies is difficult to discern. They wear no clothing and build nothing more complex than a nest. They are known to use clubs occasionally because they enjoy the spray of blood. Harpies have been known to splatter and smear the blood of victims in intricate patterns, like a grotesque form of painting, on their bodies and nearby surfaces.

Like most primitive monsters, harpies love shiny, sparkly objects, and store such things in their nests or secret caches. Such things as weapons hold little inter-

est to them, even though they know a sword or bow can hurt them. They prefer to feel the flesh of their victims shredding in their claws.

Young harpies are taught to enjoy the torment of others. They also learn to play with their victims, to resist the urge to kill quickly, and to extend the suffering for as long as possible. The harpies' captivating song is learned from their parents, who teach them the combinations of sounds and melodies that have such a useful effect on other creatures. Some harpies learn to work together, with some members of the groups using their song to draw victims in, while others fly high and out of sight, swooping down to attack when their prey is most vulnerable.

LIZARDFOLK

For lizardfolk, the survival of the group is paramount. They are quite primitive in most respects, but they are not unintelligent. The level of advancement depends on the tribe. Some tribes have developed the use of weapons and shields and the construction of huts. The majority of lizardfolk, however, live in swamps or caves, and fight with their natural weapons.

Lizardfolk eat practically anything, but prefer the taste of human flesh. They rarely pass up the opportunity to hunt and eat humans who wander into their territory. Lizardfolk are not particularly aggressive, however, and prefer to spend their time foraging and scavenging. Food is their most valued treasure, but they also prize items that are useful to them, like tools, simple weapons, and trade goods. They occasionally trade with their neighbors. Lizardfolk recognize the value of coins in dealing with other races, but they do not use coins among themselves.

Lizardfolk throw a great festival at the summer solstice, when the warmth of the sun is greatest and longest. In the days prior to the festival, they redouble their efforts to gather food, so that the tribe can gorge on the festival day. Since they are cold-blooded creatures, they usually spend the early morning hours sunning themselves on rocks or tree branches.

Lizardfolk hatchlings are not cared for by their parents, because eggs are incubated in the communal

hatchery in some secluded, well-protected location. When the hatchlings emerge, several appointed nurses, predominantly female, watch over and feed them. These nurses fight to the death to protect their little, croaking charges. Young lizardfolk learn by watching their elders. They accompany hunters and scavengers, emulating their behavior.

Mating practices vary with the tribe, but usually the chieftain keeps numerous concubines. Lizardfolk do not form lasting mated pairs. Males brawl and preen in an effort to be noticed by females who are in season. The strongest males of the tribe are thus most likely to sire offspring and increase the strength of the tribe.



MERFOLK

The trait that all merfolk have in common is playfulness. They occasionally forsake their duties to frolic in the waves or play games of hide and seek in the seaweed forests. Pods of porpoises often gather near merfolk communities to play with children and adults alike. They so enjoy the games they play that they sometimes forget that some of their playthings, like humans, cannot breathe underwater. This occasionally causes some unfortunate deaths.

Merfolk prefer to live in underwater caves, but occasionally construct stone shelters for themselves. However, merfolk generally do not intend to stay forever when they move into an area. Once they tire of a location, they usually move on, seeking other interesting locales.

The education of young merfolk is much like that of human children. They learn to survive in the often-hostile ocean depths, to avoid marine predators, and to hunt and fight.

Some merfolk are quite skilled at fashioning shells, coral, and semi-precious stones into beautiful jewelry. This jewelry is the only adornment they wear. However, merfolk going into battle often wear armor fashioned from the thick hide of marine leviathans, reinforced by bone or shells.

Merfolk love to tell stories and some are accomplished minstrels. The only instruments that function well under water are percussive. The merfolk bards excel at a xylophone-like device made from shark teeth.

MINOTAUR

Like harpies, trolls, and ettins, minotaurs are relatively unintelligent, primitive creatures. However, minotaurs possess an innate natural cunning and deviousness that they use to great effect when an intruder stumbles into their territory. Their powerful territoriality makes encountering more than one unlikely, but they do occasionally form small herds to rear their young. Like most primitive creatures, they covet shiny objects, but do not value money per se. They love weapons of monstrous size, and particularly enjoy the raw destructive power of a massive two-handed axe. Young minotaur calves, while their horns are still little more than nubbins, learn how to use the great axe with terrible effect.

A minotaur out on his own possesses a driving instinct to secure a particular type of home, and once he finds that home, to protect it unto death. This particular type of home is a labyrinth or maze. This maze can be any type of natural or constructed area. Once the minotaur discovers such a place, he immediately seeks to claim it for his own. This often means driving out any existing inhabitants, and patrolling to keep out interlopers. Minotaurs with above average intelligence have been known to enslave and intimidate entire tribes of kobolds or gnomes to build them a suitable labyrinth — they do not possess mining skills themselves.

Minotaurs do not possess a culture in the normal sense of the word. Music and art are meaningless to them, but they do sometimes shave or paint fearsome patterns in their fur to intimidate their adversaries.

SAHUAGIN

Because sahuagin spend nearly all of their lives underwater, land-dwellers generally do not know the advanced development of their culture and civilization. They have high intelligence and an old civilization. Their cities and settlements are as organized and well-constructed as any land city. Their architecture uses mainly materials found in the sea, often decorated by coral and brightly colored seaweed.

The societal structure of sahuagin is strictly hierarchical, ruled from the top by a king, followed by nobles of varying importance, down to barons who rule individual settlements and towns. Every individual is born into their place and remains there. Social mobility is almost unheard of. They are hard-working, and view the community as far more important than the needs of any individual. While they are highly intelligent, their thinking is somewhat constrained by the iron-clad structure of their society. Nonconformity and

independent thought is strongly discouraged. This distrust of things outside the norm make them one of the most xenophobic of all races. If an individual is not sahuagin, his life means nothing, and threatens the sahuagin way of life. Outsiders are not tolerated, and sahuagin laws demand the immediate extermination of any sentient creatures who happen into their realm. They tend to claim a section of coastline and drive away any land-dwellers that come near.

Sahuagin diet consists almost entirely of fish, shellfish, marine mammals, and mollusks, often elaborately arranged and prepared, seasoned with different types of seaweed.

Since Sahuagin cannot survive for long outside of the ocean, they view the surface world as unnatural and inhospitable. Their folklore is filled with stories about monsters who came from above to destroy sahuagin villages, dragging away young and old to suffocate them in the rarefied atmosphere above the life-giving water. In the folktales, a sahuagin hero always rises up to lead his fellows against the monstrous land-dwellers and eradicate them. These great heroes usually suffocate in the air above, but they are revered for their great sacrifice to make the seas safe for all sahuagin.

Since sound travels for miles underwater, sahuagin music can be heard for great distances. They tend to use percussive instruments made of shells and non-corrosive metal, similar to steel drums and xylophones, and take advantage of the sound reflections from underwater structures to create ghostly, echoing syncopations and harmonies.

TROGLODYTE

These reptilian creatures live in a primitive, tribal society ruled by the largest and fiercest individuals. The power of the leaders is what holds them into a band, even though their utter disregard for others causes a great deal of strife within their own community, rather than any sense of loyalty toward the band or race. A band of trogs is likely to attack any other band encroaching on its territory. Subchieftains occasionally convince a few followers to split off from a larger group and form their own band. If they can escape, or the chieftain allows them to go, they leave the area, because they are now a competing group.

The hierarchy of a band is determined by prowess in battle and is in constant flux. Leaders are often challenged for their position. There is little formality to these challenges; the challenger simply picks his moment and attacks. These challenges are rarely fatal, however, unless the challenge is for supreme leader-

ship of the band. Troglydotes who indiscriminately kill members of their own band are likely to be attacked and killed by the others, or by the chieftain himself.

Troglydote festivals usually occur after a successful raid, and at the summer solstice, when the sun is at its height. At these festivals the band enjoys feasting and brawling. The brawling helps to change or reestablish the hierarchy of the group. They also practice changing their colors to the beat of gigantic drums made from hollowed out tree trunks. The males who change their colors with the greatest quickness and beauty attract the notice of the females of the band who might happen to be in season. Troglydotes do not form lasting relationships, and any mating is strictly a one-time affair. The concept of love is completely alien.

Hatchlings are cared for only enough to prevent them from wandering off or meeting some other unfortunate end.

TROLL

These creatures are some of the most reviled and feared in existence, largely because of their voracious appetites — they eat practically anything. Generally speaking, they are stupid, savage, repulsive, and they care little for any but themselves. They do not mix well even with other trolls.

In many cases, they do not wear clothes. However, like most primitive races, trolls love shiny, pretty things, and may adorn themselves with jewelry occasionally, or stick coins or gems into their unkempt mop of hair for safekeeping, or even carry their favorite possessions in their mouths.

Because of their primitive nature and low intelligence, the structure of their societies is simple. The biggest, strongest, nastiest troll is the leader of any given group. Their groups tend to be small, almost always four or fewer individuals. Since troll females tend to be larger than males, their societal leadership tends to consist of females. The matriarch of the group, usually their mother, protects young trolls until they reach puberty. At that time, the young one must fend for himself. Angering other trolls in the group may warrant a severe beating. Any troll unable to fend for himself is left behind without compunction.

Trolls do not build villages or any other structures. They might seek shelter in a cave or some other existing structure, but the idea of actually building something themselves is incomprehensible. Usually they rest and sleep wherever they happen to be when they realize they are tired. The trappings of civilization are meaningless to all but a rare few.

“MONSTER” ADVENTURERS

Goblinoids and other humanoid monster species may not have the same goals, desires, and passions as humans, but they certainly have them. Monsters can be motivated to adventure for a variety of reasons: curiosity about a wide world, greed, desire for glory or status, or even simple necessity. In a fantasy world, threats can come from anywhere, at anytime, and of any type. A tribe may need to send their best and brightest out into the world for any number of reasons.

Monster adventurers face many obstacles that “normal” races never concern themselves with. Language barriers, cultural clashes, and even logistical difficulties all make interaction between human/demihuman adventurers and monster adventurers that much more difficult. But necessity breeds ingenuity, and creative and resourceful PCs should be able to overcome these difficulties.

Cultural misunderstandings can arise from even the most innocent of events. Remember, humanoids like treasure and money for its own sake, but would never think of using it. Commerce is as foreign to a monster as alchemy, and equally inscrutable. While normal adventurers would think nothing of walking to a blacksmith's shop, picking out a suitable piece of equipment, paying for it, and walking out with it, a monster comprehends none of these actions. The blacksmith obviously has more equipment than he can use, and therefore if the monster wants it, he should take it, either by force or theft. Furthermore, values can pose significant difficulties to a monster. If an object costs five coins, what difference does it make if they are platinum, silver, or copper? Furthermore, why is money with a certain design on it more or less desirable than that with a different design? While this can make for some amusing situations, it can also create serious misunderstandings.

Food is another aspect of daily life that must be considered. Monsters eat what they want, when they are hungry, because the concept of extended personal property (that is, property the owner is not wearing or holding) is, for the most part, foreign to them. An ogre would have no problem with passing through a farmer's pasture, grabbing one of the sheep, and having it for dinner that night. The farmer, by trying to hoard food, is selfish and foolish, and in the ogre's mind, completely unreasonable. Even beyond the bounds of society, problems can arise between monster and non-monster companions. An orc would have no problem raiding his companions' food bags if he were hungry,

and had none left of his own. Since, for the most part, goblinoids eat proportionally more than humans, this event is quite possible. Also, most goblinoids believe in the "if I kill it, I can eat it" school of thought. While this is usually a good guideline, pity the poor goblinoid who does not understand the concept of the undead. Again, this can be a humorous opportunity, but it can also be rife with consequences, especially because not all goblinoids wait until their quarry is dead to start eating it. Certain types of undead are hazardous to the touch and "touch" includes being gnawed upon.

Acquiring other supplies can be just as much trouble. Most goblinoids scavenge their clothes, or wear none at all (except for armor). While they tend to have a thick enough skin to not worry about weather considerations, most goblinoids would offend human sensibilities with their choice (or lack) of fashion. Furthermore, another roleplaying (and humor) opportunity arises when attempting to outfit a goblinoid with clothing. Because of their body types, most goblinoids do not fit well into human clothes, and either end up looking ridiculous (resulting in an insult that must be rectified) or buying custom clothing, an expensive proposition.

On the road, monster adventurers have several disadvantages. For goblinoids, horses are food, not transportation. Kobolds and goblins are far too squat to fit upon one, and anything larger than a goblin is far too heavy to do so. This makes cross-country adventuring a difficult prospect, but there are ways around it.

Goblins normally ride wolves, and can fit upon a halfling riding dog with relative ease, provided the goblin does not try to eat the dog, and the dog allows the goblin on its back. Both of these provisions are more complex than they seem. While a goblin may not eat a dog initially, it does not take a great deal of hunger for it to notice such a nearby meal. Furthermore, animals have a justifiable reason to avoid goblinoids, and usually do. If a dog is forced to accept a goblin rider, it may get vicious and angry.

Larger goblinoids can find other mounts, if not as suited to long rides as horses. Wild boars, ostriches, and even griffons can be tamed and used as mounts, if enough effort and time are applied. Some orcs have even been known to ride reindeer, although such ludicrous stories are rarely believed.

HALF-BREEDS

Despite all of the odds against it, human/monster pairings are surprisingly fruitful. Most commonly human/orc or human/ogre half-breeds often combine the best, and worst, of their respective species. A half-breed is a truly unique individual, marked as different from birth, with equal stake in two very separate worlds. The trials and ordeals they go through as a result of their heritage can inspire half-breeds to the greatest of heroics, or the lowest depths of villainy.

Half-breeds are nearly always the result of violence. Orcs and ogres, the two main nonhuman progenitors of half-breeds, regularly raid human settlements, especially sparsely populated and poorly fortified ones. To a goblinoid, reproduction is a fact of life, with no ties of family, responsibility, or morality. During a raid, they impart these values upon the humans they encounter, and such encounters often result in a child.

These children, no matter which parent's culture they are raised in, are nearly always hated, and often feared. If they are raised in their monster parent's society, they are looked down upon as being inferior, and must compete twice as hard for half the status. This often gives them a sense of drive and purpose far stronger than any of their companions, and many half-breeds surprise the world with their steadfastness and willpower. They may have the same values and ethics as their monster relations, but they are also driven to success, to achieve something greater than those who looked down upon them. This is much of the reason why monster-raised half-breeds become adventurers.

Alternatively, a half-breed is raised among human society. Often, such a child would be killed at birth, but the population pressures of a frontier settlement (where the raids that result in such a child often happen) make it impossible. Instead, the child is raised (often by people other than his parent, because many parents of half-breeds die during birth) as an aberration and a monster. Such a child grows up learning that he is to be feared and hated for the circumstances of his birth. He often becomes resentful of humankind, who hold him to a stereotype that may not necessarily reflect the truth. Half-breeds raised among humankind often become adventurers in order to escape the society of their upbringing, and to prove their own humanity, even if only to themselves.

No matter which society a half-breed is raised in, they almost inevitably end up hating the other one. Humans are taught that orcs and ogres are monsters,

untrustworthy, violent and evil. Orcs and ogres are taught that humans are weak, selfish, unreasonable, and evil. How much contact has a half-breed character had with the other society? What is their first meeting like? Such a meeting is almost always a pivotal point in the half-breed's life, for better or for worse. Potentially, it can give a half-breed struggling for his sense of identity a completeness he never had, making him a whole person for the first time in his life. More often, however, it is a conflicted event, with stereotypes confronted and perceptions questioned. Culture clash is always a difficult proposition, and is far worse for a half-breed, uncertain of his place in either society.

ROLEPLAYING A MONSTER

If you are going to be a monster, you need to act the part. Human morals, perceptions, and sensibilities go right out the window. Just like any other role, you need motivation. Why does your goblin do a certain thing, or act in a certain way? We've looked at a lot of these motivations and reasons already, but now we're going to take a quick examination of what kind of behavior they lead to, enabling you to more convincingly role-play your monsters.

Be straightforward. Goblinoids, and monsters in general, nearly always say what they mean. If you are afraid of a person, make sure they know — that way, they let you live. If you have contempt for a person, show them — provoke a fight. Subtlety and deception are for humans. This is not to say a goblinoid cannot, or does not, lie. However, they only lie to those whom they do not respect. Lying to a person means you do not expect them to know better, or if they do, to be too afraid to confront you on it.

Be mean. A goblinoid who is unable or afraid to stand up for himself deserves to be kicked to the ground. Strength is power, and if you do not show it, you obviously do not have it. This does not mean to be mercilessly cruel or to pick fights with everybody you encounter. It means to fight for yourself and not to fear getting hurt. Violence is not a last resort, like for cowardly humans, it is a perfectly good means of asserting yourself.

Take what you need, when you need it. Hoarding food, or weapons, or other useless things is for greedy humans. Food is to be eaten, and equipment that cannot be carried easily only slows you down. Let the humans keep a pack horse full of all the things they do not need, slowing them down. You'd rather eat the

horse, take what you can carry, and be gone before anybody can stop you. Humans are slaves to their possessions; you're free.

Do whatever it takes to survive. Courage is all well and good, but dying for no reason is stupidity. The tribe comes first, but the tribe knows when to cut its losses. If a creature is threatening your life, you do what it takes to survive and keep your family or tribe alive, too. If that means toadying up to them, then you toady up as long as you have to. If that means giving them possessions, well, possessions can be regained. Staying alive is its own reward.

Ultimately, your monsters are up to you. While we've mainly looked at the goblinoid species here, much of the culture is universal among monsters — troglodytes, kuo-toa, and other humanoids have similar cultures, but not identical. As the DM, it is up to you to make your monsters three-dimensional and interesting. Hopefully, the ideas that have been presented here help you do that. Alternatively, feel free to throw out everything we've looked at here in favor of your own cultures. Perhaps your orcs are the most advanced race in your world, with magical power and cultural unity unsurpassed by any other species. Perhaps, like in the Accordlands, your goblinoids have formed their own nation, ruling it justly and strongly, making them a force to be reckoned with. The possibilities are endless, and infinitely varied.



CHAPTER TWO:

MONSTER RACES

PC MONSTER RACES

The following sections explain how to play monster races as PCs. The first section details the typical humanoid monsters of the *Monster Manual*.™

After ability scores are rolled, it is customary to choose a race for your character. The PHB provides dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans as the primary races to draw from. The *DMG*™ details a few more.

Using the system illustrated in the *DUNGEON MASTER'S GUIDE*,™ under Variant: Monsters as Races, the following information was developed. However, because Class Level Equivalency does not always match Challenge Rating, both systems are listed under each monster, so character creation may be tailored to taste. The rules here are not hard and fast and it is expected that DMs and players develop hybrids, variants, and tribes that fit their specific games. We've covered a lot of ground here, but we can't cover every contingency.

Chapter two details new crossbreeds of races for d20 play. While these races are not the be-all-end-all of racial crossbreeding, they are unique and show a slightly skewed vision of racial possibilities. Although some readers may wish to speculate on the mechanical difficulties involved in a troll-hobgoblin romance, it is beyond the scope of this book to explore them. We'd like to think that the ideas here are fun and hopefully encourage players and DMs to devise races of their own.

ABILITY SCORE PENALTIES

It could be argued that the system for determining ability score penalties in the *DMG*™ is cumbersome. As such, the races of this book that have ability score penalties have two listings. One is linear: -2, -4 and so on. The other is the average score in brackets that can be used to reference against the charts from the *DMG* (Tables 2-5 and 2-6, Tables 2-1 and 2-2 on page 27). While both systems have merit, decide before play begins which system to use.

Note: Intelligence penalties use Chart 2-2, while all other abilities use Chart 2-1. See page 27 of this book for a reproduction of those charts.

YOUNG RACES

Because it is *possible* to encounter a not yet developed ogre or troll, information for playing young races is included at the end of each standard monster race.

To justify in your mind the role of a young bugbear in your campaign, imagine that he left his community and never developed the cultural nuances of his race, or is far enough removed that the bugbear way of life does not have the same impact on him as it would if he were a fully developed adult. Lastly, young races do not pay the level equivalency that other monster races do. A young bugbear is the physical equivalent of a human, dwarf, and any "normal" race from *Dungeons & Dragons*.®

Young races have no base attack bonus or saving throw bonuses.

ALTERNATE TRIBES

At the end of each standard race, is an alternate tribe or clan of the monster in question. It details a different version of the monster, providing new rules and racial modifiers. Where information is not provided, assume that the race is the same, but where a line contradicts previous information, the information in the alternate tribe is correct. DMs may find these tribes useful for adversaries or simply to add flavor to an existing campaign.

RELIGION

Many of the monsters throughout this book are provided the typical domains to choose from for worship. None of these lists are all-inclusive. The d20 line of books provides for over 100 possible domains to choose from. In addition, AEG's forthcoming *Gods*™ details pantheons of the monster races. PCs and DMs are free to draw upon them at leisure for character creation. For simplicity only the PHB is referred to in this text.

OLD RACES

BUGBEAR

Bugbears are premier hunters, the pinnacle of stealth, strength, and speed. Bugbear communities are not large, as bugbears try not to over hunt their game supply. Those groups that do over hunt, turn to banditry, raids, and sometimes adventuring. Like ogres, bugbears respect a single great hunter as the leader of the band. Because of their nature, bugbear bands rarely grow larger than two dozen warriors with an equal number of children and women.

Personality: Bugbears are simple creatures. They need only satisfy their need for food and treasure. In fact, even if their bellies are full, they raid for weapons and armor. A bugbear negotiates only when he has something to gain, but lacks the patience for extended conversations.

Physical Description: Bugbears are the largest of the goblinoids, standing 7 feet tall. Their hides vary from light yellow to yellow-brown with thick coarse brown or red hair. Their teeth are long and sharp, their ears wedge-shaped, and their noses much like a bear's.

Relations: Bugbears have no trouble bullying goblins and hobgoblins, and from time to time even hunt them.

Alignment: The typical bugbear is chaotic evil, but unlike an ogre has the mental acuity to understand his role. Sometimes a chaotic neutral or neutral evil bugbear can be found leading a band of monsters, but this is not common.

Bugbear Lands: Bugbears live mostly underground, although a lush forest unprotected by rangers or druids is the perfect home for skilled hunters. Bugbears require a great deal of room for their lairs and extensive caverns and dungeons are ideal for larger bands.

Religion: Bugbears worship several gods, the chief deity being Hruggek, the god of ambushes and combat. Chaos, Evil, Trickery, and War are all acceptable domains for bugbear clerics. Bugbears have a few simple ceremonies to honor their gods; almost all involve food or bones from a recent kill.

Language: Bugbears speak Goblin and Common.

Names: Bugbears have rough goblinoid names. Those few that associate with humans develop terrifying monikers (like Slayer of Children or Merciless Hunter) to intimidate the unwary.

Adventurers: Solitary bugbears are rare. Those found in adventuring parties are not trusted, but rather are regarded for their savagery and efficiency. Bugbears

are skilled ambushers. Smart mercenary leaders hire them to scout ahead. Bugbears that do join adventuring parties are likely to be utilized as the team scout.

Bugbear Racial Traits

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma (9).
- Medium-size: As Medium-size creatures, bugbears have no special bonuses or penalties due to their size.
- Bugbear base speed is 30 feet.
- +3 natural armor class bonus.
- Bugbears have darkvision to 60 ft.
- Bugbears receive a +4 racial bonus to Move Silently checks.
- Automatic Feats: Alertness. This Feat may be changed with the DM's permission.
- Automatic Languages: Common and Goblin.
- Automatic Skills: Hide +2, Listen +3, Move Silently +5, Spot +3. Alternately a bugbear PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Bugbear PCs begin play with leather armor, a small shield, one morningstar, 4 javelins, and any additional adventuring gear based on their level.
- Bugbear PCs start with 8+2d8 + (Constitution bonus \times 3) hit points.
- Favored Class: Rogue.
- Bugbear clerics may only choose from the domains Chaos, Evil, Trickery, and War. With the DM's permission a bugbear cleric may know other domains based on a different god or his indoctrination into human culture (Strength for instance).
- Base attack bonus: +2.
- Base saves: Fort +1, Ref +3, Will +1.
- Level Equivalent: Class levels +3.
- Challenge Rating: 2.

Young Bugbears

- +2 Strength, +2 Dexterity, -2 Wisdom (8), -2 Charisma (8).
- Bugbear base speed is 30 feet.
- +1 natural armor class bonus.
- Young bugbears receive a +2 racial bonus to Move Silently checks.
- Darkvision 60 ft.
- Automatic Languages: Goblin.
- Bonus Languages: Common.
- Automatic Skills: Move Silently +3.
- Young bugbear PCs begin play with one morningstar.
- There is no level equivalent for young bugbears.

Red Skin Tribe

Red Skin bugbears are protectors. This is a very different role than that filled by many of their cousins. They carry larger shields, learn to fashion better armor, and often develop tactics that far exceed their cousins. They have been known to dig deep into rock and natural caverns, building strong defenses to combat their enemies. However, they are more xenophobic than their cousins and shun all outsiders, even of their own race. The Red Skins often ostracize weaker members of the tribe and forbid their members to entertain "useless" professions (bard, druid, etc.)

- +4 Strength, +2 Constitution, -4 Charisma (6).
- +5 natural armor class bonus.
- Red Skin bugbears have darkvision to 90 ft.
- Automatic Feats: Alertness.
- Automatic Languages: Goblin.
- Automatic Skills: Hide +5.
- Favored Class: Warrior.
- Base attack bonus: +3.
- Banned Classes: Bard, Druid, Paladin, and Monk.

Tunnel Shield: Armor, cost 45 gp, armor bonus +2, armor check penalty -2, arcane spell failure 10%, weight 10 lbs.

CENTAUR

Centaur are woodland beings. They are reclusive, shunning foreigners and keeping to themselves. They have a distinctive shape that is recognizable to all.

Personality: Centaurs are friendly to one another, but treat outsiders with disdain or shy away from them altogether. Within their own community they are well-mannered, but almost always armed. They do not normally go looking for fights, but have grown accustomed to defending themselves from outsiders. As a result, they carry clubs, but retreat when necessary rather than fight.

Physical Description: The centaur physique is unique in fantasy settings. They have the torso and upper body of a humanoid, but the hind-section of a horse. They are well-muscled and maintain one of the strongest frames. They stand as tall as any human, but are nearly 10 feet long. Because of their four legs, it is hard to knock them over.

Relations: Centaurs sometimes share space in their forest with elves, but reject human and dwarf excursions into their territory. Halflings and gnomes are tolerated. Those hostile to the tribe are dealt with on a case by case basis. Something like an ogre, orc, troll, or other small monster might be hunted down and killed, while something larger like a dragon would force the community to move.

TABLE 2-1: MONSTER PCS' ABILITY SCORES

Dice Roll	— Monster Ability Score —				
	1	2-3	4-5	6-7	8-9
18	1	4	8	12	16
17	1	4	8	11	15
16	1	4	8	10	14
15	1	4	7	9	13
14	1	4	6	8	12
13	1	3	5	7	11
12	1	3	5	7	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	6	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

TABLE 2-2: MONSTER PCS' INTELLIGENCE ABILITY SCORES

Dice Roll	— Monster Intelligence —			
	3	4-5	6-7	8-9
18	3	6	10	14
17	3	6	9	13
16	3	6	8	12
15	3	6	8	11
14	3	6	8	10
13	3	5	7	9
12	3	5	7	9
11	3	5	7	9
10	3	4	6	8
9	3	4	6	8
8	3	4	6	8
7	3	3	5	7
6	3	3	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Alignment: The typical centaur is neutral good, but this is not a hard and fast rule. Centaur communities, although very stringent in their dealings with others, accept centaurs of all dispositions. A centaur whose personal beliefs conflict dramatically with the community's is often ostracized and forced out of the tribe. Centaur PCs may come from such a background.

Centaur Lands: Centaurs live in forests, far from human civilization. They have intimate knowledge of their environment and often live in portions of a forest that none know of but them. Centaurs survive through hunting, fishing, foraging, agriculture, and in rare instances, trade (with elves and the like).

Religion: The chief religion of centaurs respects nature and community. Their god represents the domains of Animal, Good, and Plant. A tribe's leader and speaker is usually a druid, although some shamanistic clerics have been known to exist (although this is rare). Most members of a given tribe take part in their leader's ritual practices.

Language: Centaurs speak Sylvan and Elven. Some speak Common or Goblin depending on the region they come from, but most any additional languages are possible.

Names: Centaur naming conventions are un spectacular. Most simply live with whatever name they are born with.

Adventurers: Centaur adventurers are quite common. Most are hunters that have grown to enjoy their independence from the tribe and others are drawn to the outside world by tales of adventure. All, however, remember their roots and respect nature. They make excellent members of any good adventuring party and can be easily trusted (even more so than most humans)

Centaur Racial Traits

- +8 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom, -2 Intelligence (8). Centaurs do not have libraries or places of learning. As such, they lack the cognitive skills associated with a civilized education. They are very respectful of the environment, however, understanding their role in nature.
- Large: As Large creatures, centaurs suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Centaur base speed is 50 feet.
- +2 natural Armor Class bonus.
- Automatic Feats: Weapon Focus (hoof).
- Automatic Languages: Sylvan and Elven.

- Automatic Skills: Listen +3, Move Silently +2, Spot +3, Wilderness Lore +4.
- Centaurs cannot take the Ride skill.
- Centaur PCs begin play with one greatclub, one mighty composite longbow (suitable to Strength score, up to +4), one heavy lance, and any additional adventuring gear based on their level.
- Centaur PCs start with 8+3d8 + (Constitution bonus ×4) hit points, plus character class hit points.
- Centaurs can attack in melee with 2 hooves in one round. Normal rules for multiple attacks apply. The centaur's hooves are considered its secondary attack. A centaur's hoof deals 1d6 points of damage, plus Strength modifier. If the hoof attack is secondary this modifier is halved.
- Favored Class: Ranger. Bards and Druids are common as well.
- Centaur clerics may only choose from the domains Animal, Good, and Plant. With the DM's permission a centaur cleric may know other domains based on a different god, but in general centaur's respect and worship nature.
- Base attack bonus: +3.
- Base saves: Fort +1, Ref +4, Will +4.
- Level Equivalent: Class levels +5.
- Challenge Rating: 3.

Young Centaurs

- +4 Strength, -2 Intelligence (8), -2 Wisdom (8), -2 Charisma (8).
- Large.
- Young centaur base speed is 40 feet.
- Automatic Feats: Weapon Focus (hoof).
- Automatic Languages: Sylvan and Elven.
- Automatic Skills: Wilderness Lore +2.
- Young centaurs can attack in melee with 2 hooves in one round.
- There is no level equivalent for young centaurs.

Sons of Keserett

The Sons of Keserett are fiercely loyal and devoted to the protection of the environment. They have strong beliefs and go to great lengths to deter poaching, foresting, and any activity that diminishes the quality of a wood. They are extremely territorial and rarely leave their forest, but on occasion, a Son of Keserett is found hunting down poachers or exacting revenge on someone that has harmed the tribe.

- +8 Strength, +4 Dexterity, +4 Constitution, +4 Wisdom, -2 Intelligence (8).

- +3 natural armor class bonus.
- Automatic Feats: Track, Weapon Focus (hoof).
- Automatic Skills: Move Silently +4, Wilderness Lore +8.
- Sons of Keserett receive a +4 racial bonus to Balance checks.
- Sons of Keserett receive a +4 racial bonus to Will saves.
- Sons of Keserett may never use any weapons other than their hooves and may never wear armor or use shields.
- Base attack bonus: +4.
- Favored Class: Druid.

DRIDER

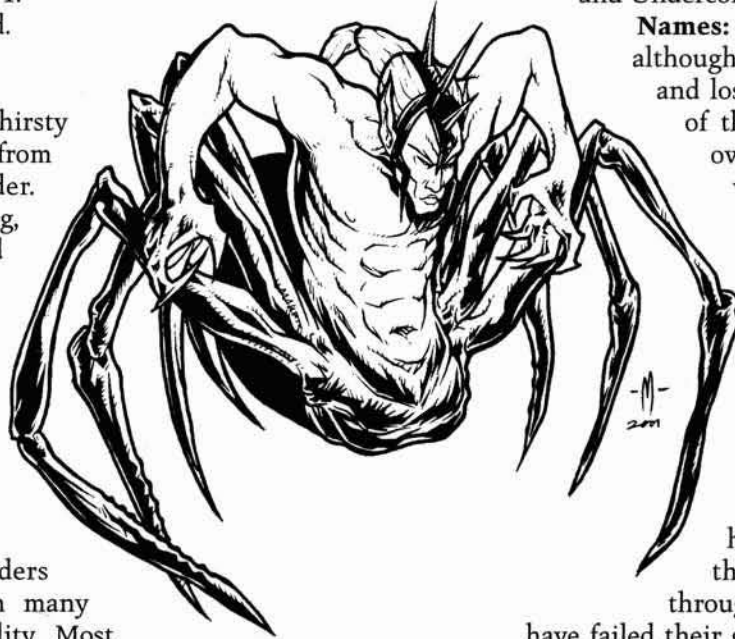
Driders are bloodthirsty aberrations combined from a dark elf and spider. Driders are fast, strong, and pound for pound one of the most dangerous beasts. A single drider can hold his own against a half-dozen of a king's best men; a band of marauding driders is nothing short of devastating.

Personality: Driders are above average in many ways, except personality. Most focus on revenge or suffer from an innate hatred for living things, especially drow. Most are outcasts and care little for community or organization. Most have learned to fend for themselves and as a result, ambush most anyone and anything.

Physical Description: Driders are large creatures. They have the upper torso and head of a dark elf and the lower body of a giant spider. They stand about 8 to 10 feet tall and are nearly 10 feet long.

Relations: Driders hate dark elves and most living things. They are particularly intelligent and know what to attack and what not to.

Alignment: Driders are most often chaotic evil. They have a fervent hatred for most living things, but still maintain an above-average intelligence that allows them to see the importance of others. Driders found among an adventuring party seek to gain something from the others. They rarely form relationships without understanding what they can gain from it.



Drider Lands: Driders sometimes form small communities underground, but are most often found alone. They make their homes wherever they can find appropriate victims. They live near underground caravans or in caves along trade routes.

Religion: Driders are forsaken by their goddess and typically have no religion, although some still pay homage to the great dark elf mother. Those that have not found religion elsewhere, may draw from the domains of Chaos, Destruction, Evil, and Trickery.

Language: Driders speak Drow, Common, and Undercommon.

Names: Driders have dark elf names, although some forsake their identity and lose any moniker at all. Those of this ilk, gain names of their own from locals fearful of their wrath. The Many Legged Horror or the Beast of Neversleeping Terror are typical of the names acquired in this way.

Adventurers: Drider adventurers are not that uncommon. Most seek to forget their past, others have no skills save combat and survival, and others have a deeper burning inside that cannot be quenched through simple banditry. As all have failed their god, they carry a heavy burden that must be lifted. Adventure is one way in which driders attempt to right their lives.

Driders are the perfect shock troop. Their high speed and quick reflexes make them exceptional archers, while their strength and cunning pit them as equals with bugbears and ogres in hand to hand combat.

Drider Racial Traits

- +4 Strength, +4 Dexterity, +6 Constitution, +4 Intelligence, +6 Wisdom, +6 Charisma.
- Large: As Large creatures, driders suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Drider base speed is 30 feet. They can climb at a speed of 15 feet.
- +6 natural armor class bonus.

- Driders have darkvision to 120 ft.
- Driders receive a +8 racial bonus to Climb checks and a +4 racial bonus to Hide and Move Silently checks.
- Automatic Feats: Ambidexterity, Combat Casting, and Two-Weapon Fighting. Driders that cannot cast spells have Toughness instead of Combat Casting.
- Automatic Languages: Drow, Common, and Undercommon.
- Automatic Skills: Climb +4, Concentration +7, Hide +6, Listen +6, Move Silently +5, Spellcraft +8, Spot +6. Alternately a drider PC begins play with 2 times his Intelligence score in skill points to spend as he wishes.
- Drider PCs have spell-like abilities. Once per day they may cast *dancing lights*, *darkness*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *faerie fire*, and *levitate*. These abilities are cast as a 6th-level sorcerer. The save DC of these spells are 10 + Charisma modifier + spell level.
- Drider PCs that become clerics have additional spell-like abilities. Once per day they may cast *clairaudience/clairvoyance*, *discern lies*, *dispel magic*, and *suggestion*. These are abilities are cast as a 6th-level cleric. The save DC of these spells are 10 + Charisma modifier + spell level.
- Driders can attack in melee with a single bite attack in one round. Normal rules for multiple attacks apply. The drider bite is considered its secondary attack. A drider's bite deals 1d4 points of damage. A drider's bite is poisonous. Those struck must make a Fortitude save (DC 16). Initial and secondary damage for drider poison is 1d6 points of temporary Strength damage.
- Drider PCs begin play with 2 shortswords, a shortbow, and any additional adventuring gear based on their level.
- Drider PCs start with 8+5d8 + (Constitution bonus ×6) hit points.
- Favored Class: Cleric, Sorcerer or Wizard.
- Drider clerics may only choose from the domains Chaos, Destruction, Evil, and War. With the DM's permission a drider cleric may know other domains based on a different god or his indoctrination into human culture (Sun for instance).
- Base attack bonus: +3.
- Base saves: Fort +2, Ref +2, Will +5.
- Level Equivalent: Class levels +10.
- Challenge Rating: 7.

Young Driders

Driders are not born naturally, but instead are the by-product of a curse. There are no rules for young driders.

Venom's Torment

Venom's Torment is a loose band of drider marauders who have made a name for themselves with their speed and cunning. None know the whereabouts of their lair and few have seen them and lived. Their actual aim is unknown, but some believe they intend to build a great city of their own and use it to wage a war against the dark elves under the earth.

- +4 Strength, +6 Dexterity, +6 Constitution, +4 Intelligence, +8 Wisdom, +6 Charisma.
- +3 natural armor class bonus.
- Venom's Torment driders have darkvision to 60 ft.
- Automatic Feats: Ambidexterity, Endurance, Run, and Two-Weapon Fighting.
- Automatic Languages: Drow, Common, Goblin, and Undercommon.
- Favored Class: Warrior.
- Base attack bonus: +4.
- Banned Classes: Paladin, and Monk.

Talon Bow: A *talon bow* is a magical +2 *shortbow* made by a priest of Venom's Torment. Those struck by arrows fired from talon's bow, must make a Will save (DC 17) or suffer the effects of the spell *doom*. *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *curse*, *doom*; *Market Price:* 32,000 gp.

ETTIN

Ettins are supreme hunters. Their two heads, great size, incredible speed, and ability to see at night make them unmatched hunters, even rivaling giants. As scouts and guards they have no equal, but their viciousness and savagery make them difficult to control or work with. Nonetheless, they are the top of nearly every food chain.

Personality: Ettins are dim-witted and simple. Ettins either eat, sleep, hunt, fight or stand guard. They know little else and it shows. Rarely are they found in camps larger than five and most ettins live alone or as part of a mated pair.

Physical Description: Ettins have two heads with pig-like faces and pink to brownish skin. Their teeth are rotten yellow with two enormous tusk protruding up from their jaw. Their skin looks like gray hide from

a lack of bathing — their stench is unmistakable. They stand around 13 to 13 ½ feet tall and weigh over 5,000 pounds.

Relations: Ettins have been known to associate with orcs, goblins, bugbears, and the like in situations where the two can benefit from one another. Ettins do not like to share their hunt, however, and only beasts that can hunt themselves or that do not mind scavenging an ettin's leftovers have much use in its lair.

Alignment: Ettins are usually chaotic evil, and only in the rarest instances is anything but this true. Ettins have no sense of right and wrong (their large size allows them to spend their lives caring little for anything but themselves) and some are vicious for viciousness sake. Ettins found in a PC group are valuable hunters and scouts, but smart leaders know to keep them busy and away from the party.

Ettin Lands: Ettins live in remote, rocky areas. Their underground caves are dank and stink from decay. Since most live alone, a single dark cave and a place to hunt are all an ettin needs.

Religion: Ettins place little value on worship. Those that do honor gods, worship savage and oftentimes cruel deities. It is believed that ettins do not know any better, but some think that their savage nature leaves little room for anything else but destructive religion. Chaos, Evil, Strength and War are the most common domains for ettin clerics, although most any domains will do.

Language: Ettins do not have their own language, but rather speak a pidgin of Orc, Goblin and Giant. Anyone that can speak one of these languages must succeed at an Intelligence check (DC 15) to communicate with an ettin. One who can speak two of these languages must succeed at a DC 10, and someone who knows all three need only check against a DC 5. Ettins speak amongst each other without fail.

Names: Ettins have guttural, almost unpronounceable names. Ettins that live alone rarely refer to themselves, so those encountered in the wild, may have forgotten or merely do not care what their birth name was. Mercenary leaders often say, "Get the Ettin" when referring to the beasts anyway.

Adventurers: Ettin adventurers are likely to be hated by all. They are the ultimate bullies and have no patience for small or weak creatures. Anyone who cannot hunt for himself is not likely to share in an ettin's catch and must prove himself in combat to earn the ettin's respect. Some mercenaries captain's see an ettin's difficult nature being worth the trouble, but most disagree.

Ettin Racial Traits

- +12 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence (6).
- Large: As Large creatures, ettins suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Ettins base speed is 40 feet.
- Ettins have an extended reach of 10 feet.
- +7 natural armor class bonus.
- Ettins have darkvision to 90 ft.
- Ettins have superior two-weapon fighting. An ettin that fights with a club or spear in each hand does not suffer an attack or damage penalty for attacking with two weapons.
- Ettins receive a +4 racial bonus to Listen, Spot, and Search checks.
- Automatic Feats: Alertness, Improved Initiative, and Power Attack.
- Automatic Languages: Ettin (special).
- Automatic Skills: Listen +8, Search +2, Spot +8.
- Natural attack bonus +6/+1.
- Ettin PCs begin play with two greatclubs, 2 longspears,
- Ettin PCs start with 8+9d8 + (Constitution bonus ×10) hit points.
- Favored Class: Fighter.
- Ettin clerics may choose any domains but Chaos, Evil, Strength, and War are most common.
- Base attack bonus: +6/+1.
- Base saves: Fort +1, Ref +3, Will +1.
- Level Equivalent: Class levels +11.
- Challenge Rating: 5.

Young Ettins

Ettins mature and within one year are old enough and strong enough live on their own. There are no rules for young ettins.

Grikk'ligahr's Scavengers

Grikk'ligahr is an aged and wise (by ettin standards) priest. He leads a small band of ettins whom he tells not to hunt and never to take arms against others. He is enigmatic to say the least, and his methods are impossible to fathom. Grikk'ligahr believes in what he says and the ettins that follow him (a half-dozen or so) believe in his work.

Grikk'ligahr's scavengers live off the land, do not hunt, and sometimes work with nearby settlements. They are an anomaly to say the least and most people are "waiting for the other shoe to drop."

- +12 Strength, -2 Dexterity, +4 Constitution, -2 Intelligence (8), -2 Wisdom (8), -2 Charisma (9).
- Automatic Languages: Ettin, Goblin.
- Automatic Skills: Knowledge (nature) +2, Wilderness Lore +2.
- Favored Class: Druid.
- Base attack bonus: +4.
- Level Equivalent: Class levels +9.

GNOLLS

Gnolls look like a cross between humanoids and hyenas. They gather in loose tribes of upwards of 200 soldiers. They are vicious and cunning, yet fight en masse like a horde. Like most pack animals, they follow a single alpha male, and resort to infighting when the leader dies. They are among the most dreaded of evil humanoids for soldiers to fight due to their strength and size.

Personality: Gnolls are vicious creatures, feeding on intelligent creatures over easy prey. They are mostly nocturnal and can eat most anything, preferring meat. They most often think with their stomachs. A hungry gnoll cannot be trusted. A strong-willed gnoll pushes to lead and weaker gnolls fall in line, obeying orders (except when it comes to manual labor, then they whine endlessly).

They hate bright light, although they are unaffected by it.

Physical Description: Gnolls stand between 7 and 8 feet tall. Their skin is greenish-grey and their bodies are furry. They have hyena-like heads with large, sharp teeth. Gnolls have a mane of reddish to dirty yellow hair.

Relations: Gnolls hate humans and dislike giants and other humanoids. They sometimes make short-term alliances with orcs, bugbears, and the like. Gnoll tribes are notorious for not getting along with one

another and a number of wars with other races have been ended by the gnolls beginning to fight amongst themselves.

Alignment: Gnolls are most often chaotic evil, but their ability to be trained and taught to fight in a semi-organized fashion shows they have the capacity to obey laws. However, a gnoll's tendency toward violence and lack of concern for living beings is harder to break and thus makes them unreliable in a group. Nonetheless, they are sometimes found in small mercenary bands.

Gnoll Lands: Gnolls live in fortified encampments above ground or in previously built underground complexes. Often times they take over abandoned dwarf mines or cities. If not, they are not above ousting a entire village of humans or elves in order to have a home for their children. They would much rather fight over an existing settlement rather than build their own.

Religion: Most gnolls revere their demon lord rather than worship a god, but those that do, serve the god of slaughter. The domains of a gnoll cleric are Chaos, Evil, Strength, and War. Gnoll clerics are rare however, and most forgo formal religion.

Language: Gnolls speak Gnoll and sometimes Goblin and Orc.

Names: Gnoll have sharp names that require a high pitched whine to pronounce correctly. Gnoll leaders have a specific title like Warmonger, Avenger, or Champion. The specific title is dependent upon the individual tribe, but honoring one's chieftain is universal among gnolls.

Adventurers: Gnolls gather in packs much of the time. However, if the promise of food is associated with a contract for work, gnolls are likely to leave their own tribe to adventure or fight with most anyone. They are most leery of humans and elves, but work for anyone with livestock in tow.

Gnoll Racial Traits

- +4 Strength, +2 Constitution, -2 Intelligence (8), -2 Charisma (8).
- Medium-size: As Medium-size creatures, gnolls have no special bonuses or penalties due to their size.
- Gnoll base speed is 30 feet.



- +1 natural armor class bonus.
- Gnolls have darkvision to 60 ft.
- Automatic Feats: Power Attack.
- Automatic Languages: Gnoll. Bonus Languages: Goblin and Orc.
- Automatic Skills: Listen +3, Spot +3. Alternately a gnoll PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Gnoll PCs begin play with scale mail armor, a large metal shield, one battle axe, a shortbow, and any additional adventuring gear based on their level.
- Bugbear PCs start with 8+1d8 + (Constitution bonus ×2) hit points.
- Favored Class: Ranger.
- Gnoll clerics may only choose from the domains Chaos, Evil, Strength, and War. With the DM's permission a gnoll cleric may know other domains based on a different god or his indoctrination into human culture (Fire for instance).
- Base attack bonus: +1.
- Base saves: Fort +3, Ref +0, Will +0.
- Level Equivalent: Class levels +2.
- Challenge Rating: 1.

Young Gnolls

- +2 Strength, -2 Intelligence (8), -2 Charisma (8).
- Gnoll base speed is 30 feet.
- Darkvision 60 ft.
- Automatic Languages: Gnoll. Bonus Languages: Goblin and Orc.
- Automatic Skills: Listen +1, Spot +1.
- Young gnoll PCs begin play with one battleaxe.
- There is no level equivalent for young gnolls.

The Mud Dog Tribe

The Mud Dogs serve their evil demon god with complete reverence and obedience. Unlike most gnoll tribes, the mud dogs see the value of their god's twisted desires and seek to enlighten the rest of the world. They are fervent, committed, and most of all tenacious. A nation that has Mud Dog gnolls within its borders is destined to fight a long term war against a race of creatures that have no use for the word 'surrender'.

- +2 Strength, +2 Constitution, -2 Intelligence (8), -2 Charisma (8).
- +2 natural armor class bonus.
- Automatic Feats: Iron Will.
- Automatic Languages: Gnoll. Bonus Languages: Abyssal and Terran.
- Automatic Skills: Concentration +3, Knowledge

(arcana) +3, Knowledge (religion) +3.

- Mud Dog gnoll PCs begin play with scale mail armor, a large metal shield, one flail (any size), a long spear, and any additional adventuring gear based on their level.
- Mud Dog gnolls have fire and cold resistance 5.
- Favored Class: Cleric.
- Banned Classes: Bard.

Hand of Death: The high priest of the Mud Dogs wears a mummified gnoll hand around his neck. The hand radiates evil at all times and provides the wearer with many abilities. It grants darkvision to 120 ft., it provides a +4 deflection bonus to the wearer's AC, and it provides a constant protection against good, as per the spell as though cast by a 12th level sorcerer. It also allows the wearer to regenerate 1 point of damage per round. Anyone touching the hand who is not evil, suffers 2d8 points of electrical damage.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, darkvision, inflict moderate wounds, mage armor, protection from good, regeneration, unholy aura; *Market Value:* 256,000 gp.

GOBLIN

Goblins are small humanoids that are constantly underfoot and more than a nuisance to most. Their greatest strength comes in numbers and in rapid reproduction. Unchecked, a goblin population can decimate a civilized area.

Because they are so numerous, hiring goblins is cheap. A small band of goblins led an intelligent strategist is a deadly combination.

Personality: Goblins are small and weak, and are generally picked on by most of the goblinoid world, including gnolls and orcs. As such, goblins do not believe in a fair fight. They look for malicious and ingenious ways to beat their opponents. Goblins are not above using ambushes, overwhelming odds, dirty tricks, or anything else they or their leaders can devise.

Physical Description: Goblins are among some of the smallest humanoids. They have flat faces, broad noses, pointed ears, wide mouths, and small sharp fangs. Their foreheads slope back, and their eyes are dull and glazed, varying from red to yellow. Their skin color can be anything from yellow to orange to deep red. Usually a tribe is all the same color, but this is not the rule. Their clothing is drab.

Relations: Goblins are the runts of the monster world and as such work for anyone and everyone. They are prone to work with hobgoblins, orcs, bugbears, and

ogres more than any other creatures, although evil humans have been known to hire them as well. They often employ worgs as mounts.

Alignment: Goblins are most notably neutral evil, but many could also be categorized as chaotic neutral. Their tendencies and behaviors vary, but they are all very mischievous. They follow the example of their leader in most every case.

Goblin Lands: Goblins make their home wherever they can. Dank caves, dungeons, ruined keeps, and even sewers are homes to various clans and tribes of goblins. They survive through raiding and stealing and therefore keep their settlements close to human, elven, dwarven and other civilized races.

Religion: Goblins worship a great god who encourages them to expand their numbers. This is a simple task if one sees the accelerated rate at which they reproduce. The chief domains of goblins are Chaos, Evil, and Trickery. Many other goblin gods exist and with the DMs permission, PC goblins may choose most any domain they wish.

Language: Goblins speak goblin. Some smarter goblins also know Common.

Names: Goblin names are direct and specific. Often they name one another from their deeds or behavior (Stink-Rot, Blood Dripper, Scab Demon). A goblin chief is often known by the tribe as Big Chief.

Adventurers: Goblins make excellent adventurers. They are submissive to large creatures, easily convinced to do something dangerous or stupid, and work for little to no money. Some mercenary bands employ a dozen or so goblins for the specific task of making and breaking camp, scouting ahead, or being the first to enter a tomb. Goblins themselves consider this work important and among one another think highly of the goblin who escaped "the great wheel trap."

Goblin Racial Traits

- -2 Strength (8), +2 Dexterity, -2 Charisma (8).
- Small: As small creatures, goblins gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide check, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Goblin base speed is 30 feet.
- Goblins have darkvision to 60 ft.
- Goblins receive a +4 racial bonus to Move Silently checks. While on the back of a worg, war pony, or war dog, a goblin rider gains a +6 racial bonus to Ride checks and the Mounted Combat feat.

- Automatic Languages: Goblin. Bonus Languages: Common.
- Favored Class: Rogue.
- Goblin clerics may only choose from the domains Chaos, Evil and Trickery. With the DM's permission a goblin cleric may know other domains based on a different god.
- There is no level equivalent for goblins.

Young Goblins

Because goblins are effectively 0-level creatures, there are no rules for young goblins. Young goblins would probably not last long as adventurers anyway.

Knuckle Breakers Tribe

The Knuckle Breakers tribe lives in a deep gully where the mist is thick and the moss grows heavy. Unlike their cousins, Knuckle Breakers do not raid with the same frequency. The vast amounts of edible cave moss keeps them well fed and allows their neighbors to slip into a false sense of security before the "real" raid hits.

Knuckle Breakers are extremely fast and have excellent night vision

- +4 Dexterity, -2 Charisma (8).
- +1 natural armor class bonus.
- Knuckle Breaker goblins have darkvision to 90 ft.
- Knuckle Breaker goblins cannot ride worgs without taking the Ride skill and gain no additional benefits while mounted.
- Automatic Languages: Goblin.
- Automatic Skills: Hide +3, Move Silently +3.
- Favored Class: Barbarian.
- Banned Classes: Bard.

HARPY

Harpies are wretched hags, ugly malignant creatures without a care for life. They take pride in the suffering and pain they cause others. There are few creatures more vile than harpies, yet they are still a valuable resource to skilled and accomplished mercenary bands.

Personality: The notion of harpies having any personality at all is farfetched. They are twisted, evil creatures. They take pleasure in the pain they give to others and feed upon the flesh of their victims. They are not pleasant creatures and are not known for being sociable. They are best known for their song and delicate voice, but beyond that they are despicable creatures worthy of contempt.

Physical Description: Harpies resemble evil-faced old women with the lower body, legs and wings of a distorted dinosaur. They are the avian equivalent of merfolk, but the comparison ends there. They are a perfect reflection outside of what is inside. Their hair is tangled and dirty, crusted with blood and filth. Their eyes are as black as coal and a harpy's face is stretched taut to their twisted features. Harpies have knotted fingers and sharp, nasty talons that rip through human flesh. They wear no clothing; this only further exaggerates their hideous appearance.

Relations: Harpies prey upon everything and everyone. They have no allies and for the most part live solitary lives.

Alignment: Harpies are the epitome of chaotic evil. They have no respect for life except their own. They will even leave a stranded or wounded harpy to fend for itself.

Harpy Lands: Harpies live most anywhere, although they prefer high elevations in order to swoop down on their prey. They are sometimes found underground where they can stalk primitives and other hapless victims. Caravan routes are also a favorite of the harpy who can lead a scout off with her song and later, sack the caravan at will.

Religion: Harpies have no religion.

Language: Harpies speak Auran, Terran, and Common.

Names: Harpy names are unremarkable, but often share features with great wizards and witches.

Adventurers: Harpy adventurers are almost nonexistent. Self-serving and loathsome few bands would have them and those that would are hard pressed to find a harpy who would have them. There are a few rare adventuring bands that see the usefulness of having a harpy in their party and can stomach having one in their midst.

Harpy Racial Traits

- +4 Dexterity, -4 Intelligence (7), +4 Charisma.
- Medium-size: As Medium-size creatures, harpies have no special bonuses or penalties due to their size.
- Harpy base speed is 20 feet. Harpies can fly at a speed of 80 ft. (average)
- +1 natural armor class bonus.
- Automatic Feats: Dodge and Flyby Attack.
- Automatic Languages: Auran. Bonus Languages: Terran and Common.
- Automatic Skills: Bluff +6, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, story-

telling) +9, Spot +6. Alternately a harpy PC begins play with twice her Intelligence score in skill points to spend as she wishes.

- Harpies can attack in melee with 2 claws in place of attacking with a melee weapon. Normal rules for multiple attacks apply. The harpy's claws deal 1d3 points of damage each (not subdual).
- Harpies have a captivating song. This song can be used to lure all creatures within a 300-ft. spread from the harpy. Any creature hearing the song must succeed at a Will save (DC 15) or becomes utterly captivated. This is a sonic, mind-affecting charm. If the save is successful that creature cannot be affected by that harpy's song for one day. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature is allowed a second saving throw. Captivated creatures take no other actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to her attacks. The effect continues for as long as the harpy sings. A bard's *countersong* ability allows the captivated creature a new Will save attempt.
- Harpy PCs begin play with a single bone fashioned into a club, and any additional adventuring gear based on their level.
- Harpy PCs start with 8+6d8 + (Constitution bonus ×7) hit points.
- Favored Class: Bard.
- Harpy clerics may choose from any domain.
- Base attack bonus: +7/+2.
- Base saves: Fort +2, Ref +5, Will +5.
- Level Equivalent: Class levels +8.
- Challenge Rating: 4.

Young Harpies

- +2 Dexterity, -4 Intelligence (7), +2 Charisma.
- Harpy base speed is 20 feet. Harpies can fly at a speed of 80 ft. (average)
- Automatic Languages: Auran.
- Bonus Languages: Terran and Common.
- Young harpies can attack in melee with 2 claws in place of attacking with a melee weapon.
- Young harpies have a captivating song just like adult harpies.
- Young harpy PCs begin play with a single bones shod into a club.
- There is no level equivalent for young harpies.

HOBGOBLIN

Hobgoblins should be feared most among goblin-kind. They are excellent warriors, powerful swordsmen, and most often excellent strategists. They fight in rigid columns and ranks and attack with the utmost efficiency. They are a true military breed and something most human generals would rather never face.

Personality: Hobgoblins are rigidly obedient and fervently combative. They are the consummate soldiers, taking their role in the tribe very seriously. They fight for territory and food when necessary.

Physical Description: Hobgoblins are burly humanoids standing nearly a foot taller than the average human. They are the larger cousins of goblins and are far more aggressive. Their hides are hairy and range from dark red-brown to dark gray. They have dark red-orange skin which makes the hide look thicker. Their noses are reddish or blue (among the largest males) and their eyes are sometimes yellow or even dark brown.

Relations: Hobgoblins sometimes work with goblins and bugbears, but for the most part they are very organized within their own tribe. As such, they tend to shun outsiders for practical reasons. A hobgoblin army is most efficient when all the members are from the same clan or tribe.

Alignment: Hobgoblins are stringently lawful, but their warlike nature and violent tendencies keep them among the more evil races humankind encounters. It is not uncommon to meet a lawful neutral hobgoblin, but even they are consumed by a need for strict order and seek heavy retribution on those who fail to adhere to their laws.

Hobgoblin Lands: Hobgoblins make their homes anywhere that can be easily defended. Ruins, forests, dungeon complexes, and even taking a human village are valid settlements for a hobgoblin tribe or war party.

Religion: Hobgoblins worship several gods, but most revere the god of goblins. Evil, Destruction, Trickery, and War are all acceptable domains for hobgoblin clerics. Most hobgoblin spellcasters are adepts.

Those that can cast spells prefer damage dealing spells over divination or enchantment spells.

Language: Hobgoblins speak Goblin and Common.

Names: Hobgoblins have rough goblinoid names. Some take on ranks instead of names and others earn terrifying names for their skills in combat (Zarrig the Destroyer of Cowards, etc.).

Adventurers: Solitary hobgoblins are rare. Sometimes found in adventuring parties, it takes a great deal to pull a hobgoblin from his tribe. He may have been driven out or worse yet is serving penance for a crime. He could also be the leader of a mercenary band, having feuded with a general or high ranking warrior. Hobgoblins that do join adventuring parties are strategists and planners, never going into a fight unless they know they can win.

Hobgoblin Racial Traits

- +2 Dexterity, +2 Constitution.
- Medium-size: As Medium-size creatures, hobgoblins have no special bonuses or penalties due to their size.
 - Hobgoblin base speed is 30 feet.
 - +3 natural armor class bonus.
 - Hobgoblins have darkvision to 60 ft.
 - Hobgoblins receive a +4 racial bonus to Move Silently checks.
- Automatic Languages: Common and Goblin.
- Favored Class: Fighter.
- Hobgoblin clerics may choose from the domains Evil, Destruction, Trickery, and War. With the DM's permission a Hobgoblin cleric may know other domains based on a different god or his indoctrination into human culture (Strength for instance).
- There is no level equivalent for hobgoblins.



Young Hobgoblins

Because hobgoblins are effectively 0-level creatures, there are no rules for young hobgoblins. A young hobgoblin could be an interesting character as a 1st level warrior for the PC interested in challenging opportunity with slow character advancement.

Kobold Gnashers

The Kobold Gnashers are efficient and deadly, laying waste to numerous villages and town in a single day. Oftentimes, they stop only to pillage and move on before daybreak. Half-hobgoblins among the tribe are not uncommon. As the tribe moves on, it grows in size, picking up stragglers and absorbing smaller hobgoblin tribes. At present, it numbers nearly 500 warriors strong.

Half-Hobgoblin Racial Traits

- +2 Constitution.
- Half-Hobgoblin base speed is 30 feet.
- +1 natural armor class bonus.
- Half-Hobgoblins have darkvision to 30 ft.
- Half-Hobgoblins receive a +3 racial bonus to Move Silently checks.
- Automatic Languages: Common and Goblin.
- Favored Class: Fighter.
- Half-Hobgoblin clerics may choose from the domains Evil, Destruction, Trickery, and War. With the DM's permission a Hobgoblin cleric may know other domains based on a different god or his indoctrination into human culture (Strength for instance).
- There is no level equivalent for half-hobgoblins.

KOBOLD

Kobolds are cowardly reptilians. They take great pride in harming larger creatures. Most consider them foul beasts, deserving little consideration and no respect. They hate all living things, but take exceptional pleasure in hurting and torturing gnomes and sprites.

Personality: Kobolds revel in spite and trickery. They enjoy the sounds of people being hurt and prefer traps that maim, rather than kill. They are excellent trapmakers and spend a great deal of time fortifying their lair. Ambushes and overwhelming odds are also popular techniques; only rarely does a kobold pick a fair fight. They are vindictive and mean and have few friends outside their immediate domain.

Physical Description: Kobolds stand about 3 to 3½ feet tall. They are reptilian in nature, and as such, they have scaly hides that range from rusty brown to rusty black. Despite being reptilian, they have dog-like heads crowned with two small spiky horns. They have a non-prehensile tail, that is similar to a rat's and their eyes glow red.

Relations: Kobolds hate every living thing and even have trouble getting along with one another. They

especially hate gnomes and sprites. A kobold that works with an orc or gnoll, does so as a slave or as punishment for a crime.

Alignment: Kobolds are almost always lawful evil. While they have no moral fiber, they still organize well within their niche and work within their society to be important and diligent members. That does not mean a kobold likes his neighbor, but he does recognize his value in the greater scheme of things.

Kobold Lands: Kobolds live in dark places they can easily defend. Underground caverns, deep caves, and overgrown forests are the perfect places for traps and ambushes. Sometimes they even dig mines where they live, if ore is suspected to exist.

Religion: There are few kobold clerics and even fewer who care about their god. Those societies that pay homage to a god, recognize Evil, Law, Luck, and Trickery as fundamental precepts.

Language: Kobolds speak Goblin and Common.

Names: Kobolds have rough goblinoid names.

Adventurers: It is not uncommon to find a kobold who was cast out from his tribe. Kobolds are small and weak and have trouble surviving on their own. A diligent kobold might see the importance of being a captain's lackey if it means 3 square meals and a cot.

Kobold Racial Traits

- -4 Strength (6), +2 Dexterity.
- Small: As small creatures, goblins gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide check, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Kobold base speed is 30 feet.
- +1 natural armor class bonus.
- Kobolds have darkvision to 60 ft.
- Kobolds have light sensitivity. They suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.
- Kobolds receive a +2 racial bonus to Craft (trap-making), Profession (mining), and Search checks checks.
- Automatic Languages: Common and Goblin.
- Favored Class: Sorcerer.
- Kobold clerics may choose from the domains Evil, Law, Luck, and Trickery. With the DM's permission a kobold cleric may know other domains based on a different god or his indoctrination into human culture (Magic for instance).
- There is no level equivalent for kobolds.

Young Kobolds

Because kobolds are effectively 0-level creatures, there are no rules for young kobolds. A young kobold is likely to be killed fairly quickly and would not be very fun to play, unless the PC enjoys rolling up new stats each session.

Agrik's Eight

Rumor tells of an intelligent kobold raiding party, well-trained soldiers who steal for profit, not for food. They are known to take prisoners and sell them to exotic lands as slaves or ransom them back to rich families. Their leader is mysterious and their numbers small, but travelers say they have never encountered anything quite like them. At last count, their number was 8, but who knows how many more have joined their ranks.

- -4 Strength (6), +2 Dexterity, +2 Constitution.
- +2 natural armor class bonus.
- Agrik's Eight have darkvision to 30 ft.
- Agrik's Eight do not suffer from light sensitivity and suffer no penalty to attack rolls in bright sunlight or within the radius of a daylight spell.
- Agrik's Eight kobolds receive a +3 racial bonus to Craft (trapmaking) and Search checks.
- Automatic Feats: Alertness.
- Automatic Languages: Common and Goblin.
- Automatic Skills: Hide +3, Move Silently +3.
- Agrik's Eight PCs start with 4 + (Constitution bonus) hit points.
- Favored Class: Fighter.
- Banned Classes: Paladin, and Monk.
- Level Equivalent: Class levels +1.

War Paint: Agrik's Eight wear a special war paint that helps to conceal them from view on roads, yet terrifies their opponent's once they jump into view. The recipe for making the paint is simple, but few know of it. Those merchants that do, sell the paint for exorbitant amounts, protecting its secret. One dose of this war paint provides a +4 circumstance bonus to Hide checks, a +2 circumstance bonus to Intimidate checks, and all that see it have a -2 morale penalty to fear saves for the duration of any encounter against the wearer of the paint. A single dose runs 12 gp and most merchants refuse to sell less than 5 doses at a time.

LIZARDFOLK

Lizardfolk are lizards first. They behave as reptiles in most every instance as their primary goal is finding food. They often lack the tools or knowledge to con-

struct advanced works themselves and rely on scavenging, raiding, or the like to build huts and shelters. Lizardfolk that can find a settlement near a swamp or a swamp with natural rocky croppings are fortunate indeed.

Personality: Lizardfolk are primitive, focusing their efforts on hunting and gathering food to feed the tribe. They work together in most every case, but when things are desperate, a lizardfolk shows its true colors, going to extreme lengths to ensure their survival.

Physical Description: Lizardfolk are reptilian humans standing from 6 to 7 feet tall, on average. They have most any color scales, but green, gray, or brown are most common. Most tribes denote themselves by scale color, so this becomes important to lizard folk tribes. They are omnivores and can hold their breath twice as long as humans.

Relations: Because of their love of human meat, lizardfolk do not have good relations with human society. Their culture as a whole is very introverted and they do not mix with other races much. If they do, it is for the purpose of feeding their tribe. Lizardfolk sever their ties with other groups if the relationship does not improve their ability to hunt or gather food.

Alignment: Lizardfolk range across the spectrum of alignments, but most are neutral. They are very similar to humans in many ways, but because they are primitive reptilians, value things differently than the average human. They are very tribal and as a result are not nearly as possessive as humans. However, a lizardfolk could be an adventurer for that very reason. He doesn't fit in with the tribe or likes to collect more trinkets than most. Individual behavior is left to the PC.

Lizardfolk Lands: Lizardfolk make their homes in swamps, most of the time, although a few tribes can be found in underwater caves with small pockets of air. The tribe is a very important function of the lizardfolk community and as such their settlements surround the homes of the largest and most important members (shaman and tribal leaders for instance).

Religion: Lizardfolk worship fluctuates from tribe to tribe, but most revere the god of swamps. The chief domains are Animal, Plant, and Water. In times when food is scarce, the shaman is most useful if the good can supply food to the populace.

Language: Lizardfolk speak Draconic. They may know an additional language if they have trade negotiations with a nearby settlement, but this is uncommon.

Names: Lizardfolk have snake sound names. They slither and slide their tongues when they talk and most of their names have many Ss, Ls, and THs.

Adventurers: Lizardfolk adventurers are not uncommon. However, as they live simple lives, lizardfolk adventurers do not seek wealth, but rather a steady income so they can always eat.

Lizardfolk Racial Traits

- +2 Strength, +2 Constitution, -2 Intelligence (9).
- Medium-size: As Medium-size creatures, lizardfolk have no special bonuses or penalties due to their size.
- Lizardfolk base speed is 30 feet.
- +5 natural armor class bonus.
- Lizardfolk receive a +4 racial bonus to Balance, Jump, and Swim checks.
- Automatic Feats: Multiattack.
- Automatic Languages: Draconic.
- Automatic Skills: Balance +4, Jump +6, Swim +8. Alternately a lizardfolk PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Lizardfolk can attack in melee with 2 claws and a bite in one round. Normal rules for multiple attacks apply. The lizardfolk bite is considered its secondary attack. Its claws deal 1d4 points of damage each (not subdual). A lizardfolk's bite deals 1d4 points of damage (not subdual).
- Lizardfolk PCs begin play with a greatclub, 2 javelins, 3 days worth of dried meat, and 25% of the normal starting adventuring gear of their level.
- Lizard PCs start with 8+1d8 + (Constitution bonus ×2) hit points.
- Favored Class: Druid.
- Lizardfolk clerics may only choose from the domains Animal, Plant and Water. With the DM's permission a lizardfolk cleric may know other domains based on a different god, a different tribe, or his indoctrination into human culture (Knowledge for instance).
- Base attack bonus: +1.
- Base saves: Fort +0, Ref +3, Will +0.
- Level Equivalent: Class levels +2.
- Challenge Rating: 1.

Young Lizardfolk

- -2 Intelligence (9).
- Lizardfolk base speed is 30 feet.
- +2 natural armor class bonus.
- Young lizardfolk receive a +2 racial bonus to Balance, Jump, and Swim checks.
- Automatic Languages: Draconic.
- Automatic Skills: Balance +2, Jump +3, Swim +4.

- Lizardfolk can attack in melee with 2 claws and a bite in one round. Normal rules for multiple attacks apply. The lizardfolk bite is considered its secondary attack. Its claws deal 1d4 points of damage each (not subdual). A lizardfolk's bite deals 1d4 points of damage (not subdual).
- Young lizardfolk PCs begin play with two javelins.
- There is no level equivalent for young lizardfolk.

Sslissnith Tribe

Once ever generation, the Sslissnith open an invitation to all that wish to attend their choosing of a new leader. The leader is crowned after a series of contests that last for one week. Anyone is welcome to join the competition and the winner of the feats of strength and skill is appointed the leader of the tribe. Sometimes this means that a non-lizardfolk becomes the leader of the tribe. This is usually met with mixed feelings. The tribal elders of course see this as a degeneration of lizardfolk culture, but in most cases, the leader dies quickly, becomes disinterested in a few years, leads the tribe as previous leaders have, or starts a war with a nearby settlement that ends positively for the lizardfolk. When the leader leaves or dies a new competition is started and a new leader is chosen again. Presently, the Sslissnith leader is an Ettin (who they are slowly teaching Draconic).

- +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence (9), -2 Wisdom (8).
- Sslissnith lizardfolk base speed is 40 ft.
- +3 natural armor class bonus.
- Automatic Feats: Alertness.
- Automatic Languages: Draconic and Goblin.
- Favored Class: Rogue.

MERFOLK

Merfolk make their homes near choice fishing grounds. Most merfolk encountered by surface-dwellers are part of hunting or scouting parties.

Personality: Merfolk are playful creatures, living in nearly any depth of water. They prefer frolicking with porpoises over war and make time each day to sun themselves on a rock or reef. They are mischievous to a fault and those who have encountered their pranks have written tales, and sang songs to honor their deed.

Physical Description: Merfolk have the upper body of humans and the lower torso of great fish. They decorate their body with kelp, shells, coral, and other trinkets scrounged from the ocean's floor.

Relations: Merfolk are often hunted by sahuagin and other marine predators. They have few allies in the ocean, save dolphins and manatee. A handful of merfolk have made friends with pirate vessels and the like, but these are a rare breed. Merfolk sometimes make alliances with neighboring tritons, but do not stay long enough to foster relationships.

Alignment: Merfolk alignments vary, just like humans. They are traditionally neutral, but they can be of any alignment. They are not evil or malicious, but a merfolk prank can sometimes go too far. They can be a formidable enemy should there be cause.

Merfolk Lands: Merfolk do not have homes in the traditional sense. They make the ocean their home and travel with the dolphins and the current, letting the waves take them where they may.

Religion: Merfolk do not organize in churches, but do revere the god of the oceans as its protector. Merfolk clerics may choose from the domains of Animal, Protection, and Water. In certain cases, merfolk clerics also draw upon the domains of the Sun and Trickery. The chosen weapon of the merfolk god is the trident.

Language: Merfolk speak Aquan and Common.

Names: Merfolk names are soft and flow like the ocean. They are oftentimes given playful names or are named for a famous portion of ocean or a beautiful rock. Sapphire, Corell, Elishen, Dolishai, and the like are popular names for merfolk.

Adventurers: Merfolk are free-spirited, and as such, are sometimes found in adventuring parties that make their life on the sea. They do not usually stay too long however.

Merfolk Racial Traits

- +2 Dexterity, +2 Charisma.
- Medium-size: As Medium-size creatures, merfolk have no special bonuses or penalties due to their size.
- Merfolk base speed is 5 feet. They can swim at a speed of 50 ft.
- Merfolk have low-light vision.
- Automatic Languages: Aquan and Common.
- Merfolk can live in an out of water for an length of time.
- Favored Class: Bard.
- Merfolk clerics may choose from the domains Animal, Protection, and Water. With the DM's permission a merfolk cleric may know other domains based on a different god or culture (Air for instance).
- There is no level equivalent for merfolk.

Young Merfolk

Because merfolk are effectively 0-level creatures, there are no rules for young merfolk. A merfolk that is stranded from his parents or that strays from the school may find himself in the company of humans or ocean-goers, which can make for a great PC background or starting point to an adventure.

Blue Coral Waveriders

A small tribe of merfolk live alone in a remote sea. It is here that the Blue Coral Waveriders have made their home and they have been known to fight to the death to keep it safe. They are not malicious, but consider the safety of their young the most important priority. As a result, they go to any lengths to protect their children. Sahuagin war parties have been known to limp away after a savage beating from Blue Coral merfolk.

- +2 Strength, +2 Dexterity, -2 Intelligence.
- Blue Coral Waverider merfolk can swim at a speed of 60 ft.
- Automatic Languages: Aquan.
- Favored Class: Rogue.
- Banned classes: Bard, Fighter, Wizard.

MINOTAUR

Minotaurs are strong humanoids, resembling bulls. They are cunning, evil, and above all, powerful. They are not to be disturbed and a smart adventurer leaves a minotaur's lair alone once he finds out who the owner is.

Personality: Minotaurs prefer quiet and solitude. Most are anti-social by nature and others prefer to be left alone out of spite. They enjoy puzzles and mazes.

Physical Description: Minotaurs have the body of a hairy human and the head of a bull. Their eyes are dark, gleaming with intensity and fury. They stand over 7 feet tall and are covered in shaggy fur. Minotaurs are ferocious beasts to behold and are among the most powerful of humanoids.

Relations: Minotaurs live near solitary lives. Rarely are they found in groups larger than five. As such, they do not form lasting relationships with any other races.

Alignment: Minotaurs have very organized minds, but lead very chaotic lives. They know their way through mazes instinctually, but prefer the chaos they bring to those around them. Being as strong and fierce as they are, most minotaurs tend toward chaotic evil, but exceptions do exist, tending in the extreme to neutral.

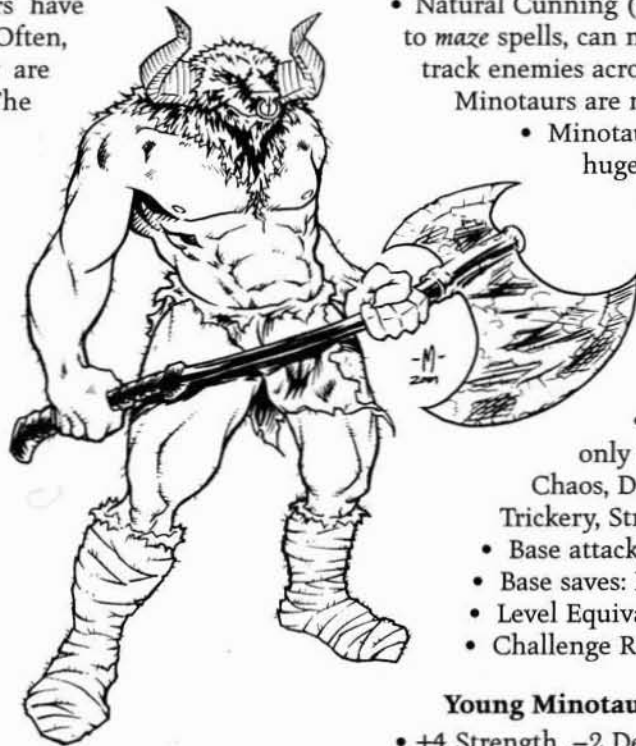
Minotaur Lands: Minotaurs live in complex cavern systems and labyrinths. The more complex the better, as minotaurs prefer to stalk their prey for as long as possible before tormenting and finally killing intruders.

Religion: Minotaurs know little of worship, but those that follow the path of the great minotaur god, follow the teachings of order and disorder. Oddly, followers of the minotaur god draw upon the domains Chaos and Law equally, as well as Destruction, Evil, Strength, and Trickery.

Language: Minotaurs speak Giant.

Names: Minotaur names are unknown by all but a few. None make contact with the outside world, and few minotaurs have cause to introduce themselves. Often, in a party of adventures, they are referred to simply as 'The Minotaur.'

Adventurers: Convincing a minotaur to adventure and delve into dungeons and tombs is not difficult. Convincing one not to harm everything they encounter is. A minotaur views nearly everything as prey or something to be stalked. As a result, smart mercenary leaders keep the minotaur in reserve until he is needed.



Minotaur Racial Traits

- +8 Strength, +4 Constitution, -4 Intelligence (7), -2 Charisma (8).
- Large: As Large creatures, minotaurs suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Minotaur base speed is 30 feet.
- Minotaurs have an extended reach of 10 feet.
- +5 natural armor class bonus.
- Minotaurs receive a +4 racial bonus to Listen, Search and Spot checks.
- Minotaurs can track by scent. Details can be found in the *Monster Manual*.™

- Automatic Feats: Great Fortitude, Power Attack.
- Automatic Languages: Giant.
- Automatic Skills: Intimidate +6, Jump +4, Listen +8, Search +8, Spot +8. Alternately a minotaur PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Minotaurs can attack in melee with a gore in one round. Normal rules for multiple attacks apply. The minotaur gore is considered its secondary attack. Its gore deals 1d8 points of damage (not subdual).
- Minotaurs may charge using its horns to attack rather than using its melee weapon. In addition, to the normal benefits and hazards of a charge, minotaurs deal 4d6+2 + Strength modifier in damage.

- Natural Cunning (ex): Minotaurs are immune to *maze* spells, can never become lost, and can track enemies across nearly any terrain.

Minotaurs are never caught flat-footed.

- Minotaur PCs begin play with a huge greataxe and any additional adventuring gear based on their level.
- Minotaur PCs start with 8+5d8 + (Constitution bonus x6) hit points.
- Favored Class: Fighter.
- Minotaur clerics may only choose from the domains Chaos, Destruction, Evil, Law, Trickery, Strength, and War.
- Base attack bonus: +5/+0.
- Base saves: Fort +2, Ref +5, Will +5.
- Level Equivalent: Class levels +8.
- Challenge Rating: 4.

Young Minotaurs

- +4 Strength, -2 Dexterity (8), +2 Constitution, -4 Intelligence (7), -2 Wisdom (8), -2 Charisma (8).
- +2 natural armor class bonus.
- Young minotaurs receive a +2 racial bonus to Listen, Search and Spot checks.
- Young minotaurs can track by scent.
- Automatic Languages: Giant.
- Automatic Skills: Intimidate +2, Jump +2, Listen +3, Search +3, Spot +3.
- Young minotaurs can attack in melee with a gore in one round. Normal rules for multiple attacks apply. The young minotaur gore is considered its secondary attack. Its gore deals 1d6 points of damage (not subdual).

- Young minotaurs may charge using its horns to attack rather than using its melee weapon. In addition, to the normal benefits and hazards of a charge, young minotaurs deal 2d6+2 + Strength modifier in damage.
- Natural Cunning (ex).
- Young minotaur PCs begin play with a huge greataxe and any additional adventuring gear based on their level.
- Favored Class: Fighter.
- There is no level equivalent for young minotaurs.

Black Minotaurs

- Black minotaurs have darkvision to 90 feet.
- Black minotaurs receive a +4 racial bonus to Hide checks.
- Black minotaurs deal 1d10 damage (plus Strength) with a gore attack.
- They are otherwise identical to minotaurs.
- Level Equivalent: Class levels +9.

OGRE

Ogre bands are usually no greater than a dozen warriors at the max. Most are led by a ogre mage, but sometimes a band forms without a true leader. In this instance, their might makes right way of life takes over, with the strongest among them taking charge. However, they lack true leadership and even en masse ogres fight as individuals, lacking true unit cohesion.

Personality: Ogres are lazy and bad tempered. They are prone to break things, rather than figure them out. What they cannot figure out they discard. Magic has a tendency to frighten them, which is why ogre mages commonly lead them. Ogre mages are odd cousins of the race and most scholars have a hard time placing them in the giant continuum of monsters. They are much smarter than even the average human, but luckily rarely travel in anything more than pairs.

Physical Description: Ogres are big, ugly, brutish beasts. They are bipedal, but that is where their similarities to humans ends. Their bodies are covered in warts, boils, bumps, and scabs and their hair is unkempt and greasy from head to toe. They often wear poorly cured hides which adds to their already unpleasant odor.

Ogres stand 9 to 10 feet tall and weigh nearly 350 pounds. Ogre mages stand 10 feet tall and weigh nearly 600 pounds. Ogre skin color ranges from dull yellow to dull brown, while mages are light green to light blue. Mages have small ivory horns, their eyes are dark-

er than most ogres, and their teeth are jet black. Some ogre mages wear face paint and they generally are much cleaner than ogres.

Relations: Ogres get along well with trolls, giants, and ogre mages. Ogre tribes run the gambit of personalities, but most share a love of war, debauchery, and aggression. Because they are often led by a dominate alpha male (when no ogre mage is present), tribes do not associate with one another much, lest they break into a fight. Ogres sometimes take work as mercenaries with other humanoids and sometimes even humans.

Alignment: The typical ogre is chaotic evil. They are lazy and brutish, often bullying other lesser races to do minor tasks for them. They have no respect for life other than their own. Ogre PCs should be slightly less ruthless, but their background and temperament is sure to make them a source of aggression and hostility in any adventuring party.

Ogre Lands: Ogres live most anywhere, preferring natural caves and rocky terrain over anything else. Their caves are set up so that the leader has the largest and most secure living quarters. They keep pens for animals and livestock, but to an ogre most anything is livestock.

Religion: Ogres do not have a specific focus to their religion. Because ogre mages often lead them, spiritualism is not at their core an important facet of their culture. As such, they have no particular god to speak of (although ogre pantheons are known to exist). Ogre clerics may choose any domains they wish.

Language: Ogres speak Giant, while ogre mages speak Giant and Common. Smarter ogres can also speak limited Common.

Names: Ogre name conventions vary. Ogre mages as well have odd names, very foreign to the human tongue. Tribe identity can sometimes overshadow the individual, but in such a chaotic system, the occasional ogre breaks out to make a name for himself. Ogre tribes are named for their founders or the most cunning deeds performed by them (Orcslayers, the Skinners, etc.).

Adventurers: Ogre adventurers are not as rare as others. Many ogres know nothing more than how to break skulls. As a result, weaker members of a tribe that cannot hunt or who cannot fend for themselves against stronger ogres find themselves desperate for work. An empty belly makes some humble and others more aggressive. In the end, the average employer doesn't care about an ogre's past, just results.

Ogre Racial Traits

- +10 Strength, -2 Dexterity (8), +4 Constitution, -4 Intelligence (6), -4 Charisma (7).
- Large: As Large creatures, ogres suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Ogre base speed is 30 feet.
- Ogres have an extended reach of 10 feet (15-20 with a huge long spear).
- +5 natural armor class bonus.
- Automatic Feats: Weapon Focus (greatclub or long spear). This Feat may be changed with the DM's permission.
- Automatic Languages: Giant. Bonus Languages: Common.
- Automatic Skills: Listen +2, Spot +2. Alternately an ogre PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Ogre PCs begin play with one huge greatclub or huge long spear, hide armor, 1d6 gems worth 50 gp each, and any additional adventuring gear based on their level.
- Ogre PCs start with $8+3d8 + (\text{Constitution bonus} \times 4)$ hit points.
- Favored Class: Fighter.
- Ogre Clerics may only choose from the domains Death, Destruction, Strength, and War. With the DM's permission an ogre Cleric may know other domains based on a different god or his indoctrination into human culture.
- Bast attack bonus: +3.
- Base saves: Fort +3, Ref +1, Will +1.
- Level Equivalent: Class levels +5.
- Challenge Rating: 2.

Merrow (Aquatic Ogre)

- Merrow swim speed is 40 feet.
- They are otherwise identical to ogres.

Ogre Mage

- +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.
- Large: As Large creatures, ogres suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).

- Ogre Mage base speed is 30 feet, 40 feet flying (good).
- +5 natural armor class bonus.
- Automatic Feats: Improved Initiative. This Feat may be changed with the DM's permission.
- Automatic Languages: Common, Giant.
- Automatic Skills: Concentration +2, Listen +3, Spellcraft +2, Spot +3. Alternately an ogre mage PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Ogre Mage PCs regenerate at a rate of 2 hit points per round, but take normal damage from acid and fire.
- An ogre mage that loses a limb can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes of the ogre mage dies. Lost body parts cannot be regrown.
- Ogre Mage PCs have a spell resistance of 18.
- Ogre Mage PCs have spell-like abilities. An ogre mage may cast *darkness* and *invisibility* at will. Once per day they may cast *charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are cast as a 9th-level sorcerer. The save DC of these spells are $10 + \text{Charisma modifier} + \text{spell level}$.
- Ogre Mage PCs can fly at will. In *gaseous form* they can fly at normal speed and with perfect maneuverability.
- Ogre Mage PCs begin play with one huge greatsword, one huge longbow, a chain shirt, 1 scroll with a 3rd level spell, and any additional adventuring gear based on their level.
- Ogre Mage PCs start with $8+4d8 + (\text{Constitution bonus} \times 5)$ hit points.
- Favored Class: Sorcerer.
- Base attack bonus: +2
- Base saves: Fort +4, Ref +1, Will +1.
- Level Equivalent: Class levels +9.
- Challenge Rating: 8.

Young Ogres

- +4 Strength, -2 Dexterity (8), +2 Constitution, -4 Intelligence (6), -4 Charisma (6).
- Large: As Large creatures, ogres suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).

- Ogre base speed is 30 feet.
- Ogre's have an extended reach of 10 feet (15–20 with a huge longspear).
- +3 natural armor class bonus.
- Automatic Languages: Giant. Bonus Languages: Common.
- Automatic Skills: Climb +2.
- Young ogre PCs begin play with one huge greatclub or huge longspear, hide armor, and 1 gem worth 50 gp.
- Young ogre PCs start with 8 hit points, plus their class points.
- There is no level equivalent for young ogres.

Elf Mangler Tribe

Elf Mangler ogres are skilled hunters and trackers. Their favored class is ranger. They build mighty bows to take down their opponents, favoring masterwork mighty longbows over other weapons. Rather than focus on fighting, however, Elf Manglers have the Track Feat instead of weapon focus. They also gain Wilderness Lore +6 as one of their automatic skills, but only have a +4 natural armor class bonus due to their fair diet. Elf Manglers are rarely spell-casters (of any kind). Those that are born with talent are often shunned at a young age.

ORC

Orcs are aggressive humanoids that raid, pillage and wage war more than any other creature. They breed quickly, grow strong and have little in the way of order. Their sole existence seems to be to curse other races. Orcs that live near others seem to be constantly at war. They hate dwarves and elves above all other races.

Personality: Orcs are very patriarchal. Women are property and men are revered for having many wives and children. This sort of thinking influences their entire culture. More is better is the standard thinking of an orc. Even if he could never spend it all in a lifetime, an orc would go mad counting all the coins in a horde lest one gold coin get away.

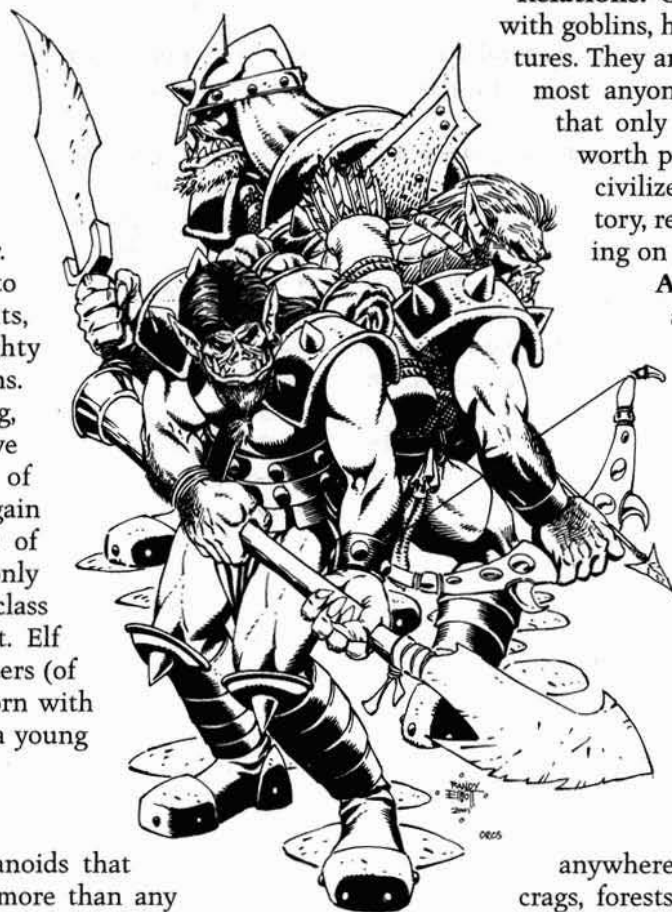
Physical Description: Orc appearances vary as much as humans, although they look much more primitive and few outside of orcs and goblins can tell any two apart. Their eyes are reddish and their ears are big like a wolf's. Orcs have stooped postures, low foreheads, coarse hair, and porcine faces with lower "boar-like" canines that thrust up from their jaws. This makes them look very primitive, no matter how advanced they really are. They wear vivid colors that humans find gaudy and offensive and they smell of dirt and refuse.

Relations: Orcs sometimes share a lair with goblins, hobgoblins, and similar creatures. They are known to take work from most anyone, but are so disorganized that only the best and strongest are worth paying at all. Orcs hate most civilized races and fight over territory, resources, or trinkets depending on their leader's mood.

Alignment: Orcs range in alignment like humans but tend toward chaotic evil. Few orcs are smart enough to be neutral evil, but some are neutral or chaotic neutral depending upon their tribe. Because orcs are so prevalent, it is possible to find one among that is actually lawful good, given enough exposure to culture and knowledge, but these individuals are normally shunned by their kind.

Orc Lands: Orcs can live anywhere. They make their homes in crags, forests, and caves; anywhere that no one presently lives. From there, they wage war on every living thing around them. An orc that isn't expansionistic is a rare thing indeed.

Religion: The chief orc god blesses wars of all kind and demands that its high priests be proficient in tactics as well as ministry. They draw from the domains of Chaos, Evil, Strength, and War, all of which suit the average orc just fine. Orc spellcasters are most often adepts, but all orc magic-users prefer damage dealing spells.



The favored weapon of orc clerics is the greataxe.

Language: Orcs speak Orc. Some know Goblin and Giant.

Names: Orc names run the gamut. Most are harsh and guttural. The chief usually has a moniker or title in addition to his birth name. Olig Fasthammer, Ighork the Destroyer of Fenbrookdale, Throatcutter, and Gircug the Redfist are suitable leader names.

Adventurers: Orc adventurers are among the most common monster adventurers. They are strong, easy to communicate with, simple to motivate, and most importantly they love fighting.

Orc Racial Traits

- +4 Strength, -2 Intelligence (9), -2 Wisdom (8), -2 Charisma (8).
- Medium-size: As Medium-size creatures, orcs have no special bonuses or penalties due to their size.
- Orc base speed is 30 feet.
- Orcs have darkvision to 60 ft.
- Orcs are light sensitive. They suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.
- Automatic Languages: Orc. Bonus Languages: Goblin, Giant, Common.
- Favored Class: Barbarian.
- Orc clerics may choose from the domains Chaos, Evil, Strength, and War. With the DM's permission an orc cleric may know other domains based on a different god or his indoctrination into human culture (Strength for instance).
- There is no level equivalent for orcs.

Young Orcs

Because orcs are effectively 0-level creatures, there are no rules for young orcs. A young orc might be an excellent explanation for why he isn't evil or out to kill every elf in sight however.

The Blacksmiths of Derth Crag

The Blacksmiths are not really craftsmen. Few even know how to shape a stick into a weapon shaft. They are strong, organized and devoted to their leader and their god. They are aggressive, very patriarchal (more so than typical orcs) and materialistic. The Blacksmiths keep kobold and goblin slaves who build their weapons, tend to their animals, and make crafts from the materials they steal. The Blacksmiths are a scourge to every neighboring land they touch.

- +4 Strength, +2 Constitution, -4 Intelligence (7), -4 Wisdom (6), -2 Charisma (8).
- +1 natural armor class bonus.
- Blacksmith orcs have darkvision to 90 ft.
- The Blacksmiths are exceptionally light sensitive. They suffer a -3 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.
- Automatic Languages: Orc. Bonus Languages: Goblin, Draconic.
- Favored Class: Fighter.
- Base attack bonus: +2.

The Hunters of the Red Moon

Some orcs aren't the warlike primitives that their cousins are. Some tribes try desperately to balance their way of life with their environment. The Hunters of the Red Moon are nomadic hunters and gatherers. They tend to live in colder climates where there is less competition over food, but each season human and elf settlements encroach further and further into their lands. Nonetheless, the Hunters of the Red Moon are a far cry from their violent kin.

- +2 Strength, +2 Constitution, -2 Intelligence (9), -2 Charisma (8).
- +1 natural armor class bonus.
- Hunters of the Red Moon do not suffer from light sensitivity.
- Hunter orcs receive a +4 racial bonus to Wilderness Lore checks.
- Automatic Languages: Orc.
- Hunters of the Red Moon have cold resistance 5.
- Favored Class: Ranger.
- Banned Classes: Cleric, Rogue, Wizard.

SAHUAGIN

Sahuagin are superb marine hunters, having adapted to stalking their prey underwater. Sahuagin gather in small raiding parties and attack coastal communities. Because they live beneath the rocky shoreline, they are hard to stop. They attack swiftly and fiercely, leaving their enemies' homes devastated and taking what they need back to their homes.

Personality: Sahuagin pride themselves on a strict adherence to code. They have a set behavior that has served them well for thousands of years. Those that stray from the code are weeded out. As a result, anyone that is not sahuagin is surely a threat to their way of life. They are called the sea devils for many reasons, among them, their fervent cause to eradicate anything that is not sahuagin.

Physical Description: Sahuagin are a cross between fish, reptiles and humans. They have webbed hands and feet, green scales and a long tail that helps them to swim. Many have stripes, bands, spots or other discolorations that fade as they age. Sahuagin have large deep black fish eyes and sharp fangs in their large jaws. Males stand about 6 feet tall and weigh about 200 pounds.

Relations: Sahuagin and tritons are natural enemies. Because of the nature of a sahuagin, most underwater folk avoid them, including merfolk, kuo-toa, and aquatic elves. Sahuagin have a strong hatred for all elves, however, and go to great lengths to kill an elf that has wronged them.

Alignment: Sahuagin are vicious creatures and this leads them to evil, however they are organized and fierce. Nearly all sahuagin are lawful evil, but a few are sometimes Lawful Neutral. These few rarely become raiders and instead serve some other important role in the community. Sahuagin society has no place for Neutral or Chaotic creatures.

Sahuagin Lands: Sahuagin live in salt water, near coastlines. Their communities range in size from small tribes and outposts to entire cities, built of stone, coral, kelp, and other natural marine flora. They protect their homes through camouflage, traps, patrols, and shark guardians. Their kingdom breakdown is similar to humans, with a strict social order.

Religion: Sahuagin worship a great devil shark. The religious leaders of the sahuagin promote the notions of hunting and raiding, establishing great festivals around wars they make with other races. Tritons and elves are especially hated by Sahuagin priests and killing one is considered a blessing.

Sahuagin priests may draw upon the domains of Evil, Law, Strength and War. The favored weapon of their deity is the trident.

Language: Sahuagin speak sahaugin.

Names: Sahuagin names are strong and commanding. Sahuagin all believe their children will someday be king and name their children in honor of passed leaders.

Adventurers: Sahuagin adventurers are not uncommon. Although their aquatic life-style stops them from joining land-based parties, they have been known to work in shore-based raiding parties that helped a mercenary leader take a vital strategic point. Sahuagin that leave their community to join an adventuring party are not welcomed back.

Sahuagin Racial Traits

- +4 Strength, +2 Dexterity, +2 Constitution, +4 Intelligence, +2 Wisdom, -2 Charisma (9).
- Medium-size: As Medium-size creatures, sahuagin have no special bonuses or penalties due to their size.
- Sahuagin base speed is 30 feet. They can swim at a speed of 60 ft.
- +5 natural armor class bonus.
- Sahuagin receive a +4 racial bonus to Hide, Listen and Spot checks. Underwater this bonus increases to +8. They receive a +8 racial bonus to Profession (hunt) and Wilderness Lore checks within 50 miles of their homes.
- Automatic Feats: Multiattack.
- Automatic Languages: Sahuagin.
- Automatic Skills: Animal Empathy +3, Hide +5, Listen +6, Profession (hunt) +1, Spot +6. Alternately a sahuagin PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Sahuagin PCs have Animal Empathy and Profession (hunt) as class skills, no matter the class they choose.
- Sahuagin can attack in melee with 2 rakes and a bite in one round, in addition to fighting with a trident. Normal rules for multiple attacks apply. The sahuagin rake and bite are considered secondary attacks. Its rake deals 1d4 points of damage each (not subdual). A sahuagin's bite deals 1d4 points of damage (not subdual). Instead of attacking with a trident (or melee weapon), a Sahuagin can attack with 2 claws. This claw attack is considered the primary attack and deals 1d2 damage.
- Blood Frenzy (ex): Once per day, a sahuagin that takes damage in combat can fly into a frenzy the following round, until either it or its opponent is dead. A frenzied sahuagin gains +2 Strength and +2 Constitution, but suffers a -2 AC penalty. This frenzy cannot end voluntarily. Use of this ability is a free action.
- Speak with Sharks (ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use Animal Empathy to befriend and train sharks. A shark never attacks a sahuagin if it has lived in waters where sahuagin are found.
- Underwater Sense (ex): A sahuagin can locate creatures within a 30-ft. radius. This ability negates effects of invisibility or poor visibility. Against

creatures without a central nervous system — constructs, oozes, and undead — the sahuagin can only “see” to 15 feet. Sahuagin are not fooled by figments when underwater.

- **Light Blindness (ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saving throws, and checks while operating in bright light.
- **Amphibious (ex):** Sahuagin can survive out of water for 1 hour per 2 points of Constitution. After that, they begin “drowning,” per the rules in the DMG.
- **Freshwater Sensitivity (ex):** A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saving throws, and checks. Sahuagin must repeat this save every 10 minutes they are immersed.
- Sahuagin PCs begin play with a trident, heavy crossbow, net, and any additional adventuring gear based on their level.
- Sahuagin PCs start with 8+1d8 + (Constitution bonus ×2) hit points.
- **Favored Class:** Ranger (male), Cleric (female).
- Sahuagin clerics may choose from the domains Evil, Law, Strength, and War.
- **Base attack bonus:** +1.
- **Base saves:** Fort +3, Ref +0, Will +0.
- **Level Equivalent:** Class levels +4.
- **Challenge Rating:** 2.

Sahuagin Mutants

- 1 in 200 hundred sahuagin are born mutants.
- Sahuagin mutants are born with 4 arms.
- Mutants can make four claw attacks or use extra weapons, in addition to its rake and bite attacks.
- They are otherwise identical to sahuagin.
- **Level Equivalent:** Class levels +5.

Malenti

- 1 in 100 hundred sahuagin is born a malenti.
- Malenti look just like aquatic elves, but are sahuagin.
- They have a swim speed of 40 feet
- Malenti can remain out of water for 1 hour per point of Constitution.
- They are otherwise identical to sahuagin.

Young Sahuagin

- +2 Strength, +2 Intelligence, –2 Wisdom (9), –2 Charisma (9).
- **Medium-size:** As Medium-size creatures, sahuagin have no special bonuses or penalties due to their size.
- Sahuagin base speed is 30 feet. They can swim at a speed of 60 ft.
- +2 natural armor class bonus.
- Young sahuagin receive a +2 racial bonus to Hide, Listen and Spot checks. Underwater this bonus increases to +4. They receive a +4 racial bonus to Profession (hunt) and Wilderness Lore checks within 50 miles of their homes.
- **Automatic Languages:** Sahaugin.
- **Automatic Skills:** Animal Empathy +1, Hide +2, Listen +3, Spot +2.
- Young sahuagin can attack in melee with 2 rakes and a bite in one round, in addition to fighting with a trident. Normal rules for multiple attacks apply.
- **Speak with Sharks (ex):** Young sahuagin can communicate telepathically with sharks up to 50 feet away.
- **Underwater Sense (ex):** A sahuagin can locate creatures within a 15-ft. radius. Against creatures without a central nervous system — constructs, oozes, and undead — the young sahuagin can only “see” to 5 feet. Young sahuagin are not fooled by figments when underwater.
- **Light Blindness (ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds young sahuagin for 3 rounds. In addition to temporary blindness, they suffer a –2 morale penalty to all attack rolls, saving throws, and checks while operating in bright light.
- **Amphibious (ex):** Young sahuagin can survive out of water for 1/2 hour per 2 points of Constitution. After that, they begin “drowning,” per the rules in the DMG.
- **Freshwater Sensitivity (ex):** A young sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 16) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –6 morale penalty to all attack rolls, saving throws, and checks. Young sahuagin must repeat this save every 5 minutes they are immersed.
- Young sahuagin PCs begin play with a trident, net, and any additional adventuring gear based on their level.
- There is no level equivalent for young sahuagin.

Telikor's Raiders

Telikor's Raiders are the elite warriors of the sahuagin. Those who are accepted into the Raiders must kill a giant squid with nothing but a trident. Those who return from this challenge are adopted into the order and taught the secrets of the true hunter. In addition to their advanced hunting and patrolling techniques, Telikor's raiders are taught to use the Selik, an exotic and barbed harpoon that distinguishes their order from other Sahuagin warriors.

- +4 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, -4 Charisma (7).
- Telikor's Raider sahuagin can swim at a speed of 70 ft.
- +6 natural armor class bonus.
- Automatic Feats: Alertness, Dodge, Expertise, Multiattack, Power Attack.
- Automatic Languages: Sahuagin.
- Sahuagin PCs have Animal Empathy and Profession (hunt) as class skills, no matter the class they choose.
- Telikor's raiders have no Freshwater Sensitivity.
- Telikor's raider sahuagin PCs begin play with a selik, heavy crossbow, net, and any additional adventuring gear based on their level.
- Sahuagin PCs start with $8+2d8 + (\text{Constitution bonus} \times 3)$ hit points.
- Favored Class: Ranger.
- Base attack bonus: +3.
- Level Equivalent: Class levels +7.

Selik: Large exotic melee, cost 85 gp, damage 1d12 (+1d4), critical $\times 3$, weight 16 lbs, slashing and piercing. On a successful hit, the wielder of a selik may make a Strength check (DC 16) to rend the serrated head of the blade through the skin of its opponent. If successful the weapon deals an additional 1d4 + Strength modifier in damage again. If the roll fails, it only deals 1 point of damage (this damage cannot be modified). Use of this ability is considered a free action.

TROGLODYTE

Troglodytes tribes are ruled by the largest and fiercest among them. Their tribal order is dictated by a strong leader and battle-hardened veterans beneath the chief. Beyond that, they have little order. They lack the skills necessary to harvest food of their own and prey upon human and humanoid livestock. They raid at night to take advantage of their own darkvision and chameleon-like ability to remain hidden. At night, they are powerful enemies.

They favor the longspear and javelin as weapons, but some are sometimes proficient with small axes and clubs. Nonetheless, all troglodytes are proficient with their own claws and teeth.

Personality: Troglodytes respect fierce warriors above all others. They know war and are excellent nighttime raiders. Troglodytes have little need for anything other than steel. Gems, coins, and jewelry are discarded into heaps in trog lairs and the average troglodyte only carries what he can eat or fight with. They are territorial and primitive in many respects. Even those who grow out of the tribe's ferocious ways still have trouble sharing space and food with outsiders. Few races befriend troglodytes, but they are known to keep giant lizards as pets and guard animals.

Troglodytes respect might and do not need to fight in ritual combat to know who the alpha male is. Instead, the leader of any group is the warrior who brings in the most food or who kills the most enemies. In an adventuring party, the PC with the most victories in combat earns a troglodytes respect.

Physical Description: Troglodytes are humanoid versions of lizards. They stand 5 feet tall, weigh about 150 pounds, and have lizard-like heads crowned with a frill that extends to the base of the neck. Their eyes are black and sensitive to bright light, however they do not suffer adverse effects in battle from it. They have spindly but muscular arms. Troglodytes are squat, with a long, slender tail trailing behind their bodies. This tail cannot be used to attack.



Relations: Troglodyte tribes do not associate with other races. Their warlike manner and love of humanoid flesh makes most every other race avoid them. Individual troglodyte tribes do not get along with one another either. Being very territorial, two tribes coexisting together for anything longer than a religious convocation is unheard of.

Alignment: The typical troglodyte is chaotic evil. In fact, nearly 99% of all troglodytes are wild beasts, unable to value anything but food and steel. Those few who break the mold and become adventurers, tend toward chaotic neutral however, and think only of their own bellies.

Troglodyte Lands: Troglodytes live near human and elf settlements. They tend to live in foothills, crags, mountains, and anywhere natural caves can be found. It is common for troglodytes to kill a small tribe of goblins or orcs and take their habitat for their own, if it suits them. Troglodytes follow their chieftain's explicitly and go wherever he orders.

Religion: The chief religion of the troglodytes honors Chaos, Death, Destruction, and Evil. Those few that step away from these cherished beliefs, still honor the same gods, but shy away from practiced ceremonies. Shaman and clerics do exist in the tribal order of troglodytes. Most lead the tribe, but some merely offer advice to tribe chieftains, leaving the warriors to lead. This varies from tribe to tribe. The favored weapon of their god is the long spear.

Language: Troglodytes speak Draconic. Some know Common, Elven, Goblin, and Orc, but only in regions where these settlements are raided. It is not uncommon for a Troglodyte to know the words spoken by their victims during a raid.

Names: Troglodytes name themselves after their deeds. Often a troglodyte will not have a name until he has killed an animal or human in a hunt. Only then do the warrior elders draw him into the fold and refer to him by name. In some tribes, only the chief or shaman may name a member, and in others, the name is the individual's to decide.

Adventurers: A troglodyte adventurer is rare. Those who do leave the tribal life are drawn by the need to see and know more. They are slightly more intelligent than their primitive kin, yet still cling to the notion of the tribe. Their chaotic tendencies make them difficult to trust or make part of a team.

It is highly likely that a troglodyte adventurer is on a rare quest to find a name for himself or return to the tribe an ancient magic, lost relic, or powerful steel.

Troglodyte Racial Traits

- +4 Constitution, -2 Dexterity (9), -2 Intelligence (8). Troglodytes are fierce and cunning, but lack the civilized intelligence of human society.
- Medium-size: As Medium-size creatures, troglodytes have no special bonuses or penalties due to their size.
- Troglodyte base speed is 30 feet.
- +6 natural armor class bonus.
- Troglodytes have darkvision to 90 ft.
- Troglodytes receive a +4 racial bonus to Hide checks. The skin of a troglodyte allows them to blend with their surroundings. In rocky of subterranean settings, this bonus improves to +8.
- Automatic Feats: Multiattack, Weapon Focus (javelin). This second Feat may be changed with the DM's permission.
- Automatic Languages: Draconic.
- Automatic Skills: Hide +7, Listen +3. Alternately a troglodyte PC begins play with 6 skill points (plus Intelligence modifier) to spend as he wishes.
- Troglodytes can attack in melee with 2 claws and a bite in one round. Normal rules for multiple attacks apply. The troglodytes bite is considered its secondary attack. Its claws deal 1d4 points of damage each (not subdual). A troglodyte's bite deals 1d4 points of damage (not subdual).
- Stench (ex): When frightened or angry, a troglodyte secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet must succeed at a Fortitude save (DC 13) or be overcome with nausea. This nausea lasts for 10 rounds and deal 1d6 points of temporary Strength damage. Use of this ability is a free action.
- Troglodyte PCs begin play with one long spear, two javelins a small pack, and any additional adventuring gear based on their level.
- Troglodyte PCs start with 8+1d8 + (Constitution bonus ×2) hit points.
- Favored Class: Cleric.
- Troglodyte Clerics may only choose from the domains Chaos, Death, Destruction, and Evil. With the DM's permission a troglodyte Cleric may know other domains based on a different god or his indoctrination into human culture.
- Bast attack bonus: +1.
- Base saves: Fort +3, Ref +0, Will +0.
- Level Equivalent: Class levels +2.
- Challenge Rating: 1.

Young Troglodytes

- +2 Constitution, -2 Dexterity (9), -2 Intelligence (8).
- Troglodyte base speed is 30 feet.
- +2 natural armor class bonus.
- Young troglodytes receive a +4 racial bonus to Hide checks.
- Darkvision 90 ft.
- Automatic Languages: Draconic.
- Automatic Skills: Hide +3.
- Young troglodyte PCs begin play with a longspear and javelin.
- Young troglodytes can attack with a 2 Claws and a bite in one round. Normal rules for multiple attacks apply. The young troglodytes bite is considered its secondary attack. A young troglodyte's bite deals 1d3 points of damage. Its claws deal 1d3 points of damage each (not subdual).
- There is no level equivalent for young troglodytes.

Black Rock Tribe

Black Rock troglodytes are warriors first. They are fierce, territorial, and primal. They favor a special polearm similar to dwarven urgosh called a pol-kesh (only longer with a more slender blade). It is a devastating weapon in the right hands and the fast hands of the Black Rock tribe make this weapon even deadlier. They do not wear bulky armor, but compensate for this with incredibly thick hide.

- +4 Constitution, -2 Dexterity (9), -4 Intelligence (6).
- +8 natural armor class bonus.
- Automatic Feat: Exotic Weapon Proficiency (pol-kesh), Improved Initiative.
- Black Rock troglodytes do not radiate stench.
- Black Rock troglodytes may never gain the feat Armor Proficiency (heavy).
- Favored Class: Fighter.

Pol-Kesh: Large exotic melee, cost 65 gp, damage 1d10/1d6, critical $\times 3$, weight 16 lbs, slashing and piercing.

TROLLS

Trolls are horrid creatures, capable of devouring anything. They subsist mostly on meat, but can eat plants, mash, and even refuse if necessary. They know no fear and exist only to fill their bellies. They are among the most feared creatures in nature. Due to their regenerative powers, they are difficult to kill.

Personality: Trolls have no personality short of vicious and self-serving. They serve one end and that is to eat. They fear nothing and go to any end to secure food. Even fire does not deter a troll from a meal. Living things seem to hold more interests for trolls as they prefer their kills fresh.

Physical Description: Trolls are hideous to look at. Their hides run from green to gray in color and they stand around 9 feet tall. They have long, distorted limbs covered in scabs and boils, yet they move and fight as healthy, powerful brutes. Trolls have three toes on each foot and they have sharp, lethal claws at the ends of their fingers. Trolls do not look strong, but possess incredible strength. Females are bigger than males.

Relations: Trolls hate every living thing and have no trouble fighting even the largest of creatures if they consider it a food source.

Alignment: Trolls have no respect for anything. They are the epitome of chaotic evil. They have no concept of right from wrong and no desire to understand anything other than how they live.

Trolls Lands: Mostly trolls live underground, but a beast such as this can live anywhere. So long as there is a food source, trolls have no need to venture far from their lair.

Religion: Troll clerics are rare. In such an instance that a troll does worship a god, Chaos, Evil, Strength, and War are the domains a priest may draw upon. Their god has no favored weapon.

Language: Trolls speak Giant.

Names: Trolls rarely have use for a name. They might refer to one another within an enclave, but outside their group trolls rarely have need for names. In such an instance where a troll is named, his name is short and simple.

Adventurers: No creature fits in less with other living creatures than a troll. If a troll is ever found camping with a group of mercenaries, trouble is brewing. It is only a matter of time before he grows hungry, angry, or just bored and lashes at his teammates. It is possible to find a troll within a PC group, but he would be closely monitored by all, and maybe even shunned.

Troll Racial Traits

- +12 Strength, +2 Dexterity, +12 Constitution, -4 Intelligence (6), -2 Wisdom (9), -4 Charisma (6).
- Large: As Large creatures, trolls suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).

- Troll base speed is 30 feet.
- +7 natural armor class bonus.
- Trolls have darkvision to 90 ft.
- Trolls can track by scent. Details can be found in the *Monster Manual*™.
- Automatic Feats: Alertness, Iron Will.
- Automatic Languages: Giant.
- Automatic Skills: Listen +4, Spot +4. Alternately a troll PC begins play with 6 skill points (*plus Intelligence modifier*) to spend as he wishes.
- Trolls rarely use melee weapons. Instead, they can attack in melee with 2 claws and a bite in one round. Normal rules for multiple attacks apply. The troll bite is considered its secondary attack. Its claws deal 1d6 points of damage each (not subdual). A troll's bite deals 1d6 points of damage (not subdual).
- Rend (ex): If a troll hits with both claw attacks in a single round on the same opponent, it may rend the flesh, automatically dealing an additional 2d6+3 + (Strength modifier).
- Regeneration (ex): Trolls regenerate at a rate of 5 hit points per round. All damage, except fire and acid is treated as subdual damage. Acid and fire damage cannot be healed except by magical means. Regeneration happens automatically. If a troll loses a limb or body part, it grows back in 3d6 minutes. A limb can be reattached instantly if it is held against the stump.
- Troll PCs begin play with adventuring gear based on their level.
- Troll PCs start with 8+5d8 + (Constitution bonus ×6) hit points.
- Favored Class: Fighter.
- Troll clerics are rare. Those that exist may choose from the domains Chaos, Evil, Strength, and War. With the DM's permission a troll cleric may know other domains based on a different god or his indoctrination into human culture (Air for instance).
- Base attack bonus: +3.
- Base saves: Fort +5, Ref +2, Will +3.
- Level Equivalent: Class levels +8.
- Challenge Rating: 5.



Scrag (Aquatic Troll)

- Scrag land speed is 20 feet and swim speed is 40 feet.
- They regenerate if only mostly immersed in water.
- They are otherwise identical to trolls.

Young Trolls

- +4 Strength, +6 Constitution, -6 Intelligence (4), -6 Wisdom (5), -6 Charisma (4).
- Large: As Large creatures, trolls suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see the *Player's Handbook*™ Table 8-2).
 - Young troll base speed is 30 feet.
 - +4 natural armor class bonus.
 - Young trolls have darkvision to 60 ft.
 - Young trolls can track by scent. Details can be found in the *Monster Manual*™.
 - Automatic Languages: Giant.
 - Young trolls rarely use melee weapons. Instead, they can attack in melee with 2 claws and a bite in one round. Normal rules for multiple attacks apply.
 - Rend (ex). Young trolls have the same rend ability as adults.
 - Regeneration (ex): Young trolls regenerate at a rate of 2 hit points per round. All damage, but fire and acid is treated as subdual damage. Acid and fire damage cannot be healed except by magical means. Regeneration happens automatically. If a troll loses a limb or body part, it grows back in 3d6 minutes. A limb can be reattached instantly if it is held against the stump.
- Young troll PCs begin play with adventuring gear based on their level.
- Favored Class: Fighter.
- (Although they are a slightly powerful race), there is no level equivalent for young trolls.

AGE

Monsters age just as other races do, and the tables in chapter three are very similar to those found in the *Player's Handbook*™ for traditional PC races. Your character's minimum starting age is the race's adulthood plus the number of dice rolled for her class. For example, the minimum starting age for a bugbear fighter would be 15. To randomly determine the character's starting age, roll the dice indicated for the character's class and add it to his minimum age.

Another option exists for players wishing to run a monster character: a *young* monster. If you wish to play a *young* monster, use the young minimum age in the Aging Effects table instead of the *adulthood* age. For example, a young ogre fighter's minimum age would be 21. The young minimum age is 18, plus 3 dice for the fighter class. Young creatures have their abilities modified as described in the Aging Effects table until they reach adulthood. When they reach the age of adulthood, those modifications disappear. When the creature reaches the age where it would have started as an adult, it is considered to be an adult, and the modifications to abilities disappear. For example, our ogre fighter rolled his starting age randomly, but he chose to be young. So, on 3d6 he rolled a 10. Add this to the minimum age for a young ogre, 18 years, and he starts out at the tender age of 28. He will become an adult when he reaches adult age plus the die roll, which is 35 (25 + 10 = 35). At this time, he loses the modifications for being young.

After reaching adulthood, the creature ages normally. When he reaches middle age (50 for the ogre in the previous example), his Strength, Dexterity, and Constitution scores all drop by one point, and his Intelligence, Wisdom, and Charisma scores all increase by one point. When he reaches old age, his physical abilities all decrease by another 2 points, while all his

mental ability scores increase by 1 point again. When a character reaches venerable age, the DM secretly rolls his maximum age, which is the number from the *Venerable* column plus the modifier from the *Maximum Age* column. The DM records the result, which the player does not know. When the character reaches that age, they die of old age sometime in the following year, as determined by the DM.

HEIGHT

These values are determined exactly as in Table 6-6 in the *Player's Handbook*™. Determine the character's height randomly by rolling the dice as indicated, and adding the roll to the character's base height. That same number is then multiplied by the dice roll given under the *Weight Modifier* column, and added to the character's base weight. For example, Gahk is a minotaur. Roll 2d12 to find his height modifier. Say you roll a 10. His height becomes 8'4" (7'6" + 10"). Now, rolling the weight modifier dice (4d6), you get a 20. Multiply this by the height modifier (20 × 10 = 200), and you get a total weight of 800 lbs. (600 + 200 = 800). Gahk is slightly below average height, but he is quite stocky, even for a minotaur!

All values given here are for male representatives of a particular race. Random height and weight for females can be found by reducing the results for a male by 10%. In our example, Gahk becomes Gohma, a female, reduced in size by 10%. Her height becomes 7'6" (100 inches – 10 inches = 90 inches = 7 ft. 6 in.). Her weight becomes 720 lbs. (800 lbs. – 80 lbs. = 720 lbs.).

Note that for some races, such as trolls, females are larger than males. In those cases, simply switch the genders.

See chapter three for monster age, height and weight.



CHAPTER THREE:

A NEW BREED

NEW RACES

BLACK ORC

Everybody knows black orcs do not exist. The elves and dwarves make no secret of the destruction of these, their most hated enemies, and the fall of the last black orc is a famous tale in both the races' poems. The other races do not dispute the claim, having never seen a black orc themselves. While they existed, however, these orcs literally whipped their lesser kin into a single, true army, and nearly broke the world beneath their cruel yoke, and most historians count themselves lucky that none exist today...

Personality: Though they shared the malevolence of the other orcs, the black orcs' anger was a slowly smoldering flame, something they controlled rather than let control them. With their extraordinarily long life spans, they proved difficult adversaries for the elves, who lacked the tactical discipline common to the black orcs. The black orcs had no time for wastrels or layabouts, and therefore earned nearly as much hatred among the normal orcs as they did among the dwarves and elves.

Physical Description: Black orcs typically stood 4 to 5 feet tall, and weighed 85 to 135 pounds, with the black orcish men of the same height and only slightly heavier than the women. They were lithe but surprisingly frail, and covered in black fur. Like the orcs, they had pronounced snouts and ears, but their eyes were milky white, and nearly blind. They preferred armor or no clothing at all. Black orcs had unearthly speed and horrific features. Many humans and other races found them hauntingly ugly. A black orc achieved majority at about 110 years in age, and lived to be over 700 years old.

Black orcs did not sleep, rather preferring to meditate for four hours a day, which simulated the eight hours' sleep of most other races. They claimed to dream

in this state, dreams which produced their uncommon martial styles and tactical knowledge. They called this mindset their "wakening," a sign of their superiority over the other races.

Relations: Black orcs considered all other races beneath them, worthy only of extermination or slavery. This attitude reached its greatest extremes when concerning their close relatives, the orcs, whom the black orcs took as the bulk of their army, and the elves, with whom they shared an uncommonly violent hatred.

Alignment: Black orcs valued strength and discipline above all, whether kneeling before it or ruthlessly enforcing it on others. They strongly lean toward the harsher aspects of law. They also refused to acknowledge anyone else as worthy of anything better than servitude, and, for a time, embodied evil in the elven mind.

Black Orc Lands: While the orcs led their brethren in battle, they typically did so only at night due to their poor eyesight. The elves generally believed that the black orcs lived underground, but never found any such settlements; the elves proclaimed the black orcs deceased after they had slain every known member of the race.

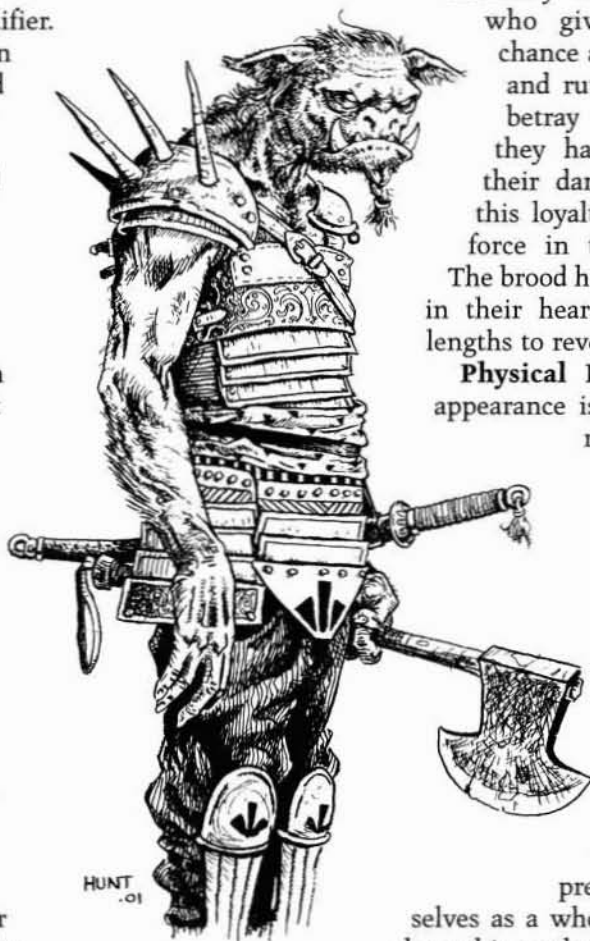
Religion: Like the orcs, the black orcs worshiped Gruumsh. In their versions of Gruumsh's holy texts, Gruumsh allowed Corellon Larethian to take his eye, as doing so allowed him to wound the elven god.

Language: Orc, but the black orcs spoke their own variant of it. Some elves believe the black orcs also had a written language which they did not share with the other orcs.

Adventurers: Black orcs, for all the elven propaganda, were not a monolithic evil, and several black orcs defected to other sides, most often as soldiers or lieutenants. Though rarely fully trusted, these renegade black orcs were never anything less than excellent in their chosen professions.

Black Orc Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Strength, -2 Constitution: Though cunning and quick, the black orc's strange biology prevented most from being the warriors they had preferred.
- Medium-size: As Medium-size creatures, black orcs had no special bonuses or penalties due to their size.
- Black orc base speed was 30 feet.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- Spell resistance: 5 + Wisdom modifier.
- Darkvision: Black orcs could see in the dark as well as a human could see in full daylight. Darkvision is black and white only, but it is otherwise like normal vision, and black orcs could function just fine with no light at all.
- Lightvision: Black orcs could see only up to 60 feet in daylight. While this allowed them to see in color, it was perhaps their biggest obstacle in their war against the elves.
- Orc blood: For all special abilities and effects, a black orc is considered an orc. Black orcs, for example, could use special orc weapons or magic items with racially specific orc powers as if they were orcs.
- Automatic languages: Common and Orc. Bonus Languages: Draconic, Dwarven, Elven, Giant, Gnome, Goblin, and Infernal. Though especially intelligent black orcs could learn other languages, most considered the lesser creatures' gibberings not worth the time to decipher.
- Favored class: Fighter. A multiclass black orc's fighter class does not count when determining whether he suffers an XP penalty (see PHB). Despite their weak stature, black orcs lived only to war and make war.
- There is no level equivalent for black orcs.

**BROOD**

The product of unholy dealings between the dark elves and orcs, the brood are a magical crossbreed between the two races. A combination of the races' cunning and physical might, the brood exist to harass the elven nations. Though they despise the elves, they do not spare love for either their foolish orc forebears or their manipulative dark elf masters.

Personality: The brood place a high value on loyalty, particularly to each other. They serve faithfully and well (if secretly) any who give them an appropriate chance and an appropriate reward, and ruthlessly punish those who betray them — the very reason they have long since abandoned their dark elf creators. Tempering this loyalty, however, is the driving force in the broods' lives: hatred.

The brood have no room for forgiveness in their hearts, and often go to great lengths to revenge the slightest insult.

Physical Description: The brood's appearance is enough like both parent races' that many mistake the broods for either orcs or dark elves from a distance. They have fine, white hair and black skin, and thick cords of muscle and tusked jaws. They walk hunched over slightly, and speak articulately.

Relations: The brood (the race only grudgingly acknowledges individuals in their number, preferring to refer to themselves as a whole or as a family) live for three things: the deaths of elves, the deaths of dark elves, and the deaths of orcs. As the initial broods give way to new generations, however, most choose one foe over the other three, depending on their own experiences. They will even ally with the others to fight their most hated foe. The brood's view of other races with a mix of envy and apathy; the others may do as they wish, but are rarely helpful in the broods' causes.

Alignment: The result of magical husbandry, the brood fought well and hard for both the orcs and the dark elves before both races betrayed them. They are now loyal to each other first and foremost, and brook no further betrayals. As the race grows older, however, it has diversified, with their in-bred hatred of the elves giving way to the more personal vendetta against the dark elves and orcs. While lawful evil brood are the most common, neutral and even good brood are rapidly growing in number.

Brood Lands: If the brood hold territories, they do so in secret. Outside of the elves, dark elves, and orcs, few even know the brood exist. While some warlords suggest the existence of a brood headquarters, none outside the race can do more than hypothesize. Individual families, however, can and do hold small fortresses in the wilderness.

Religion: A dire and pessimistic race, the brood typically give worship to no deity. Clerics and paladins make up a disturbingly small fraction of their people. The few divine spellcasters in their midst are druids, but even these typically view nature as a distant, irrational force.

Language: The brood speak Orc commonly, but write almost exclusively in Undercommon. Additionally, they never refer to themselves as a race in correspondence, usually using euphemisms instead. The Undercommon script is primitive, however, and most dark elves know brood signs on sight.

Adventurers: The brood often disguise themselves as secretive orders of rangers, offering aid (or banditry) to passersby in their lands. Only after years of loyal work alongside an outsider will a brood reveal his true nature.

Brood Racial Traits

- +2 Dexterity, -2 Charisma. The brood have uncanny reflexes and skill at arms, but have carefully nurtured their hatred over time, and rarely trust anyone outside their number.
- Medium-size: As Medium-size creatures, brood have no special bonuses or penalties due to their size.
- Brood base speed is 30 feet.
- Darkvision: Brood can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and brood can function just fine with no light at all.
- Automatic Languages: Common, Orc, and Undercommon. Bonus Languages: Dwarf, Elf, Gnome, and Halfling. The brood currently seek

allies useful against all three of their foes, and the list is quite short.

- Favored Class: Ranger. A multiclass brood's ranger class does not count for determining whether he suffers an XP penalty (see PHB). Hatred is the unifying force in the brood's lives.
- There is no level equivalent for brood.

COBRA OGRE

The product of an obscure snake cult, the cobra ogre is a strange, twisted amalgam of ogres and lizardfolk. Though exceedingly rare, the cobra ogres' relentless drive for conquest and powerful statures mark them as one of the most dangerous races known.

Personality: The cobra ogres, as a race, are secretive, ruthless, and expansionist. As individuals, however, they vary widely — many even refuse to follow the dictates of their leaders, insisting that their deity would never truly condone overt war to conquer the other races. All share a certain credo, however, and no outsider has ever seen a cobra ogre attack another of his kind.

Physical Description: Cobra ogres stand nearly twice as tall as a human man, and weigh nearly triple as much, with no variation between females and males. They bear little resemblance to their ogre cousins, with lightly-scaled skin and a serpentine head. The head's hood, when extended, bears the mark of the ogres' god, which they believe is a sign of their superiority. Several cobra ogres have taken to dyeing their scales different shades, to mark their faction and caste.

Relations: Cobra ogre relations are a confusing bundle of alliances and wars. They have attacked human and elven outposts, and made unannounced appearances to defend dwarves and halflings. They have made pacts with goblins, but have slain hobgoblins on sight. The rebels are no less eclectic, and almost always side with their own kin should others attack with the intent to kill. None outside the race has discovered the motives of the cobra ogres, but many still try.

Alignment: Though the race has fractured internally along philosophical lines, each cobra ogre still subscribes to a basic, fundamental code of ethics. The bulk of the race is, accordingly, lawful. Even the rebels among them refuse to attack their brethren, to the eternal confounding of the rebels' would-be allies. Chaotic cobra ogres are not altogether unknown, but most of these are either exiles or outright traitors. No one knows how the cobra ogres handle such aberrations in their midst, but their punishment apparent-

ly terrifies these few into silence. Perhaps most frighteningly, however, is that even the rebels have equal portions of good and evil in their midst.

Cobra Ogre Lands: Strangely, the conquered lands under cobra ogre rule are absolutely quiet, with no outsiders entering or leaving. While any cartographer, general, or naval commander can outline the cobra ogres' territories of swamp and forest, none can say for certain what transpires in these lands. The few spellcasters who investigate via magic do not pass along any discoveries, saying merely that the time for such knowledge is not yet right.

Religion: Like the bulk of their existence, the cobra ogres' religious beliefs are quite secret. Outsiders know that they worship a snake god, and that the race is divided among those who believe the god seeks conquest over the world, and those who believe it seeks something else. Cobra ogres do not inform outsiders beyond these facts, and indeed act agitated when someone raises what little is known in their presence. They absolutely refuse to name their deity, as well, referring to it as any of a dozen euphemisms: "She Who Waits," "The Yellow King," "The Unnameable," and similar. Scholars suggest that any contradictions are deliberate, designed to mislead others.

Language: Cobra ogres speak Draconic almost exclusively, though they often understand many more languages. They typically deign to speak other languages only if communicating with outsiders whom do not themselves speak Draconic.

Adventurers: Most cobra ogre adventurers are rebels or exiles, seeking to either reform the cobra ogre theocracy, or to flee its coils. Though the exiles contain all of the classes, with little favor to any, the rebels themselves are clerics almost to the last.

Cobra Ogre Racial Traits

- +2 Constitution, -2 Charisma. The cobra ogres are a hardy race, but their secretive nature alienates outsiders.
- Large: As Large creatures, cobra ogres suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Cobra ogre base speed is 30 feet.
- Cobra ogres have sharp fangs and a neck that can extend up to five feet. When striking with this attack, the opponent must Reflexes save (DC 15) or the strike catches them flat-footed. Bite attacks

from cobra ogres inflict 1d6 piercing damage.

- Cobra ogres' fangs carry a mild venom, and those bitten by a cobra ogre must make a Fortitude save (DC 15) or suffer nausea for 1d8 rounds, during which they receive a -4 poison penalty to all attack rolls, damage, and skill checks. The cobra ogres' hoods can spit a much less toxic version of this venom, which allows both a Reflexes save to dodge (DC 12) and a Fortitude save (DC 12).
- Cobra ogres receive a +2 racial bonus to their Intimidate checks while they have their hoods extended.
- Low-light vision: Cobra ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic languages: Common and Draconic. Bonus Languages: Giant, Orc, Terran. Cobra ogres disdain the simplistic languages of foreigners.
- Favored class: Cleric. A multiclass cobra ogre's cleric class does not count when determining whether he suffers an XP penalty (see PHB). The cobra ogres are a very spiritual people.
- There is no level equivalent for cobra ogres.

DOG FACES

Perhaps the most accursed of the magic-spawned races, the "dogfaces" have but one reason for existence: slavery. Strong and powerful, they endure and endure... and they do so without questioning the reason for their pain. An alchemical mix of bugbears and gnolls, the wizards who created the race systematically bred out intelligence and free will, and then bound the poor creatures' souls into gems. Of course, other races have rebelled under harsher conditions.

Personality: Most view dogfaces as uncouth, slavering minions with only marginal intelligence. This stereotype is not far from the truth, which is perhaps the only reason dogfaces have not seen battlefields in any great number. Under the direct supervision of someone holding their soulgems, dogfaces are almost totally docile, not unlike well-trained dogs themselves. Without such protection, however, all others may find the dogfaces attack at the slightest provocation.

Physical Description: Dogfaces stand just shorter than a man, but weigh well over twice as much in pure muscle. Like the gnolls of their lineage, they have vicious, jackal-like faces, and full manes growing down their back and along their arms. Like the bugbears,

however, most dogfaces are nearly as wide as they are tall, with thick cords of muscle to lift heavy loads.

Relations: As an enslaved people, the dogfaces have no true relations with others. They are subservient, and almost never interact with anyone other than each other and their masters. Free dogfaces are almost unheard of, with equal numbers of stories claiming that the dogfaces served their saviors faithfully, or that, once free, the dogfaces attacked everyone in sight.

Alignment: The near-mindless state of dogfaces reduces them to a frenzied chaotic neutral, attacking anyone other than each other or their masters on sight. Though they follow the commands of the wielder of their soulgems, they still require specific, literal commands lest they make potentially fatal mistakes. Once commanded, they fulfill their duties until they receive new commands, or until they physically cannot complete their previous ones. What they are like once unleashed is anyone's guess — and probably the only reason few freedom-fighters have actively sought such a goal.

Dogface Lands: The dogfaces have no lands of their own, working within their masters' territories. Indeed, the dogfaces almost never stray outside of specified areas.

Religion: Surprisingly enough, the dogfaces' masters claim that their charges prostrate themselves before one of their number in each group, always the one the slavers have the most difficulties with. During these periodic episodes, the dogfaces chant in rhythmic, monotonous tones before this individual. Worse still, during these times the "leader" is utterly immune to the effects of the soulgems, and can act freely. They rarely do so, however, as the rest of their kin still lack their will, and without the "worship," they fall back into line. Still, such discoveries unnerve the slavemasters considerably...

Language: Though they lack the written word, the dogfaces speak a very simplified gnoll, and understand common. During their chants, the lead dogface is lucid, and may speak any language he knows.

Adventurers: To date, no dogfaces have joined any adventuring parties, nor indeed have any free dogfaces appeared outside of rumor and gossip. Many would no doubt find the dogfaces to be enduring warriors, however, should such a thing be possible.

Dogface Racial Traits

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. The dogfaces' masters bred them for strength and gullibility.

- **Medium-size:** As Medium-size creatures, dogfaces have no special bonuses or penalties due to their size.
- **Dogface base speed** is 30 feet.
- **Darkvision:** Dogfaces can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal light, and dogfaces can function just fine with no light at all.
- Dogfaces may enter a barbarian rage once per day as the first level barbarian ability. Dogface barbarians retain this ability, but receive no additional benefits for their levels.
- Dogfaces have a -1 racial penalty to all Will saves for spells, spell-like abilities, and supernatural abilities.
- Dogfaces automatically fail all Will checks against the soulgems' carriers.
- **Automatic languages:** Common, Goblin, Gnoll. **Bonus languages:** Giant, Orc, and Undercommon. Dogfaces have no great talent for linguistics, but understand the languages of their forbears and their masters.
- **Favored Class:** Barbarian. A multiclass dogface's barbarian class does not count when determining whether he suffers an XP penalty (see PHB). Dogfaces, once unbound, are nearly mindless terrors in combat.
- **Level Equivalent:** Class Level +1.
- **Challenge Rating:** 1.

FERRIS

The ferris are an almost amusing anomaly, the offspring of an ogremage who had attempted to bargain with and betray a god of trickery, only to find she bargained poorly. As a result, each of her children bore the visage and abilities of rats.

Personality: The ferris often pretend to be of animal intelligence, but their cunning is far greater. They deliberately mislead and harass their foes, rather than engage in an outright battle, and use their strange abilities with flair. Fortunately for others, they are not cruel so much as selfish, and they will readily abandon combat for parlay.

Physical Description: A ferris resembles nothing so much as an enormous rat. Even this is a ruse, however, as a ferris' hands are every bit as manipulative as a human's. The ferris is also partially bipedal, and can stand and walk with mild discomfort. Most ferris eschew clothing and armor to disguise their true natures, but if their opponents know better, the rats bear arms as best they can.

Relations: The ferris still maintain ties to the ogre mages, referring to individuals as aunt or uncle, as appropriate. Though this confounds the ogre mages (who would normally prefer not to have dealings with such unsavory individuals), the ferris' unique talents more than make up for their relatives misgivings.

Alignment: Generalizing the ferris is an act in futility. Though their predominant drive is that of greed, as many ferris will harm innocents for this cause as there are those who do not. Though almost invariably chaotic, the ferris have no other unifying alignment, being equal parts good, neutral, or evil. Within individual litters, however, one alignment dominates. Ferris are loyal to each other, however, and to the ogre mages, but always to themselves first. Some rare individuals have even suggested that the act of theft is wrong, and will lead only to the eventual decay of their race.

Ferris Lands: Ferris do not care overmuch about territory, preferring to steal from others and hide in the background. As such, adventurers may find the ferris almost anywhere, so long as there is a nearby civilization to steal from. In these places, the ferris form warrens, tunnels within which they base their lives.

Religion: The ferris revere all trickster gods, as none will step forward and claim their wayward creations. The ferris have also begun a trend that disturbs some outsiders — the unification of all trickster gods into one being with many faces. Though such a belief is not altogether unheard of, the ferris take it to such an extreme that they have crafted religious icons that appear to depict many different deities from many different angles.

Language: Though they can and do learn other tongues, the ferris use their own language in speaking and writing, and few outside their number can tell the difference between such chitterings and the random squeaks of rodents.

Adventurers: Some ferris adopt adventuring companions, treating them as their own kin in the litter. Though their large size tempts some parties into convincing the ferris to enter combat, the ferris naturally gravitates towards a rogue's place. The ferris remain steadfast to their new friends, however, and fight mercilessly against any who would threaten them.

Ferris Racial Traits

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma. Ferris are quick, agile creatures, but often poorly estimate their foes.
- Large-size: Ferris suffer a -1 AC penalty due to their large size. They receive a +4 attack bonus on grapples, however, and they may choose to use this in place of their normal attack bonus when grappling. Additionally, goods sized for ferris may be more expensive, depending on the region.
- Ferris base speed is 30 feet. If they have nothing in their hands and are barefoot, their base speed (for running and sprinting) is 40 feet.
- Low-light vision. Ferris see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to Escape Artist attempts. Ferris bones are collapsible; the creatures themselves can fit through a hole no smaller than 2 feet in diameter.
- Ferris may use their teeth in melee in place of a weapon attack. Their teeth are sharp and chisel-like dealing 1d6 points of damage and ignoring natural armor less than +3.
- Automatic Languages: Common and Giant. Bonus Languages: Goblin, Orc, and Undercommon. Ferris have little time for discussion, preferring to steal than talk in most circumstances.
- Favored Class: Rogue. A multiclass ferris' rogue class does not count when determining whether he suffers an XP penalty (see PHB).
- There is no level equivalent for ferris.



GRIKKYN

The warlike hobgoblins seek any advantage possible in their unending struggles against elves, dwarves, orcs, and other races. Many hobgoblin warlords actively recruit ogres, bugbears, and other powerful creatures for their legions. Amongst these recruits, none bear so much potential yet pose so many problems as trolls. With their phenomenal regeneration abilities, trolls make ideal shock troops. They are fearless in the face of anything aside from fire and their reckless charges and brute strength strike terror into the enemy.

However, trolls are also notoriously stupid and ill-tempered. Many hobgoblin commanders have watched as troll mercenaries have wandered away from battlefields, charged friendly forces, or devoured their handlers. To help rein in the troll's potential, hobgoblin wizards developed the grikkyn (hobgoblin for "eternal warrior"), a bizarre cross between a troll and a hobgoblin that combines the former species' tremendous strength and healing ability with the latter's discipline and cunning.

Personality: Grikkyn have simple personalities, as befits their limited intellect. They tend towards simpleminded, self-centered behavior. However, grikkyn are rarely evil in the truest sense of the word. Owing to a bizarre byproduct of the process that created them, grikkyns tend to care more about their basic needs for food and shelter than violence or chaos. A grikkyn is just as likely to hunt deer for food as it is to pounce on a passing caravan. In many ways, grikkyn are simple creatures that simply seek to fulfill their own needs rather than actively work to raid and maraud. However, grikkyn also have little willpower and tend to eagerly follow anyone who presents a strong, commanding facade to them. As a race bred for duty as soldiers, grikkyn are eager to obey commands and often seek out powerful figures who can give their lives order and purpose.

Physical Description: Grikkyn average 7 feet in height. Their arms are abnormally long, with their hands often dangling well below their knees. A grikkyn's skin is green and warty. Unlike trolls, they have compact, thick physiques. Their facial features tend closer to their hobgoblin nature, though noses are often elongated and thin like a troll's.

Relations: Grikkyn can be surprisingly agreeable creatures. As a race bred for use as soldiers, grikkyn tend to be deferential around those capable of using force or intelligence to direct them. As noted above, grikkyn are filled with a need to fit into a larger order and prefer to let others do their thinking for them.

On one hand, this means that grikkyn can be very easy to get along with if they are not under the sway of a leader. Once they have adopted a commander, they quickly adopt the attitudes and prejudices of that leader as they are eager to please and fulfill their assigned duties.

Alignment: Grikkyn tend toward neutrality over all other alignments. They may engage in evil acts as part of their service to their hobgoblin commanders, but they put little moral weight into these actions both because they often lack the intelligence to do so and because they simply follow orders with little thought to abstract notions of good or evil. To a grikkyn, following orders is what's natural and proper.

Grikkyn Lands: Grikkyn are far too rare to establish their own kingdoms but in the aftermath of a hobgoblin invasion isolated bands of the creatures can spring up. Isolated from the influence of evil humanoids, the grikkyn tend to live as primitive hunter-gatherers. They seek out food to sustain themselves but only rarely attack other humanoids unless forced to by hunger or drought.

Religion: Grikkyn tend to adopt the dominant religion of the hobgoblin band with which they fight. As creatures that tend to go along with the crowd, Grikkyn easily jump from one faith to the next in order to keep their overlords happy. Few grikkyn have the mental and moral capacity to become clerics, but those who do often adopt their deity's tenets with a fanatic abandon. Grikkyn clerics often adopt their god as a leader-figure and thus strive to live up to their deity's ideals. A grikkyn that follows an evil god is a diabolical fiend capable of unspeakable evils, while the incredibly rare ones who follow good deities can be as heroic as the stoutest paladin.

Language: Most grikkyn speak enough Goblin to understand their commander's orders. Few learn many words that fall beyond what they need to get by on the battlefield.

Adventurers: Grikkyn adventurers tend to originate from two groups. Some grikkyn fall under the sway of a charismatic or powerful adventurer and serve him as retainers and bodyguard. Just as grikkyn adopt the demeanor of their hobgoblin creators, so too can they come under the influence of a human or other non-hobgoblin. Rarer still are those grikkyn that break free from their natural tendency towards servitude. Sometimes, a hobgoblin warlord may give his grikkyn shock troops too much freedom on the battlefield, to the point that the grikkyn begin to feel that they don't need the guidance of a powerful leader and learn to

rely on themselves. These grikkyn often desert their horde and seek their own fortune. While the majority of these creatures follow their one-time overlord's example and take to raiding and banditry, others take up the life of explorers and adventurers.

Grikkyn Racial Traits

- +4 Strength, +2 Constitution, -2 Dexterity, -4 Intelligence, -4 Charisma: Grikkyn are incredibly strong and hardy, but their gangly, awkward arms and often oddly proportioned bodies leave them rather clumsy. Like trolls, they are dense and often have trouble figuring out the simplest problems. Furthermore, they are weak-willed and readily gravitate towards dynamic personalities and strong authority figures.
- Medium-size: As Medium-size creatures, grikkyn have no special advantages or penalties due to their size.
- Grikkyn base speed is 30 feet.
- Darkvision: Grikkyn, like the races from which they sprang, can see up to 60 feet in the dark. Darkvision is black and white only, but otherwise functions as normal sight.
- Prodigious Healing: Like trolls, grikkyn heal at an incredible rate. However, they are still nowhere near as durable as their troll ancestors. Grikkyn take all damage as subdual damage. They may reattach and regrow severed limbs, including their head. A grikkyn knocked unconscious by subdual damage may be slain with a coup de grace action. Unlike trolls, grikkyn heal subdual damage at the normal rate. Fire and acid deal normal damage to a grikkyn.
- Automatic Languages: Goblin. Bonus Languages: Common, Draconic, Giant, Gnoll, and Orc.
- Favored Class: None. Grikkyn are quite simple-minded and lack the awareness and intelligence to specialize in a particular area. As a race that simply does what it's told, grikkyn often follow classes at the behest of others, not out of any personal drive.
- Level Equivalent: Class Level +1.
- Challenge Rating: 1.

GROGLIN

This bizarre and rather rare crossbreed between a troglodyte and a goblin occupies a revered position amongst goblinkind. Groglins combine a goblin's stealth and cunning with a troglodyte's toughness and chameleon-like abilities, resulting in a race that is superbly adapted to skulking undetected through dungeon corridors or deep caverns. These creatures often

serve as commandos and assassins, leaping from hiding to strike at adventurers and other intruders before fading back into the dungeon.

Personality: Groglins tend to be quiet and introverted. They feel superior to both troglodytes, whom they see as clumsy and stupid, and goblins, who are puny and weak in their eyes. Most groglins are earmarked as elite troops and trained in stealth from an early age, reinforcing their feelings of superiority and arrogance. In many ways, they combine the scheming nature of goblins with the warlike demeanor of troglodytes.

Physical Description: Groglin range from three to four feet tall. They have the general size and shape of a goblin but possess their troglodyte ancestors' scaly skin and coloration. They lack the sharp claws and fangs of troglodytes, leaving them without any natural weapons. Many groglins possess a short, stubby tail and amongst these creatures a long, well-developed tail is a symbol of strength and status as it marks a groglin who takes more after his troglodyte than his goblin background.

Groglin hides change to match their environment, though many of these creatures modify their coloration to suit their situation. A groglin seeking to impress others might shift his skin tone to a scarlet, bold, or other eye-catching color. Some groglins are so adept with changing their color that they can force patterns such as stripes or even the outline of a holy symbol to appear on its hide. A groglin's hide often betrays its emotions. An angry groglin often takes a reddish tone, while a sad or nervous one develops a light blue tinge.

Relations: Groglins have trouble getting along with anyone, even those races that are nominally their allies. They possess an odd position amongst humanoids, as they are stronger and tougher than smaller creatures such as goblins, gnomes, or kobolds but are not powerful enough to fight hobgoblins, ogres, or orcs head-to-head. Groglins see in themselves the best of both their lines of heritage and tend to project the worst on to others. Big creatures can be outwitted and small ones simply bullied. Thus, groglins tend to set themselves apart from other races due to this arrogance.

At their core, groglins possess a strong mercenary streak when dealing with other races. They willingly serve the highest bidder but are just as likely to slit their employer's throat and make off with their payment, as they are to render steadfast, loyal service. Creatures and warlords who combine cunning with brute strength are the most likely to earn a groglin's faithful service.

Alignment: Grogglins, like their goblin forebears, tend towards neutral evil. These creatures are too smart and calculating to engage in wanton destruction like the chaotic evil troglodytes but they are too clever and too self-centered to embrace law over neutrality.

Groglin Lands: While groglins are often too rare to form their own communities, when groglins do gather in numbers they work to eliminate all rivals in an area while using their natural abilities to fade into the environment. The typical groglin settlement is a hidden, secret cave branch in a larger dungeon complex. The groglins work hard to keep their camp secret while skulking out to assassinate humanoid chieftains in the area to destabilize the region and make it more comfortable for their own existence. Some groglins venture into human lands, establishing hidden settlements in sewers and using their stealth to steal food, supplies, and anything else they need from the city above.

Religion: Grogglins scorn both troglodyte and goblin religions. Instead they worship a minor demon lord named Vrathark, a patron of assassins, ambushes, stealth, and murder. Vrathark is often depicted as a small viper with flaming eyes and fangs that drip horrid venom supposedly strong enough to slay a god. Her domains are Death, Destruction, Evil and Trickery while the dagger is her favored weapon.

Language: Most groglins speak both draconic and goblin. In addition, they have developed their own simple language, a corrupt cross between those two languages that also incorporates scent. This tongue serves groglins as a secret code and method to communicate while keeping non-grogglins in the dark. A system of simple pictographs allows groglins to leave messages for one another in this language. However, the groglin tongue has only a limited vocabulary that deals only with combat tactics, ambushes, and plans for murder and robbery.

Adventurers: Grogglins readily take to the adventuring life in that they survive primarily by robbing, looting, and killing others. Unscrupulous adventurers who are willing to risk betrayal often hire groglins to serve as scouts and guides in dungeon complexes. The presence of a groglin not only gives adventurers a cunning guide but also signals to any humanoids they meet that the party is strong enough to command the service of a groglin. Anyone strong enough to keep a groglin in line is a force to be reckoned with.

Groglin Racial Traits

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma: Grogglins are tough and nimble, combining the best traits of troglodytes

and goblins. However, their scaly skin, somewhat alien appearance, and quiet, cold manner makes it difficult for them to command the respect of others. Furthermore, the groglin's arrogance and bloated confidence makes them somewhat rash and prone to underestimate others.

- Small: As small creatures, goblins gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide check, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Groglin base speed is 20 feet.
- Darkvision: A legacy of their heritage, groglins can see up to 60 feet in the dark. Darkvision is black and white only, but otherwise functions as normal sight.
- +2 racial bonus on Move Silently checks. Grogglins are trained from birth in the art of sneaking undetected through dungeon corridors.
- Chameleon: A groglin's scaly hide changes color to reflect its environment. Grogglins gain a +6 racial bonus to all Hide checks.
- Stench: Like their troglodyte ancestors, groglins can generate a wretched stench. However, groglins have more control over this ability and do not automatically emit their musk when afraid or angry. Furthermore, the musk producing glands are less developed in groglins, limiting the effectiveness of this ability in comparison to troglodytes. A groglin can generate a sickening chemical that causes a -1 circumstance penalty to attacks for all non-grogglins within 30 feet. A groglin may use this ability once per day. This penalty lasts for 1d6+1 rounds.
- Automatic Languages: Goblin, Draconic, Groglin. Bonus Languages: Any. Grogglins subtract 2 from their Intelligence bonus when determining how many extra languages they know.
- Favored Class: Rogue. As a race that specializes in ambush and theft, groglins readily take to the rogue's arts.
- There is no level equivalent for groglin.

GURK

Amongst the orcs, gurks (orcish for "two") are renowned as a special blessing from the gods. These two-headed humanoids are said to have the strength, toughness, and skill of two orcs. Many sages theorize that gurks are the result of some ancient crossbreeding between orcs and ettins or of some sort of developmental connection between the races. Ettins tend to

have orcish features, though the two races do not share a pantheon and are not mentioned as being created by the same gods. Whatever their source, gurks are an unexpected and rather dangerous surprise for many adventuring bands.

Gurks often serve as watchers and scouts. Many of them become clerics, as orcs believe that gurks bear the favor of their violent deities. Not only are gurks as violent and brutal as regular orcs but their two heads seem to combine to give them a cunning equal to that possessed by any two orcs. Unlike ettins, whose heads often bicker, a gurk's two heads are often closely aligned and work well together to handle their enemies. Many gurks develop different skill sets with each head. Many gurks possess one head capable of divine magic and another that has mastered the arts of wizardry or sorcery.

Personality: Gurks tend to be as brutal and coarse as the typical orc but this lowbrow demeanor often masks the gurk's crafty intelligence. Amongst the orcs, Frasssharak Knarr ("two heads talking") is a common nickname for a gurks. Typically, one gurk head is the typical crude, angry, violent orc while the other one is quiet, crafty, and calculating. Most of time, the loud head commands most of the gurk's social interactions but when the situation calls for it the gurk's "smarter" head speaks up.

Physical Description: Gurks appear as slightly larger than normal orcs with two orcish heads. Their skin tends to pinkish and green hues, lending some credence to theories that point to orc-ettin crossbreeding as the source of gurks. In addition to their two heads, gurks tend to be a bit stronger and taller than their orc cousins.

Relations: As gurks possess an honored place in society, they tend to get along quite well with their fellow orcs. Other races tend to treat gurks with a similar level of respect, recognizing that amongst the warlike and aggressive orcs the gurks are looked at as tough, powerful creatures. Oddly enough, ettins are known to despise gurks and often seek to slay them whenever possible. Though few sages have had the opportunity to research ettin legends and religious teachings, the available evidence suggests that ettins see gurks as debased ettins who become gurks as punishment from the ettin gods.

While orcs generally respect gurks, this strange race is often its own worst enemy. Most tribes can cope with only one gurk at a time. A second or third gurk is expected to act much like an apprentice to the elder one. Treachery and murder is common within this orc

subtype. While many gurks scheme to murder any newborn gurks, in this case the gurk's revered position works against it. Few orc tribes would stand by and allow a young gurk to die for fear of arousing the gods' anger. "Two gurks in a cave" is a common orcish expression for an annoying problem that cannot be resolved easily.

Alignment: Like their orc relatives, gurks revel in chaos, destruction, and war. While the vast majority of them are chaotic evil, a few gurks whose "smarter" head has more say or can afford to be more vocal tend towards lawful evil.

Gurk Lands: As a subset of orcs, no lands made up exclusively of gurks exist. In regions where an orc tribe is dominated by a gurk or has a number of the monsters in its ranks, the tribe tends to be better organized and craftier in its tactics and strategic planning. In some ways, orc warbands led by gurks tend to behave more like a well-drilled human army.

Religion: Gurks have a strong religious component in orc society. Many of them go on to become clerics and gurks are commonly thought of as a blessing from the orc gods. Many orc shamans teach that gurks are given two heads to better keep watch on the many enemies of the orcs. Since so much of a gurk's prestige and special treatment derives from its status as a religious figure, gurks tend to be strong traditionalists who favor embarking on crusades and other invasions in the name of the orc pantheon.

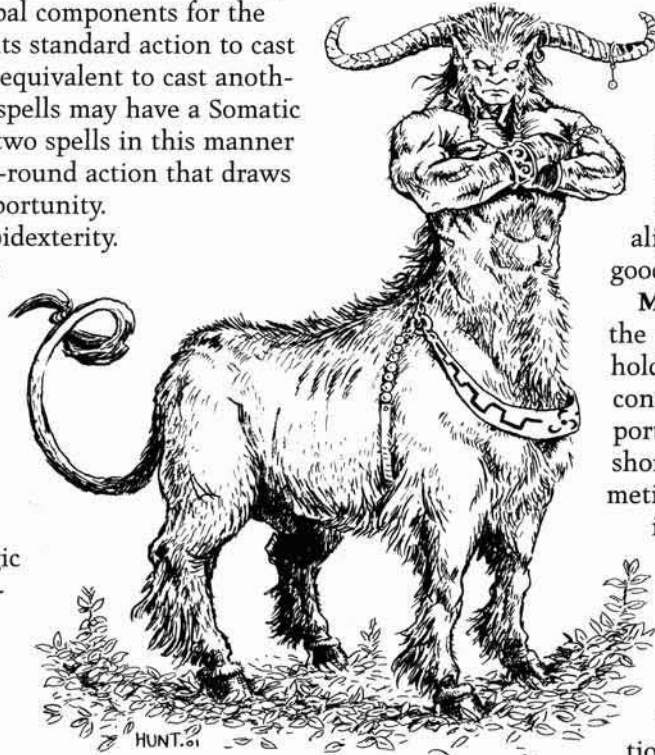
Language: Gurks use the Orc tongue almost exclusively, though some keep their records and journals in Abyssal in order to prevent orcish rivals from learning their secrets.

Adventurers: Gurks sometimes strike out on their own, particularly if a young gurk lives in a tribe where another, older gurk already occupies the religious limelight. Adventuring gurks often gather a band of young, opportunistic orcs who are eager to prove themselves as warriors and seek to stockpile wealth and magic that can help them seize a prominent position in the tribe.

Gurk Racial Traits

- +2 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma: Gurks possess the great strength that orcs are known for. However, they combine their physical talents with a sharp mind, keen intellect, and strong personality. Amongst the often weak-willed and dense orcs, it is no wonder that gurks excel as leaders.
- Medium-size: As Medium-size creatures, gurks have no special advantages or penalties due to their size.

- Gurk base speed is 30 feet.
- **Darkvision:** Like orcs, gorks can see in the dark as if it were daylight up to a range of 60 feet. Darkvision is black and white only, but otherwise functions as normal sight.
- **Light Sensitivity:** While gorks' eyes are well-adapted to subterranean life, bright lights such as sunlight or a *daylight* spell dazzles and disorients them. While within the radius of strong light, a gork suffers a -1 penalty to attack rolls.
- **Multitasking:** Gorks are smart and skilled enough to take full advantage of their two-headed state. If a gork has levels in more than one spellcasting class, a gork may cast two spells in single round, one from each of two different classes. Each gork head supplies the verbal components for the spells. The gork uses its standard action to cast one spell and a move-equivalent to cast another. Only one of these spells may have a Somatic component. Casting two spells in this manner counts as a single full-round action that draws only one attack of opportunity.
- **Automatic Feats:** Ambidexterity.
- **Automatic Languages:** Orc, Abyssal. **Bonus Languages:** Draconic, Giant, Gnoll, Goblin, and Infernal.
- **Favored Class:** Cleric. As the favored of the orcish deities, gorks find divine magic relatively easy to master.
- **Level Equivalent:** Class levels +3.
- **Challenge Rating:** 2.



both their parents, and that they came from the newly-forged peace. Though by no means pacifistic (they still train, almost ritually, with weapons), neither are they barbaric.

Relations: The Minos attempt to maintain cordial relations with all they meet, but any race which enters war frequently may alienate the Minos. The Minos have especially strained relationships with humans, goblinoids, and dwarves, each of whom they view as uncouth. Pure blood centaurs view the Minos with a faint trace of discomfort, unsure of how to treat their offspring, while minotaurs unhesitatingly attack the Minos on sight.

Alignment: The Minos fervently believe in the necessity of peace, and may even be willing to force the issue on others, should they feel it necessary. They are not so foolish as to believe that peace comes easily, nor are they always trusting of others who preach absolute pacifism. The common alignment of the Minos is lawful good.

Minos Lands: Though native to the isle of Marinos, the race itself holds a chain of islands off a southern continent. Though they have open ports, they ban weapons once onshore, and have no qualms about meting out justice to lawbreakers. The islands are popular trading spots, however, as almost no pirate is willing to waylay ships sailing to or from Marinos, for fear that the Minos will exile them from one of the few ports that takes all ships with few questions.

Religion: The Minos as a whole do not worship gods, preferring instead to serve ideals. They view gods as no less fallible than mortals, but capable of far greater harm when making mistakes. Their clerics enjoy debate with others, so much so that many priests simply refuse to speak with a Minos outright.

Language: Minos speak common almost exclusively, though they understand and speak minotaur and centaur as well. They do this to be as inclusive of others as possible, and only reluctantly speak in unfamiliar tongues.

MINOS

Not all intelligent races are the product of magical or divine intervention; some simply came about naturally. In the southern seas, the decades-long war between minotaurs and centaurs ended due to excessive attrition, but with the ritual marriages to ensure peace, came a discovery. The children of these unions were different than either parent, but very similar to both. Within two generations, the southern seas had all but forgotten the war, as the Minos ruled.

Personality: Though no more intelligent than its predecessors, the Minos are calmer and more rational than both. They have heard that war nearly destroyed

Adventurers: Minos readily take to the adventuring life, taking up the opportunity to explore or save lives. In fact, one of the common requirements for ships docking in Minos ports is to carry at least one would-be Minos adventurer upon departure.

Minos Racial Traits

- +4 Strength, +2 Wisdom, -2 Intelligence. Though somewhat naive in the ways of the outside world, the minos have come to an understanding of their place in the universe.
- Large: As Large creatures, minos suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Minos base speed is 50 feet.
- +2 natural armor class bonus.
- Darkvision: Minos can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal light, and minos can function just fine with no light at all.
- Automatic Languages: Common, Elven, Giant. Bonus languages: Dwarf, Gnome, Halfling. The minos actively seek out allies among the civilized surface nations.
- Favored Class: Paladin. A multiclass minos' paladin class does not count when determining whether he suffers an XP penalty (see PHB).
- Level Equivalent: Class Level +1.
- Challenge Rating: 1.

MONGREL

Humanoid crossbreeding, magical experiments, divine intervention, and a host of other phenomenon yield a variety of unique creatures, aberrations, and occasionally a whole new species. Over generations of such activity, creatures sometime arise that represent a bizarre amalgam of racial traits, mutations, and magical influences. These bizarre evolutionary cast-offs are generally known as mongrels, for few of them can clearly identify the true nature of their ancestry.

Mongrels occupy an extraordinarily precarious position. What little loyalty exists within a race rarely, if ever, extends to a mongrel. While orcs, goblins, trolls, and others form tribes and other social units, mongrels are often alone in the world. These outcasts struggle to eke out a pathetic existence at the edges of society.

Personality: Just as mongrels have a wide variety of physical traits, so too do they display many sorts of personalities. Most mongrels are suspicious, paranoid, and

often fearful owing to their difficult existence. Many tend to believe in striking out at others before they have a chance to hit back, as mongrels often do not have the resources and strength to deal with orcs and bugbears on anything approaching even terms. Thus, mongrels can be surprisingly aggressive and murderous.

Physical Description: Mongrels exhibit a startling variety of physical traits. Most are a mixture of various racial traits. A mongrel may have the horns of a minotaur, the nose and warts of a troll, and the puny body of a kobold or goblin. These creatures often look like a composite creature pasted together from various pieces by a madman. Generally speaking, most mongrels are roughly Medium-size humanoids with a few glaring traits that set them apart from others, such as hooved feet or yellow, beady eyes.

Relations: Most evil humanoid races see mongrels as little more than a ready source of cheap, disposable slave labor. Orcs and others regard them as misshapen weaklings. Many humanoid deities teach that mongrels are cursed outcasts that must be hunted and enslaved. Even humans, elves, and other good races have trouble sorting out these monstrous pariahs from the evil humanoid races that often invade their realms. Thus, mongrels face persecution from both good and evil races.

Alignment: Most mongrels tend towards neutral evil. In a hostile world, mongrels have learned to look out primarily for themselves and take what they can get using any means possible. Matters of law and chaos mean little to mongrels who often do not have the luxury to spend time pondering such philosophical questions. Self-centered pragmatism would best sum up most mongrels' moral view of the world.

Mongrel Lands: As a race that is more a byproduct of magical experiments gone awry than natural selection or divine evolution, mongrels have never existed in sufficient numbers in any given area to carve out their own realms. Mongrels tend to cluster together in regions that other races have no use for, such as barren deserts, deep caverns, and drought-ravaged areas. Mongrel camps are usually built to move quickly in the face of a humanoid incursion. When possible, mongrels select easily defensible positions for their settlements. Needless to say, the opportunistic mongrels make it a habit to attack and rob anyone who moves through their region.

Religion: Mongrels have no pantheon or religions of their own. Most take up the worship of other races' deities, particularly when an individual mongrel's

ethos or goals align well with a particular god's. Just as mongrels have a very pragmatic view of life, they approach their spiritual existence with a similar attitude. Many mongrels take up the worship of demons or devils, particularly if such a patron agrees to provide aid and protection in exchange for regular sacrifices.

Language: Mongrels have no language of their own. Most speak a smattering of Common, Goblin, Giant, and other languages commonly used in their regions. Mongrels simply are not cohesive enough of a species to form their civilizations and develop a language.

Adventurers: All mongrels that are not slaves to other races live much like adventurers. While many turn to banditry and theft to sustain themselves, others risk the terrors of long forgotten tombs, caverns, and dungeons in hopes of coming across a great treasure hoard or magical item that can help guarantee their safety. Those mongrels that choose to adventure are rarely evil, as crime is more attractive to evil mongrels, safer, and easier to pursue.

Mongrel Racial Traits

- +2 Constitution, -2 Dexterity, +2 Wisdom, -2 Charisma. Mongrels represent such a broad range of potential humanoid types, but a few traits commonly mark them. Mongrels tend to be tough and hardy, as befits a race that labors under extremely difficult circumstances but still manages to survive. On the other hand, mongrels often have twisted, deformed bodies that leave them awkward and clumsy.
- Medium-size: As Medium-size creatures, mongrels have no special advantages or penalties due to their size.
- Mongrel base speed is 30 feet.
- Darkvision: Mongrels can see up to 30 feet in the dark. The twisted, bizarre parentage of a mongrel often includes at least a few humanoid races capable of operating normally in the dark. Darkvision is black and white only, but otherwise functions as normal sight.
- Survivor: Mongrels must learn to survive under difficult circumstances at a very early age. Wilderness Lore always counts as a class skill for a mongrel no matter what class. In addition, mongrels gain a +2 racial bonus on all Wilderness Lore checks.
- +2 racial bonus on Listen and Spot checks. Mongrels are constantly on their toes, ready to flee for their lives at the first sign of trouble. Years of a desperate existence teach a mongrel to keep a careful eye on its surroundings.
- +2 racial bonus on all saves against spells and

supernatural effects. As creatures of a highly magical origin, mongrels have a natural resistance to magic of all sorts.

- Automatic Languages: Common. Bonus Languages: any.
- Favored Class: Sorcerer. As creatures with a highly magical background, magical talent is quite common amongst mongrels. Many mongrels can count at least one ancestor who was created via magical experiment. Because of their affinity for magic, mongrel sorcerers are assumed to have a Charisma of 20 for determining bonus spells and spell DC. As a result, Mongrel sorcerers are often the target of curious wizards eager to *extract* their natural affinity for magic.
- There is no level equivalent for mongrels.

NASIMIR

The nasimir are a rare breed, the children of a union (legitimate or otherwise) between a rakshasa and a nymph. Possessed of a feral beauty and a fiendish cunning, these tiger-women live out precarious existences, in constant dread of the wrath of one of their parents. Their volatile natures make them unlikely allies or unpredictable enemies.

Personality: The typical nasimir views herself apart from the world. She believes that she deserves the finest of everything, whether it is in clothing or in love. Though some view themselves as natural masters of the more mortal chattel, others either do not care for them either way, or protect and support them out of a sense of noblesse oblige.

Physical Description: The nasimir are a strange and beautiful race. A light fur covers their entire body, with tiger patterns along their backs, arms, face, and hair, and white from the tips of their chins to their bellies. Their faces carry definite feline features, but attractively so, and the nasimir never want for suitors. They prefer to dress in only finery, and have a great fondness for anklets and bracelets.

Relations: The nasimir, as a race, do not have any strong ties to each other, much less other races as a whole. Each nasimir chooses her own allies and enemies.

Alignment: The co-mingling of nymph and rakshasa blood in their nasimir children produced many side effects, not the least of which was a blunting of both their parents' powers, and their alignments. Though nasimir may be lawful, chaotic, good, or evil, they may never be more than one. All nasimir are at least partially neutral in alignment.

Nasimir Lands: While individual nasimir may rule over a people or locale, the nasimir as a whole do not reign over any specific regions, though a few sisters or half-sisters may band together and serve their father or mother.

Religion: The nasimir who either escape their father's clutches, or whose mothers raised them usually worship the various nature and fey spirits rather than a deity. The rakshasa-raised bailishk might acknowledge their fathers as their betters.

Language: The nasimir have no language of their own, relying instead on a pidgin of Infernal and Elven to distinguish their words from their parents'. Elves sometimes take such correspondence as a sign that one of their number has fallen to Infernal dealings, which is not always far from the truth.

Adventurers: Whether serving their parent's designs or seeking their own life, nasimir naturally gravitate to adventuring parties, either to employ them or to manipulate them, and often both. Though not warriors, their attunement to nature is quite strong.

Nasimir Racial Traits

- +4 Charisma, -2 Strength. Though undeniably attractive, the nasimir are hardly the formidable warriors that their fathers are.
- Medium-size: As Medium-size creatures, nasimir have no special bonuses or penalties due to their size.
- Nasimir base speed is 30 feet.
- Low-light Vision: Nasimir can see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Bluff checks: the nasimir are innately familiar with lies, a heritage of their fathers. The Bluff skill is always a class skill for nasimir.
- *Charm Person* (sp): Nasimir may cast *charm person*, as per the spell, by looking into the eyes of her intended target, and whispering soft promises in a language the target understands. A nasimir may



use this ability a number of times per day equal to her Charisma modifier.

- Automatic Languages: Common, Elven, and Infernal. Bonus Languages: Abyssal, Celestial, Draconic, Dwarven, Giant, Gnome, Goblin, and Orc. Nasimir deal with virtually any intelligent race, enduring even the presence of goblins to further their plans.
- Outsiders: Due to their alien birth, nasimir are Outsiders, and affected as such.
- Favored class: druid. A multiclass nasimir's druid class does not count when determining whether she suffers an experience point penalty (see the *Player's Handbook*[™]).
 - Level Equivalent: Class levels +1.
 - Challenge Rating: 2.

NESLIKAAR

Deep within the depths of the earth, small tribes of Neslikaar roam the caves and caverns of the underrealm. These nomadic creatures resemble a strange cross between a giant lizard and a centaur.

They have the upper body and torso of a reptilian humanoid and the scaly lower body of a large lizard.

Neslikaar are nomadic wanderers.

They move from cavern to cavern, always attempting to remain out of the reach of drow, mind flayers, and other evil races who often prize Neslikaar as beasts of burden and slaves. The Neslikaar have great strength and the ability to scale sheer surfaces using the tiny suction cups that cover their feet.

As Neslikaar take care to avoid drawing unwanted attention to themselves, few surface dwellers have encountered them. By their nature,

Neslikaar are cautious and tend to shun contact with other intelligent creatures. However, as Neslikaar dwell in a hostile world ringed with enemies and dangerous creatures, those surface dwellers who do make peaceful contact with them are treated as trusted friends and allies. In a hostile world, the Neslikaar know the value of a friend. They are generous and faithful to those who aid them and relentless and determined in the face of their enemies.

Personality: Neslikaar tend to be slow and thoughtful in their actions and words. In the dangerous world of the underrealms, a single decision often

marks the thin line between prosperity and ruin. Around strangers, they tend to become withdrawn and quiet. Neslikaar have learned the hard way that paranoia is the first line of defense against thieves, slavers, and others who may wish them ill.

After overcoming a Neslikaar's natural suspicion, their allies find them to be incredibly loyal, self-sacrificing friends. In the neskilarr's hostile home environment, they rely on numbers and strong family bonds to survive. Neslikaar clans are extremely tightly knit. The greatest honor a Neslikaar can bestow upon an outsider is to grant him membership in his clan.

Physical Description: The Neslikaar's scaly lower body ranges from six to eight feet long, while from head to ground Neslikaar usually measure around six feet tall. Neslikaar also have long, serpentine tails that trail after them as they walk. A long frill runs from the crest of a Neslikaar's skull to the end of its tail. This frill can range from a barely noticeable ridge to a colorful, tall adornment. Neslikaar sorcerers and wizards often have tall, colorful frills, though the Neslikaar generally do not place any special social attachment to this feature.

Most Neslikaar have dark gray scales mottled with blacks and greens. Though rare, some Neslikaar have bright crimson or emerald hides. Once, the nobility and priesthood of the Neslikaar clans were marked by such coloration. Successive generation of hunting by derro and drow, who paid handsomely for colorful Neslikaar hides, made such colors extremely rare. Neslikaar with extremely colorful hides take care to disguise this trait.

Relations: As a quiet, withdrawn race Neslikaar have little contact with non-hostile races. Drow, mind flayers, and other evil subterranean humanoids see Neslikaar as little more than beasts and hunt them for their hides and meat. Neslikaar avoid contact with these species as much as possible. Though they love to ambush and destroy their foes when they have the chance to, most of the time the Neslikaar are too few in number to do anything more than pack up their belongings and move to a safer region.

Alignment: Neslikaar tend towards neutral good. They have little stomach for cruelty and hunt down evil monsters and humanoids when they are able to. On the other hand, they care little for concepts of law and chaos. Neslikaar tend to be too practical minded to put much thought into their methods, so long as they avoid harming others.

Neslikaar Lands: Caverns under the control of Neslikaar are peaceful, quiet places. When the Neslikaar manage to purge a region of evil humanoids

and monsters they take care to allow the natural ecosystem to run its course. Neslikaar rarely erect permanent dwellings and prefer to hunt and gather food rather than turn to cultivation. They are too few in number and their foes are too powerful for them to spend time and energy erecting a settlement that could be quickly destroyed by marauding humanoids. When dark dwarves or other enemies do appear in a cavern, the Neslikaar attempt to mask their own presence in hopes that their enemies will merely move on to different, more promising hunting grounds.

Religion: Neslikaar worship Thrath the Preserver. According to Neslikaar legend, they are placed on earth by Thrath to test their will and strength in the face of the enemy. Thrath is depicted as a giant Neslikaar with a golden hide. His clerics may choose from the Earth, Good, Protection, and War domains. His favored weapon is the longspear.

Language: Neslikaar speak their own language and utilize their own alphabet. As a nomadic race, they have little use for books and other large, bulky methods of keeping records. Instead, Neslikaar inscribe their history and legends on tools and other useful items. A household's cookery might not only be used to prepare a meal but it may also hold the clan's history.

Adventurers: Young Neslikaar often feel the urge to strike out on their own. In particular, Neslikaar that encounter friendly surface dwellers often return home with their new allies in order to see this mysterious land of legend. Many Neslikaar legends speak of the land above and Neslikaar that journeys there and returns commands the respect of his fellows. Some Neslikaar, especially those clans that forge alliances with dwarves and humans, migrate en masse to the surface world and establish small colonies. Such settlements are extremely rare and are often part of a larger dwarf or human community.

Neslikaar Racial Traits

- +6 Strength, +2 Constitution, -2 Wisdom, -4 Charisma: Neslikaar are tremendously strong and hardy, but they often lack common sense. Quiet, reclusive creatures, they lack personal magnetism.
- Large: As Large creatures, minos suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Since Neslikaar are not humanoid, they are immune to spells that specifically affect only humans or humanoids, such as *hold person*.

- Neslikaar base speed is 30 feet. Though quadrupedal, Neslikaars have short legs that leave them only as fast as a human. However, Neslikaars have small suction cups on the lower legs that allow them to climb vertical surfaces and even move across ceilings. Neslikaar climb at a speed of 15 feet. However, a Neslikaar carrying a heavy load overtaxes this ability. He can still climb, but must make a skill check as normal with a +10 racial bonus. He cannot scale surfaces normally impossible to cross with the Climb skill while weighed down with gear.
- Darkvision: As creatures that dwell deep within the earth, Neslikaars have developed darkvision that allows them to see up to 60 feet in the dark. Darkvision is black and white only but otherwise functions as normal sight.
- Automatic Languages: Undercommon. Bonus Languages: Common, Draconic, Dwarven, Elven, Gnome, Goblin, Giant, Orc, Sylvan, Terran.
- Neslikaar PCs start with 8 + (Constitution bonus) hit points, plus character class hit points.
- Favored Class: Ranger. Neslikaar are skilled at living off the land. As a nomadic species, they place a great emphasis on mobility, survival skills, and ingenuity. Thus, they are superbly adapted to the Ranger class.
- Base attack bonus +1.
- Base saves: Fort +0, Ref +2, Will +2.
- Level Equivalent: Class levels +1.

RUOTH

Standing head and shoulders above orcs, hobgoblins, and humanoids, the ruoths are a powerful race of horned ogres. Legend has it that the first ruoths resulted from the union of minotaurs and ogres. Whether this was some bizarre quirk of magic or nature, no one knows, but few can deny that ruoths are quite real and quite dangerous.

Ruoths are one of the rarest of the humanoid races. They typically travel alone, serving as mercenaries for smaller races such as goblins or orcs. One of the few races that can be counted on to serve reliably, ruoths are unfailingly loyal to their patrons. Only the richest and most powerful chieftains employ a ruoth bodyguard, as the ruoth's loyalty is not without its price.

Personality: Ruoths are grim, cruel, and calculating. They view others, even other ruoths, purely in terms of their value toward helping fulfill the ruoth's goals. Ruoths also tend to bully smaller races, looking down on puny goblins, kobolds, and others.

Ruoths place a great premium on physical strength. When ruoths do congregate, they tend to quickly establish a social order based on martial skill and brute power. This emphasis is reflected in the ruoths' social tendencies, as they prefer direct threats and intimidation to flowery language or any attempts at negotiation and diplomacy.

Physical Description: Ruoths resemble ogres, though unlike their supposed kin they tend to stand straighter and taller. Ruoths have a minotaur's horns and general build, but unlike that race they are completely hairless.

Ruoths stand between 7 and 8 feet tall. Like minotaurs, they have cloven feet but their legs resemble those of an ogre rather than the minotaur's shaggy, steer-like limbs.

Relations: Ruoths get along extremely well with anyone who can afford to pay their fees. They have even been known to simply switch sides in a conflict once their employer perishes. Many times, the victors in a conflict would rather offer a ruoth a substantial new contract to switch sides rather than have to fight the beast. While ruoths are loyal, if their master is on the verge of collapse, unable to pay his fees, or generally incompetent, ruoths feel no guilt in abandoning him for a better paying job.

When operating independently, ruoths tend to view all races equally. They care little for the alignments or goals of any they meet. Instead, ruoths divide the world into two camps, those who stay out of their way and those who interfere with their goals. The ruoths ignore the former group and relentlessly hunt and destroy the latter.

Alignment: Ruoths have a strong lawful streak, as befits their role as mercenaries and bodyguards. Ruoths are also quite strongly evil. Self-centered and greedy, they uphold their word and maintain their end of any bargains primarily because they know that breaking contracts is a good way to lose out on future work.

Ruoth Lands: While ruoths are quite rare, they lay claim to much more territory than one would expect. Ruoths tend to become quite involved in humanoid tribal politics. As many of them serve chieftains and other important figures, any revolution or turnover in leadership must involve the ruoth on some level. Often, a ruoth plays kingmaker, throwing his weight behind the would-be chieftain who can ensure the highest and steadiest payments. If a ruoth feels that none of the parties are fit to demand his services, he may play them off against each other and seize power for himself.

Tribes of goblins or kobolds led by a ruoth tend to be much better organized and exhibit far more bravery in combat. Ruoths aggressively patrol their lands, and once a ruoth gets a taste of rulership he often quickly turns to conquest in order to expand his power and influence.

Religion: Ruoths are not a very religious species. Most worship gods of strength, conquest, or war. A few ruoths, particularly those strongly dedicated to the mercenary life, place their faith in gods of law and contracts.

Language: Ruoths speak Giant and use it in their daily dealings with other members of their race. In addition, most ruoths master at least Common in order to better communicate with the races they often work for.

Adventurers: Ruoths adventure for a wide variety of reasons. Some mercenaries may find themselves between assignments and turn to plundering dungeons and tombs to help fill the gap in their income. Other ruoths willingly work for human, dwarf, and other adventurers as mercenaries. Ruoths care little for their employers' goals and motivations, so long as they are paid on schedule. More than a few parties of adventurers have gained a ruoth retainer by slaying his employer or simply out-bidding him.

Ruoth Racial Traits

- +8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -2 Charisma: Ruoths are incredibly strong but their bulk and size makes them somewhat clumsy. While clever, they can be impatient and tend to approach problems with their intuition rather analytical intelligence. Finally, most ruoths lack the social graces and personal magnetism to earn others' respect without resorting to intimidation and violence.
- Large: As Large creatures, ruoths suffer a -1 size penalty to Armor Class and a -1 size penalty on attack rolls. They may use Huge weapons in two hands, Large weapons in one hand, and Medium-size weapons can be used in the off-hand as though light weapons (see PHB, Table 8-2).
- Ruoth base speed is 30 feet.
- Ruoths have long, powerful arms. This grants them an additional 5 feet of reach.
- Ruoths may use their horns to make a powerful charge attack. When charging, a ruoth may opt to make a single gore attack at their best base attack bonus that deals $3d6 + 1\frac{1}{2}$ times the ruoth's Strength bonus.
- Ruoths have a tough, thick hide. This grants them a +5 natural AC bonus.
- Ruoths inherit their minotaur kin's well-honed senses. They gain a +2 racial bonus to all Listen, Search, and Spot checks.
- The ruoth's great size and menacing demeanor grant it a +4 racial bonus to all Intimidate checks and the Power Attack feat.
- Automatic Languages: Giant. Bonus Languages: Common, Goblin, Gnoll, and Orc.
- Ruoth PCs start with $8+4d8 +$ (Constitution bonus $\times 5$) hit points, plus character class hit points.
- Favored Class: Barbarian. All ruoths have at their cores the raw, animalistic strength and fury of a minotaur. They have a natural talent for tapping into this fury, and thus make excellent barbarians.
- Base attack bonus +3.
- Base saves: Fort +4, Ref +1, Will +1.
- Level Equivalent: Class levels +6.
- Challenge Rating: 4.

SCREECHING GREEN

No one is quite certain where the strange race known as the screeching green came from. Harpies and orcs generally do not share the same habitat, which suggests magical intervention, but none has claimed these curious creatures as his creation. The race itself is so rare that it is almost certainly a recent evolution as well, but not even the green themselves know their origins. Some nobles have "trained" some of the green, however, and they produce some of the most shockingly effective bards in the world.

Personality: "Wild" greens are little different in disposition than either of their cousins, being primarily weak-willed brutes. "Trained" green, however, can fumble their way through polite society with a minimum of fuss, and some even like their newfound opportunities so much that they will not attempt revenge on their trainers.

Physical Description: Screeching greens bear a sharp resemblance to orcs, the most notable differences being that the greens' skin is a scaly, shiny emerald, and that the greens have no apparent necks. Loose flaps of skin give the throats of the green a distended, unhealthy look, but when the green sings or screams, its jaw becomes almost perfectly circular and the flaps of skin expand outward, oscillating with the sound.

Relations: Most screeching greens live alone in the wild, not even tolerating each other's company. Orcs enjoy hunting these strange cousins, while harpies merely avoid them. The greens' only allies are dubious

ones at best — the nobles who would reshape them as living musical instruments. This process is neither fast nor painless, and some greens emerge from it more malevolent than ever.

Alignment: The common screeching green is reflexively violent, giving little thought to his own safety or to the needs of others. He aggressively protects himself, and sometimes kills his would-be allies without even considering why they encroached upon his territory. When outnumbered, he pretends friendship while attempting to lure invaders to their deaths.

"Civilized" greens, in contrast, dress and behave similarly to their noble masters. They act in accordance with the wishes of their patrons, and show a remarkable patience in exacting their all-but-inevitable revenge.

In both cases, the vast majority of screeching greens are neutral evil.

Screeching Green Lands: While individuals may stake claims over small patches of inhospitable land, the screeching green have almost no cohesion as a race, and therefore have no continuous land of their own.

Religion: When they consider gods, most greens pay lip service to them at best. Even civilized greens quietly blame the gods for their tormented existence, and hate them.

Language: In the wild, the greens speak orc on the rare occasions when they speak at all. In captivity, they speak the language of their captors, but usually feign illiteracy.

Adventurers: Few screeching greens ever have the opportunity to join a party, and those who do will likely view their associates as little better than the cruel masters from before. Screeching greens make natural experts and bards, however, and sometimes grow used to the opulence that accompanies their skills.

Screeching Green Racial Traits

- +2 Charisma, -2 Intelligence. Though still orcish in appearance, their magnificent voices more than make up for this. Even among the trained greens, however, ignorance is the rule, rather than an exception.
- Medium-size: As Medium-size creatures, screeching greens gain no special bonuses or penalties to their size.
- Screeching green base speed is 30 feet.
- Darkvision: Greens can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal light, and greens can function just fine with no light at all.

- Perfect Pitch: For the purpose of vocal Perform checks, the screeching green's voice is considered to be a masterwork musical instrument, and provides a +2 circumstance bonus to the check.
- Screeching Voice (ex): The screeching green can also emit an ear-piercing shriek, affecting all listeners in a 10-foot radius. Everyone within this range must make a Fortitude check (DC 10 + the green's level). If they succeed, the cacophony deafens them for 1d4 rounds. If they fail, they take 1d4 points of sonic damage, are stunned for 1d4 rounds, and deafened for 2d8 rounds. Additionally, this ability shatters all non-magical glass and shaped crystal within the radius. A screeching green may use this ability a number of times per day equal to their Charisma modifier. Use of this ability is a standard action.
- Automatic Languages: Common, Orc. Bonus languages: Draconic, Dwarven, Elf, Giant, and Undercommon. The typical screeching green can expect to find patrons in virtually every civilization that appreciates music.
- Favored Class: Bard. A multiclass screeching green's bard class does not count when determining whether he suffers an XP penalty (see the *Player's Handbook*[™]).
- There is no level equivalent for screeching green.

SLUVERIAN

The sluverians know precisely how and why they came into being, and they will never forgive either of their progenitors for it. Though the merfolk and the sahuagin conflict naturally, their oppositions are not always in arms. As neither side trusted the other fully, however, both agreed to create a new race to serve as ambassadors to both — and then both sides secretly sabotaged the effort. The sluverians came into existence geased to serve both merfolk and sahuagin faithfully, and have militantly done so ever since.

Personality: Most sluverians begin their lives bitter, bound as they are by ancient oaths. Though most progress beyond this state, many do not, and only their curse prevents them from slaughtering merfolk and sahuagin alike. For the others, the geas is still a heavy burden, but they can and do find more than mere duty in life.

Physical Description: To outside view, sluverians combine the features of their parent races, and not unhandsomely so. The rough, piscine qualities of the sahuagin smooth out with the merfolk blood, resulting

in a distinctly exotic beauty. Like the merfolk, the sluverian have tails instead of legs, but they do not adorn themselves to excess as do the merfolk.

Relations: Sluverians maintain cold ties with both sahuagin and merfolk, and aggressively attempt to serve both sides, often slaying the greatest warlords of both sides so that true offensives are rare (thus keeping both sides alive). Their attitudes do not endear them to either nation, however, and the sluverians often have to flee those they protect.

Aside from their parents, however, sluverians keep contact only with locathah, who sympathize with the sluverians' plight. Sluverians have little time for other races, unless these newcomers can offer aid or interference. They find it distressing that they cannot properly contact the tritons, as their geas to the sahuagin prevents such.

Alignment: The sluverians have no time for niceties, nor do they make exceptions to their subjects. The geas forces them into a lawful stance, though the sluverians' own experiences sway them to the sides of good or evil.

Sluverian Lands: Sluverians claim both merfolk and sahuagin territories as their protectorates, though in actuality both sides heavily outnumber the small race. The sluverians still patrol these regions, however, and interfere in conflicts as quickly and ruthlessly as possible before fleeing to save themselves.

Religion: The sluverian clerics and druids find calm in the ocean's currents, and it is they who keep their race from extermination. The sluverians refuse to support any deity of their parent races, however, and usually contact more alien gods. As a result, sluverian clerics have a plethora of domains to choose from.

Language: The sluverians speak Aquan, and expect all they meet to speak it as well. Though most have heard and understand common, they have little time for its speakers.

Adventurers: Sluverians understand the need for allies, and offer their own services as adventurers if such a deal serves their goals. The sluverians involved normally have no love for their new fellows, but may change their opinions over time. Until then, they usually serve as underwater guides and emissaries.



Sluverian Racial Traits

- +2 Dexterity, -2 Charisma. Though beautiful and sly, sluverians are a cold people, and have little patience for others.
- Medium-size: As Medium-size creatures, sluverians gain no special bonuses or penalties to their size.
- Sluverian base speed is 5 feet, but they can swim 50 feet. They can breathe in air.
- Darkvision: Sluverians can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal light, and sluverians can function just fine with no light at all.
- Conflicting Geas: As a result of the meddling of their merfolk and sahuagin creators, the sluverians must serve both races to the best of their ability. While they can and do allow individuals to die, they cannot abide by the wholesale slaughter of either race.
 - Automatic Languages: Aquan and Common. Bonus Languages: Celestial, Draconic, and Infernal.
 - Favored Class: Cleric. A multiclass sluverian's cleric class does not count when determining whether he suffers an XP penalty. Sluverian clerics may draw their spells from any domains. In addition, they are allowed three domains, where clerics are normally allowed only two.
 - There is no level equivalent for sluverians.

SPIDER GOBLIN

Perhaps the most spectacularly unsuccessful attempt at magical husbandry in history, the spider goblins are the result of a poorly-planned scheme by a wizard. The wizard had initially thought to breed a superior race of goblin servants, with which to take over the world, but he underestimated both his new creations' ingenuity, and their reproductive rate. He returned home after a year abroad, only to find his holdings overrun by his servants, who had ideas of their own on how to run things.

Personality: The spider goblins have lost the maliciousness of their cousins, replacing it instead with an instinctive drive to maintain their race. They are not naturally war-like, and indeed are quite curious, but rarely forgive those who attack them. Most spider gob-

lins are also quite adept at a number of tasks, and rival most older races in terms of their skill with the basic sciences. They are also not disposed towards selfishness — the community not only comes first, but most spider goblins do not even consider their own safety over that of their race.

Physical Description: Though paler and somewhat thinner than other goblins, the predominant difference is simple: spider goblins have two extra arms on their torso. These arms end with four opposable claws, each sharp enough to dig into stone with relative ease. Of less obvious note is the spider goblins' eyes: two are normal, but three tiny eyes are set beneath each of the larger ones. Their teeth, too, are different. Each tooth is flexible and attached to a muscle, allowing it to move.

Relations: Each community of spider goblins maintains its own relations with outsiders. Though expansionist, these goblins do not see any need to exterminate others, and attempt to integrate themselves as seamlessly as possible. They initially bear no one ill will, but do not forgive trespasses easily.

Alignment: The spider goblins believe in the preservation of their species, and an orderly, logical pattern in their lives. Each goblin has a purpose, and each novelty they discover can aid them in some way. They are neither malevolent nor benevolent to others, aiding or harming others as best benefits their communities. Almost all spider goblins are lawful neutral.

Spider Goblin Lands: There is no mistaking a spider goblin community: whether underground, in a forest, or stretched between mountain peaks, spider goblins live almost completely vertically. Their cities consist of huts attached to each other by long tethers of rope bridges (more for the benefit of others than to themselves), all centered around the simple fact that spider goblin archers can attack anyone below from any angle. Once spider goblins move into an area, they almost never leave.

Religion: Spider goblins find the concept of alien, unquantifiable gods to be an unnerving concept, and are much happier with those who serve ideals rather than deities. They realize that gods exist, but feel uncomfortable calling upon the aid of a being whose mere existence they cannot truly conceive of.

Language: Spider goblins speak Goblin, but do so quickly and almost incoherently, to the eternal annoyance of the other goblinoid races. Their writings are similar, being almost exclusively a series of rapid chicken scrawlings, all but indecipherable to others.

Adventurers: Spider goblins readily take up the adventuring lifestyle, as it allows them to serve the community by exploring the rest of the world. Though their skills lend themselves to positions as rogues, spider goblins follow a more scientific than licentious bent.

Spider Goblin Racial Traits

- +2 Intelligence, -2 Wisdom. Curious and knowledgeable, spider goblins are also surprisingly careless.
- Small: As small creatures, spider goblins gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide check, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Spider goblin base speed is 20 feet, but they may climb at this rate as well if they are not holding anything in their hands.
- Low-light vision. Spider goblins see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Spider goblins have a +8 racial bonus to all Climbing checks. Additionally, they may attack while climbing at no penalty, so long as they leave at least two hands free for the climb.
- Spider goblins automatically gain the bonus feat Ambidextrous if they meet the Dexterity requirement. They also begin the game with a free bonus feat: exotic weapon proficiency (hand crossbow). Spider goblins may reload hand crossbows as a free action, rather than as a move-equivalent action, and do so without drawing attacks of opportunity. They may not use this ability while climbing, or while two or more of their hands are otherwise occupied.
- Automatic Languages: Common and Goblin. Bonus Languages: Any except class-specific languages (such as Sylvan).
- Favored Class: Rogue. A multiclass spider goblin's rogue class does not count when determining whether he suffers an XP penalty. Spider goblin rogues are looked upon as skilled workers rather than thieves.
- There is no level equivalent for spider goblins.

AGE

Monsters age just as other races do, and the tables below are very similar to those found in the *Player's Handbook*™ for traditional PC races. Your character's minimum starting age is the race's adulthood plus the number of dice rolled for her class. For example, the minimum starting age for a bugbear fighter would be 15. To randomly determine the character's starting age, roll the dice indicated for the character's class and add it to his minimum age.

Another option exists for players wishing to run a monster character: a *young* monster. If you wish to play a *young* monster, use the young minimum age in the Aging Effects table instead of the *adulthood* age. For example, a young ogre fighter's minimum age would be 21. The young minimum age is 18, plus 3 dice for the fighter class. Young creatures have their abilities modified as described in the Aging Effects table until they reach adulthood. When they reach the age of adulthood, those modifications disappear. When the creature reaches the age where it would have started as an adult, it is considered to be an adult, and the modifications to abilities disappear. For example, our ogre fighter rolled his starting age randomly, but he chose to be young. So, on 3d6 he rolled a 10. Add this to the minimum age for a young ogre, 18 years, and he starts out at the tender age of 28. He will become an adult when he reaches adult age plus the die roll, which is 35 (25 + 10 = 35). At this time, he loses the modifications for being young.

After reaching adulthood, the creature ages normally. When he reaches middle age (50 for the ogre in the previous example), his Strength, Dexterity, and Constitution scores all drop by one point, and his Intelligence, Wisdom, and Charisma scores all increase by one point. When he reaches old age, his physical

abilities all decrease by another 2 points, while all his mental ability scores increase by 1 point again. When a character reaches venerable age, the DM secretly rolls his maximum age, which is the number from the *Venerable* column plus the modifier from the *Maximum Age* column. The DM records the result, which the player does not know. When the character reaches that age, they die of old age sometime in the following year, as determined by the DM.

HEIGHT AND WEIGHT

These values are determined exactly as in Table 6-6 in the *Player's Handbook*.™ Determine the character's height randomly by rolling the dice as indicated, and adding the roll to the character's base height. That same number is then multiplied by the dice roll given under the Weight Modifier column, and added to the character's base weight. For example, Gahk is a minotaur. Roll 2d12 to find his height modifier. Say you roll a 10. His height becomes 8'4" (7'6" + 10"). Now, rolling the weight modifier dice (4d6), you get a 20. Multiply this by the height modifier (20 x 10 = 200), and you get a total weight of 800 lbs. (600 + 200 = 800). Gahk is slightly below average height, but he is quite stocky, even for a minotaur!

All values given here are for male representatives of a particular race. Random height and weight for females can be found by reducing the results for a male by 10%. In our example, Gahk becomes Gohma, a female, reduced in size by 10%. Her height becomes 7'6" (100 inches - 10 inches = 90 inches = 7 ft. 6 in.). Her weight becomes 720 lbs. (800 lbs. - 80 lbs. = 720 lbs.).

Note that for some races, such as trolls, females are larger than males. In those cases, simply switch the genders.



AGING EFFECTS TABLE

Race	Young@	Middle Age*	Old**	Venerable***	Maximum Age
Black Orc	80 years	160 years	240 years	320 years	+4d% years
Brood	16 years	62 years	93 years	125 years	+3d20 years
Bugbear	10 years	30 years	45 years	60 years	+2d12 years
Centaur	10 years	60 years	90 years	120 years	+1d% years
Cobra Ogre	8 years	100 years	150 years	200 years	+2d% years
Dogface	1 year	3 years	5 years	6 years	+1d2 years
Drider	—	200 years	300 years	400 years	+4d% years
Ettin	1 year	37 years	56 years	75 years	+2d20 years
Ferris	12 years	35 years	53 years	75 years	+2d20 years
Gnoll	6 years	20 years	30 years	40 years	+2d8 years
Goblin	2 years	15 years	22 years	30 years	+2d6 years
Grikkyn	15 years	47 years	71 years	95 years	+1d% years
Groglin	3 years	25 years	37 years	50 years	+2d10 years
Gurk	7 years	25 years	37 years	50 years	+2d8 years
Harpy	18 years	75 years	112 years	150 years	+4d20 years
Hobgoblin	7 years	20 years	30 years	40 years	+2d8 years
Kobold	1 year	12 years	18 years	25 years	+2d4 years
Lizardfolk	7 years	50 years	75 years	100 years	+1d% years
Merfolk	12 years	35 years	53 years	70 years	+2d20 years
Minos	10 years	60 years	90 years	120 years	+1d% years
Minotaur	15 years	40 years	60 years	80 years	+2d20 years
Mongrel	12 years	35 years	53 years	70 years	+2d20 years
Nasimir	120 years	300 years	450 years	600 years	+5d% years
Neslikaar	10 years	55 years	87 years	110 years	+1d% years
Ogre	18 years	50 years	75 years	100 years	1d% years
Orc	7 years	25 years	37 years	50 years	+2d8 years
Ruoth	16 years	45 years	67 years	90 years	3d20 years
Sahuagin	10 years	30 years	45 years	60 years	+2d12 years
Screeching Green	7 years	25 years	37 years	50 years	+2d8 years
Sluverian	12 years	33 years	50 years	66 years	+3d12 years
Spider Goblin	4 years	15 years	22 years	30 years	+2d6 years
Troglodyte	7 years	50 years	75 years	100 years	+1d% years
Troll	22 years	75 years	112 years	150 years	+4d20 years

@ -1 to Str and Dex, -2 Int and Wis, +1 to Con and Cha

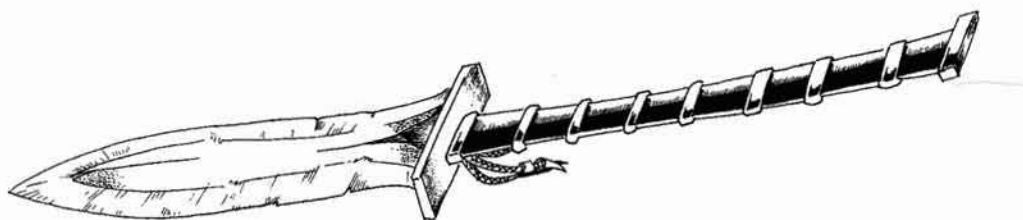
* -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha

*** -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha

RANDOM STARTING AGES

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Black Orc	100 years	+4d6	+6d6	+10d6
Brood	20 years	+1d6	+2d6	+3d6
Bugbear	14 years	+1d4	+1d6	+2d6
Centaur	14 years	+1d4	+1d6	+2d6
Cobra Ogre	12 years	+1d4	+1d6	+2d6
Dogface	2 years	+1d4	+1d6	+2d6
Drider	150 years	+4d6	+6d6	+8d6
Ettin	2 years	+1d3	+1d4	+1d6
Ferris	15 years	+1d4	+1d6	+2d6
Gnoll	8 years	+1d3	+1d4	+1d6
Goblin	3 years	+1d3	+1d4	+1d6
Grikkyn	20 years	+1d6	+2d6	+3d6
Groglin	5 years	+1d3	+1d4	+1d6
Gurk	10 years	+1d4	+1d6	+2d6
Harpy	25 years	+1d8	+1d10	+3d6
Hobgoblin	10 years	+1d4	+1d6	+2d6
Kobold	2 years	+1d2	+1d3	+1d6
Lizardfolk	10 years	+1d4	+1d6	+2d4
Merfolk	15 years	+1d4	+1d6	+2d6
Minos	14 years	+1d4	+1d6	+2d6
Minotaur	20 years	+1d6	+2d6	+3d6
Mongrel	15 years	+1d4	+1d6	+2d6
Nasimir	150 years	+4d6	+6d6	+10d6
Neslikaar	14 years	+1d4	+1d6	+2d6
Ogre	25 years	+1d6	+3d6	+6d6
Orc	10 years	+1d4	+1d6	+2d6
Ruoth	25 years	+1d6	+3d6	+6d6
Sahuagin	14 years	+1d4	+1d6	+2d6
Screeching Green	10 years	+1d4	+1d6	+2d6
Sluverian	24 years	+1d6	+2d6	+3d6
Spider Goblin	6 years	+1d3	+1d4	+1d6
Troglodyte	10 years	+1d4	+1d6	+2d4
Troll	30 years	+2d6	+4d6	+6d6



RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Black Orc	4'5"	+2d6	90 lb.	×(1d6) lb.
Brood	4'5"	+2d6	140 lb.	×(2d6) lb.
Bugbear	6'0"	+2d12	150 lb.	×(2d6) lb.
Centaur	6'0"	+2d6	1000 lb.	×(4d6) lb.
Cobra Ogre	8'6"	+2d12	250 lb.	×(2d6) lb.
Dogface	4'10"	+2d10	200 lb.	×(3d6) lb.
Drider	4'5"	+2d6	110 lb.	×(1d6) lb.
Ettin	11'0"	+4d12	4500 lb.	×(4d6) lb.
Ferris	8'6"	+2d12	300 lb.	×(3d6) lb.
Gnoll	6'6"	+2d12	140 lb.	×(2d6) lb.
Goblin	3'0"	+2d4	40 lb.	×(1d3) lb.
Grikkyn	6'5"	+2d12	300 lb.	×(3d6) lb.
Groglin	3'5"	+2d4	50 lb.	×(1d6) lb.
Gurk	4'6"	+2d10	140 lb.	×(2d6) lb.
Harpy	5'0"	+2d10	60 lb.	×(1d4) lb.
Hobgoblin	5'2"	+2d10	140 lb.	×(2d6) lb.
Kobold	2'8"	+2d4	30 lb.	×(1d3) lb.
Lizardfolk	5'10"	+2d12	150 lb.	×(2d6) lb.
Merfolk	8'0" (length)	+2d20	180 lb.	×(1d6) lb.
Minos	7'0"	+2d10	1200 lb.	×(4d6) lb.
Minotaur	7'6"	+2d12	600 lb.	×(4d6) lb.
Mongrel	4'10"	+2d10	120 lb.	×(2d4) lb.
Nasimir	5'0"	+2d10	120 lb.	×(2d4) lb.
Neslikaar	6'0"	+2d6	1100 lb.	×(4d6) lb.
Ogre	8'6"	+2d12	300 lb.	×(2d6) lb.
Orc	4'6"	+2d10	140 lb.	×(2d6) lb.
Ruoth	8'10"	+2d12	500 lb.	×(2d6) lb.
Sahuagin	5'0"	+2d12	120 lb.	×(2d6) lb.
Screeching				
Green	4'6"	+2d10	140 lb.	×(2d6) lb.
Sluverian	6'0"	+2d20	150 lb.	×(2d6) lb.
Spider Goblin	3'0"	+2d4	40 lb.	×(1d6) lb.
Troglodyte	4'2"	+2d10	100 lb.	×(2d6) lb.
Troll	8'0"	+2d12	450 lb.	×(2d6) lb.



CHAPTER FOUR:

ANTI-HEROES

NEW USES FOR OLD SKILLS**APPRAISE (INT)**

Normal Use: You can inspect items in order to determine their monetary value.

New Use: *Assess damage.* You can look over an item and accurately measure how much damage it has taken and how much more punishment it can absorb. With a successful Appraise check (DC 20) the DM tells you how many hits points of damage an item has taken and how many more it can withstand before breaking.

BALANCE (DEX)

Normal Use: You can stay on your feet on unsteady ground or make your way across a tightrope.

New Use: *Hustle.* You can move at full speed through moderate or heavy obstructions. You pick your way through difficult ground and keep your footing. To move through a moderate obstruction, you must make a successful Balance check (DC 20). Moving through heavy obstructions is a DC 30 check. If you succeed, you may move at your full rate. If you fail, you trip at the edge of the obstruction, fall prone, and immediately end your movement. If you have not yet used all your actions, you can then stand up or take the rest of your actions as normal.

BLUFF (CHA)

Normal Use: You can temporarily convince people to believe outrageous lies.

New Use: *Pass the buck.* With a successful Bluff check opposed by a superior's Sense Motive check, you can convince someone who has authority over you that some disaster or problem was not your fault but someone else's. Your victim must then beat your Bluff check with a Diplomacy or Bluff check of his own. Should he fail, he receives blame for your shortcomings. The victim of this skill can attempt to pass the buck again, but he receives a -2 circumstance penalty to his Bluff check.

CLIMB (STR)

Normal Use: This skill allows you to scale walls, clamber up trees, or climb a mountain.

New Use: *Set grappling hook.* You can use a grappling hook to anchor a rope. First, make a ranged touch attack against AC 10 if there are plenty of places for the hook to catch, AC 20 if there are only a few. Then, make a Climb check (DC 15) to properly anchor the hook so that it does not come loose. If you fail this check, the hook tumbles to the ground.

DISGUISE (CHA)

Normal Use: You can use this skill to alter your appearance so that you resemble someone else.

New Use: *Warpaint.* You can make yourself look terrifying to the enemy, such as by nailing body parts of fallen foes to your shield, painting fearsome patterns on your face with makeup, or adding spikes and the skulls of fallen foes to your armor. Make a Disguise check (DC 15). If you succeed, you gain a +2 synergy bonus to all Intimidate checks for the next 24 hours. Test again after 24 hours to maintain your appearance.

HEAL (WIS)

Normal Use: You can tend to wounds and help keep badly injured comrades from dying of their wounds.

New Use: *Malpractice.* While this skill gives you the power to help others, you can also use it to help yourself. When making a Heal check to stabilize a fallen ally, you can intentionally bungle the job in order to ensure that your friend perishes. Make a Heal check (DC 20). If you succeed, your patient immediately drops to -10 hit points. If you fail, resolve this check as if you failed to stabilize your patient. If you attempt to use this version of Heal while under the watchful eye of others, you must make a Bluff check opposed either by Sense Motive or Heal in order to use the skill in this manner without arousing suspicion. If you fail this Bluff check, those watching you can intervene before you get the chance to make your Heal check. This is a popular method for advancing in the tribal hierarchy amongst unscrupulous humanoids.

KNOWLEDGE (INT)

Normal Use: Through research and study you have acquired an understanding of a particular scholarly topic.

New Use: *Monsters.* You have spent many hours poring over tomes that describe the biology of monsters, journals of adventurers and explorers, and other volumes that describe strange and bizarre creatures. Choose one particular creature type, such as monstrous humanoids or beasts. When you encounter a creature of that type, you may attempt a Knowledge (monsters) check (DC 20) to learn a single useful fact about the creature. Your DM should choose a useful trait or hint to give you about the creature. You may purchase this skill multiple times in order to gain knowledge of a variety of monster types.

New Use: *Specific species.* You have chosen to focus on a single monster type. When you encounter particular monsters of this species, you may make a Knowledge check (DC 30) in order to determine a specific trait of a single individual of that species, such as its class, status within its social unit, or other exact pieces of information. Your DM should decide what exactly to tell you.

NEW FEATS

IMPROVED DARKVISION [GENERAL]

You have highly sensitive eyes that not only allow you to pick out details but also give you better clarity when using your darkvision. Not only can you see in the dark but you can use your darkvision to peer into shadows. Even when you are standing in a sunny glade, your darkvision combines with your normal sight to allow you to pick out details others miss.

Prerequisite: Alertness, Darkvision, Wis 13+

Benefit: Your darkvision is extremely refined and powerful, increasing its range by 50%. When using your Spot skill to oppose someone else's Hide check, you gain a +4 competence bonus.

Normal: Normally, you cannot use darkvision to peer into shadows or to pick up non-visual environmental factors.

Special: This feat never allows you to automatically notice anyone who tries to hide from your view. While darkvision lets you see in the dark, the Hide skill relies on more than simply lurking in shadows to evade detection.

MONGREL [GENERAL]

While for game purposes you are a member of a non-human species, some distant ancestry or cross-breeding allows you to sometimes pass as human. Your ears are only slightly pointed, your skin has the same tone or feel as a common human type, or your eyes have a human shape or color.

Prerequisite: Cha 13+, Non-human

Benefit: When using the Disguise skill to pass as human, you gain a +4 competence bonus. Even when you don't make a particular effort to conceal your true heritage, you may still make a Disguise check (without the bonus granted by this feat) opposed by a viewer's Spot check to pass yourself off as an odd-looking or ugly human.

Special: For the purposes of all game mechanics, you count as a full-blooded member of your species. You may look human, and perhaps your great-grandfather was human, but you count as a member of your chosen character race.

Note: The Mongrel Feat should not be confused with the mongrel race in chapter 3.

NOBODY'S FOOL [GENERAL]

While you lack the critical thinking skills and are often stumped by the simplest problems, you are a sponge when it comes to soaking up skills, talents, and knowledge. You might not be good at applying your knowledge, but you do know quite a bit more than most people with your mental aptitude.

Prerequisite: Intelligence 9 or less

Benefit: When determining the number of skill points you receive at each level, reduce the Intelligence penalty you take to this total by 2. You can never gain extra skill ranks with this feat. You can only use it to reduce the penalty to the ranks you gain. If you Intelligence ever increases to the point that you no longer receive an Intelligence penalty, you immediately lose the benefit of this feat. This feat does not provide a bonus. Rather, it reduces a penalty — a subtle but important distinction.

Special: You still take your full Intelligence penalty under all other circumstances.

PICK UP [GENERAL]

You are skilled at grabbing smaller creatures in your huge hands. After years of fighting puny humans, dwarves, and elves you've learned that the best way to deal with them is with your great size and overpowering strength.

Prerequisite: Size Huge or higher

Benefit: As a standard action, you can attempt to grab an enemy creature in your bare hand and hoist it into the air. Make a grapple check against a target that is at least two sizes smaller than you. You do not gain your special size modifier to this attack and instead must use your standard size modifier. For example, a Huge creature does not gain the standard +8 size bonus to this grapple but instead takes the -2 penalty it normally receives for melee attacks.

On a successful grapple check, you grab your target in your hand and pick him up. While your foe is in your grasp, you can automatically hit him with an unarmed attack by squeezing him. Resolve the total attacks and damage as per a standard unarmed strike. For example, if you have more than one attack you could choose to use a full-attack action to deal unarmed damage for each attack you normally receive with that action. This damage counts as normal rather than subdual damage.

A trapped creature can attempt to escape by hacking at your arm or hand. The creature may cast spells but must make a Concentration check (DC 20). You may also ready your action to squeeze your foe if he attempts to cast a spell. Stack the DC modifiers for the damage you inflict on to a base DC of 20 rather than 10. If the creature you hold damages you, you must make a Concentration check (DC 10 + damage inflicted) to maintain your grip. Your victim's allies may make similar attacks in an attempt to free him by striking your arm.

Special: While holding a creature, you may automatically score a hit against the held opponent with touch spells such as *ghoul touch*.

PICK UP AND EAT [GENERAL]

You are either an impatient eater or unorthodox fighter. When you use the Pick Up feat to grasp an opponent, you may attempt to stuff you foe into your mouth and devour him.

Prerequisite: Pick Up

Benefit: Once you have a creature in your grip, you may make a bite attack against him that deals damage according to your size:

Huge	2d4
Gargantuan	2d6
Colossal	2d8

You gain your Strength bonus to this damage. Resolve the bite attack as a single unarmed attack that automatically hits. If your grasp opponent uses the ready action to attack as you attempt to bite him,

he gains a +4 circumstance bonus to hit you. In addition, you must make a Concentration check (DC 15+ damage inflicted) or you immediately drop your foe as he stabs you in your mouth or face.

TAIL ATTACK [GENERAL]

Your tail is long, supple, and strong, allowing you to lash at enemies with it.

Prerequisite: Usable Tail

Benefit: In addition to your normal attack, you gain an additional unarmed attack when using the full-attack action. Make this attack at your highest base attack bonus -4. You deal normal unarmed damage, though you halve your Strength bonus to damage as per a standard off-hand attack.

Normal: Without this feat, you cannot normally make attacks with your tail.

Special: You may attack with your tail in place of your normal attacks. When you do so, resolve an unarmed attack as normal. You do not receive the -4 penalty to your tail attack when using it in this manner.

TAIL SWEEP [GENERAL]

You can snap at your opponent's legs with your tail, tangling them up and sending him crashing to the ground.

Prerequisite: Tail Attack

Benefit: You gain the benefit of the Improved Trip feat when making attacks with your tail. When you trip an opponent with your tail, you may use one of your other attack methods, such as a melee weapon or other natural attack, to make the attack granted by this feat.

Normal: Making a trip attack uses one of your regular attacks.

Special: Normally, if you use Improved Trip with a weapon you then use that weapon to make the attack granted by Improved Trip. This feat allows you to trip someone with your tail and then follow up with a different attack form.

TOOTH AND NAIL [GENERAL]

You have wicked claws and sharp fangs that allow you to tear and rend your opponents. Even when unarmed you are a dangerous foe.

Prerequisite: You must have your DM's approval to select this feat. Not every race has the potential to develop fangs and claws.

Benefit: Depending on your size, you deal normal damage with your unarmed attacks. You can attack

with two claws and a bite attack when you use the full attack action. You may also use these traits to attack with your free hands and bite in addition to an attack with a weapon. You must designate your bite, claws, or other attack as your primary attack. You make this attack at -2 to hit, while the rest of your attacks are at -5 .

Size	Bite	Claws
Tiny	1d2	1d2
Small	1d3	1d3
Medium	1d4	1d4
Large	1d6	1d6
Huge	2d4	2d4
Gargantuan	2d6	2d6
Colossal	2d8	2d8

Normal: Most humanoids do not gain additional claw and bite attacks, as their teeth and nails are not normally sharp enough to harm others.

Special: If you already have a bite and claw attack, this feat give you no further bonus. You may choose feats such as *Weapon Focus* or *Weapon Finesse* to enhance these attacks. Any time you select a feat that requires you to select a specific weapon to work with it, you may choose either your bite or your claw attacks in place of a weapon.

USABLE TAIL [GENERAL]

You have developed excellent strength and flexibility in your tail. You can use it to grasp objects and perform some simple tasks.

Prerequisite: You must belong to a species that has a tail, such as troglodytes or Neslikaar.

Benefit: You may pick up and carry objects using your tail at half your Strength. You may use your tail to complete skill checks, such as *Disable Device* or *Craft* at a -4 circumstance penalty.

Normal: You normally must have your hands free in order to complete most tasks and skill checks.

PRESTIGE CLASSES

The prestige classes in this text should generally not be available to the standard races in the PHB. GMs are welcome to rule that half-orcs make good bandits and elves are excellent infiltrators, but these classes were designed with monster races in mind. Ultimately, the decision is yours.

BANDIT

Bandits are a scourge to merchants and nobles.

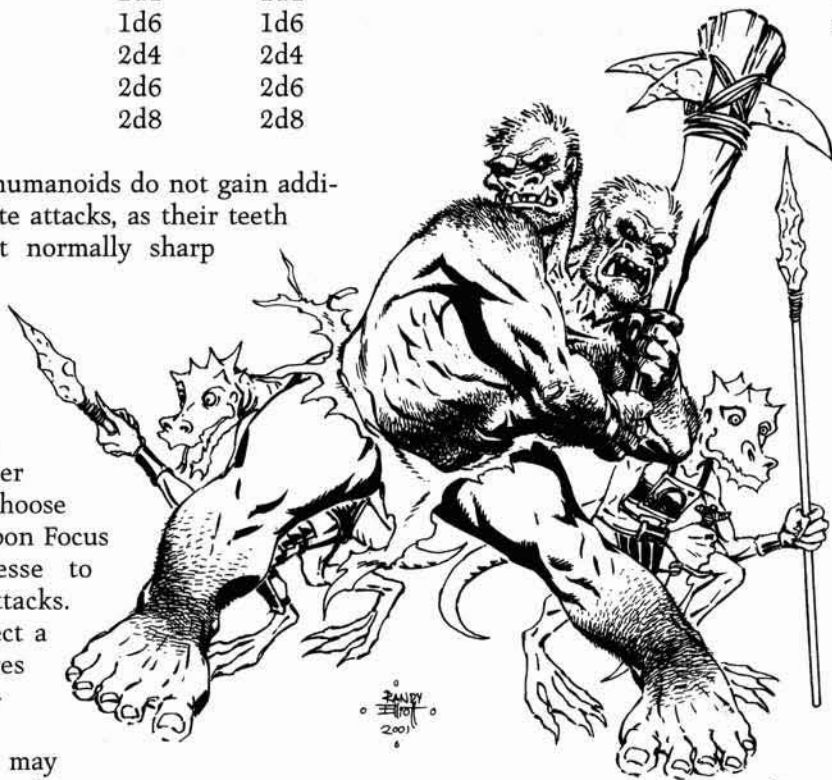
At the edge of civilization they lurk like jackals, waiting for a target to blunder into their hunting grounds. Some bandits are heroic outlaws who struggle against an oppressive regime, seeking to overthrow a tyrant or liberate gold and goods from a greedy overlord. Sadly, these bandits are the exception. Most bandits care more for gathering loot and plundering any caravans foolish or unlucky enough to cross their path.

Bandits rely on forbidding terrain and their own

familiarity with their home turf to stay one step ahead of the law. They also tend to build up quite a reputation as their robberies and attacks bolster their image. Eventually, a bandit's name becomes as useful a weapon as any bow or blade. Few bandits operate alone, and most accumulate a small gang of like-minded allies who follow the bandit because they share his goals.

Humanoids such as orcs and goblins are just as likely as humans and other PC races to become bandits. Many humanoid chieftains have at least a few levels in the prestige class.

Hit Die: d8



Requirements

To become a bandit, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Hide: 8 ranks

Wilderness Lore: 4 ranks

Feats: Point Blank Shot, Track

Class Skills

The bandit class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the bandit prestige class.

Weapon and Armor Proficiency: The bandit is proficient with simple weapons, shields, and light armor.

Gang of Thieves: Bandits quickly attract like-minded individuals to their banner, whether these recruits be criminal scum looking to earn a few coins or heroic outlaws eager to thwart the local tyrant. At 1st level, the bandit gains the Leadership feat even if he does not have enough levels to qualify for that feat. Most of a bandit's followers are rogues (75%) while the rest are rangers. The followers often come seeking gold or justice, depending on the bandit's alignment. The bandit gains a +4 bonus to his Leadership score to determine the number and level of his non-cohort followers. Good bandits receive this bonus automatically. Evil ones must secure 10 gp in loot for each follower in

order to maintain their gangs' size. An evil bandit who fails to pay off his followers for a month loses this +4 bonus.

Evil bandits can increase their Leadership score by 1 for each 1,000 gp worth of treasure and goods stolen with the help of his followers and distributed to his gang. This treasure must be in addition to the 10 gp/follower that they must provide in loot.

Example: Throok the hobgoblin bandit is a 5th-level rogue/4th-level bandit with a Charisma of 14. His base Leadership score is therefore 11, giving him a 7th-level cohort. However, rather than gaining six 1st-level followers as normal for his Leadership score, he gains followers as if that score was 15: twenty 1st-level, two 2nd-level, and one 3rd-level followers.

Area Knowledge: Bandits become very well-acquainted with their surroundings, as they often must rely on rough terrain to conceal them from the law and provide a safe haven for their gangs. A bandit may select up to ten square miles as his territory. The bandit spends days traveling through this area, becoming familiar with the lay of the land and learning to turn the terrain to his advantage. At 2nd level, the bandit never becomes lost when traveling in this area and gains a +4 competence bonus to Wilderness Lore checks made in that region. At 6th level the bandit gains a +2 competence bonus to Hide and Move Silently checks made in his region. In addition, anyone attempting to track the bandit and those traveling with him suffers a -4 environment penalty to his Wilderness Lore check. At 10th level, the bandit learns all the perfect points to carry out ambushes in his area. When the bandit and his gang set up a surprise attack, their opponents receive -4 environment penalties to their Listen and Spot checks. In addition, the bandit and his followers gain a +4 circumstance bonus to initiative when attacking from an ambush.

BANDIT ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Gang of thieves
2	+2	+3	+0	+0	Area knowledge (never become lost)
3	+3	+3	+1	+1	Sneak attack +1d6
4	+4	+4	+1	+1	Infamy
5	+5	+4	+1	+1	Spy network
6	+6	+5	+2	+2	Area knowledge (evade pursuit)
7	+7	+5	+2	+2	Improved sneak attack
8	+8	+6	+2	+2	Sneak attack +1d6
9	+9	+6	+3	+3	Killer reputation
10	+10	+7	+3	+3	Area knowledge (ambush)

Sneak Attack: At 3rd level, the bandit gains the ability to sneak attack as per the Rogue class. If the bandit can already sneak attack, the damage bonus he gains at these levels stacks with the sneak attack damage granted by other classes. The bonus increases again at 8th level.

Infamy: As a bandit's crimes and deeds spread across the land, even those who have never met him first hand come to know of his skill, cruelty, and daring. At 4th level, the bandit gains a +3 circumstance bonus to Intimidate checks when dealing with creatures of less than two hit dice.

Spy Network: The bandit takes care to cultivate contacts with those who can supply information on his targets and enemies. At 5th level, the bandit may attempt Gather Information checks on settlements, towns, and strongholds within ten miles of his territory without personally visiting these places. The bandit contacts his spies and allies within these places via messengers and asks for specific information. Each attempt takes 1d4 days to resolve and costs 2d6 × 10 gp. The bandit makes a Gather Information check using his own skill and gaining a +1 circumstance bonus to this check for each additional 50 gp he pays in bribes (maximum +5).

Improved Sneak Attack: The bandit is skilled at making devastating attacks from a distance. If a bandit spends a full-round action taking aim at a target before making a ranged within 30 ft. of his target, he gains his sneak attack damage if the attack hits.

Killer Reputation: The bandit's reputation becomes so well-known and so lurid that he can cow commoners and others who cross his path merely by revealing his identity. The bandit gains a +5 circumstance bonus to all Intimidate checks.

THE BEASTKNIGHT

The Knights of the Beast were once a powerful humanoid cult, dominated by orcs of exceptional size and intelligence. By dedicating themselves to raising monstrous beasts, they would use such creatures as mounts in order to gain more power. These beasts were typically creatures such as giant panthers, dire wolves or worgs, giant basilisks or tremendous hawks. Originally, each knight was raised with the creature he would one day ride, and gained a great deal of knowledge into his companion's mindset and abilities before they ever sought to form the bond.

Now, the Order is dissolved, lost to time and destroyed by more primitive orc and humanoid tribes. True beastknights are rare, and their great companions have scattered across the lands, untamed and monstrous. However, masters of the beastknights still exist, with enough knowledge to teach a young orc how to possess and command a steed of legendary proportions. If a PC can find such a master, they can train to become a full beastknight. When they have proven themselves by finding and capturing a steed, the PC can undergo a ritual which forever seals his mind to that of his companion beast, and offers great power for those who can withstand the pain of the joining.

By far the most common beastknights are fighter-oriented classes. Rogues are occasionally drawn to the secrets of this class, particularly for the movement ability a companion steed offers. While magic-users and clerics are not as often encouraged to seek out the mysteries of the beastknight, a spellcaster combined with a flying mount can be devastating.

Hit Dice: d8

BEASTKNIGHT ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	0	0	Gain Creature Ally
2	+2	+3	0	0	Fear Immunity
3	+3	+3	+1	+1	Summon Steed
4	+4	+4	+1	+1	Beastmind
5	+5	+4	+1	+1	+1 attack while mounted
6	+6	+5	+2	+2	Savage Refusal
7	+7	+5	+2	+2	Armor of the Beast
8	+8	+6	+2	+2	Transfer Damage
9	+9	+6	+3	+3	+2 attack while mounted
10	+10	+7	+3	+3	Rise with Thunder

Requirements

Base Attack: +6

Feat: Weapon Focus (heavy lance)

Knowledge: (Creature*) 5 Ranks

Ride: (Creature*) 4 Ranks

Special: The beastknight must find a Large size creature, suitable as a semi or full intelligent mount, with which to form the bond. All of his skills marked Creature* must pertain to that specific breed, and the beastknight's knowledge of the individual animal must also be exceptional.

Class Skills

The beastknight's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Craft (Int), Diplomacy (Cha), Knowledge (Creature) (Int), Ride (Dex), Search (Int)

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Beastknights are proficient with all simple and martial weapons, light and medium armor types, and with shields.

Creature Ally: Beastknights bond with a Large creature of at least moderate intelligence (dragons are not an option). This creature should be of a similar alignment to the beastknight. The bonds created between a beastknight and a sentient creature of opposing alignment most often result in tragedy. The beastknights must perform a week-long ritual with the animal (it need not be a willing participant) that bonds their spirits together in an empathic union, providing the beastknight several extraordinary abilities.

It should be noted that although the creature is inclined to assist the beastknight, and may not attack the beastknight directly, those steeds who do not agree with their master's actions can find many ways to betray their master's trust or cause him difficulties. Some beastknights settle this issue by completely cowering their companion; others struggle to maintain a bond of friendship and loyalty. A beastknight who loses his steed loses all special abilities until a new one can be found, and the ritual performed again. A beastknight may have only one steed at any given time, and if he purposefully destroys his steed, he must undergo a series of purification rituals and quests to prove himself before he can attain a new one.

It should further be noted that the following magical abilities may only be used by the beastknight when he is actually joined to a steed. If a beastknight loses his steed, he loses all of his magical abilities until such time as the creature is replaced with another steed.

Fear Immunity: At 2nd level, while mounted, the beastknight is immune to all fear effects.

Summon Steed: At 3rd level, no matter where the beastknight is, he may send out a call for his steed which must be answered. No matter how far away the creature is, it feels an urgent need to respond and travel to the beastknight, even if it is unaware of its master's actual location. The summons guides the creature unerringly to its master, no matter how great the distance between the two.

Beastmind: At 4th level, a beastknight and his steed may communicate telepathically if within 1 mile of each other.

Combat Bonuses: Starting at 5th level, a beastknight gains a +1 circumstance bonus to attack rolls while mounted. This applies to both melee and ranged attacks. At 9th level, this bonus increases to +2.

Savage Refusal: At 6th level, while mounted on his steed, no attacks of opportunity may be made against the beastknight, under any circumstances.

Armor of the Beast: At 7th level, like a sorcerer and his familiar, a beastknight slowly gains the physical benefits of his steed. Depending on the type of creature ensorcelled to the beastknight's command, he may gain two of the following abilities (or the player may work with his GM to determine more appropriate abilities based on his current steed):

Cat-like Grace: Gains a +4 enhancement bonus to Balance and Tumbling checks.

Claws: Unarmed strikes are no longer considered subdual and deal an additional +1 damage.

Great Leap: The beastknight gains a +10 enhancement bonus to all Jump checks and doubles his maximum height and distance.

Great Hunter: Gain the Scent trait.

Scales or Thick Hide: +2 Natural Armor bonus.

Speed of the Cheetah: Increase base movement by 10 feet.

Sharpened Eyesight: Gains a +2 enhancement bonus to all Search and Spot checks.

Transfer Damage: At 8th level, a beastknight may transfer any and all damage taken freely between himself and his creature, so long as the two are touching. Remember that a beastknight who is responsible for the destruction of his steed must undergo extreme penance before he can gain another.

Rise With Thunder: At 10th level, the beastknight may summon and command a band of creatures of the same type as his steed. These creatures see the beastknight as a member of their race, and obey his commands so long as they are not directly suicidal. They fight, carry passengers, or offer information as if they

were loyal allies of the beastknight and his companion. If the beastknight rules his steed through force and not friendship, the summoned creature allies still work with him, although they may realize that they do so under magical compulsion. The summoned creatures have no ability to arrive magically, and some time may pass between the call and the arrival of the beastknight's closest allies, depending on the creature's mode of travel.

No more than 25 Hit Dice worth of creatures come to the beastknight and it can take as long as a week for them to arrive. This ability can be used once per day.

BEASTSTALKER

Beaststalkers are the ultimate big game hunters. They delve into dungeons and explore the far edges of the world not in search of gold or treasure but to stalk and kill the most powerful monsters they can find. A beaststalker sees such creatures as dinosaurs or beholders as worthy adversaries for his formidable hunting skills. To the beaststalker, the chase is the prize.

Beaststalkers also fill a valuable role for sages and others who study monsters. They are skilled at collecting and preserving fragments of fallen monsters that they can then sell at a profit to trophy seekers or researchers. In addition, beaststalkers are fearless animal trainers and often capture young monsters in order to train them as domesticated beasts.

Hit Die: d10

Requirements

To become a beaststalker, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Craft (taxidermy): 8 ranks

Wilderness Lore: 8 ranks

Feats: Point Blank Shot, Track

Class Skills

The beaststalker class skills (and the key ability for each) are Alchemy (Int), Climb (Str), Craft (Int), Handle Animal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the beaststalker prestige class.

Weapon and Armor Proficiency: beaststalkers are proficient with all simple and martial weapons, shields, and light and medium armor.

Bonus Feat: At 1st, 2nd, 6th, and 9th levels the beaststalker gains a bonus feat that he may choose from the list of fighter bonus feats.

Prepare Trophy: At 1st level, the beaststalker learns how to preserve the pelts, teeth, bones, or other distinguishing features of his kills. For example, he may know how to store and carry a beholder's eyes or a medusa's head. If the beaststalker spends an hour with the mostly-intact corpse of a fallen creature and makes a Craft (taxidermy) check (DC 20). If he succeeds, he can salvage parts equal to one-tenth the creature's weight and sell them for 50 gp times the creature's CR.

Obviously, ghoulish trophies such as those from fallen humans, dwarves, or other humanoids may not sell in a civilized community. The DM may judge that a given creature yields nothing of worth. Furthermore, opponents killed with destructive spells such as disintegrate or fireball may be too badly damaged to yield any sellable parts. Increase the DC of the Craft (taxidermy) check by 5 for each spell used against the creature that delivers damage via fire, acid, or disintegration.

BEASTSTALKER ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Prepare trophy, bonus feat
2	+2	+3	+0	+0	Improved tracking
3	+3	+3	+1	+1	Survivalist, bonus feat
4	+4	+4	+1	+1	Animal tamer
5	+5	+4	+1	+1	Prepare trophy
6	+6	+5	+2	+2	Foil scent, bonus feat
7	+7	+5	+2	+2	Beast lore
8	+8	+6	+2	+2	+2 natural armor class
9	+9	+6	+3	+3	Prepare trophy, bonus feat
10	+10	+7	+3	+3	Brew poison

At 5th level, the beaststalker can sell his trophies for 100 gp times the creature's CR. At 9th level, his wares net him 200 gp times the creature's CR.

Improved Tracking: The beaststalker spends many hours learning how to track down big game creatures. At 2nd level, when tracking aberrations, animals, beasts or magical beasts, the beaststalker gains a +2 competence bonus to his Wilderness Lore check.

Survivalist: Many beaststalkers embark on long hunting trips to remote areas. The creatures that fetch the highest prices and provide the greatest challenge usually dwell in the farthest reaches of the world, far from civilized lands. At 3rd level, the beaststalker gains a +2 competence bonus to Wilderness Lore checks to survive in the wild.

Animal Tamer: As the beaststalker studies animals to sharpen his hunting skills, he also gains valuable insight into how to train and command them. At 4th level, the beaststalker gains a +2 competence bonus to Handle Animal checks.

Foil Scent: Many adventurers have learned the hard way that creatures with refined senses of smell don't need to see you to note your presence. At 6th level, the beaststalker can mask his natural scent with berries, leaves, and pungent herbs. Furthermore, he can judge the prevailing winds and plot an approach that best covers his scent. Creatures using the scent trait suffer a -5 circumstance penalty to their Wisdom check when attempting to track down or detect the beaststalker.

Beast Lore: At 7th level, when attempting to track an aberration, animal, beast, or magical beast the beaststalker can identify the type and nature of the creature he is tracking if his Wilderness Lore check for the tracking attempt was 25 or above. Furthermore, upon seeing an aberration, animal, or beast the beaststalker can spend 5 minutes studying the creature. After this time, he makes a Wilderness Lore check (DC 25). If successful, he determines the relative strength and toughness of the creature. In game terms, the DM

should give the player an idea of the creature's hit dice and how much damage it can deal with its physical attacks.

Natural Armor: By living in the wild, the beaststalker begins to behave like a beast. At 8th level, the beaststalker's natural armor class increases by 2.

Brew Poison: Not only does the beaststalker seek to hunt creatures for their pelts, but he also seeks to capture and tame bizarre creatures. At 10th level, he learns to brew a powerful sedative that makes creatures docile and slow, allowing the beast handler to herd it into a cage or bind it for transport.

To produce this poison the beast handler must make an Alchemy (DC 15) check and spend 250 gp on materials. If successful, he produces a single dose of injury poison that works on any animal, beast, or poison. On a hit with this poison the target must make a Fortitude save (DC 20) or be paralyzed for 3d4 minutes.

INFILTRATOR

Many humanoid races rely on spies to sneak into human settlements in order to scout out their defenses and collect information on caravan routes, treasure hoards, and other potential targets for raids. By the same token, human armies find it difficult to send their scouts into orc camps and other humanoid bastions. An orc or human sticks out like a sore thumb in an enemy camp, making it extremely difficult to employ spies in such environments.

Infiltrators take on this difficult responsibility, studying the looks and tendencies of a humanoid race in order to better spy upon them. Infiltrators are drawn from any race that has had conflicts with other humanoid species. Orcs, humans, dwarves, and goblins all often employ them to penetrate enemy strongholds in order to gather intelligence. Infiltrators specialize in seamlessly integrating themselves into a foreign society and carefully picking up information without drawing undue suspicion to themselves.

Hit Die: d6



"THE LAST OF MY KIND"

So why is the tarrasque so angry at the universe? If you only got out once a decade and could never get a date, you'd probably have a pretty short temper too. Add enormous destructive power, season with abominably low intellect, mix with a stomach that can hold cows and you have a recipe for annihilation.

Being unique has its advantages, however. Scholars most likely haven't had the chance to categorize a unique creature's weaknesses, assuming it has any. When the werewolves charge out of the forest, seasoned adventurers calmly pull out the silver-tipped arrows and +2 swords. When the floating thing with five arms rises out of its pit in the Mountain of Despair, heroes stop, gape, and ask, "what is that thing?!"

For that matter, according to some cosmologies, being the last of one's kind is magically empowering after a fashion. Perhaps extinction is anathema to sentient races or their deities. Whatever the reason, sometimes the last member of a race is gifted with power to rival solars and pit fiends. In other cases, immortality is the result. Truly unlucky survivors get both. Not only is the unfortunate survivor alone, now it also can't die, and it's powerful enough to be of interest to the great planar forces. (Don't try this at home, kids.)

Whether the creature chooses to aid others in avoiding its fate, search for a way to bring its race back, or goes on a binge of self-loathing, hatred, and destruction, sole survivors of species are excellent plot hooks. Such a being can be an excellent patron to a group of adventurers battling the Great Evil, or conversely, it can make a wonderful arch-nemesis. At turns sympathetic, unsettling, and terrifying, this creature can provide some truly memorable moments in any campaign.

It should be noted that such pathos is by no means limited to the only survivor of an entire race. If an entire tribe is wiped out save for one survivor (for example, if a clan of good orcs is discovered by their murderous cousins), much of the same attitude will result, without any of the unbalancing power.

Requirements

To become an infiltrator, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Disguise: 8 ranks

Gather Information: 8 ranks

Feats: Skill Focus (Disguise or Gather Information)

Class Skills

The infiltrator class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Int), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the infiltrator prestige class:

Weapon and Armor Proficiency: Infiltrators gain proficiency with all simple weapons and light armor.

Improved Disguise: The line between life and death is often marked by the infiltrator's skill in successfully blending into society. An orc spy operating in a human city knows that should he be discovered, he faces thousands of hostile enemies. Most armies avoid being surrounded at all costs. The infiltrator must put himself within the enemy's grasp to complete his mission. As such, infiltrators develop their talents for disguise and deception to a remarkable degree. At 1st level, no longer receives the -2 penalty for masquerading as a different race when using the Disguise skill.

At 4th level, the infiltrator learns to hastily don a disguise in order to evade detection. Once an infiltrator's cover has been blown, his best weapon is often to simply shuck his old disguise in favor of a new one. Rather than spending $1d3 \times 10$ minutes creating his disguise, the infiltrator needs only 2d6 minutes. Furthermore, the infiltrator may cut this time down to 1d4 minutes though in this case he takes a -5 circumstance penalty to his Disguise check.

At 7th level, the infiltrator becomes adept at quickly picking up the social protocol of a situation. For example, he could walk into an enemy army's camp and quickly learn the basic procedures of saluting officers, what areas soldiers of a particular rank are

allowed, and so forth. At a high society ball or in a royal court, the infiltrator quickly picks up on the formal rules of address and courtly behavior. When disguised as a noble or military officer, the infiltrator plays such a convincing role that low-ranking guards often dare not trouble him. When dealing with those of a lower social station or rank than his disguise, the infiltrator may use his Intimidate skill to prevent them from even attempting a Spot check to penetrate his disguise. Make the Intimidate skill check as normal. If the infiltrator succeeds, the guard does not use his Spot check against the infiltrator and merely assumes that someone who seems so important is above suspicion. Note that certain circumstances, such as if the guards have been ordered to look out for someone matching the infiltrator's description, nullify this ability.

At 10th level, the infiltrator learns to study a specific individual in order to copy his appearance with a disguise. If an infiltrator spends a week observing the habits and mannerisms of a particular individual, anyone who personally knows that individual receives a -5 circumstance penalty to their Spot checks to penetrate the infiltrator's deception. Note that only those who qualify for a Spot bonus based on familiarity with the person the infiltrator is impersonating suffer this penalty.

Bonus Language: At 2nd, 5th, and 8th level the infiltrator masters a new language. This tongue may be one normally allowed only to members of a specific class or organization, such as Druidic. In addition, the infiltrator speaks all his languages as a native speaker. He no longer has an accent that might mark him as a foreigner unless he willingly adopts one.

Social Butterfly: At 3rd level, the infiltrator learns to make small talk, pick up on current events in an

area, and otherwise easily fit into social situations. He gains a +3 competence bonus to all Gather Information checks. At 7th level, this bonus increases to +6.

Carouser: Alcohol is an excellent tool for finagling information from reluctant sources, one that the infiltrator often employs to help loosen up contacts in social situations. At 6th level, over the course of a party, meeting, or other social event that involves alcohol, the infiltrator selects up to three NPCs to drink with. Each of these people must make a Will save (DC 15 + the infiltrator's Charisma modifier) or let slip 1d3 pieces of confidential information. Those who do not drink or are taking pains to avoid overindulgence are immune to this ability. The infiltrator must spend 5 gp per piece of information on (quality) drinks if this is a tavern or other public setting.

Mask Within a Mask: At 9th level, the infiltrator learns to construct his disguises so that even if his disguise is penetrated his true identity is still concealed. By spending 2d4 rounds adjusting his disguise, the infiltrator may immediately make another Disguise check and use that result to replace his old Disguise result. The infiltrator may only use this ability once per disguise. The infiltrator may not use this ability if he attempted to disguise himself as a specific person.

MOOK

Hirelings and henchmen are the soul of a good adventuring party. They lift baggage, defend the caravan, and bodyguard the wizards — and all on a mercenary's pay. Often, these mooks are heavy-hitters, not necessarily fighters, but always those with the ability to perform the basic skills of a bodyguard and the services of a sentinel.

INFILTRATOR ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Improved disguise (mimic race)
2	+1	+0	+3	+0	Bonus language
3	+2	+1	+3	+1	Social butterfly
4	+3	+1	+4	+1	Improved disguise (quick change)
5	+3	+1	+4	+1	Bonus language
6	+4	+2	+5	+2	Carouser
7	+5	+2	+5	+2	Improved disguise (mimic station)
8	+6	+2	+6	+2	Bonus language
9	+6	+3	+6	+3	Mask within a mask
10	+7	+3	+7	+3	Improved disguise (mimic individual)

The mook is more than a simple bodyguard; he is a companion and an assistant. All classes are equally adept at becoming a mook, although thieves gain slightly more benefit from the class' abilities. However, mooks must be prepared to understand that their very job description implies danger — they must be willing to take serious punishment in order to keep the whole party alive. They're the tanks of the humanoid world, able to take massive damage and still rise to the challenge — for a short time.

Hit Die: d8

Requirements

Base Attack: +5

Feats: Dodge, Improved Unarmed Strike, Toughness

Class Skills

The mook's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Heal (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Mooks gain no new proficiency, but retain all proficiencies acquired from other classes.

Strength of the Ox: At 1st level, the mook deals 1d6 damage with his unarmed strikes and damage dealt in this manner is not considered subdual.

Shield of Valor (ex): At 2nd level, the mook's armor bonus from a shield extends to all allies within 5 ft. of the mook.

Bonus Feat: At 3rd and 8th level, a mook may choose a bonus feat from the following list: Alertness, Blind-Fight, Close-Quarters Fighting, Combat Reflexes,

Dirty Fighting, Dodge (Mobility, Spring Attack, Whirlwind Attack), Endurance, Expertise, Improved Critical, Improved Initiative, Power Attack, Run, or Toughness.

Heightened Senses (ex): At 4th level, a mook gains the extraordinary ability to react to danger before his senses would normally allow him to be aware of it. He retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Opportune Attack: The range for a mook to make an attack of opportunity is increased to 10 feet.

Heavy Hand: At 6th level, once per day, a mook may make a single powerful punch as a full attack action. This punch gains a bonus to hit and damage equal to the mook's level this prestige class. The attack must be declared before dice are rolled, and if the attack misses, it is used for that day.

Damage Reduction: At 7th level, the mook gains a tremendous resistance to pain and damage. By this level, mooks are able to shrug off damage when they are hit. This stacks with damage reduction from other sources, such as that gained by barbarians. This ability reduces damage by 3 when first gained at 7th level and increases to a 6 at 10th level.

Veteran's Defense: At 9th level, the mook doubles his dodge bonus and armor bonus from using a shield. This ability stacks with Shield of Valor.

Shield of Stone: At 10th level the mook's ability to become a wall against damage is almost legendary. When taking the full defense combat option he gains a +2 bonus to Strength, +4 bonus to Constitution, and an immunity to ranged/missile attacks. Further, he may add his Fortitude save bonus to bull rushes or any Strength check trying to move him.

MOOK ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Strength of the Ox
2	+0	+2	+0	+0	Shield of Valor
3	+1	+4	+0	+0	Bonus Feat
4	+2	+4	+1	+0	Heightened Senses
5	+3	+6	+1	+1	Opportune Attack
6	+4	+6	+2	+1	Heavy Hand
7	+5	+8	+2	+1	Damage Reduction 3
8	+6	+8	+3	+1	Bonus Feat
9	+7	+10	+3	+2	Veteran's Defense
10	+8	+10	+4	+2	Shield of Stone, Damage Reduction 6

PUGILIST

There is a distinct difference between the pugilist and the monk. Pugilists are warriors — not scholars, nor seekers of enlightenment. They are boxers, wrestlers, and use brute force tactics to make the most effective assault. Not every warrior can always trust that he will have a weapon handy, and the pugilist makes a living making certain that he's ahead of the curve — with or without a sword.

A pugilist is a person who has learned the art of fighting fist to fist. The styles vary from place to place. Some fight with only their hands, while others use elbows, knees and feet to strike. Whatever their style, they all fall into the same category. They are often found in docks or slums where fights are a daily experience. The vast majority of pugilists are fighters who are either too poor to own weapons, or make a study of appearing unarmed. Rogues and clerics are the next likely to join the ranks, although magicusers rarely have the sheer strength to make this style of combat effective. Monks are almost never pugilists, the wild pugilist style does not complement the ordered skill of martial arts well. Barbarians generally prefer more intimidating weapons, but many of the humanoid races are quite competent at fighting with their natural weaponry over using a blade.

Hit Dice: d10

Requirements

Base Attack: +6

Balance: 4 Ranks

Jump: 8 Ranks

Tumble: 8 Ranks

Feats: Combat Reflexes, Deflect Arrows, Expertise

Class Skills

The pugilist class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex)

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Pugilists gain no new proficiency, but they retain any proficiencies acquired from other classes.

Hit 'em Hard: The pugilist is trained to fight without weapons, and indeed, becomes as formidable without arms as many are with a blade. At this 1st level, the Pugilist learns to increase his combat damage by +2 when striking hand to hand, and any damage he gives in hand to hand is not considered subdual.

Limb Block: When using the Expertise feat, a pugilist gains a special ability. By blocking his opponent's limbs rather than weapons, the pugilist may inflict damage upon his opponent. If an opponent attacks a pugilist who is using Expertise and misses, he must make a Fortitude save (DC 10 + Pugilist's Level) or suffer damage. The foe suffers d3+ the pugilist's Strength bonus. For example, an elf with an AC of 16 attacks a fighter 8/pugilist 3 who is using Expertise to fight defensively. The elf misses his attack and must make a Fortitude save (DC 13) or suffer damage.

Be the Wall: At this level, the pugilist no longer provokes Attacks of Opportunity for fighting unarmed.

Hit 'em Fast: The pugilist gains two additional unarmed strikes per round, or a single additional hand to hand strike when using a one-handed weapon and no shield.

PUGILIST ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+2	Hit 'em Hard
2	+2	+3	+3	+3	Limb Block
3	+3	+3	+3	+3	Be the Wall
4	+3	+4	+4	+4	Hit 'em Fast
5	+4	+4	+4	+4	Use the Opening
6	+5	+5	+5	+5	Overwhelm
7	+6	+5	+5	+5	Evasion*
8	+6	+6	+6	+6	Solid Fist
9	+7	+6	+6	+6	Sweep
10	+8	+7	+7	+7	Hit 'em Strong

Use the Opening: When a pugilist is offered an Attack of Opportunity, the pugilist gains twice the number of attacks normally given.

Overwhelm: The pugilist may sacrifice all other attacks this round to make a single massive strike against an opponent. This attack is at +4 to hit, and +1 per the pugilist's level to damage. If successful, the opponent must make a Reflexes save against the pugilist's Strength score +2 or be knocked to the ground. Opponents knocked to the ground are considered entangled by the pugilist, and must succeed in a contested Strength roll in order to stand. Making this Strength roll counts as an attack for the opponent, but not for the pugilist.

Evasion: The pugilist gains the evasion ability like a rogue or monk. If the character already has the evasion ability, it becomes Improved Evasion.

Solid Fist: At this level, the pugilist's base damage for an unarmed strike is increased to 1d6 points per strike and gains a +2 competence bonus to attack rolls.

Sweep: By dropping to a crouch and swinging his legs in an arc, the pugilist may attempt a trip attack against every opponent in 180 degrees either in front or behind him. He suffers a -1 penalty to hit for each opponent in his arc. He can make one attack of opportunity against each foe

tripped up to his Dexterity bonus (similar to the Combat Reflexes feat). The pugilist can only attempt to sweep opponents that he would normally be able to make a trip attack against. This is a full round action.

This is an extraordinary ability.

Hit 'em Strong: The pugilist has so mastered the art of hand-to-hand fighting that they may use their own raw power to beat through the defenses of the most armored opponent. The opponent gains no benefit from armor other than magical bonuses.

SCAVENGER

Scavengers have turned survival into an art form. Able to live and thrive in any environment, the scavenger takes what he needs wherever he can get it. Scavengers are found in civilized areas, wildernesses, and everywhere in between, profiting from and living off of that which others leave behind. Stealth is a scavenger's greatest ally, and his life's goal is to escape notice by that which would threaten him. While the life may not be glamorous, there are (often literally) diamonds to be found within the rough. If anybody can find those diamonds, it is the scavenger. More importantly, he can get away with them.



SCAVENGER ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Alertness
2	+1	+3	+0	+0	Scavenge
3	+2	+3	+1	+1	Hardiness
4	+3	+4	+1	+1	+1 Constitution
5	+3	+4	+1	+1	Survival
6	+4	+5	+2	+2	Toughness
7	+5	+5	+2	+2	+1 Constitution
8	+6	+6	+2	+2	Improved Survival
9	+6	+6	+3	+3	Immunity
10	+7	+7	+3	+3	Improved Hardiness, +1 Constitution

Rogues make up the majority of scavengers, exchanging a higher profile for a lower risk. Rangers also often become scavengers, resorting to any means necessary to survive in a hostile environment. Potentially, anybody can become a scavenger if their circumstances become desperate enough, and desperate circumstances are usually the defining mark of a scavenger.

NPC scavengers are usually found on a particular "turf," and are quite protective of their territory, be it a city block or set of ruins. While they may not openly confront a threat, they will do their best to harass and hinder them, leaving others to finish them off.

Hit Die: d6

Requirements:

To qualify to become a scavenger, a character must fulfill all of the following criteria.

Alignment: Any non-lawful

Wilderness Lore: 4 ranks

Hide: 8 ranks

Search: 8 ranks

Class Skills:

The scavenger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Int), Move Silently (Dex), Search (Int), Spot (Wis), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the scavenger prestige class.

Weapon and Armor Proficiency: Scavengers are proficient with simple weapons and light armor.

Alertness: A scavenger gains alertness as a bonus feat.

Scavenge: At 2nd level, a scavenger can attempt to find something useful or valuable in any situation. Once per day, he may make a Search check, with success indicating that he has found something he can use, or that someone would pay for. The DC of this check is based upon the environment in which the scavenger is searching.

Location	DC
Battlefield	10
Ruins	15
Forest	20
Nearly-Empty Room	30

What the character finds is up to the DM, but should be appropriate to the situation, and something that might have gotten lost or thrown away. The results of this check should never be obvious treasure or magical items, but objects that are perceived as junk, or worthless.

Hardiness: Scavengers have learned to deal with the hazards of their environment. Starting at 3rd level, scavengers gain resistance to the subdual damage from hot and cold weather. For an amount of days equal to his level, a scavenger can ignore the subdual damage from very hot or cold weather (between 0 and 110 F). After this time, he takes damage as normal, and must have a day of rest in appropriate shelter before he can use this ability again.

Constitution: Scavengers endure more hardship than any other characters as a way of life. At 4th level, and every 3 levels afterward (7th and 10th), the scav-

TRIBAL CHAMPION ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Standard bearer, rage 1/day
2	+2	+3	+0	+0	Inspire rage
3	+3	+3	+1	+1	Steady the troops
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Improved standard bearer
6	+6	+5	+2	+2	Intimidating standard
7	+7	+5	+2	+2	Rage 3/day
8	+8	+6	+2	+2	Inspire fury
9	+9	+6	+3	+3	Defensive stance
10	+10	+7	+3	+3	Supreme standard bearer

enger gains a point of Constitution, in addition to the standard ability score increase every 4 levels.

Survival: Scavengers learn to live on less food than other characters. Starting at 5th level, they require the food a character of their size normally needs. In addition, they can go one extra day per 2 levels without food, before risking subdual damage.

Toughness: At 6th level, a scavenger gains the Toughness feat as a bonus feat.

Improved Survival: At 8th level, the scavenger requires as much water to survive as normal. Additionally, they can go without water for one extra day per 3 levels before risking subdual damage.

Immunity: At 9th level, the scavenger becomes immune to all nonmagical forms of disease.

Improved Hardiness: At 10th level, the scavenger gains damage resistance 5 to all forms of heat and cold. Additionally, they no longer suffer from damage due to weather.

TRIBAL CHAMPION

Whenever a humanoid clan or tribe marches to war, the most skilled or fearsome warrior normally carries an important flag, symbol, or icon that represents the clan's ancestors, past victories, or other important, morale-raising aspect of its history. Carrying this banner into battle is a position of supreme respect and responsibility. Humanoids often depend on the standard as a rallying point in combat. Furthermore, should the tribe falter it often looks to the standard to boost its morale and renew its fighting spirit.

Tribal champions are common amongst primitive or barbaric societies that often engage in battle. Not only do they carry the banner into battle, but they also learn to use it as a weapon. While the standard is not typically designed for use in combat, the champion must learn to adapt it to this use. If it were little more than a burden in combat he would be unable to defend himself.

Tribal champions also arise amongst civilized militias and mercenary bands, though this happens usually more as a result of a particularly skilled or enthusiastic warrior given the task of carrying the standard than by design.

Hit Die: d12

Requirements

To become a tribal champion a character must fulfill all the following criteria:

Base Attack Bonus: +5

Intimidate: 8 ranks

Feats: Leadership, Two-Weapon Fighting

Class Skills

The tribal champion class skills (and the key ability for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the tribal champion prestige class.

Weapon and Armor Proficiency: The tribal champion is proficient with all simple and martial weapons, all shields, and all armor.

Standard Bearer: The tribal champion marches into battle bearing his clan or tribe's standard, a flag or icon that symbolizes the clan's pride and fighting skill. The standard is often a flag emblazoned with the tribe's totem animal or symbol. Normally, a large flag would burden a warrior but the tribal champion is capable of carrying the banner and fighting normally. He may also use the standard as an off-handed weapon. The standard is a Large, blunt weapon that deals 1d10 damage. It scores a critical threat on a 20 and has a critical multiplier of $\times 2$. The tribal champion is adept enough with the standard that he may wield it as a second weapon in his off-hand even though it is a large weapon.

Rage: The tribal champion may rage as per the Barbarian class. At 4th level, the champion may rage twice per day. At 7th level, he can rage three times per day. The champion serves as an important rallying point in a battle and often is selected for this duty because of his enthusiasm and bravery.

Inspire Rage: Not only does the tribal champion work himself into a bloodthirsty fury, he can also inspire a similar level of enthusiasm in his fellow tribesmen. When the tribal champion uses his rage ability, his allies who can see him and the tribal standard immediately enter a rage as per the Barbarian class.

Steady the Troops: The tribal champion and his standard serve as a rallying point for the tribe in battle. All of the champion's allies within ten feet of his position gain a +1 competence bonus to all saves and three temporary hit points so long as the tribal champion is alive and possesses the tribe's standard. These hit points disappear at the end of combat, if the standard falls out of the champion's possession, or if the champion falls below 0 hit points.

Improved Standard Bearer: The tribal champion grows quite accustomed to using the standard in combat. After using it in combat for so long, he can easily bring it to bear on opponents. The standard now

counts as a small weapon for determining the penalties the tribal champion suffers for fighting with two weapons.

Intimidating Standard: As the tribal champion conquers foes, he takes trophies and souvenirs from the battlefield and adds them to the standard. While dwarf, human, or elf champions may festoon their standard with broken shields, weapons, and other mementos, orcs and other evil humanoids mount skulls, severed heads, and other body parts upon theirs. Whether gruesome or majestic, the standard is a testament to the champion's skill in combat. The standard intimidates the champion's foes, causing those with 4 hit dice or less who can see the standard to suffer a -1 morale penalty to all attack rolls. However, if the standard falls these same opponents are filled with a renewed sense of confidence and gain a +1 morale bonus to attacks for the rest of the battle.

Inspire Fury: The tribal standard has now been present for so many battles that its mere presence on the battlefield inspires bravery and ferocity in the tribe. While within sight of the standard, the champion's allies all gain a +2 competence bonus to damage. However, the standard is such an important tribal symbol that should it fall in battle the tribe loses this bonus and also suffers a -1 morale penalty to all attack rolls and a -4 morale penalty to all fear effects.

Defensive Stance: Not only can the tribal champion use his standard to attack, but he also learns to use it to enhance his defense against melee attacks. The tribal champion gains a +1 deflection bonus to AC as long as he carries the standard. Even if he uses the standard to attack, the tribal champion gains this AC bonus.

Supreme Standard Bearer: After carrying the standard through so many battles, the champion can now wield his tribe's banner with unsurpassed skill. When using the full attack action, he gains a second attack with the banner at a base attack bonus equal at his best base attack bonus -5.

TRAPMASTER

"Follow me, guys. I'm sure there can't be anything that dangerous in here..."

— *The last words of Khlyde the Rogue, before entering the lair of Gleerpip the Tenacious, Kobold Trapmaster*

Though most adventurers tend to overlook the humble kobold, they are a race that prides itself on two things — traps and sorcery. The origin of this talent is no mystery. Any kobold will proudly tell anyone who cares to listen of his race's history in both fields — at great length and in exquisite detail, for several hours, to the limits of almost anyone's patience.

Those kobolds who excel at both magic and trapmaking are the deadliest members of their often underestimated race. Even an experienced rogue may meet his doom within the cunning traps of a kobold trapmaster. These cunning little creatures are often found in positions of prominence among their tribe, but are just as often cast out due to the sheer terror awakened by their unpredictable powers. Thus, the life of an adventurer is not unheard of for a trapmaster. Many parties find that they appreciate a trapmaster's presence — once they adjust to their endless arrogant jabbering.

TRAP MASTER ADVANCEMENT TABLE

Level	Attack	Fort	Ref	Will	Special	Spells
1st	+0	+0	+2	+0	Trapmaking	+1 level of existing class
2nd	+1	+0	+3	+0	2 traps per day	+1 level of existing class
3rd	+1	+1	+3	+1	Cunning	+1 level of existing class
4th	+2	+1	+4	+1	Sense Traps	+1 level of existing class
5th	+2	+1	+4	+1	3 traps per day	+1 level of existing class
6th	+3	+2	+5	+2	Cunning	+1 level of existing class
7th	+3	+2	+5	+2	Improved traps	+1 level of existing class
8th	+4	+2	+6	+2	4 traps per day	+1 level of existing class
9th	+4	+3	+6	+3	Cunning	+1 level of existing class
10th	+5	+3	+7	+3	Trapmastery	+1 level of existing class

Sorcerers naturally become trapmasters more often than any other class, though bard trapmasters are not unheard of. It is also very common for trapmasters to pick up at least one level of rogue during their career.

Hit Dice: d4

Requirements

To qualify to become a kobold trapmaster, a character must fulfill all the following criteria.

Race: Kobold* (with GMs approval, goblins, troglodytes, and orcs might also be allowed access to this prestige class.)

Feats: Craft Wondrous Item.

Craft (Trapmaking): 4 ranks.

Disable Device: 4 ranks.

Search: 4 ranks.

Spells: Ability to cast 2nd level arcane spells without preparation.

Special: Must have the ability to disarm magic traps (like a rogue).

Class Skills

The kobold trapmaster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Disable Device (Int), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Scribe (Int), Search (Int), Spellcraft (Int), Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are features of the kobold trapmaster prestige class.

Weapon and Armor Proficiency: Kobold trapmasters gain no proficiency in weapons or armor.

Spells per Day: A kobold trapmaster continues training in magic as well as increasing his mastery over traps. Thus, when a the character gains a new level of kobold trapmaster, he gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefits a character of that class would have gained.

Trapmaking: Like any spellcaster, a kobold trapmaster can make a magical trap of any spell that he knows (or that he can cast off of a scroll). However, unlike most magical traps, the saving throw against any magic trap created by the trapmaster is equal to 10 + the spell level + the trapmaster's Charisma modifier + half the trapmaster's class level. If the trapmaster has the Spell Focus feat, it applies to the save DC of traps

that cast spells from the appropriate school. Otherwise, these magic traps obey the normal rules for trap creation.

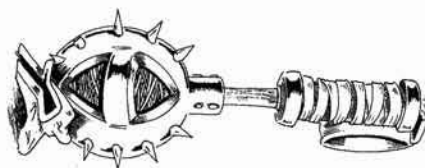
Traps per Day: Normally, a character is limited to creating only one magic item (or trap) per twenty-four hour period. At 2nd level, the kobold trapmaster gains the ability to create two magic traps per day. At 5th level, he can create three magic traps per day. At 8th level, he can create a maximum of four magic traps per day. In all cases, the trapmaster can only make a total value of 500 gp worth of traps per day.

Cunning: At 3rd, 6th, and 9th level, the kobold trapmaster gains a +6 competence modifier to any of the following skills: Craft (trapmaking), Disable Device, and Search. He may place the entire bonus on one skill, or divide it as he likes. Alternately, he can choose to take any amount of this bonus and choose to permanently apply it to the DC needed to find traps he creates (magical or non-magical). Once chosen, the bonuses remain in place permanently.

Sense Traps: At 4th level, the kobold's mastery of trap creation has honed his senses against enemy traps. If a trapmaster passes within 10 feet of a magical trap, he is entitled to a Search check as if he were actively looking. In addition, the trapmaster may consciously make Search checks to find magic traps up to 90 feet away. If any traps are detected, he can immediately make a Spellcraft check (DC 15 + spell level) to determine the specific spell the trap will set off.

Improved Traps: At 7th level, the kobold trapmaster can make magical traps for fifty per cent of the standard cost in gold and experience points. Any traps he creates which inflict damage inflict +1 point of damage for every die of damage rolled.

Trapmastery: At 10th level, the kobold trapmaster attains complete mastery over magical traps. He automatically takes half damage from any enemy traps which inflict damage. He is completely immune to all harmful effects of his own magical traps. While he could still set off one of his own fireball traps, for instance, he would stand in the center unharmed as the flames raged all around him.



NEW EQUIPMENT

The weapons, armor, and equipment detailed in the core d20 rules are designed primarily for Small and Medium-size characters. This section gives statistics for Large, Huge, and Colossal weapons. In addition, it describes weapons specially designed for big creatures and gives rules for using reach weapons and other exotic items, such as nets, with creatures larger than man-sized. Unless otherwise noted, assume that a Large, Huge, Gargantuan, or Colossal weapon obeys all the same special rules for weapons of that type. A Large flail, for example, grants the benefits given by a normal flail for disarm and trip attacks.

Weapon Proficiencies: While most Large arms are considered martial weapons, there are a few exceptions. A club, spear, or mace is always considered a simple weapon if the creature wielding it is the same size or larger than the weapon. Thus, a hill giant wields a Huge mace as a simple weapon, while an ogre uses it as a martial weapon. These three weapons are easy enough to wield that with minimal training a creature can master its use, but exceptionally large versions require special training for smaller creatures. Exotic weapons such as a spiked chain or net require the Exotic Weapon Proficiency feat regardless of their size. Once a character has gained proficiency with an exotic weapon, he may wield all versions of that weapon provided that he is big enough to handle them without penalty.

SPECIAL EQUIPMENT

Unless otherwise noted, use any special rules for Large or bigger weapons from the core d20 rules. The exceptions below cover either new weapons or exceptions for extraordinarily large weapons.

SHODDY EQUIPMENT

With rare exception (such as certain orc blacksmiths), monster races produce inferior goods in comparison to the other races. Blades rust easily, armor is stiff and inflexible, and tools break under strain. Though such equipment is quite cheap (half the listed price to create or buy), its poor quality makes it unreliable at best. Generally, shoddy weapons have a -1 to attack rolls, shoddy armor has a +1 armor check penalty, and shoddy tools prevent their user from taking 10 or taking 20 when used. Additionally, all shoddy weapons or tools break on a natural 1, and all shoddy armor falls apart when an enemy strikes their wearer with a natural 20. Finally, attempting to enchant shoddy equipment destroys it, as the magical energies are too much for the faulty goods to bear.

Net: As nets grow larger, they lose their effectiveness against small creatures. The space between the net's barbs and weave becomes too great to entangle smaller creatures. Thus, larger nets must be specifically designed to function against smaller creatures.

A net functions as per the standard rules against creatures that are two sizes smaller or one size larger than its own size. For example, a Medium net can entrap Tiny, Small, Medium, or Large creatures. A Huge net could entangle Medium, Large, Huge, or Gargantuan creatures. A halfling or smaller creature can easily slip through the gaps in such a big net's weave.

Unlike most weapons, nets cannot be used by a creature who is not the same size class as the net or larger. The one exception to this is Medium nets, which may be used by Small or Medium creatures. Otherwise, the net is simply far too bulky and heavy for a smaller crea-

UNARMED ATTACK ADVANCEMENT TABLE

Creature Size	Unarmed Dmg	Normal Damage Versus
Tiny	1	None
Small	1d2	None
Medium	1d3	None
Large	1d4	Tiny
Huge	1d6	Tiny, Small
Gargantuan	1d8	Tiny, Small, Medium
Colossal	2d6	Tiny, Small, Medium, Huge

ANTI-HEROES

NEW WEAPONS AND SPECIAL RULES TABLE

Large Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Axe, throwing	25 gp	2d6	x2	10 ft.	9 lb.
Hammer	25 gp	2d6	x3	-	12 lb.
Hammer, throwing	30 gp	2d6	x2	20 ft.	5 lb.
Javelin	5 gp	1d8	x2	30 ft.	3 lb.
Mace	25 gp	2d6	x2	-	18 lb.
Pick	15 gp	1d8	x4	-	9 lb.

Huge Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Axe	40 gp	2d8	x3	-	30 lb.
Bow	200 gp	2d6	x3	140 ft.	5 lb.
Bow, Comp	350 gp	2d6	x3	150 ft.	5 lb.
Club	10 gp	2d6	x2	-	15 lb.
Flail	30 gp	2d6	19-20/x2	-	30 lb.
Hammer	40 gp	2d8	x3	-	18 lb.
Javelin	10 gp	2d6	x2	30 ft.	5 lb.
Mace	35 gp	2d8	x2	-	27 lb.
Pick	30 gp	2d6	x4	-	14 lb.
Spear	10 gp	2d6	x3	-	14 lb.
Sword	100 gp	2d8	19-20/x2	-	25 lb.

Gargantuan Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Axe	80 gp	2d10	x3	-	45 lb.
Bow	400 gp	2d8	x3	160 ft.	8 lb.
Bow, Comp	650 gp	2d8	x3	180 ft.	8 lb.
Club	25 gp	2d8	x2	-	23 lb.
Flail	75 gp	4d6	19-20/x2	-	45 lb.
Hammer	60 gp	2d10	x3	-	27 lb.
Javelin	18 gp	2d8	x2	30 ft.	7 lb.
Mace	65 gp	2d10	x2	-	40 lb.
Pick	60 gp	4d6	x4	-	20 lb.
Spear	25 gp	2d8	x3	-	21 lb.
Sword	175 gp	4d6	19-20/x2	-	38 lb.

Colossal Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Axe	160 gp	2d12	x3	-	70 lb.
Bow	900 gp	2d10	x3	200 ft.	12 lb.
Bow, Comp	1200 gp	2d10	x3	220 ft.	12 lb.
Club	45 gp	2d10	x2	-	35 lb.
Flail	175 gp	4d8	19-20/x2	-	70 lb.
Hammer	140 gp	2d12	x3	-	40 lb.
Javelin	45 gp	2d10	x2	30 ft.	10 lb.
Mace	145 gp	2d12	x2	-	60 lb.
Pick	120 gp	4d8	x4	-	30 lb.
Spear	85 gp	2d10	x3	-	30 lb.
Sword	255 gp	4d8	19-20/x2	-	60 lb.

NEW WEAPONS AND SPECIAL RULES TABLE

Large Exotic Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Kama	6 gp	1d8	×2	-	4 lb.
Nunchaku	10 gp	2d4	×2	-	5 lb.
Siangham	8 gp	1d8	×2	-	4 lb.

Huge Exotic Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Double axe	120 gp	1d10	×3	-	40 lb.
Kama	12 gp	1d10	×2	-	6 lb.
Nunchaku	20 gp	2d6	×2	-	8 lb.
Siangham	16 gp	2d6	×2	-	6 lb.
Spiked chain	50 gp	1d10	×2	-	22 lb.
Two-bladed sword	200 gp	1d10	19-20/×2	-	45 lb.

Gargantuan Exotic Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Double axe	180 gp	2d8	×3	-	60 lb.
Kama	18 gp	1d12	×2	-	9 lb.
Nunchaku	30 gp	2d8	×2	-	12 lb.
Siangham	24 gp	2d8	×2	-	9 lb.
Spiked chain	75 gp	2d8	×2	-	35 lb.
Two-bladed sword	300 gp	2d6	19-20/×2	-	70 lb.

Colossal Exotic Weapons

Weapon	Cost	Damage	Crit	Range Inc	Weight
Double axe	240 gp	2d10	×3	-	90 lb.
Kama	24 gp	2d8	×2	-	12 lb.
Nunchaku	40 gp	2d10	×2	-	18 lb.
Siangham	32 gp	2d10	×2	-	12 lb.
Spiked chain	100 gp	2d10	×2	-	50 lb.
Two-bladed sword	400 gp	2d8	19-20/×2	-	105 lb.

ture to wield effectively. The ranges below assume that a creature of sufficient size uses the net.

Regardless of the area covered by a net, it can always entrap at least one creature that falls within the size categories that it can affect. For example, a Huge net can entangle a bulette even though that creature is 20 feet long and thus not completely covered by the net.

A net can entangle more than one creature. On a successful net attack, the attacker may place the net so that it covers more than one target. Compare the attack roll against each possible victim's AC. Those that the attack hits are entangled, while those it misses evade the net's attack. A net may only be used this way against creatures that are at least one size category smaller than the net and each creature must be fully covered by the net for it to possibly entangle it.

Note that the net's range refers to the distance between the thrower and the nearest edge of the net after he casts it.

Net, Dwarf Catcher: Many tremendously large creatures, such as giants, use nets to catch smaller creatures. However, giants often find that the normal net is ineffective against dwarves, gnomes, halflings, goblins, and other smaller creatures. Furthermore, human hunters often employ heavy, thick nets in order to catch small creatures. Giants commonly use dwarf catcher nets against dwarves (hence its name), gnomes, humans, and other smaller creatures. It is a large, thick tarp with heavy weights sewn into its edges that can cover and entrap large numbers of man-sized creatures. While this net is ineffective against larger creatures, it is very useful against smaller ones.

UNARMED DAMAGE TABLE

Level	Size:			
	Large	Huge	Gargantuan	Colossal
1 – 3	1d8	1d10	1d12	1d20
4 – 7	1d10	1d12	1d20	2d12
8 – 11	1d12	1d20	2d12	3d10
12 – 15	1d20	2d12	3d10	3d12
15 – 20	2d12	3d10	3d12	4d10

UNARMED SPEED TABLE

Level	Base Speed:				
	35 ft.	40 ft.	45 ft.	50 ft.	60 ft.
1 – 2	35 ft.	40 ft.	45 ft.	50 ft.	60 ft.
3 – 5	45 ft.	50 ft.	60 ft.	65 ft.	80 ft.
6 – 8	60 ft.	65 ft.	75 ft.	80 ft.	100 ft.
9 – 11	70 ft.	80 ft.	90 ft.	100 ft.	120 ft.
12 – 14	80 ft.	90 ft.	105 ft.	115 ft.	140 ft.
15 – 17	95 ft.	105 ft.	120 ft.	130 ft.	160 ft.
18 – 20	105 ft.	120 ft.	135 ft.	150 ft.	180 ft.

UNARMED SPEED MODIFIER

Level	1-2	3-5	6-8	9-11	12-14	15-17	18-20
Multiplier	×1	×1.33	×1.67	×2	×2.33	×2.67	×3

This type of net is only effective against creatures two size categories smaller than the net. Larger creatures can simply knock aside the net. For example, a Medium-size net of this type is only effective against Tiny creatures, while a Huge one works against Medium or smaller foes. To use this weapon, the attacker must make a ranged touch attack against AC 10 to correctly place the net. Much like a standard net, this item's range determines the maximum distance between the attacker and the net's closest edge. On a miss, the net scatters as per a grenadelike weapon that misses its target. Larger nets tend to scatter further than smaller ones. Increase the net's scatter distance by five feet for each size category above Medium.

Creatures fully caught within the net's covered area are smothered beneath it. Creatures beneath the net are knocked prone and may only crawl 5 ft. per round. They can attempt to escape either by cutting themselves free or crawling out of the net. To cut free of the net, a trapped creature must use a slashing weapon that is either Tiny or two sizes smaller than the creature's size. The net can take 5 points of damage and is AC 15. To crawl free, a creature must make its way to the edge of the net and make a successful Escape Artist check (DC 15). Casting spells while trapped beneath the net requires a Concentration check (DC 20) or the spell is ruined.

Creatures outside of the net can attack those beneath it. However, the net interferes with attacks. Creatures trapped in the net are considered to have total concealment against those outside of it and lose all Dex and dodge bonuses to AC. In addition, those outside of the net must make a guess about the location of their target. If more than one creature is trapped in the net, anyone attacking a creature trapped in it must make an Intelligence check (DC 15) each round. On a successful check, the creature may attempt to attack its desire target. On a failed check, the creature attacks a randomly determined target within the net. The net is so thickly woven that it is impossible to differentiate between targets. Instead, attackers must make a best guess based on where those trapped within the net were standing when it covered them.

Creatures within the net gain one-half concealment against all others within it. They may not attack anyone outside of the net unless they have some means of seeing beyond the net.

Reach Weapons: All reach weapons grant a +5 ft. bonus to a creature's reach. All of the following weapons of size Large or greater grant this bonus: glaive, guisarme, heavy lance, ranseur, spear, and spiked chain.

Unarmed Attacks: Obviously, larger creatures deal more damage with an unarmed fist or kick. Normally, unarmed blows deal subdual damage. However, creatures that use unarmed attacks against opponents who are two sizes smaller than they are deal normal damage. This represents that a massive creature can deal serious injury to a tiny one even with its bare hands. After all, a human can crush a bug, so what's to stop a giant from squashing a goblin with a single stomp of his foot? For example, a Huge giant deals subdual damage against Large or Medium creatures if it punches them but normal damage to Small or Tiny creatures. In addition, larger creatures deal more damage with their unarmed attacks as per the table below.

Giant-sized Monks: Monk characters that are larger than Medium-size deal more damage with their unarmed strikes than smaller monks. Furthermore, monks with speeds above 30 ft. gain increased unarmed speed in comparison to monks with slower base speeds.

As a general rule, monk unarmored speeds follow a basic pattern. However, all speeds must be expressed as 5-foot increments, requiring some rounding.

SUPERIOR EQUIPMENT

Gum Arrow

These strange arrows are unwieldy to use, imposing a -2 to hit. Further, they are only of use when targeted at the mouth, imposing an additional +4 to the target's AC. However, if successful, the target's ability to make sound is seriously impaired. This prevents spellcasters from using spells with somatic components until they've cleared their mouths (a process taking a full minute) and completely suppresses sonic powers that emanate from the mouth, such as the destrachan's harmonic powers. It has no effect on appendages like the yrthak's sonic lance, nor does it prevent the use of breath weapons. A gum arrow does 1 point of subdual damage.

Cost: 2 gp; Weight: 1/5 lb.

Hunters' Manual

Exactly what it sounds like. This tome is a guide to the various monsters that plague the world, and is invaluable to monster hunters who need to know what they're up against. It provides a +2 circumstance bonus to Knowledge (monster lore) checks.

Cost: 20 gp; Weight: 2 lbs.

MONSTER HUNTERS

It's a dirty job, but someone has to do it. There are dozens of different monsters that hunt the more benevolent and less powerful creatures of the world, and if they aren't opposed, they will destroy everything in their path. Therefore, someone has to hunt them in turn.

Monster hunting is a great excuse for classic "kill the beasties and loot the dungeon" style fantasy roleplaying. Sure, there's gold in them thar hills. But the real reason a bunch of adventurers are risking their necks in a death-filled maze is that it's them or the monsters. An entire fast-paced (if simplistic) campaign can be centered around wandering from village to village, finding out what vicious things are threatening the villagers, and killing the monsters.

There are even fairly believable ways of setting such a campaign in motion. An evil wizard's death releases his enslaved monster army. The Age of Peace and Enlightenment is shattered by the Dark Cataclysm, and once-rare monsters roam freely in the wake of civilization's collapse. An experiment in extra-planar travel goes horribly wrong, allowing all sorts of evil things into the heroes' dimension. Such a series of adventures can even grow from their basic "kill monster, get loot" origins, as the heroes hunt down the source of their troubles.

It's also an occupation with a high turnover rate. There are many more horror stories of monster hunters meeting ugly deaths than of successful, retired slayers of beasts. This means that adventurers are always in demand. It also means that they are in constant danger. Worse, a lot of hunted monsters are highly intelligent, and they see the writing on the wall quickly. Monster hunters spend a good portion of their lives being hunted in turn.

Successful hunters learn to prepare well and adapt quickly. A lot of monsters have very specialized attacks; this allows hunters to prepare for them. But powerful magical creatures, particularly intelligent ones, tend to draw lesser things into their sphere of influence. The band of adventurers prepared to do battle with a beholder would enter the afterlife in a very embarrassed manner if they fall to its kobold servants.

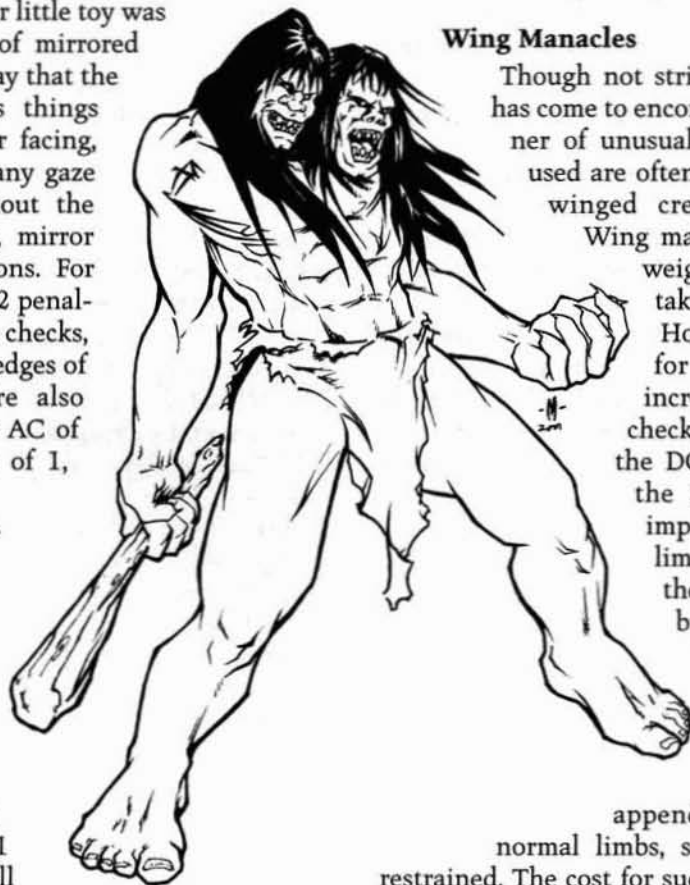
Mirror Visors

When fighting creatures that are not safe to look at directly (anything from nymphs to medusas), it has been discovered that looking at their reflection is safe. Thus, this clever little toy was invented. A cunning set of mirrored strips attached in such a way that the wearer of the visor sees things upright and in the proper facing, they completely negate many gaze and viewing effects without the need for magic. However, mirror visors have their limitations. For one thing, they impose a -2 penalty to all Spot and Search checks, since they block the outer edges of peripheral vision. They're also extremely fragile, with an AC of 18 (+8, Fine), a hardness of 1, and one hit point.

Cost: 50 gp; *Weight:* 1 lb.

Snake "Hair" Bands

This jewelry is used strictly by medusas. A few of their kind wear these disturbing devices as ornamentation, but (completely unbeknownst to most medusas) they provide a +1 circumstance bonus to all Intimidation checks while worn, assuming that the viewer isn't turned to stone.



Similarly alien creatures with unusual appendages, such as beholders (eye stalks) and illithid (tentacles) might wear such jewelry as well, to similar effect.

Cost: 50-250 gp; *Weight:* —

Wing Manacles

Though not strictly for wings, as the term has come to encompass restraints for all manner of unusual creatures, the odd shapes used are often similar to those applied to winged creatures, hence the name.

Wing manacles double the cost and weight of a set of manacles, and take twice as long to make.

However, once added, the DC for Escape Artist checks increases by five, and Strength checks for breaking them have the DC increased by two, due to the greater level of restraint imposed. Each additional pair of limbs accounted for adds one to the cost and weight multiplier, but also adds the same bonuses to the DC of all escape checks. This bonus can only be applied if the prisoner has the appropriate

appendages. Creatures without normal limbs, such as nagas, can also be restrained. The cost for such manacles is tripled, however, and the DC of the Escape Artist check is reduced by five.

NET TABLE

Net Size	Cost	Covered Area	Range	Weight
Small	10 gp	5 ft. × 5 ft.	10 ft.	5 lb.
Medium	20 gp	5 ft. × 5 ft.	10 ft.	10 lb.
Large	40 gp	10 ft. × 10 ft.	20 ft.	40 lb.
Huge	80 gp	15 ft. × 15 ft.	25 ft.	85 lb.
Gargantuan	120 gp	20 ft. × 20 ft.	30 ft.	160 lb.
Colossal	220 gp	40 ft. × 40 ft.	40 ft.	320 lb.

Dwarf Catcher

Net Size	Cost	Covered Area	Range	Weight
Medium	30 gp	5 ft. × 5 ft.	10 ft.	15 lb.
Large	65 gp	10 ft. × 10 ft.	20 ft.	60 lb.
Huge	90 gp	15 ft. × 15 ft.	25 ft.	135 lb.
Gargantuan	160 gp	20 ft. × 20 ft.	30 ft.	240 lb.
Colossal	280 gp	40 ft. × 40 ft.	40 ft.	960 lb.

CHAPTER FIVE: OUTCASTS

ALIGNMENT

Getting monsters to work together is one thing. Getting them to like one another is something else. Monsters from different backgrounds have varying views on money, the value of property, concepts of privacy, and personal space. One of the few things that can keep a group together is a strong leader who ascribes to a specific alignment, which in turn can become the alignment of the group — even if some members don't agree completely with the sentiment of giving the peasants their cow back.

LAWFUL GOOD

Creatures who ascribe to Lawful Good are more comfortable in group environments. They thrive on structure, building community and organization in order to better the group as a whole. Monsters are no different. Those who choose to build a civilization in this manner are group-oriented, and working for the benefit of all — as they see it.

A creature that holds true to the ethics of Good is accepting more than merely a loose statement of principle. It is committing itself to peace, harmony and an equal (or at least, egalitarian) environment. Those who follow these precepts create a structure that follows these goals. A Good creature also tries to persuade other cultures to adopt the same goal.

Lawful good bands are organized and dedicated, typically sworn by oaths or other guidelines. They may be religious or perhaps joined together from common ethical thought. The structure is usually detailed, hierarchical: a brotherhood or fraternity. They are systematic, but not viciously tyrannical; their system is structured to benefit the individual as much as possible without breaking down the structure of the group.

An example of a Lawful Good nonhuman society would be gnomes. Gnomes organize themselves into small groups — shires, villages or towns — but rarely into larger cities or provinces. These small bands have

a very distinct system of government, family structure, and hierarchical progression that establishes law and order. Yet, as creatures of good, the system is tailored to help keep each village or shire as prosperous and content as possible. Gnomes prefer to avoid fighting, and use the legal system to avoid conflict and solve issues as simply and directly as possible.

Other Lawful Good creatures may form traveling bands, but always with a distinct chain of command and common goals. Lawful Good monsters occasionally join non-Lawful Good oriented parties and groups, but they always try to impose some form of order on their companions so that the party becomes more unified. To a Lawful Good, chaos is disunity — no chaotic group can stand on a single issue and be solidly grounded. The group loses cohesion without structure, and irreversibly slides down the path into uselessness — or worse, toward evil.

Although a Lawful Good monster might easily merge into a PC group, in general, they are not as welcome in traditional 'monster' parties. Those who ascribe to the tenets of this path are very civilized and cultured, used to tradition and standardization. They are not easily taken in by roving bands of monsters, or by half-hearted tales of 'adventuring.'

CHAOTIC GOOD

Chaotic good individuals believe in freedom, independence and free will. They only organize in small bands, brought together more from the cause of a common goal than any desire for hierarchy or leadership. Chaotics instinctively detest structure, they hate being told what to do unless it is obvious that such actions will benefit them, their cause, or some other noble goal — and the goal that drives these particular individuals is the cause of Good.

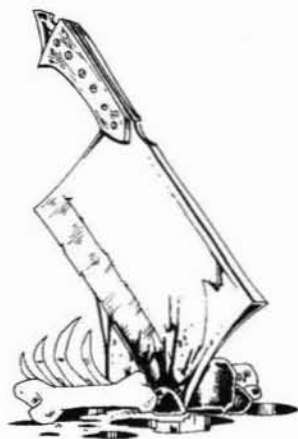
Chaotic Good creatures tend to form loose bands, similar to guerrilla fighters or resistance cells, and operate much better on an individual basis than in a widespread group. They will follow a leader, if it is someone they respect and trust, but they will not obey

a commander simply because of hierarchy or status. Only through personal trust can Chaotics be led.

A Chaotic Good adventuring party is always loosely organized, more like a guild wherein each member is primarily independent. They prefer to be given goals, not orders, and they accomplish their tasks in their own manner. When given such independence, the Chaotic Good group can thrive.

Djinn are an example of a typical Chaotic Good monstrous community. They are fiercely independent within their own small tribes or bands, though all Djinn give lip service to the 'leader' of their kind, the great and powerful Caliph. When he calls to the sultans of his tribes, they attend him — more from a desire to test his wit and strength than from a real need to obey the command of a superior. Yet the Djinn lord does rule — through giving ordered tests, commands that are as much riddle as they are law. When he is not dealing with the sultans, they are in complete command of their own actions, needs, and goals. So the society thrives in small cells of disorder, with a single leader whose 'command' is derived from force of will and common goals than from a hierarchical structure.

A Chaotic Good monster cheerfully joins any monstrous party, so long as the party's goals and attitude is not completely evil. He tolerates some 'stepping out of line' as pertains to another's good alignment, so long as no permanent or diabolical harm is done. The Chaotic Good creature is a happy-go-lucky adventurer, seeking to obey the whim of curiosity and random interest. If the group becomes too predictable, or if its goals are too evil, the Chaotic Good adventurer simply leaves one night, vanishing away as quickly as he came — and likely with as little interest in goodbyes.



NEUTRAL GOOD

Neutral Good characters make excellent mercenaries, no matter what their race or culture. They are stalwart friends, and typically loyal ones. Hierarchy, freedom, nothing matters nearly as much as friendship and loyalty. The Neutral Good individual has goals and interests, but tempers those through the veil of good and just cause. He won't typically work for an evil commander, though if the end results were for a goal that the Neutral Good character believed in, he might be willing to compromise.

The Neutral Good alignment monsters don't willingly create their own hierarchy, but they are content to work within whatever structure is set up by others. The end result is more important than the 'means.' Typically in Neutral Good societies, a single individual 'rules' by force of will, but doesn't actually enforce many of the guidelines. The one exception to this rule would be when breaking those guidelines would cause evil, or damage to the organization. At that point, the Neutral Good leader takes a firmer hand, interrupting the actions of others to reinforce the cause of Good.

Centaurs are a popular choice for a Neutral Good monstrous party member. Centaur society is tribal, led by a strong and independent leader. They are a generally peaceful race, willing to share their territory with elves, and are not possessive of the land on which they graze and live. They rarely build houses or permanent structures, and make no cities, but rather live a nomadic lifestyle in large wilderness areas. They do have a 'lair' within the area, where they keep the pregnant mares, valuable treasures, or protect the sick and old.

Unlike True Neutral characters, Neutral Good ones have their own goals and interests, as well as allies, and work for those causes on their own. Monsters are no exception. Those monsters of the Neutral Good alignment tend to make friends with other Good creatures, and be drawn into adventuring because of those allies. They have their own goals, and work toward them, but the strongest reason for a Neutral Good monster to leave his own society and seek the company of others is to invoke his loyalty to a friend or a greater Good.

LAWFUL NEUTRAL

Lawful Neutral is seen by some to be an ethical alignment with a touch of apathy — so long as these creatures are well-cared for, and their universe is in order, they have little regard for the moral concepts of Good and Evil. To some extent, that is true — Lawful Neutral creatures are typically selfish, caring more for their own place in the organization than for the goals or causes of the society in which they live.

The Lawful Neutral individual follows a structure of organization — basically, any organization. They rarely concern themselves with the organization's goals, so long as the society provides stability, prosperity, and peace to the individual. Sometimes, Lawful Neutrals can rise to status within these organizations (typically as judges or interpreters of already-created laws), but on the whole, they stay out of leadership positions. It is the goal of the Lawful neutral to organize, interpret and stabilize, not forge goals or lead armies.

An example of a Lawful Neutral society can be seen in the cities of the Azer, a flame-dwelling dwarven offshoot that inhabits the Plane of Fire. Their society is strict and extremely hierarchical, but very isolationist. They do not choose to interact with other races if at all possible, and maintain an almost xenophobic attitude to the rest of the universe. Azer are born into a rigid caste system, where every member of their race is organized, categorized, and given a place in their society. In this manner, they thrive.

The Lawful Neutral adventurer occasionally commits to traveling bands, but always seeks money or other payment. They aren't motivated by final outcomes unless they are being directly threatened — or unless the stability of the organization is at great risk. Typically, they aren't much for looting or pillaging. They accede to leadership by the strongest or most 'fit.' It would be surprising — and likely short-term — if these creatures were not found in a group environment.

CHAOTIC NEUTRAL

The Chaotic Neutral monster is an individualist, overcome by concepts of freedom and independence even above all other goals. Such monsters are typically short-term thinkers, prone to spontaneous decisions and impulsive actions. They fight alone, feed alone, and live alone. So why on earth would they join an adventuring party?

Greed and self-determination provoke the Chaotic Neutral monster into going against its nature and joining with others to accomplish goals. If the creature guarding a treasure is too dangerous to fight alone, the Chaotic Neutral searches for allies. If forced to face a threat that it believes will destroy its freedom (such as a slaver), the Chaotic Neutral uses any source of help it can find. In order to fight against such enemies, they will even live within a hierarchy for a short period of time. These individualists are very difficult to control, and creatures almost never band into a permanent group. They occasionally work side by side to overcome

RACIAL STEREOTYPING

The vicious orc barbarians. The suave but murderous vampire. The sadistic, virgin-hungry red dragon. These staples of fantasy adventuring are always useful in a pinch. But they're also clichés, stereotypes of evil that are easy to use because they've been done so often. Stereotyping is a dangerous habit, even in gaming.

There's always the opposite of the barbarous orcs, but unless portrayed with extreme care, the "anti-stereotype" can easily become as ludicrous as the overdone stereotype. If a group of adventurers runs into an urbane orc wearing noble finery and reading classic literature while they're searching the library, they're going to wonder who the sorcerer with the bad taste in *alter self* is. That is, if they haven't collapsed in helpless laughter.

Shaking up stereotypes can be done more subtly, however. Alignments are rated by how common they are. Most races with free will are "often" or "usually" a particular alignment, which means that there are a significant minority that are not of that alignment. Moving a member of that race one alignment step from their default is perfectly believable. Perhaps they meet a mind flayer who's more interested in order than domination and slavery, or maybe the lizardman champion enjoys the taste of humanoid flesh just a little too much. A doppelganger might develop a genuine fondness for a partner, transcending the racial tendency for self-absorption. Even slight changes compared to the players' expectations can shake up their prejudices.

It's also possible to stray farther from the standard alignment and statistics without becoming absurd, if it's done carefully. An attractive runaway hobgoblin could find sanctuary at a monastery run by good priests and be changed by the experience. A magically-inclined dwarf clan ravaged by gnolls may be left in utter chaos. With imagination and forethought, stereotypes can be turned around without ignoring their origins.

Creatures that are "always" a particular alignment are more problematic. While one encounter with an evil lillend or a good troll is unforgettable, if every other demon the party meets wants to have tea with them it's going to be jarring. Used sparingly, however, such monsters can shake up a complacent party.

a single task or goal, but then are broken apart as quickly as they came together. Only when in such circumstances, or when in the presence of a truly commanding (fearful) leader can these creatures maintain unity and group cohesion.

The chaotic and powerful Slaad are examples of Chaotic Neutral creatures that have some form of society. Their position among their race is determined entirely by birth, and once they are created, they give little or no thought to living 'among' their peers. Slaad care only for themselves; as creatures of chaos, the idea of trusting one another and living in the same area is frightening. They react in much the same way to the idea of traveling with a party — unless some exceptional reason is given, these solitary and distrustful monsters will not remain within the group.

Other Chaotic Neutral monsters are much the same, and any GM that allows such creatures to be played in their campaign had best spend a great deal of time devising powerful enemies and other reasons to keep the Chaotic Neutral interested and willing to remain in the group indefinitely.

TRUE NEUTRAL

"How much are you paying us?" The True Neutral creature cares little for anything other than its own satisfaction and pleasure. While many of them actively seek to find a balance within nature and civilization (or between good and evil), in general, they can only consistently be motivated by individual greed or desire. Although some are druidic, forcing themselves into an apathetic role in order to become the caretakers of the 'Great Balance,' the majority of Neutral monsters simply can't be bothered with the goings-on of the world around them.

Merfolk are a good example of Neutral creatures. In their ocean, they are isolated from the other cultures of the world — to the extent that no war or tyrant ever really concerns them. Only the annihilation of the ocean, or some equally horrible threat, rouses them from their apathy and into action. Merfolk live in semi-permanent societies, gathered together by family unit and general city-structure. They don't create laws because they are a naturally peaceful people and have no need to enforce them.

True Neutral creatures tend to go wherever the mood takes them. They band together sometimes, or don't, depending on their mood. They can't be trusted to remain within a group unless they are in active danger elsewhere. To be truly Neutral means to consider

the world with a certain apathy and distance, rather than allow yourself to be drawn in by every sob story or tyrannical announcement you hear.

LAWFUL EVIL

Those creatures that follow the alignment pattern of Lawful Evil are domineering, cruel, and sadistic. They believe in the purity of order — order without mercy. All those who disobey are bound to suffer at the hands of judgment. Those who do not bow before the might of the system are destroyed. Although the goals of such creatures are unified, the Lawful Evil group's tyrannical dominion forces a single path toward that goal. Woe to those who do not follow the straight and narrow, for no other alternative will be presented.

Although these individuals serve an evil cause and bow to a tyrannical fist, they are still creatures of Law. As such, they are more comfortable in a group environment, and band together out of necessity and natural instinct. Their groups tend to be very military, very organized, and brutally efficient. When one leader dies, another rises from the chain of command, proves their physical or mental superiority, and seizes command of the organization.

A good example of a Lawful Evil monster society is Fire Giants. The society of Fire Giants is very similar to that of Sparta, resembling nothing so much as a fully militarized society whose domestic and mercantile needs are met by 'hangers on' to the dominant military class. Weaker Fire Giants are dominated by those more powerful, and given lower ranking in their society.

Fire Giants are known for taking hostages and military prisoners during wars, and for using both cunning and strategy to achieve their goals. Often, they conquer local territories, demanding tribute in exchange for 'protection and order.' Their hierarchy may extend to cover several large provinces, each broken down under a rigid structure of governors, overlords, and lesser commanders.

Lawful Evil monsters occasionally join mixed adventuring bands, but rarely for very long. Their constant demand for order and structure often overwhelms the goals of the party, and they rebel and seize power if at all possible. Once the group is 'properly maintained' (i.e. completely organized and dominated), then the party can at last turn its attentions toward the final goal. To do so while the party is in chaos or uncontrolled by structure would, in the Lawful Evil's mind, is dangerous, futile, and a complete waste of effort.

CHAOTIC EVIL

Chaos is the rule for monsters of the Chaotic Evil variety — but even chaos can be controlled by the force of a strong will. Where Chaotic Evil creatures join together, it is because a single, tremendously powerful leader has commanded the others through fear or outright domination. Some Chaotic Evil creatures must be dominated, others will serve out of open greed or desire for vicious destruction, or because the goal is tempting enough to agree to serve alongside other individuals... for a while.

Gnolls are a standard Chaotic Evil creature, and one that most GMs will allow into their monster parties fairly easily. Considering that gnolls are Chaotic Evil, they actually live in a loose tribal structure much like a wolf pack, and are led by the strongest among their tribe. Even though they are instinctively Chaotic, their will is subdued by the efforts of a powerful personality that dominates the entire tribe and forces them to have group goals and moderate organization. When left to their own devices, a gnoll will act randomly, seeking out the greatest destruction or evil that it can wreak — but within a group, forced to serve beneath an obviously more powerful leader, the gnoll obeys commands. (But don't let it know the leader's weaknesses, or the gnoll — like most Chaotic Evils — will instinctively seek to destroy him and take his place.)

A chaotic Evil party member — even in a primarily evil party — can be extremely difficult to play (and to Game Master for!). The GM and the player must work together to prevent the character from constantly backstabbing the party at every opportunity. Further, the monster character must have a reason not to live up to his creature type, and instead work with the rest of the characters to promote a 'party' environment. Otherwise, every adventure will dissolve into paranoid accusations and outright treachery.



NEUTRAL EVIL

Neutral evil groups tend to occur more from happenstance than through planning. Neutral evils do have a similar cause, but are typically too caught up in their own plans to work together. When they find a reason to join into a larger group, you can be certain that a tremendous amount of backstabbing is occurring beneath the surface. When the party's ultimate goal is achieved, all hell will break loose until only one member of the group has survived to take the prize.

Neutral evil monsters can't be dominated. If threatened, they just flee or backstab their leader. They have to be cajoled, promised reward, and given opportunity to show off or be rewarded in other ways. A good example of a neutral evil monstrous society is the blind Grimlocks. They live alone, rarely interfering with others around them, and choosing to isolate themselves from the outside world. However, when provoked, Grimlocks can be devastatingly powerful, banding together just long enough to defeat and destroy their enemies with absolute malice.

As a party member, the neutral evil character is difficult to work with. Motivated only by their own selfish goals and desires, the neutral evil can rarely be called upon to act with 'party loyalty.' Unlike the chaotic or lawful evil (who both have goals outside of simple selfishness), the neutral evil character is lazy, self-motivated, and can only be encour-

aged to act if he sees a definite reward in the immediate future.

MISALIGNED BANDS

Very few adventurers can simply 'choose' their adventuring companions. Whenever possible, we all try to spend our time with those of like mind, individuals who see the world the same way that we do. When the ethics and morals of an adventuring party are unified, its easy to remain together and achieve their goals.

But that isn't always possible.

Monster PCs are shunned, reviled and in some cases, outright hunted. They aren't accepted into adventuring parties easily, and they should be prepared for rejection when they approach a group of travelers and wish to 'join the crowd.' Thus, adventuring bands who do accept a monstrous companion are looking for something special from their new friend — unusual talents, a knowledge of the area, or some physical ability that none of the more 'normal' PCs have to offer.

The monstrous PC has to take what they can, and can't always choose to travel with those of similar ethics. These bands of PCs may range from the Lawful Good paladin who has been cast out and shunned by his church to the viciously evil gnoll, seeking to learn magic that it cannot be taught among its own kind. While these two PC concepts seem to have virtually nothing in common, in fact, they do. They both stand at the bottom of their respective societies, cast out by their peers and forced to find allies in unusual places.

A good GM should have plenty of ideas for keeping even the most diverse party together, and these misfit bands certainly test that theory. In this case, the gnoll and paladin might become wary allies, always looking for the other to backstab or betray the 'true cause,' or, they might have a friendly rivalry, each trying to convert the other to the 'correct' way of seeing the world. In the end, the paladin might transform to evil, or the gnoll might be 'saved' by the paladin's honorable ways of life.

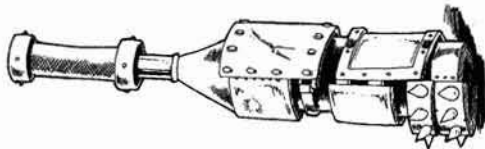
In a randomly generated monstrous band, you might have 3 lawful characters, one of whom is good, and the other two are neutral, two chaotics (an evil and a good) and a neutral good. The party seems fragmented and disaligned, and has no real reason to work together. But if the players get together before the game and work out character flaws and goals, a unified party might begin to form, despite the odd races and alignment disparities.

"My chaotic evil troll was kidnapped by dwarves as a cub. He was forced into slavery, and fought his way out..."

"That's funny, because my neutral good centaur's parents were also killed by dwarves. He hates them."

"Although my character's lawful, she's a friendly person. She hates the idea of slavery — especially of children! She would absolutely fight with you to free the rest of your tribe."

And just like that, a party is born.



MISFITS, ROGUES, AND PARIAS

Most monstrous cultures do not accept the wandering lifestyle of the adventurer. Because the world is a dangerous place, these groups of civilized creatures are far more prone to stake out their territories and live there, than to travel about the land in search of adventure and excitement. Even powerful creatures such as dragons and giants are territorial, and do not easily adapt to the vigilante lifestyle of PCs. The PC monster is different from the rest of his society, and longs to journey through the world in search of treasure, knowledge, power or fame.

To do so, they must turn their backs on their brothers and go out into a world that sees them as the enemy. It's a difficult and dangerous life, one fraught with peril. Not only does the monstrous PC have to find a group that will accept him, he has to face a world that sees him and his people as little more than bandits, beggars, or animals. The world is against him—and the security of a PC group may be the character's only hope to survive.

Sometimes a monster PC is forced into this lifestyle. Their family and home may have been destroyed by a greater threat, or they may have been cast out and shunned by their race for the strange ideas that the PC monster endorses.

A Party of Rogues

Monstrous PC groups must accept that they are not going to be welcomed in normal 'human' cities. Either they must remain in monster-populated areas, or they have to adapt to the lifestyle of thieves, sneaking into and out of cities and doing business in the shadows. Few (if any) monsters can openly walk into a human city without being challenged, and even the most peaceful centaur or nymph is likely to gain a great deal of attention if they enter the city by a main thoroughfare.

To put it bluntly, human cities are no place for weirdos.

Polymorph spells work wonders, temporarily shapeshifting the party members into more average forms. They can even mimic the denizens of the city, allowing the PCs to blend with the civilization easily — so long as they don't act in a manner that doesn't benefit the surrounding culture. No matter how 'elven' the gnoll may look, if he starts eating his meat raw and asking for maggots on his bread, he's going to get into trouble.

Adaptation is key for the monstrous party that intends to make its way through the territories of other civilizations. They are usually seen as the enemies, and no matter how noble their goals, the monstrous party is likely to be treated as an invading enemy if their true race is known. Worse, they'll be targeted by those who hate their race just on principal (rangers, for example) regardless of their personal attitudes or ethics. It is not in the party's best interest to make their presence openly known — no matter how powerful they are.

In this case, a wide variety of alignments is a good thing to have in the monstrous party. No matter where the band roams, they will have a speaker within their group that understands the ethics and morals of the surrounding culture — and can speak for their companions to gain entry to such cities. Beyond teaching a party of dissimilar individuals to work together, the alignment disparity in a party may actually be useful when the PCs are forced to deal with a number of diverse races and cultures.

A Band of Mercenaries

Unusual creatures with unusual capabilities (even if the buyer is only guessing that those abilities exist) can command quite a high price on the mercenary scale. A party of monstrous PCs can tender their strangeness into gold coin if they know how to sell themselves — and who to trust. 'Normal' societies see monsters as being primitive fighters, almost animals in their rabid temperament. They are hired for dangerous jobs, invading strongholds of other such creatures — and may be able to make quite a living out of selling their swords.

In a market where diversity leads to higher demand, the monster mercenary can put on a show of gladiatorial prowess, drawing people to the arena with tales of their fearsome appearance and strange fighting styles. Others may be able to profit on their uncanny abilities of shamanism or a harpy's flight, putting what may be common racial abilities on display as 'rare and unique' powers.

Some monster PCs that go this route even go so far as to masquerade as circus freaks, hiding their true natures beneath a cage and a ringmaster of a more 'suitable' race. The cages are put on public display for short periods of time during the day, and city denizens pay gold and silver to come and see the strange creatures that have been collected by the circus's 'tamers.' A powerful giant might be asked to lift heavy objects, or a djinn might use his innate abilities to amaze and astound the crowd. The party can move openly, unmo-

HIDING THE MONSTER

So what does a blue dragon do when it wants to play well with others, but looks like a sadistic living engine of death? Blend in the best it can.

With magic, looking like something other than a deadly force of nature isn't all that hard. Illusion magic and polymorph spells can make the most fearsome monster look like the farmer next door. Personality is another matter entirely. Comments like, "How dare you insult me with your whining, you miserable fleshbag. I could tear you in half with a single bite, and the remains wouldn't be fit to feed wyrmlings," tend to make the neighbors notice.

Therein lies the real difficulty. Most of the powerful monsters have equally powerful egos, and their alignments are nearly as unchanging as the forces of nature. DMs are perfectly justified in assigning Disguise penalties to any creature with an alignment frequency of "always" when its attempting to mimic an alignment more than one step away from its own for any length of time. Perhaps a Will save is required after 24 hours, and each point the Will check is failed by becomes the penalty to the Disguise check. Making this penalty cumulative the longer the form is maintained can simulate the frustration of the monster well.

The situation becomes more difficult for a monster that genuinely wants to change its alignment. Overcoming one's past is hard enough for humans. How much worse is it for a creature with a biological and magical disposition toward a certain type of behavior? Who in his right mind would trust a demon that claims to have changed its ways? Even if the creature is successfully masquerading as a being with more free will, suppressing monstrous urges is difficult at best. In some ways, the monster may have to "trick" itself into thinking that it's being self-serving. Hiding among these lesser beings is safer or easier, it can tell itself. Once they trust it, there will be great rewards to be reaped.

Ultimately, hiding from humans is easy. Hiding from itself is a much more difficult prospect.

lested within a large city environment and as a side-benefit, profits are split evenly between the group. They may even make a good deal of coin — and a fair reputation.

A Pocket Full of Gold

A third manner in which the monstrous party might find temporary acceptance within a human city is to rely on the simple human tenet of greed. With enough money and influence, any string can be pulled — it doesn't take much gold to pay a man to turn his head.

After a highly successful adventuring mission, a party of monstrous individuals could enter the city under minor covert disguise (hoods, or similar adaptations) if they are simply willing to pay their way — three-fold. Money is the root of all evil — and the source of all inclusion. With enough of it, the monstrous band can get private rooms (or rent an entire inn!), pay off any mercenaries that might consider taking in a bounty on the PC's head due solely to their race, and even gain admittance into the higher echelons of the city.

"He may be a troglodyte, but that's Baron Troglodyte to you, merchant!"

Monstrous PCs should be used to being charged exorbitant prices for goods and services. Nobody wants their kind in a human city, and so the merchants will undercut them as much as possible in order to encourage them not to return. However, when the gold is given freely, the merchant's mind changes from 'dangerous troll' to 'rich customer' fairly quickly, forgetting all other troubles in the sheen of platinum and gold.

Of course, having such a horde to pass around is difficult, and tends to be a temporary patch on the difficult relationships between monster PC and humanoid NPC. Once the money dries up and the PC is once again unable to be as generous as he might like, he will quickly find that his 'friends' have turned hostile once more, and are just as unable to help him as they were before.

It would be best to be out of the area before that time arrives.

THE PRICE OF THE BOND

When bands of monsters come together to seek adventuring and quest toward some greater goal, each of them must decide how much, or even if, they can trust one another. When the PC sleeps, do they fear that they will be awakened by a knife in their back, wielded by the minotaur?

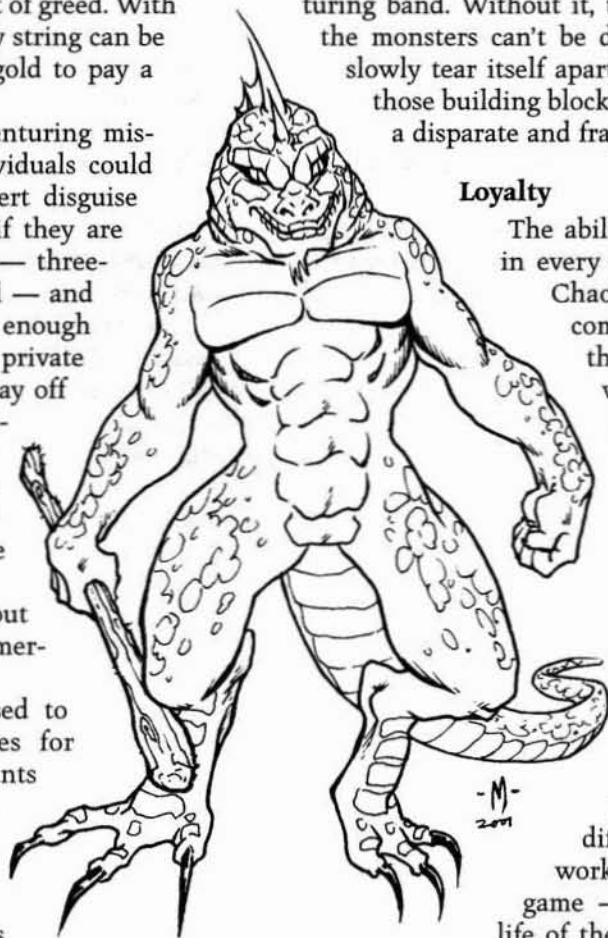
Loyalty and trust are the heart and soul of an adventuring band. Without it, the traps can't be overcome, the monsters can't be defeated, and the party will slowly tear itself apart at the seams. But how can those building blocks of party unity be created in a disparate and fragmented group of PCs?

Loyalty

The ability to trust is not ingrained in every society or every individual. Chaotic characters must overcome their fear and derision of the hierarchy in order to work well within a group; lawfulness must learn to relax their incessant need for structure in order to allow the group to find its own sense of balance.

While some of these issues can and should be dealt with out of character, it is important to leave many of them to the PCs to sort out. If not, then what's the point of having a party made of such different people? Let the PCs work out their issues within the game — when the troll saves the life of the dryad, then loyalty should start forming on its own, within the characters themselves. The differences provide interesting interaction, and not all parties have oaths of blood to one another. You don't have to act like brothers to get things done — sometimes it is enough simply to keep out of each other's way.

Some parties thrive on a backstabbing environment, and if your players are prepared for the additional goals of defending themselves against each other as well as the world, then such a game can be great fun for everyone. However, GMs should be careful that players keep their conflicts in character and don't carry them away from the table. Also, the GM should constantly keep



the party aware of their in-character goals, so that those goals continue to provide the party with good reasons to remain together despite the dangers of their association.

Unity and Goals

The easiest way to keep a party together is to unify their final goals. No matter what alignment ratio you have among the group, is it always possible to force an alliance when fighting against a greater threat. However, the one flaw with this plan comes when the threat has been dealt with, when the enemy is defeated, when the common cause is no more.

How do you keep a fragmented party together after such an event? One simple way is to offer another unifying goal — the power behind the throne, as it were. Another means is to encourage the party to realize that by working together, they have accomplished a great deal — think what that power would do for them against another opponent or quest.

Another good concordance to give the party is unity of background. If the players are willing to pre-write a few quests, childhood scenes or background events, the party can be established with a pre-existing reason to ignore alignment and racial tensions.

Money

Deep in the soul of every adventurer beats the heart of a mercenary. Gold, experience, magic items or fame — all of these can be offered to the PCs for the taking. If they work together, they can have more of whatever they want — and a reliable means of entering dangerous situations and coming out with the reward. If the party has disparate requirements (a thief only interested in money, a wizard researching magic items, and a paladin who hungers for fame), then all the better. The party works together because they can all achieve their goals at the same time, and not share their portion of the 'horde' with anyone else. If that mage were traveling with an all-mage group, he would have to offer a portion of the precious spellbooks to someone else — but with this party, no one conflicts in their choice of the treasure.

Protection

There are always more dangerous predators — and they travel in packs, as well. The adventurer who decides to strike out on their own might find the world a very harsh, cold place — and not a place where an individual monster can find someone to trust him. It is difficult for monster PCs to find adventuring parties in

the first place, and even more difficult to find one on short notice. The protection and companionship offered by the rest of the PCs may not be perfect, or without trials, but at least they are a safe haven in an otherwise bigoted world.

The PC has already proven himself to these individuals. The GM is under no obligation to provide another 'safe group' to travel with. A small side-scene detailing the complete bigotry and distrust among other parties toward the monster PC should help to guide the PC back to the GM's primary adventuring party.

AMONG ONE'S OWN KIND

Not all adventuring monsters are complete outcasts; in some cases it is more interesting for the GM if the entire party is composed of a single type of monster. These creatures could be acting on orders from their higher-ups, and accepting dangerous jobs within their own society in order to gain prestige, power, or wealth. Tribes of minotaurs, packs of gnolls or a squad of orcs are all acceptable and interesting choices for the all-of-a-kind adventuring monster group.

Nomadic Bands

Nomadic bands of monsters often need scouts and marauders to clear the road, or to prepare an area for long-term habitation. Adventuring parties are used in these societies as the forward guard, and often have the opportunity to encounter any adventures — or dangers — long before the main band. This means, of course, that as long as the party can overcome the problem by themselves, they don't have to share the loot.

Monster societies tend to be more primitive than human ones. They offer the PCs many opportunities to play the power game on a different scale. Can they build up their tribe of orcs, overcoming all other tribes and forcing them all to band together under the rulership of the PCs? Once that is complete, the PCs can begin on a second mission: to eradicate the humanoid. Making the Elves, halflings and humans the campaign's 'bad guys' puts a new spin on an old story, and allows the PCs to prove that they can do the GM's job better than he can. After all, if the GM has been using marauding orcs to try and destroy the elven city for three campaigns, then its about time the players showed the GM how it's 'really done.'

After all, those elves can't be all that difficult to destroy — can they?

MONSTER PCS

There are numerous possibilities available to DMs and players wishing to include monsters as PCs. All of these situations require a significant shift in the thinking of the players and the DM, in that they have to put themselves in the place of the monster more completely than they ever have before. It presents new and unique roleplaying challenges, and unless the DM's world already has minotaurs and elves mixing freely it must be handled very carefully to preserve the enjoyment of the game for all involved, as well as game balance and verisimilitude. Simply throwing a harpy into a standard party without rhyme or reason because one of the players wants to play one is quick way shoot the campaign right in the foot.

In planning any campaign, the DM should recognize that he is the central player, the binding player. He is not just the referee. He is the world the characters live in, and everyone the PCs meet. It is his job to organize the campaign world, to provide the universe in which the other players set out to adventure, and to construct adventures where all the players can enjoy themselves. The most rewarding moments as a DM are those when everyone in the group is enjoying himself. Conversely, nothing can destroy a campaign faster than one or two bad sessions. Every player cannot be the focus of the game for the entire session, but everyone should go home after a session feeling like their characters accomplished something. Therefore, the DM's job as referee also involves making sure the other players have a good time. If the players are not having fun, the DM is not doing his job.

The volatility of a party of monsters may force the DM to take a more active part in preserving party unity. This is not to say that the DM should resort to, "All right, you boneheads, quit bashing each other!" There are much more insidious and elegant ways to accomplish the same goal. These methods can be adapted to traditional parties who happen to be unusually combative.

The first method is to give them a common enemy very quickly, perhaps a quite powerful and dangerous one, an enemy that they must band together to survive against. This forces them to act cohesively. For example, if you have a band of all monsters, throw a party humanoid adventurers at them, but not just any band of adventurers. Make this the most dogged and tenacious band of adventurers you can imagine. Hound them at every step. Every time the party is forced to

work together, the chances diminish that the ogre PC will simply eat the kobold PC. But the adversary need not be a sentient one. It could be a bigger, badder monster, one capable of eating *all* of them, that they probably could not defeat it initially, but perhaps with time and teamwork they could beat it, or at least escape. The tarrasque or a dragon would be extreme examples, but you get the idea.

The second method is more for "damage control," so to speak. When the players get bored, or you reach a point in the story where nothing much is happening, such as a sea voyage or a point after the end of the previous adventure and before the next, they look for things to do. With a party of big, dumb oafs (very *strong* ones) this becomes more dangerous for everything around them, as the stronger or dumber and a creature is, the more trouble it tends to get into. Some DM's try to steer the party away from trouble if he has specific plans for the session's adventure. This is fine, but what if you went ahead and let them get themselves into trouble? In essence, keep them busy "cutting their own throats." If they go looking for a little trouble, let them find a *passel* of trouble. Monster campaigns have more action than other types of campaigns, just because of their penchant for violence. Let the action come. It may take longer for you to steer the party back onto the course of the intended story, and there may be a few more casualties along the way, but your players will love it. That is part of why they wanted to play monsters.

Another method of promoting party cohesiveness requires you as the DM to observe carefully any tensions that might be developing among PCs. If you perceive that the ogre PC is considering having the kobold PC as a snack, introduce something to keep them both busy. It does not have to be a wandering monsters, just something to divert their attention, a strange noise in the distance that turns out to be nothing at all. If the ogre is dead set on that particular course of action and will stop at nothing to do it, this probably won't work. Players do not like being told what they *cannot* do, but this does not stop you from helping them to not do something that will jeopardize the party and feelings of everyone at the table.

STARTING A NEW MONSTER CAMPAIGN

Probably the easiest way to begin using monsters as PCs is to start a new campaign with a new party. It is the easiest because you can start from scratch. You have no previous character histories to complicate the relationships between the PCs. Monsters in any party

immediately creates a tremendous amount of potential conflict. Most monsters are inherently more volatile and aggressive, more prone to fighting among themselves, and many players choose to play them as such. Thus, it is a good idea for the DM to minimize this potential at the outset. While party infighting can be fun occasionally, the constant looming threat of the ettin simply bashing in the skull of another party member just because he feels like it does nothing to contribute to the enjoyment of the gaming experience, and can lead to resentment and all-around bad feelings between the players, as been discussed previously. Some monsters are also inherently solitary, and since roleplaying is a social experience, focusing entirely on one PC who feels like wandering off by himself (or ignoring him completely) is neither fun nor fair to the other party members.

For this reason, all the party members should have a compelling reason to work together. The DM needs to marshal the players' creativity to come up with those reasons. Simply throwing a random group of monsters into a empty cave will likely create a campaign that lasts an entire melee as the monsters fall upon each other. Once the decision has been made to run a monster campaign, the DM must begin thinking about where the party should start their adventures together. Find out what races the players want, and look for any glaring conflicts. For example, a typical merfolk would probably attack a typical sahuagin, or vice versa, unless both individuals were very atypical. Creating atypical specimens is perfectly fine, but it should be done collectively, so that players understand each other before play begins.

One way of building party unity from the start is to have all the players play the same race or half-bloods of that race. An entire party of orcs and half-orcs may work reasonably well together from the outset, because there is no built-in distrust of other races. A slightly less restricted way is to use races that are known to work together occasionally, like goblinoids, so the party could consist of goblins, hobgoblins, and bugbears.

Once the players have chosen their races, the DM then effectively has a list of potential adversaries for the PCs, because the chosen races often have built-in enemies. For example, many subterranean monster races hate dwarves and gnomes, driders hate dark elves, and many monsters dislike elves. From there the DM can begin to plan future encounters and adversaries. This may also help determine the starting point of the campaign itself.

INTRODUCING MONSTERS INTO AN EXISTING CAMPAIGN

One of the most challenging tasks for a DM is to introduce a monster into an existing party of traditional PCs. This requires there to be some extenuating circumstance for the monster's inclusion.

This is much easier if the party is predominantly evil. (See AEG's Evil sourcebook for a wealth of details on running an evil-based campaign.) A party of evil PCs in need of some muscle might welcome that ettin into the party with open arms. The monster PC could go far with others to back him up, especially if he has unusual eating habits. However, this kind of party runs another risk. The big, dumb monster might be regarded as little more than a useful pet, or even fireball fodder. "Send in the monster so they can blow all their good spells on him, then the rest of us will go in and mop up." Of course, if the player acknowledges and accepts this, no problem. However, if the monster's player ends up with sour feelings, the DM did not do his job of making sure everyone has fun at the gaming table.

If the party is predominantly of good alignment, the monster PC may have a hard time find reasons to work with them, or vice versa, unless he is good or neutral himself. For many monster races, this means that the PC is an unusual specimen of his respective race. This is perfectly fine, but the player and the DM should work out in advance, and in detail, just how and why the monster is not evil, and how he could be worked into the party. If it takes time for the party to accept the monster's presence, that is fine, too, just as long as the monster PC can participate actively in the game.

What it all comes down to is that monster PCs wanting to enter a party of traditional PCs need a compelling reason to do so. Whatever the reason might be is up to the players and the DM, but it should be a reason that is fair to everyone.

MONSTROUS CAMPAIGNS

A monster-oriented campaign is not something to enter into lightly. Though many published adventures convert readily into this format, most do not. Similarly, the inclusion of a single monster PC in the party may derail otherwise traditional campaigns. Many DMs refuse to allow monster PCs for other reasons, such as balance issues taking precedence over role-playing.

With a modicum of work, such concerns are either unnecessary, or actually make the story better.

The first thing to consider is the overall theme of the campaign. While mixed parties are a trifle easier to work with in traditional settings (eventually a monster PC will prove himself, especially if the rest of the party puts their heroic reputations on the line for their colleague), fully monstrous parties take on new tones.

There is a very simple reason why the *Player's Handbook*[™] lists so few player character races. Essentially, the line between PC race and monster race is one of culture, size, diversity, and inclination. Humans build large cities, populate the bulk of most gaming worlds, have several nations, and lend themselves to both good and evil. Orcs, in contrast, have difficulties maintaining societies larger than a single tribe, die regularly in brutal wars, have little variation between tribes, and are evil almost to the last. Humans, therefore, have a much wider potential for character development and variation in background, and with far less effort. This is not to say that orcs are dull or boring, merely that the DM or the players must provide further background and characterization than the *Monster Manual*[™] provides... a creative task many experienced players would relish.

A further difficulty is that monster races, with rare exception, are not welcome within "civilized" society. A goblin attempting to purchase weapons from a blacksmith will likely face double or even triple the going rate, assuming the city guard does not hunt down the invading menace in the first place.

Ironically, the monstrous party's best allies may be the very leaders who have waged war on the PCs' races. Though few will trust a party of monsters at first, most generals and kings understand the need for spies or experts on enemy tactics. Such relationships are probationary at first, and evil NPCs will no doubt integrate a party of monsters into their plans. Should the monsters prove useful to a good leader, however, a further partnership could ensue. Such parties cannot truly trust anyone, however, as both their own people and their new employers certainly have little reason to trust the traitors themselves...

Other options include service to churches. Though few clerics actually enjoy the company of goblins, almost none would turn out a faithful follower of their deity. Indeed, many far-sighted clerics may find monstrous acolytes useful in converting new followers — after all, if the god accepts, loves, and reforms a lowly kobold, his benevolence would surely extend to humans!

Sadly, however, few churches, governments, or armies set aside their prejudices so quickly, and even the most open-minded man will question a monster's true loyalties.

Thieves know better.

The underworld of a civilization provides an easier, if less savory, inroad to acceptance. While individual criminals would no doubt find fault with monsters in their ranks, the rest will either leave the monsters alone or cajole them into their own gangs. Though such actions will hardly endear the party to the local constabulary, many monsters leap at the opportunity for any kind of acceptance.

EVERYDAY PEOPLE

Even amidst the most evil of the monstrous races, the community dedicates the bulk of its existence to relatively peaceful living — gathering food, building homes, rearing the young, and engaging in trade. Very few ever leave their villages to raid others', taking up arms only to defend themselves or at the behest of their leader or leaders.

Such does not make them good people, however. While arguably less evil than their more confrontational kin, these noncombatants still support their bloodthirsty cousins, both in action and in thought. To such as these, the vicious killers are heroes, champions of their people. Most "peaceful" villagers simply lack either the courage or the opportunity to prove their mettle, and as such are among the first to lend their arms at hunting nearby enemies.

Most monsters begin their lives as ordinary people in their race, eagerly awaiting the chance to prove themselves. Their elders usually approve of this ambitious streak, and many young monsters engage in mischief simply to hone their natural skills and tendencies.

THE CHAMPION OF THE PEOPLE

Many human adventurers have a long and distinguished history of attacking evil nations and raiding them for lost holy relics or artifacts. Indeed, to hear their boasting, some peasants believe that virtually every evil race's home contains a lost icon or blessed item of a god's past. While this is not necessarily far from the mark (hobgoblins especially value such stolen treasures), such myths help heroes justify their actions when engaging in the slaughter of whole towns of monsters.

The reverse is also true.

For all their bluster, heroes forget that they also take their fair share of trophies from their victories, and that these trinkets had previous owners. While it may not be magical, the headdress of the trollish priestess is no less holy to her people, and as interesting a conversation piece as it is to a human, it is a great shame to the fallen priestess' people.

Clerics, paladins, and rangers take this to an even greater extreme, publicly destroying the most sacred relics of their enemies. Though arguably justified, and perhaps even glorious, such actions antagonize almost every servant of the artifact's proper owner. Characters who regularly engage in such righteous blasphemy can expect crusades against them, and possibly the undivided attention of the gods themselves.

The situation worsens considerably when multiple gods or churches lay claim to the same artifact. Almost every pantheon has both good and evil deities, and many of the associated myths and legends tell of the greed of the gods leading to such splits. Even among more earthly concerns, however, is the fact that many clerics (of any alignment) view conversion to be more favorable than mere destruction. Such politically-minded clerics purposefully seek out temples to other deities, and rededicate them to their own lords. While such is certainly impressive, and may even gain the church new followers, the temple's original owners are unlikely to forget. These outcasts will no doubt attempt to reclaim and rededicate what they had lost, leading to a vicious circle of hostilities between religions.

Even without religion's involvement, however, old feuds die rarely. What is perfectly acceptable to one race (such as raiding) is anathema to another, leading to retaliation. Such circumstances drive loyal villains to heights of popularity, while dooming virtuous dissenters. Revenge has only rarely come without a high price, and perhaps the highest is being forced to destroy an honored enemy. While indulging in a people's basest instincts can and does lead to quick fame, it alienates those who would otherwise be friends.

Further difficulties present themselves in the nature of the monstrous races. Very simply, most monsters lack the intelligence or skill to properly make armor or

weapons, and often this clumsiness extends to prowess at arms or with magic. An ogre facing a human fighter of comparable age and experience will almost always lose — the human probably has better training and almost certainly has equipment of a superior quality. The ogre, in contrast, relies overly on his natural strengths and underestimates his smaller foe. The outcome is obvious.

Worse, evil feeds upon itself. Even the most lawful of evil societies has long traditions of treachery in its own ranks. A would-be champion of the people faces not only dangers from the outside, but from rivals and superiors who fear the hero might usurp their own power.

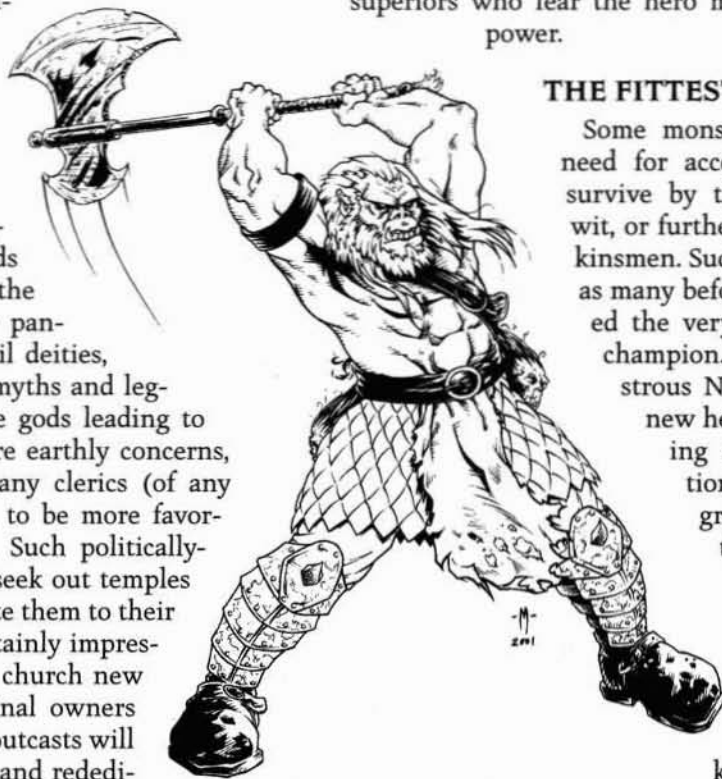
THE FITTEST

Some monsters, however, see no need for acceptance, preferring to survive by their own strength or wit, or furthering the cause of their kinsmen. Such PCs tread a fine line, as many before them have attempted the very causes the PCs now champion. Worse still, few monstrous NPCs would welcome a new hero to their people, seeing such souls as distractions away from their own greater glories. Finally, the desire for the PCs' goal may be eclipsed by the disposition of their own allies. Many orcs have tried and failed to overthrow the elven kingdoms, after all, and

most of those have failed due to disloyalty in the ranks.

Despite the basic tone, however, this need not be an especially combat-oriented game. Most intelligent beings realize that the absolute destruction of an enemy is virtually impossible, at least in a direct confrontation. When orcs may find the elven lands unsailable by their armies, however, a single assassin or powerful archmage may cause just enough damage to even the fights. Monster PCs may find more subtle methods attractive, especially when considering the treachery common among their brethren.

Revenge on humanity (or another race) need not be an evil task by necessity, as many races have honest grudges against the humans. Humans have killed many



orcs, goblins, dragons, and other monsters, and while good-aligned humans might give a monster a chance, few monsters will risk their lives on such. Many adventurers, for instance, casually eradicate whole tribes of orcs during their quests, not even pausing to consider that some orcs might be good rather than evil. Though this attitude is somewhat more justifiable in the medieval mentality than in modern sensibilities (survival is the immediate goal for most of the populace), few can ignore their dead kinsmen's cries for vengeance. Such blood feuds begin easily, but almost never end so.

Other monsters, of course, find revenge and hatred to be unappealing motivations.

WHAT IS THY BIDDING?

A favored life among the more intelligent monsters is to abandon their families for a new master, particularly if their kinsmen were self-destructive or overly domineering. Evil races, as a whole, view intelligent, ambitious newcomers as threats to their own power, and many young idealists die at the hands of their fearful elders. It's a small wonder, then, that so many monsters flock to the service of evil masters.

Though hardly an easy life, serving an evil overlord has its advantages. Firstly, the equipment and training is usually simply better than at home — overlords wish to win their victories as quickly and completely as possible, while some evil monsters prefer to orchestrate their race's losses to maintain their own power. This is especially attractive to monsters that wish to use their training as a means to an end. Payment and respectability are also not at all uncommon to these monsters. Evil overlords' plans are also usually more realistic, being the acquisition of power rather than absolute destruction or mad grabs for conquest.

The primary draw, however, to serving an evil overlord is that evil overlords win their battles far more often than do tribal or clan leaders. An orcish warrior, no matter how skilled or wily he might be, will find far fewer options and successes on his own or under his chieftain's care than he would under an evil overlord. Such masterminds need lieutenants that they can trust, and — despite many a bard's tale — the warlords generously reward such trustworthiness if possible. A vicious orcish captain, a powerful kobold sorcerer, or a living siege engine of an ogre can all not only find their places under the command of an evil general, but they will likely reap profits and power undreamt of by their former associates.

Of course, evil overlords are still evil, and can and will sacrifice even their best men to save themselves or complete their plans. No one ever said the job was a safe one...

GREED IS GOOD

Dwarves and humans are hardly alone in their quests for riches, and many monsters turn mercenary. Again, this is not necessarily a sign of villainy — a famed warrior commands more political respect, even if he is a paid monster, and he can negotiate for peace with nations who would otherwise execute his race on sight. In these cases, the greater good justifies suffering racial bigotry and even working for insufferably evil masters (with the intent to betray them to their good opponents, of course). Even without political acumen, however, an absolutely disgusting amount of gold can buy forgiveness for past wars, alliances, or even wholly new nations. Most such mercenaries fail, but not for lack of effort.

For every idealistic mercenary, however, there are a full score who simply wish to be rich quickly. Generals appreciate skilled warriors, and so long as the mercenaries do not have a history of betrayals, they can expect at least unofficial patronage from all but the most hidebound army commanders.

Far Better to Live and Die

Monsters heed the call to fame and glory as often as do other races, and often for the same reasons. A superstitious orc tribe might exile a sorcerer in their ranks, while an especially rebellious goblin will certainly leave the employ of an abusive warlord. Though no less subject to prejudice in the early days of their careers, heroic adventurers among monsters have wider and greater popularity.

Beginning monsters who seek only adventure have a more difficult task than most. They typically lack the proper training and equipment for their chosen professions, and cannot simply purchase superior goods from other cultures. Their adventurous streak may also cost them friends among their own kind, but the monsters must also earn any trust from foreigners. For the beginning of their careers, these monsters have no reliable allies and many potential enemies. Few survive this choice, but those who do are the extraordinary heroes of any world.

MONSTER SOCIETY

As most monster races are evil, monstrous society tends to be more volatile — exploding with success, and disintegrating with failures. The following guidelines can aid the DM when designing new societies for any campaign, but most especially for monster societies, which usually receive less detail in other works. Though the guidelines use the term “generation” for each subsequent stage of societal evolution, it rarely happens within a racial generation.

First Generation (Nomadic): The society is, at best, loose. Individuals lead by force of arms or personality, and infighting is common. The people of this society must scavenge for food and raw materials, and usually make all or most of their own equipment. This society cares little for outside concerns unless directly threatened. Rogues, barbarians, clerics, druids, and sorcerers tend to lead, but bards (who keep histories and entertain people in such hardships) are not uncommon or unwelcome. As superstitious groups, however, first-generation societies hate and fear most wizards. This is the highest level of society possible for chaotic neutral or chaotic evil groups.

Second Generation (Early Settlement): With settling on a land, the society itself stabilizes a bit. Infighting lessens, and usually happens only when faced with dire threats such as invasion or starvation. The people of the group hunt and grow their own food, but are somewhat distrustful of outsiders, usually limiting their trade to neighboring settlements. People of these societies are still not fully attached to their lands, and have little compunction against fleeing oncoming threats. This society fears outsiders such as bandits, who prefer not to hunt nomads, and warring factions, who may take advantage of the relative seclusion offered by a second generation settlement.

Most leaders of these settlements achieve their posts by appointment, natural ability, or election, but normally maintain these posts for life. Prominent individuals include clerics and fighters, with the rare paladin or ranger also making strides in the community. Barbarians and rogues still have their places, but face the quiet distaste of their fellows. This generation of society represents the highest evolution for neutral or neutral evil groups.

Third Generation (Established Settlement): At this point, the settlement grows into either a city-state or a series of loosely affiliated communities. Infighting never occurs publicly, and participants usually limit

themselves to words in private. People willingly trade with outsiders, though not without suspicions or the occasional cheating on either side. The society as a whole shows general concern for outside groups, but will rarely interfere unless asked to or provoked. Leaders usually attain their positions through merit, as the settlements are still but a single famine or battle away from falling back to second- or even first-generation lifestyles. The community regularly hosts and extends diplomats to other societies, and has little to fear beyond brigands and open war. Fighters, clerics, and paladins hold the greatest esteem, but wizards can finally find acceptance with little superstition. This stage is normally the highest possible for neutral good and chaotic good societies.

Fourth Generation (Developed State): The height of society. The community is now a series of united settlements of various sizes and stages, all offering fealty to the most powerful. Public infighting is not merely discouraged, but actively punished, and private infighting occurs rarely if at all. Trade occurs along established routes, and the government continually hosts and sends diplomats to and from other societies. Famine, while still problematic, holds less fear, as food stores can feed the bulk of the country. No one publicly challenges the leadership regularly. Rogues and barbarians face public ostracism or exile for plying their trades, and fighters, clerics, paladins, and wizards have firm holds on the reigns of power. Not only does the society take an active interest in the world around them (in both war and peace), but often colonizes unsettled territory, producing new second-generation settlements. Type four societies are the highest evolution possible, representing a stable, powerful system of government with little to fear from nature or all but the most powerful outside threats. Large, old, powerful fourth generation societies are typically lawful good, lawful neutral, or lawful evil.

MONSTER PCS

The makeup of a non-human character's thoughts and thought processes is a subject too extensive to cover adequately for even a single race within the scope of this book, much less all of them. Despite this all monster characters, no matter what their race, share one thing in common with all traditional humanoid adventurers. They have left their homes, tribes, communities, families, broods, clans, etc., to pursue their own unique paths.

MONSTER ALLERGIES AND ADDICTIONS

It's a dirty job, but someone has to do it. There are dozens of different monsters that hunt the more benevolent and less powerful creatures of the world, and if they aren't opposed, they will destroy everything in their path. Therefore, someone has to hunt them in turn.

Monster hunting is a great excuse for classic "kill the beasts and loot the dungeon" style fantasy roleplaying. Sure, there's gold in them thar hills. But the real reason a bunch of adventurers are risking their necks in a death-filled maze is that it's them or the monsters. An entire fast-paced (if simplistic) campaign can be centered around wandering from village to village, finding out what vicious things are threatening the villagers, and killing the monsters.

There are even fairly believable ways of setting such a campaign in motion. An evil wizard's death releases his enslaved monster army. The Age of Peace and Enlightenment is shattered by the Dark Cataclysm, and once-rare monsters roam freely in the wake of civilization's collapse. An experiment in extra-planar travel goes horribly wrong, allowing all sorts of evil things into the heroes' dimension. Such a series of adventures can even grow from their basic "kill monster, get loot" origins, as the heroes hunt down the source of their troubles.

It's also an occupation with a high turnover rate. There are many more horror stories of monster hunters meeting ugly deaths than of successful, retired slayers of beasts. This means that adventurers are always in demand. It also means that they are in constant danger. Worse, a lot of hunted monsters are highly intelligent, and they see the writing on the wall quickly. Monster hunters spend a good portion of their lives being hunted in turn.

Successful hunters learn to prepare well and adapt quickly. A lot of monsters have very specialized attacks; this allows hunters to prepare for them. But powerful magical creatures, particularly intelligent ones, tend to draw lesser things into their sphere of influence. The band of adventurers prepared to do battle with a beholder would enter the afterlife in a very embarrassed manner if they fall to its kobold servants.

Why does a young monster leave his family to take up a life of adventuring? The potential reasons are infinite, just as they are for traditional PC races. They are limited only by the imagination of the player. The monster may simply be searching for food or wealth. He may be fleeing from the persecution of others. Perhaps he's a misfit who just cannot manage within the confines of his own society or he possesses an unquenchable wanderlust. The monster may want to know "out there" or be in pursuit of vengeance against those who destroyed his home. The creature may have been urged on by a friend or companion — the "I'll go if you go!" scenario.

Elements like these look familiar and are the starting point for many PCs, no matter what their race. However, these motives take on a different light when applied to the point of view of the "monster." For example, a young ogre's entire family is killed by a band of ruthless human adventurers trying to make a name for themselves. This young ogre, hardly more than a whelp at 6 ft. tall and 200 lbs., survives the raid, and sets out to find those who slaughtered his family and exact revenge. Another example might be a sahuagin sorcerer who lacks the usual xenophobia of his species. He finds land-dwelling humanoids to be utterly fascinating and ventures among them to study them.

To play a monster as a PC, the player must be willing and able to look at the other side of the coin, to look deeper at creatures who are too often regarded as mindless and one-dimensional. He must think about how a clan of orcs might raise their young or why a young ogre might wish to leave his tribe. He must consider why a hobgoblin might stop raiding with his fellows in order to join a group of wildly different races. Finally, he must justify a character whose path is more difficult to traverse than any traditional PC.

WEARING A MONSTER'S SKIN

Playing a monster can be one of the most difficult but rewarding types of roleplaying. A first reflex might be to want to play a monster because it's cool, it's different, it's a novelty, and no one has ever done it before. "I'm gonna make this kick-butt ogre fighter!" "I wanna play a minotaur!" However, unless you want to play nothing more than a mindless automaton straight out of the *Monster Manual*, you have to put yourself into the skin of the creature you wish to play. So what

if he is 9 ft. tall and has horns 3 ft. long? He was not always so big and strong, and he was not born with horns. He had a past, an upbringing, and individuals who raised him. He may or may not have parents. If he did, was their role anything more than to just feed him? He also grew up in a community of some kind. It might have been only a small tribe, clan, or family but it molded the monster he is today.

One of the quickest, easiest ways to get a feel for this is to look through the eyes of the monster you want to play. The first thing to do is to get comfortable inside the monster's body.

What does it look like?

What color is its skin?

What does it wear?

What does it smell like?

What does its hands look like?

Is it incredibly strong, or rather weak?

Where would a monster like it sit on a typical day?

Who would be with it?

What was it doing before it decided to stop and look around?

Once firmly established in the monster's moment, start thinking about the monster's past.

What did it eat last, and when?

Who are its "people," if it has any?

What would life have been like for it as a young monster?

If it never had to hunt for food, what would it be doing right now?

If it had a diamond the size of your head, what would it do with it?

Alignment says a lot about how the young monster grew up (see Communal monsters vs. non-communal monsters, below). Lawful creatures likely have very close bonds among family groups. Chaotic ones rarely build ties with others. Evil creatures are likely to have a much rougher upbringing, but that does not necessarily mean their parents did not care for them. Good creatures likely had a more loving, nurturing childhood, but that is not necessarily the case. Try to imagine, now that you have put yourself in the monster's skin, what life would have been like for the young monster.

What was it like to grow up as an ettin? Always arguing with yourself, two nagging mothers, never able to find enough to eat so that both of you were happy. What about kobolds? Do you remember how much larger things looked when you were only two-and-a-half feet tall? A 6 ft. tall human is huge!

How would an amphibious creature, like a merfolk or a sahuagin, see the world? Since you spend so much of your time underwater, how would you view the world above the water? Would it be threatening and alien or fascinating and full of adventure? An amphibious creature may have grown up chasing schools of fish and playing with mollusks, instead of throwing rocks and climbing trees. Remember how difficult it is to move quickly through the water, unless you are a fish or other such streamlined creature. Is moving through open air easier or more difficult for you? What experiences might have shaped a young monster's life? Perhaps as a young merfolk you narrowly escaped death in the jaws of a shark, saved by the selfless bravery of your brother, who was badly injured and maimed in the attack. How would this experience have affected you? Perhaps, as a young orc, you defended your weakling friend from the larger bullies of the tribe, and earned the nickname of "Thunderknuckles."

Consider all aspects of a creature's existence just as carefully as you would for a traditional PC, incorporate them into your character's background, and you have come a long way into making the "monster" as interesting and rewarding as any other race. Find the "humanity" in the monster. Find what makes him a person. Then both you and the other players will care more about him. You'll care about what happens to him, and it'll be that much more fun when he wades into the fray to kick some butt!

INTELLIGENCE AND BEHAVIOR

What does a "monster" think? Unless it has some intelligence, not much. What does a monster feel? That is an even more complicated question. The answers are dependent upon which race is in question. In general, Merfolk and nymphs are substantially more intelligent than ogres and orcs, but there are exceptions to every generalization. Just as humans and other standard PC races range in intelligence from genius to idiocy, so can monsters. The average Intelligence and Wisdom levels of a particular race are just that, average, which means that there must be ogres and goblins who are exceptionally intelligent and crafty, and dark elves who are incredibly stupid. If a smart ogre is also strong enough to survive the predations of adventurers and its own, less-enlightened kind, he might become exceptional indeed.

How are intelligence and behavior related? Intelligence is a measure of the individual's ability to absorb, process, and store information. Behavior is how the individual reacts to information or stimulus.

Behaviors range from very simple to highly complex, and are closely linked to intelligence. "I am hungry, so I eat," or "I am weary, so I sleep," are examples of very simple behaviors. With increased intelligence comes increased complexity of behavior. A more intelligent creature may think, "I am hungry, and I liked the taste of that dwarf. So, if I see another dwarf, I will eat it." This leads to "I am hungry, so I must find a dwarf to eat."

With added intelligence comes a longer conscious memory and increased problem-solving ability. "I was attacked by dwarves after I ate some of them. They hurt me. I don't like dwarves. Therefore, not only are they good to eat, the more of them I eat, the fewer remain to hurt me."

Now, take this train of thought even further to the use of calculation and forethought. "The Stormhelm Mountain dwarves want to kill me because I ate some of them. I need to find some people who will help me against those dwarves. There are twenty of them. So I need to find twenty friends to help me wipe them out." Then take this creature into true cunning. "Hmm, a frontal assault might get me killed. We'll cause a distraction and tie up several of their strongest fighters. Then while their attention is focused elsewhere, my new companions and I will attack from the rear and take them completely by surprise. Then we'll have a real feast!" Finally, consider a creature with deadly, insidious wiles. "Those dwarves aren't so tough when they're alone. The easiest way for our band to take them out with minimal losses would be to lure them piecemeal into a trap, and kill them a few at a time. We could lead them into this little ravine, soften them up and divide them with a few well-placed rock falls. This might also be enough to demoralize them into surrendering. Then we can capture them and keep them prisoner until we're ready to eat them. They stay fresher that way. Except for the one that we will allow to escape, so he can return to his fellows and bring us more food."

When creatures of any intelligence are faced with circumstances or objects that they do not understand, they usually have one of two opposite reactions. The first, most common reaction, is to ignore the situation or object. It is too incomprehensible, too unknowable to begin to grasp. So why try? It is much like looking at something written in a completely alien language. With no frame of reference like a common alphabet, one's eyes glide over the individual characters, neither remembering nor processing them. Why attempt to understand gibberish?

The second reaction, one of intense interest, is the opposite. This is only possible if understanding is within the capabilities of the creature. For example, if the creature sees a document in a different language, but with a common alphabet, he might try to read through it, hoping to recognize a word or two, or to simply get the gist. A wandering troll might stumble upon an intricate, clockwork device and ignore it because he cannot comprehend its use, or he might smash it out of frustration, or, if he were above average intelligence (for a troll) and capable of understanding its purpose, he might try to puzzle it out. A creature like a dog who sees the clockwork device gives it no more than a passing glance, because the dog cannot hope to understand its use. The depth of its intelligence determines the complexity of a creature's behavior and perceptions. If the clockwork device resembled a large bone, the troll might think to use it for a club or he might side with the dog and think it was food, and try chewing on it.

NATURE VS. NURTURE

So what is the difference between a monster as an adversary and a monster as a PC? Is a hobgoblin evil because members of his species are born evil or do they become evil because their elders and community hold little regard for the lives of others? That is a question still under vigorous debate among human beings, and one that has no easy answer. But for the purposes of this discussion, the answer is that the personality of an individual is comprised of elements of both nature and nurture, in degrees that vary with the individual.

Even among humans, some families have a hereditary disposition toward violence and aggression. Some human children with bad-tempered parents display violent tendencies at an astonishingly early age, even infancy. This leads one to believe there might be a hereditary predisposition toward violence. The same is true of monsters, only on a racial level. Some races have generally evil alignments because they are born with aggressive tendencies. This often leads to violent acts, which inevitably means that many of those acts are considered evil. Do all evil creatures consider themselves evil? Probably not. Some creatures, such as demons, revel in their depravity and sadism. When orcs and hobgoblins raid a halfling settlement for food and booty, they probably consider themselves to be going about their own business the best way they know how — preying upon the weak. This just happens to be an act considered by most to be evil. When troglodytes mercilessly and brutally drive an

encroaching group out of their territory, they are acting in their own interests, but because they do not allow any of the invaders to survive, they might be considered evil. When a strong, young lion successfully challenges the older male for leadership of the pride, the older male is driven out, and he must strike out on his own. The new leader immediately goes through the pride and kills all the young cubs that were sired by the ousted leader. The lionesses, now with no offspring to rear, go into season, prepared to now give birth to a new generation of cubs, all sired by the new leader. Is the lion evil? What if a sentient creature committed the same acts?

Just as there are evil dwarves and elves who kill with reckless abandon, so are there ogres and bugbears who cannot imagine harming an insect. "Tendencies" is the key word here. Just because the lizardfolk female wants to kill the smart-mouthed human at the next table for his vile comment about snake-skin boots does not mean she will — that is the essence of alignment. Her hand may reflexively grip her spear even tighter; her pupils might dilate in anticipation of a fight. But she fights against her natural instinct because she might endanger her friends or innocent beings nearby.

Exceptions to hereditary tendencies emerge from how the creature is raised, the experiences of its own life, learned behaviors, and traumatic or uplifting events. A goblin whelp, born with vicious and cowardly tendencies and raised by its tribe, will probably mature into a typical goblin. But a goblin raised by a kind-hearted and patient (infinitely patient) family might be taught how to control its tendencies and how to rise above the malicious savagery of its brethren. An extremely

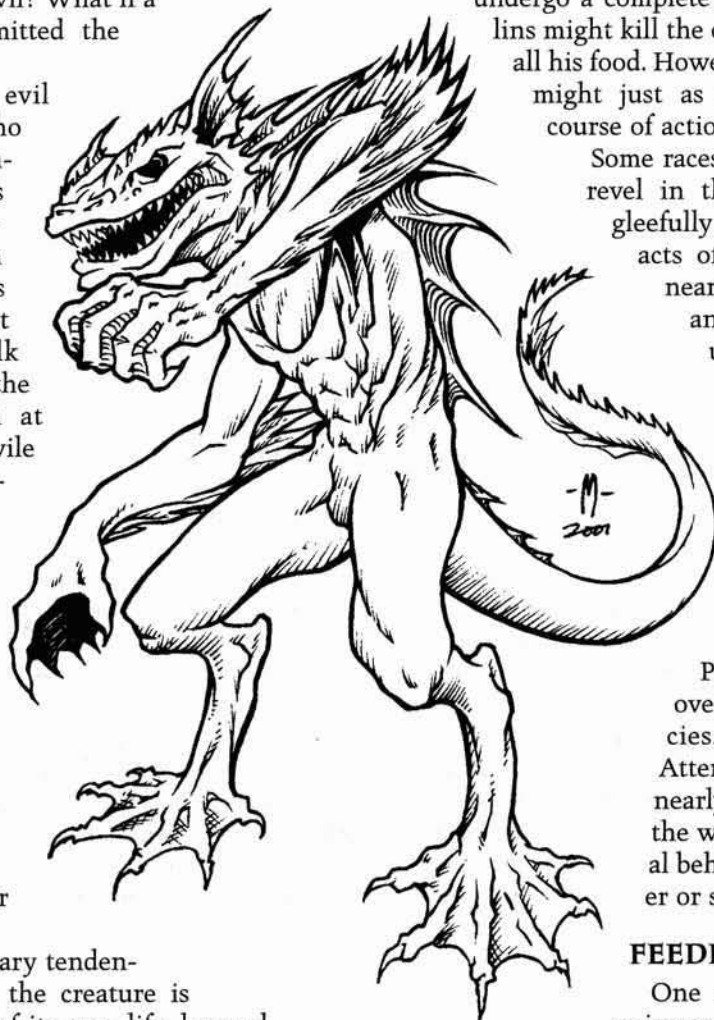
unlikely scenario, perhaps, but it is possible. Or perhaps a typical goblin is spared from death during a raid by the circumstance of fate. The elves' fireballs killed all of his companions and he alone was spared. The near-death experience affects him so profoundly that he forswears the lifestyle of a typical goblin, and devotes the rest of his life to penance for his previous acts because he is so happy to be still alive. Or perhaps our typical goblin is hungry, wandering lost and terrified in the mountains, and a kindly old human sage gives him food. Some goblins might be so moved as to undergo a complete change of heart. Some goblins might kill the old man in his sleep and take all his food. However, an evil gnome or human might just as easily perform the second course of action.

Some races, like harpies and rakshasas, revel in their bestial tendencies and gleefully teach their young to enjoy acts of torment and sadism. This nearly always cements them into an evil alignment. These races use the torture and killing of their victims as bonding mechanisms, to make the young student identify with their teachers. They learn to enjoy inflicting suffering. But what if such a creature were taught to respect life and to care for others?

Perhaps such a creature might overcome its hereditary tendencies. Perhaps it would not. Attempts to domesticate wolves nearly always end in failure, as the wolf often reverts to its natural behavior and attacks their trainer or something it sees as prey.

FEEDING THE HUNGER

One of most potent laws in any universe is the law of survival of the fittest. Some creatures are prey and some are predators. Predators kill and eat their prey. Is a lion considered evil for eating a gazelle? Not by anyone who understands this inevitable law of life itself. So why, then, is an ettin considered evil for eating a halfling? The line of distinction is probably drawn at the sentience of the prey. Most monsters are considered



monsters for just that reason. They prefer to hunt and eat weaker creatures, which often means weaker sentient creatures. This tends to upset the victims' kinfolk. If a gazelle could make moral distinctions, he would doubtless consider a lion to be evil. Even a monster who butchers his sentient prey in the most "humane" and painless way, be it halflings or humans, would be considered evil, simply because of his choice of diet. "I don't like the poor things to suffer. But roast haunch of halfling, now that's good eatin'!"

If an ogre swears off sentient sustenance because it upsets his human friends, and he confines his diet to cattle, horses, and the like, he might be considered non-evil. Again, it all comes back to the choices of the individual.

So why does so much of this discussion revolve around food? Because food is the most fundamental requirement of life, and the motivational potency of hunger cannot be underestimated. Without food, everything dies, even plants, germs, and mold. The larger the creature, the more food it requires, and because of their sheer size, many monsters have difficulty finding enough food to sustain them. A creature the size of an ettin, 13 ft. tall and nigh upon 3 tons, requires a staggering intake of food to sustain itself. A half-dozen chickens or a squirming gnome are little more than an appetizer for a creature of that size. For that reason alone, they are often not very discriminating in their choice of food. A limited supply of food is the root cause of many conflicts between competing races and tribes. The strongest group takes the food, and the weakest either starves or leaves the area in search of other sources or weaker competitors.

This idea can be taken further, with the concept of wealth. Many monsters do not kill their own food themselves. Oftentimes the food is purchased, requiring money. The larger the creature, the more food is required, and the more money is required to buy the food. The need to acquire wealth that sometimes leads monsters into lives of raiding occasionally stems not from avarice but from necessity. If a monster cannot find food on the foot, it must buy it, and large creatures need large quantities of food.

Wealth is also used by monsters for other necessities they might need. Monsters who choose to wear clothing must either make the clothing themselves or buy it. Clothing for a creature twice as tall as a human is far more expensive. So, even if they do not necessarily understand the value of money, they do understand that if they give some shiny things to others, they can get clothes or furs to keep them warm in the winter.

REACTIONS AND RELATIONS

Many types of monsters are inherently more predatory than traditional PC races. Therefore, their presence induces a more powerful "flight or fight" reaction in others. The two most likely reactions toward monsters are either hostility or fear. Creatures who are able to defend themselves most likely react with hostility. Weaker creatures probably react with fear.

Monsters as PCs have a difficult time if they have any contact with a typical party of adventurers. The prejudice with which traditional PC races regard "monsters" scarcely can be underestimated, therefore monster PCs must be perpetually on guard against adventurers who happen to spot them. A group comprised of an ogre, three orcs, and two hobgoblins, fully armed and ready for action, is likely to invite immediate attack simply because of its existence.

Such a group, for that reason, is extremely limited in the contact it can have with other "more civilized" races. A party of traditional PCs can walk into most towns and cities and expect not to be attacked immediately. Monsters have no such luxury, even monsters that join a party of traditional races. An ettin walking down the street of a lawful good city is liable to be attacked on sight, no matter if he is the chaotic good companion of the paladin at his side and loves to play with cute and fuzzy bunnies. Would the paladin allow himself to be seen with such a creature, even if the ettin had saved his life?

For these reasons, NPC attitudes toward monster PCs are almost always going to begin as Hostile. Just because someone is a "monster," individuals of other "monster" races are not necessarily any more predisposed toward friendliness. Quite the contrary, in fact. Being a monster does not mean someone is part of an exclusive club where all the members get along. Some races are more xenophobic than others. An angry ettin is just as likely to attack an orc as a human. In fact, orcs may know just as well as humans that goblins cannot be trusted, and treat them accordingly. Exceptions to this would be creatures not necessarily considered immediately hostile, such as centaurs or merfolk.

It all comes down to the situation. Monsters might experience considerably less prejudice in a predominantly lawful evil city that conducts commerce regularly with evil creatures. In the secret ogre city of Drahk'Suhl hidden in the roots of a dormant volcano, where races such as orcs and ogres come to trade with each other, a party containing monster PCs would get hardly a second glance. A party of elves in Drahk'Suhl is looking for trouble.

A PC who is considered a "monster" must, because of his very nature, be prepared either to defend himself at nearly every encounter or to convince the NPCs that he is not necessarily hostile. This usually requires either an abundance of combat ability or plenty of diplomatic ability. The former is usually not a problem for a monster PC, but the latter is quite rare among monster races. "What do you mean the orcs want to talk?" "Aye, that Slack-Eye Spitzguts is a silver-tongued devil, he is!"

However, some monsters take the indirect approach to dealing with races that assume they are hostile. Rakshasas do not deal directly with many other races. They enlist minions to do their dirty work for them, preferring to hide in the shadows. How a particular race deals with others that might reflexively think them hostile is dependent upon the race and the situation.

Internal party relations are dependent upon the racial composition of the party. A party with monsters as PCs has a tremendous amount of potential conflict built right in, whether it is between PCs of traditional races and the monster(s), or among a group of monsters. The possibilities are endless, limited only by the judgment and ingenuity of the players. However, the DM should always keep in mind what sorts of combinations are enjoyable for everyone. Allowing one player to run a monster among a group of traditional PCs (or vice versa for that matter) must be handled very carefully. Unless the monster was very special, or there was some extenuating circumstance, most traditional PCs would want nothing to do with the monster — if they did not kill it outright. The DM and the players would have to make some pretty big leaps to get an elf to work with a drider, for example.

COMMUNITY

Races of monsters are as different in their types of communities as they are in their appearance. Some races, like sahuagin and kobolds, build large, very tight-knit communities, where conformity is the rule. Others, like ettins and ogres, tend towards smaller groups or lone individuals. The difference between communal and loner creatures is reflected in their alignments. Chaotic creatures favor the individual and tend toward loner types. Lawful creatures favor the group, and thus tend toward communal types. Neutral creatures go both ways, depending on their species.

A monster's type of society has a significant effect on his outlook, behavior, and values. Examples of highly communal races are kobolds, goblins, lizardfolk, and

sahuagin. Non-communal races include nymphs, trolls, rakshasas, minotaurs, and ettins. While non-communal races do sometimes form communities, the groups tend to be very small, and the opposite is not true of communal races. Finding a lone kobold or goblin is extremely rare.

Creatures who come from a highly communal race are much more unlikely to leave that community. The communal creature, no matter what its alignment, has been raised to believe that the family or tribe is far more important than the individual. He has been taught that idea from birth, and had it driven into his skull time and again. Therefore, a communal creature who leaves that community does so only if there is a very good reason, usually a traumatic one. A communal creature does not simply decide to wander off and leave his family. There must be some extreme, extenuating circumstance that forced him to leave the comfort and security of the communal group. Communal groups dislike nonconformity and tend toward hierarchical structure. Everyone has their place, and they must stay in their place. Originality and independent thought are frowned upon. As a result, a communal creature is often stubborn once he has decided what is best for the group or been told what is best. If he does decide to leave the group, the impetus might be that he is somehow very different in morality, attitude, or appearance, from his kin — a misfit fleeing the persecution of his fellows. The reason might be that his group desperately needs something that can only be found elsewhere, and he is the only individual courageous enough to make the journey. The communal group might have been destroyed or drastically damaged, leaving the survivor lost and alone, with nowhere else to go. In essence, the communal creature must somehow be forced to leave his home.

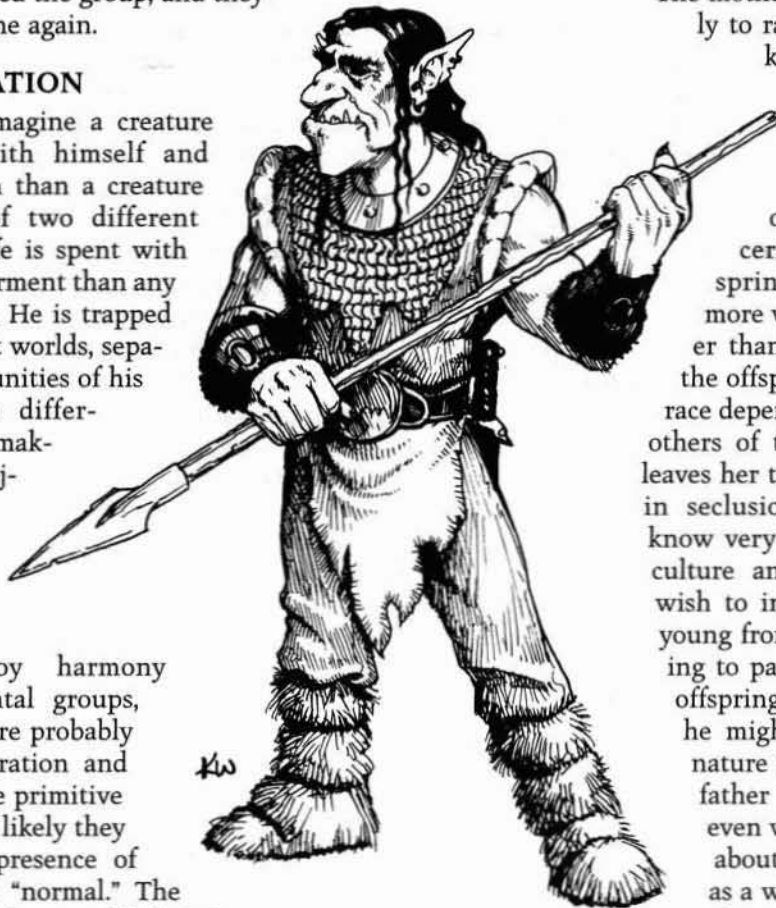
The events or situations that force a communal creature out of the nest may even be so traumatic that he is scarred for life, destroying his belief in the community as the ideal, effectively changing him into a loner-type creature, and maybe even changing his alignment from lawful to neutral or chaotic.

The communal creature also has a different attitude than a non-communal one toward any group that he happens to join, like a party of PCs. A communal creature has been part of the security of a group for all of his life. Being alone makes him at least uneasy, if not downright uncomfortable. Therefore, he is much more likely to feel at home in a group. He develops a stronger bond with his companions, despite good or evil alignments. If he is accepted within the group, then he has a purpose once again: to better the group.

Creatures who come from societies where the rights, wishes or welfare of the individual is favored over the community find it much easier to leave their homes than a communal creature. Traumatic events or situations could certainly be a factor in the decision for the creature to set out on his own, but they are not a requirement. Since creatures from a non-communal upbringing are not shackled by taboos against nonconformity, they tend to be more open-minded and original in their thinking. However, their loyalties are much more fluid than a communal creature's. They were alone before they joined the group, and they can survive being alone again.

SELF-IDENTIFICATION

It is difficult to imagine a creature more in conflict with himself and everyone around him than a creature who is the child of two different species. His entire life is spent with more difficulty and torment than any pureblooded creature. He is trapped between two different worlds, separated from the communities of his parents by extreme differences in appearance, making him victim to prejudice and bigotry. While it is possible for some half-blooded creatures, like half-orcs and half-elves, to enjoy harmony between their parental groups, monster half-breeds are probably in for a life of separation and persecution. The more primitive the creatures, the less likely they are to tolerate the presence of anything that is not "normal." The more civilized a race, the more likely it is to be open-minded toward those who are different. In primitive societies, aberrations are often killed at birth or left in the wilderness to die. For this reason, parents of half-blooded creatures may take their young and raise it away from those who might harm it. Or they might raise it in spite of any objections by others, provided they are strong enough to protect their child from their own kind.



So what does a half-blooded creature believe himself to be? He knows from a very young age that his appearance is different from both of his parents, perhaps drastically. If he is part of a larger group, any other youngsters certainly make that clear from the moment he begins to socialize with them. The answer to the question of identity comes from which parent had the largest hand (or claw, flipper, hoof, etc.) in raising the offspring. If the parents did not stay together to rear him, he probably identifies most with the parent who raised him.

The mother is the parent most likely to raise an offspring that she knows may not fit into either society. Her maternal instinct, one of the strongest instincts in nature, overcomes any other concerns. Therefore, the offspring probably identifies more with the race of the mother than the father. How closely the offspring feels to the mother's race depends upon the proximity of others of the mother's race. If she leaves her tribe to raise the offspring in seclusion, the offspring might know very little about the mother's culture and values, or she might wish to instill those values in her young from a very tender age, hoping to pass on her heritage to her offspring, no matter how different he might be. Depending on the nature of her relationship to the father and his kind, she may even wish to teach to youngster about them, either favorably or as a warning.

A great deal about how the child sees himself is dependent on the nature of the union between the mother and father. If the union was a willing one between two open-minded individuals, the child may want to most identify himself with his father, even if the father is not around. If the union was not willing, the child may grow up hating his father's race with a white-hot passion, especially if the mother was harmed. How ironic is the drama for a creature that wants to destroy half of himself — a hero with tragedy as the fabric of his life.

There is also a converse possibility. What if the parent who raised the child was abusive and hateful to both the offspring and the long-vanished mate? What if the mother raised the offspring among her own people, who ostracized and tormented the youngster for being so different? The child might then grow up hating his mother's race for their cruelty, wishing to identify more with the race of his father. "My father and his people wouldn't treat me this way!" It may not matter to the child that the father's race is even more insular and xenophobic and than the mother's, because the child is simply longing for some unknown, unattainable ideal. "Someday, I'm gonna run away from all these stupid orcs and go live with the my father and the dark elves. They'll be nicer to me." The child seeks to emulate the customs and aspects of the father's race, shunning the company of the mother's. He may even seek to leave the society that despises him, and search for the society of the other parent.

Gender may also play a role. A female offspring is more likely to identify with the mother and emulate her behavior. The mother instinctively teaches her the skills and values of a female of that race. The mother may be at a loss to teach her male offspring those skills if the father is not present. The male may also have difficulty if there is no one willing to teach him the appropriate skills of a male of either race. For example, the lizardfolk may not want the half-centaur in their hunting party for any number of reasons. The male offspring's education may be left up to his own resourcefulness.

LIFE SPAN AND WORLDVIEW

The length of time a creature expects to live has a tremendous effect on how it views the world.

Short-lived creatures like goblins and kobolds live in an accelerated time frame compared to most other creatures. They mature much more quickly, and likewise they age much more quickly. Each week that passes for a kobold is a significantly larger portion of his life span than it is for an elf. A kobold cannot afford to be patient, because he feels instinctively the moments of his life slipping away. Therefore, he is much more likely to require instant gratification. He lives in the moment more acutely and desperately than any elf. Everything becomes urgent.

Life span also has an effect on the level of civilization and technology of many races. Advancements in technology and culture take time and experience. A creature with a short life span may not be able to edu-

cate himself sufficiently to make any real advancements before he dies, leaving his predecessors to try to follow in the footsteps of his research. By the time the predecessors have caught up in their education, their window of time in which to make any further advancements has already shrunk. Therefore, any cultural or technological advancement is slow and incremental, often leaving them far behind other races.

Creatures that live longer life spans can afford to be patient. They take longer to develop and mature, and thus they have longer to complete their education. There is no great urgency. What's another year, in the scheme of things, to a creature that might live 300 years? They tend to be more culturally and technologically advanced than creatures with short life spans, because they have the continuity of experience to follow through on lengthy experiments or research, and don't have to worry so much about getting the next generation educated and ready to take over before the older generation dies. They can take the time to work toward what they want or need, rather than having to snatch it immediately.

MONSTER CULTURE

PRIMITIVISM

The development of cultural aspects such as music, customs, and art are directly linked to the average intelligence of the race. In general, the lower the intelligence, the more primitive is the culture of the race. Culture diminishes with intelligence to the point where it ceases to exist. Owlbears, for instance, have no culture, because their intelligence, temperament, and physiology prohibit them from developing one. They do not use tools, or create music or works of art, and they do not have customs that are unrelated to survival. They may exhibit behaviors learned from their parents like hunting and stalking prey, but they do not say their prayers before eating it. Some monsters are so unintelligent that they are little more than beasts themselves. Ettins and trolls are an example of this, therefore what culture they do possess is extremely primitive and it is usually related to survival. But they do have a society; methods and practices of interacting with one another that are learned from their parents.

Society and culture, while closely linked, are not the same things. Some animals, like wolves and marine mammals, do not have a culture, but they do have a well-defined societal structure. Wolf packs have clearly defined leaders and subordinates, each with different responsibilities and benefits. Dolphins and whales are highly communal, often live in large, extended family groups, and come to protect any member of the group who might be in danger.

The higher the average intelligence of the race, the more complex the culture and society, as evidenced by kobolds and goblin, and further up the scale to humans and elves. (See Intelligence and Behavior, above.)

MONSTER ADVANCEMENT

With the instabilities common to monstrous societies (whether self-imposed, such as infighting, or from the constant threat of war), high-level monsters are almost unheard-of. Most monsters die or retire before reaching their fifth level, much less before toppling governments and joining prestige classes. In campaigns not based upon a monstrous party, this typically means such NPCs are more powerful than their equivalents in other races, having faced and overcome greater obstacles.

In a monstrous campaign, however, it means that the party has likely neither seen nor heard of certain abilities used only by high-level characters. While this can be wondrous (such as with a lizardfolk druid's sudden discovery of his shapeshifting abilities), it can also be frightening (the party stumbles across strange weapons such as a holy avenger), or even deadly (as with a kobold sorcerer suddenly learning a spell he has never heard of before). Such knowledge, once discovered, has the potential to change literally everything.

Consider the above example of the kobold sorcerer, for instance. Skrit has just attained her tenth level in the sorcerer class, and her player has chosen the *ice storm* spell as part of her new capabilities. Since level ten is beyond the range of most kobolds' knowledge (see sidebar), she only vaguely understands her newfound capabilities: she knows that one of her new spells causes massive, cold-based damage, and she knows how long she must prepare for it and what components she needs. She does not, however, know that the spell has a radius effect, nor does she know how long the effects last. She can make a Spellcraft check to determine the exact specifications, or she can cast the spell for herself and see.

Assuming Skrit survives the probationary *ice storm* castings, she has visibly grown in power beyond the rest of her kind. Assuming other kobolds discover her newfound talent, they may exile her... or they may welcome her with open arms, and try to learn from her example. If she successfully trains several students to her level of magic (a difficult proposition at best), she may effectively raise the power level of her entire race with enough time and effort (in this case, of a HD becoming 2HD, effectively quadrupling her people's power!).

Naturally such disturbances, while rare, are a cause for concern among other races. Continuing the above example, suppose a human ranger discovers Skrit's kobold apprentices training, and makes the reasonable assumption that the kobolds will now use their newfound power. The ranger can then use his ties to his class and allies to bring forth mighty armies on Skrit's still-unprepared people, or he could himself simply kill her and her trainees. Should the ranger succeed, the status quo remains preserved. Should he fail, however, Skrit and her kobolds are now a new force in the world, and the resulting shift in the balance of power may lead to new wars.

Not all such changes occur based on magic, of course. Few orcs have enough experience to even attempt a whirlwind attack, much less master the feat, and fewer still even know of it (having not only witnessed it in use, but survived the experience). Others may discover new and unusual items or creatures, and return to their people with the newfound knowledge, as several goblins did when they discovered and made pacts with wargs. As with magical knowledge, these can advance the race through continued, proper use.



CHAPTER SIX:

FROM THE
HANDS OF GIANTS

NEW SPELLS

Note: All monsters capable of magic can use spells that require somatic components. In the case of creatures without hands, they use specific movements of hoof, wing or other appendages to perform these rituals. Binding the appropriate limbs has the same effect on their magic as tying up a human spellcaster.

AGONIZE

Enchantment [Mind-Affecting]

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures of Large size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes tremendous, crippling agony to the victim. Upon a successful touch attack from the spellcaster, the victim must make a Will save or fall to the ground, writhing and screaming in torment. He is aware of what is going on around him, but is unable to move or perform any actions; he is incapacitated. Flying creatures affected by this spell must make a Reflex save (DC 20) or fall to the ground, unable to control their flight.

Arcane Material Component: Nettle and thistle leaves.

AIR BREATHING

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Air 3

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Aquatic creatures affected by this spell can breathe air normally. The spell's duration is divided evenly among all creatures touched by the spellcaster. The spell does not make the target creatures unable to breathe water.

Arcane Material Component: The dried lung of any air-breathing creature.

ANTIMAGIC AURA

Abjuration

Level: Magic 5, Protection 5, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Object or creature touched, no larger than Large size

Duration: 10 minutes/level (D)

Saving Throw: None (see text)

Spell Resistance: No

This spell creates an invisible field that surrounds the being or object touched and protects it from nearly all magical effects, including spells, supernatural abilities, and spell-like abilities. Any effect directed at the target, including area effects, disspell on contact. The target can't cast spells of any kind either, however.

This spell can't be cast on magical items or any unwilling creature. This aura has no effect on physical attacks made by summoned or conjured creatures, which can strike the target normally. It also has no effect on the bonuses of magical weapons, although it does suppress secondary effects such as *flaming* powers or level drain. Spells that are immune to an *antimagic* field are likewise unaffected by this spell. It has no effect on spells that cover an area, except for the target himself. Barriers created by magic are unaffected by this spell, though they do not directly harm the target (unless the spell is immune to an *antimagic* field, as above). This spell has absolutely no effect on the secondary consequences of magic. A sonic lance, for example, can do no direct harm to a target of this spell, but its explosion effect will prove no less effective.

MONSTER GODS

Fantasy worlds usually have many different varieties of cruel and vicious monsters. Typically, they are Evil with a capital E, thereby being sufficiently irredeemable that the heroes can carve through them with a clear conscience. Let's concede this concept to the genre for the moment.

What sort of gods would such monstrosities worship?

Gods of hatred, conquest and destruction find such races especially useful. Creatures innately devoted to the deity's goals are a source of great power for gods who gain strength through worship. Even those dark forces that have no need for faith find such monsters useful, particularly for the havoc they can cause in the material world.

The gods that monsters worship don't have to be exclusive to the race, but often are. If a few different races have similarities of one sort or another, or have common enemies, they are more likely to worship the same pantheon or deity. Orcs, goblins, hobgoblins and kobolds are a group of races with this potential, for instance. On the other hand, sometimes the smallest differences start the most vicious wars. Either way, such deities mean trouble for more benevolent races, because they'll encourage wars, inspire tyrants, and empower dark clerics. (If you think an orc army is bad, imagine what their zombie auxiliary could do!)

The domains such creatures provide tend to be destructive or otherwise brutal, focusing on either devastating enemies or giving others the power to do the same. Their clerics are likely to be fond of converting slots to inflict spells, should they manage to get their hands on enemies. Such deities may well feed on the terror and pain of their victims, giving an entirely different meaning to fearing the gods.

Of course, not all monsters are evil, and so neither are all their divine forces. When creating gods for any nonhuman creature, consider its form, alignment and outlook — literally, in the case of creatures with unusual senses and dimensions. The sphinx gods will be very different from those of the chuul.

This subject will be covered in much greater detail in Alderac's upcoming d20 supplement, *Gods*.

An *antimagic* field has no effect on this spell, just as it wouldn't against another *antimagic* field. This spell is of considerably more limited use than its more potent counterpart, but can be more valuable in some respects and is often a monster hunter's best friend. Beholders, gorgons, spectres and wights (among many others) will find themselves rather rudely surprised by the recipients of this spell.

Arcane Focus: An amulet in the shape of a shield. The focus must be worn by the recipient of the spell.

DETECT ABERRATION

Divination

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from caster to maximum range of the spell

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster can sense the presence of aberrations, through the bizarre magical energies that allow them to exist. How much the caster learns depends on how long the caster concentrates on studying a particular area.

1st round: Presence, if any, of aberrations.

2nd round: Number of aberrations in area.

3rd round: Approximate strength and location of each aberration. The caster will know roughly how powerful each aberration is:

HD	Power
1-5 HD	Weak
6-10 HD	Respectable
11-15 HD	Powerful
16+ HD	Terrible

Note that the spell does not take natural powers into account, only its resilience. Spellcasters who rely overmuch on this spell can find themselves in over their heads very quickly.

Arcane Material Component: A scale, hair, feather, or other external growth from any aberration. Any beholder's eye can be used as an arcane focus in the material component's place, however.

DETECT MAGICAL BEAST

Divination

Level: Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 action**Range:** 60 ft.**Area:** Quarter circle emanating from caster to maximum range of the spell**Duration:** Concentration, up to 1 minute/level (D)**Saving Throw:** None**Spell Resistance:** No

The caster can sense the presence of magical beasts, through the unique magical energies that sustain them. It is otherwise identical to *detect aberration*, above.

DISRUPT ABERRATION

Abjuration

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft + 5 ft./2 levels)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** see text**Spell Resistance:** Yes

This spell destroys aberrations, disrupting the energies that maintain them. The spellcaster must make a ranged touch attack. If successful, the ray's effect depends on the HD of the aberration struck. Aberrations with 6 HD or less are destroyed instantly; no saving throw is allowed. Aberrations of 7-12 HD are allowed a Will saving throw; if successful, they take 8d8 damage. Aberrations with more than 12 HD take 10d8 damage on a failed saving throw, and 5d8 if the save is successful.

DISRUPT MAGICAL BEAST

Abjuration

Level: Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft + 5 ft./2 levels)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** see text**Spell Resistance:** Yes

This spell destroys magical beasts, dispelling the magic that created them. Other than the targets affected, it is identical to *disrupt aberration*.

GAZE MIRROR

Abjuration

Level: Sor/Wiz 3**Components:** V, S, F**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes (harmless)

This spell protects the target from all forms of gaze attacks. A shimmering field of glistening shards of reflective energy surround the character, dispersing any gaze attacks harmlessly. This effect also adds a +2 enhancement bonus to all saving throws involving looking at a creature (such as a nymph's beauty effects and a dragon's frightful presence) but imposes a -2 penalty to all Search and Spot checks due to distortion.

Arcane Focus: A mirror of at least 50 gp value.

GRAVEL BLAST

Conjuration [Earth]

Level: Drd 3, Earth 3**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

A stinging, pelting hail of tiny stones and pebbles blasts out from your hand in a cone. Everything caught within the area of effect takes 1d6 bludgeoning damage per level of the caster (maximum 10d6).

Material Component: A handful of pebbles.

LIFE DRAIN

Necromancy

Level: Clr 9, Sor/Wiz 9**Components:** V, S, M/DF**Casting Time:** 1 hour**Range:** Touch**Target:** One Large or smaller living creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

To use this spell, you must prepare an elaborate ritual, which involves binding the victim inside a magical circle. You must chant for a one hour without interruption for this spell to work. Neither can the magic circle be broken once the spell has begun, or the spell is negated, and you suffer 2d10 points of damage from the magical backlash.

This spell draws the youth and life force out of the victim and bestows it permanently to you. If the victim fails his Fortitude save, his effective age increases by a number of years equal to 1d4 years/2 caster levels. The spellcaster's effective age is then reduced by the same amount. The physical characteristics of both you and the victim may be changed according to the Age charts for their respective races, however, mental characteristics are not affected. In other words, Strength, Dexterity, and Constitution change, but Intelligence, Wisdom, and Charisma do not.

The DM must know the victim's maximum age in advance of this spell, because if the victim is advanced to his maximum age or beyond, he dies. If the number of years stolen exceed the number the victim has remaining, you gain only the remaining years and the victim dies. If your effective age is reduced to below that of adulthood, you are considered to be the minimum age for adulthood and the extra years are lost. You cannot be reduced to childhood by the effects of this spell, but simply become a hale and hearty youth once again, in your physical prime.

If this spell is used against an undead creature, its effects work in reverse, stealing years away from you and those years are lost to the negative material plane.

Arcane Material Component: The fangs of a vampire. Five candles made from the fat of a humanoid creature.

NEGATIVE ENERGY INVULNERABILITY

Abjuration

Level: Protection 5, Clr 6, Sor/Wiz 7

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell becomes completely immune to negative energy attacks, as well as all types of magic that drain energy levels. Like *negative energy protection*, this spell fills the target with positive energy. Unlike the aforementioned spell, the target is suf-

fused with positive energy, to the point where he will feel a tingling along his skin. The target is not protected from normal damage done, however, and if more than five levels would have been drained by an attack, the positive energy surges forth, doing 1d6 damage to the target and 3d6 damage to the attacker.

Arcane focus: A gem or crystal with either *light* or *continual flame* cast on it. The light of the crystal does not have to be visible.

ODORLESS

Illusion

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Not all monsters hunt by sight or even sound. Some have a sense of smell to rival or surpass the most keen-eyed hunters, and odors can leave trails while light and sound are transitory. With this spell, the target neither emits nor leaves traces of any smell. The scent extraordinary ability becomes useless against this character, and all attempts to track the target by scent fail automatically. This spell is also useful in social situations, though any scents applied deliberately, such as perfume, will go unnoticed. *Odorless* provides no protection from smell-based effects, such as *stinking cloud*, though the target will not carry these odors himself.

Arcane material component: A sprig of parsley.

OPPOSABLE THUMBS

Transmutation

Level: Sor/Wiz 1

Components: V,S

Casting Time: 2 rounds

Range: Personal

Target: Caster

Duration: 10 minutes/level (D)

This spell allows a creature with no manipulating appendages to grow fingers of a sort on its two foremost limbs. It wriggles the limb about in an almost dance-like manner, and the fingers and thumb flow out of it. If the creature in question has no limbs at all, as in the case of beholders and nagas, hands grow out just below the chin or its equivalent. This allows the crea-

ture to grasp and hold items normally, though since it doesn't alter any other part of the body, these fingers are of more use to some monsters than others. A unicorn, for example, would have a much harder time using them than a giant eagle.

WALL OF WATER

Conjuration [Water]

Level: Drd 4, Water 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Transparent sheet of roiling water up to 20 ft. long/caster level, or a ring of water with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration +1 round/level (D)

Saving Throw: See text

Spell Re-sistance: No

A roiling sheet of water two feet thick can be formed either as a straight wall 20 ft. long/caster level, or as a ring up to 5 ft. dia-meter/two caster levels. Both forms can be up to 20 ft. high. The barrier is transparent, but the water is constantly surging and moving, preventing any missile fire through the barrier.

A creature can attempt to pass through the wall, but must make a Fortitude save (DC 14 + caster level) or begin to drown as the roiling water blasts into his nose and mouth. Creatures who fall unconscious while attempting to pass through must make a Reflex save (DC 14 + caster level) to extricate themselves from the water before falling unconscious. If unsuccessful, the creature is drowning (page 85, DMG™).

Any creature who attempts to pass an object through the wall, such as a polearm, must make a Strength check (DC 14 + caster level) or lose his grip on the object as it is jerked out of their grasp. Creatures who keep hold of their weapons may attempt to make melee attacks through the wall, but are subject to a -5 circumstance penalty, due to the unpredictable currents of the water.

The only way to damage a *wall of water* is with fire and cold. Fire does full damage, creating clouds of thick, steamy fog that last for 10 minutes. Cold does half damage, creating chunks of ice from the wall's substance that crumble away. Due to the water's constantly flowing nature, the wall has a total number of hit points equal to 15 hit points per caster level. When these hit points are gone, the entire wall dissipates. When the wall is destroyed or the duration of the spell ends, the water disappears, leaving only a wet residue or a puddle where it once stood.

Arcane Material Component: A vial of holy water which is consumed during casting.

WATERY DEMISE

Conjuration [Water]

Level: Clr 7, Drd 7, Sor/Wiz 7, Water 7

Components: V, S, M/DF 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Large size or smaller creature 1 round/2 levels (D)

Saving Throw: Fortitude (see text) Yes

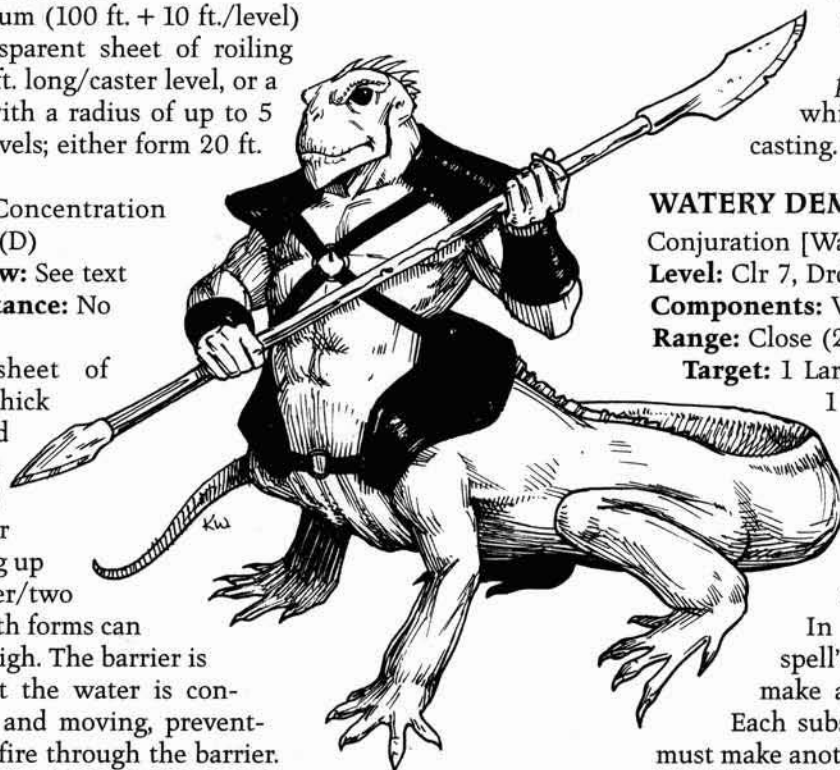
This spell creates seawater that fills the lungs of the target of this spell. In the first round of the spell's duration, the target must make a Fortitude save (DC 12).

Each subsequent round, the victim must make another Fortitude save, and the DC increases by 1. If the victim fails his save, he begins to drown. On the next succeeding round, he falls unconscious (0 hp), with his lungs filled with water. In the following round, he drops to -1 hp and is dying. In the third round, he drowns, with seawater spewing from his mouth and nose.

Unconscious characters can be helped by a Heal check (DC 20), or by elevating the lungs above the nose and mouth to drain the water. However, the victim's lungs continue to fill for the duration of the spell.

The spell only affects creatures subject to drowning in water.

Arcane Material Component: A vial of seawater.



MAGIC ITEMS

Antimagic Manacles

These chains are the ultimate equalizer against monsters with supernatural powers. Made of pure adamantine, they are virtually indestructible. They can shift and unfold to hold any creature from Tiny to Huge size. (The creature must have limbs of some sort, however. These manacles can't be used to hold a chaos beast or a naga.) Once a captive with supernatural or spell-like abilities is locked into these manacles, he is utterly helpless, as all such powers are neutralized. However, it takes five minutes to properly secure a captive, making them completely useless in combat. The Escape Artist DC of these manacles is 50 and the Break DC is 40. Creatures of demigod status or greater are immune to the power of these manacles.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, ten pounds of adamantine, *antimagic field*, *enlarge*, *reduce*; *Market Price:* 50,000 gp; *Weight:* 10 lb.

Armor of Many Forms

This armor is extremely valuable to any wearer, but it's the perfect defense for a shapeshifter. This +2 *chain-mail* moves with the wearer like a second skin, thus eliminating the maximum Dex bonus limitation, the armor check penalty, and the chance for arcane spell failure. The weight does impose the usual Swim check penalties (but see below).

Its real value, however, becomes apparent when the wearer uses a *polymorph* spell or similar effect. The armor shifts form with the wearer, providing its AC value to any form taken. It doesn't interfere with natural movement rates of any form, though if a form has a natural swimming speed, the armor's check penalty applies to the usual skills while in that form and underwater. Even considering its high cost, some dopplegangers and phasms will go to exorbitant lengths to get one of these suits.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *shapechange*; *Market Price:* 49,450 gp.

Armor of the Sea

Created by merfolk clerics and armorers on the rare occasion they go to war, *armor of the sea* is perfect for fighting in an aquatic environment. It appears to be a breastplate made entirely from mother-of-pearl.

It functions as a +3 *breastplate*, and can be worn by any medium-sized humanoid. Furthermore, its shifting

colors and reflective surface grant the wearer a +5 enhancement bonus to all Hide checks while underwater. It is so well crafted that the wearer suffers no armor check penalties, has no maximum Dex bonus, and no chance of arcane spell failure while underwater, as if he is wearing no armor at all.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *invisibility*; *Market Price:* 9,700 gp; *Weight:* 10 lb.

Cloak of the Nymph

This exquisitely beautiful hooded cloak appears to be made from shimmering golden silk, but is really woven from the hair of nymphs. It is exceedingly resistant to all kinds of stains, including blood and oil.

Because of the toughness of the fine weave, the wearer receives a +2 deflection bonus to his AC. In addition, because of the unearthly beauty of the cloak, he receives a +2 enhancement bonus to his Charisma.

Furthermore, the wearer can invoke the beauty of the nymph and use the following abilities each once per day. The wearer is immune to these effects.

- The cloak explodes with blinding golden beauty. All humanoids within 60 ft. and line of sight of the wearer must succeed at a Fortitude save (DC 15) or be permanently blinded, as by the *blindness* spell.
- The wearer can cast *dimension door* as if he were a 7th level sorcerer.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *blindness*, *dimension door*, *shield*, hair of fifty nymphs; *Market Price:* 24,800 gp; *Weight:* 1 lb.

C'tcha's Blade

This small sword was created by an exceptionally talented goblin swordsmith in concert with a goblin sorcerer. They were commissioned by a goblin king to even the odds against larger, stronger creatures. It is very nondescript, but potent.

Against creatures of medium-size or larger, it functions as a +3 *short sword*. Against small size or smaller, however, it is only +1. Furthermore, any medium-size or larger creature struck by the sword are subjected to the spells *ray of enfeeblement* and *reduce* as if cast by a 10th level sorcerer. Victims must make Fortitude saves (DC 16) against each spell effect separately.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *magic weapon*, *ray of enfeeblement*, *reduce*; *Market Price:* 40,000 gp; *Weight:* 3 lb.

Demon Spear

Though devils have their own versions of these weapons (usually in the form of tridents), *demon spears* are the more infamous of the two. Specifically designed to kill demon hunters, these +3 *returning vorpal shortspears* are among the deadliest weapons ever devised by fiends. What they do should be impossible for a spear, but they can take the head off of any humanoid on a successful critical hit (DC 25 Reflex save negates). Even in the abyssal realms where these things are created, they are exceedingly rare. But any especially successful demon slayer can expect to see one of these unholy weapons sooner or later.

Caster Level: 18th; **Prerequisites:** Craft Magic Arms and Armor, *telekinesis*, *keen edge*, *death spell*, creator must be a demon or must bargain with a demon per *Evil*; **Market Price:** 200,000 gp (when available at all).

Ethereal Shield

This amulet is shaped like an elaborate silver knot preventing all travel to or from the ethereal plane within 90 feet of the amulet in any direction. No save is allowed, but spell resistance still applies.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *dimensional anchor*; **Market Price:** 10,000 gp.

Exploding Anti-Rocks

Why they're called "anti-rocks" is anyone's guess, but these small stones are impressive (if silly) weapons nonetheless. Actually two stones, one much larger than the other, when the smaller stone is removed, the anti-rock explodes when it strikes a hard surface, doing 5d6 damage to everything within 20 feet of the impact. If not set off in five rounds, they explode of their own accord. They have a +2 bonus to strike Tiny or smaller creatures.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *fireball*; **Market Price:** 500 gp; **Weight:** 1/4 lb.

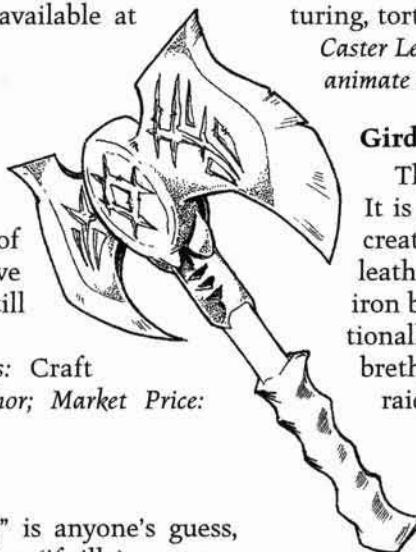
Figurine of the Damsel

Most of these figurines (95%) look like fantastically beautiful women bound to stakes. A few of them (5%) are of amazingly handsome men similarly distressed. When the command word is spoken and the figure is dropped, it becomes the woman of the sculpture. She then begins to cry piteously for help, with an equiva-

lent Bluff skill of +20. (The figure gets a +2 circumstance bonus against paladins of the opposite gender.) The figure reacts appropriately to current surroundings and begs heroes to protect her. However, the figurine will only say that she's a minor noble and can provide no specifics regarding her background or home. The "damsel" stays in character at all times, and only reverts to figurine form when untied. There is, in fact, a spirit in each figurine, but the process of enchantment actually makes the spirit believe that it's what it appears to be — a pure-hearted and helpless humanoid prisoner. The only way to free the spirit is to break the figurine in its normal state. The figurine has a hardness of 10 and 25 hit points.

These diabolic figurines are particularly valued by the more sadistic, intelligent monsters that enjoy capturing, torturing and/or killing good beings.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *animate objects*; **Market Price:** 5,000 gp; **Weight:** —.



Girdle of Stealth

This is a massive leather belt almost 2 ft. wide. It is so thick and heavy it can only be worn by creatures of Large size. Embedded in its thick leather are iron-bound black stones, with a huge iron buckle. It was originally created by an exceptionally canny ogre mage to help his clumsy brethren move more silently in preparation for raids.

Creatures who wear the belt receive a +10 enhancement bonus to Move Silently and Hide checks.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *blur*, *sculpt sound*; **Market Price:** 2,000 gp; **Weight:** 30 lb.

Howling Spear

A weapon greatly prized and favored by gnolls for its ability to set their prey to rout before the battle even begins, the *howling spear* appears to be a crude, well-worn spear with a dried scrap of hyena or gnoll hide lashed around the head.

In combat, the *howling spear* is a +2 *spear*.

Once per day, when the spear is thrown, it emits a blood-curdling howl that strikes terror in the hearts of everyone who hears it. All non-friendly living creatures within a circular area of 50 ft. radius of where the spear strikes are affected by *fear* spell as cast by an 8th level wizard. Creatures that cannot hear are unaffected.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *fear*; **Market Price:** 16,800 gp.

Instant Trap

Favored by monster hunters with a penchant for poetic justice, the *instant trap* is exactly what it sounds like. Any mechanical trap can be folded into this strange device, though pits have a maximum depth of 40 feet and it can only hold one trap at a time. While folded, the *instant trap* weighs one pound and fits in a belt pouch. But when unfolded, it fills a 10' by 10' area and is treated like any normal, mechanical trap. If the trap is disarmed, it must be unfolded and reset before it can be used again. Folding and unfolding the trap takes one minute of work. Anyone caught in the trap when it's folded is treated as if caught in a *portable hole* to determine how long the air will last.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *animate objects*, *reduce*, *plane shift*, 8 ranks of Craft (trap-making); **Market Price:** 20,000 gp; **Weight:** 1 lb.

Ogre's Maul

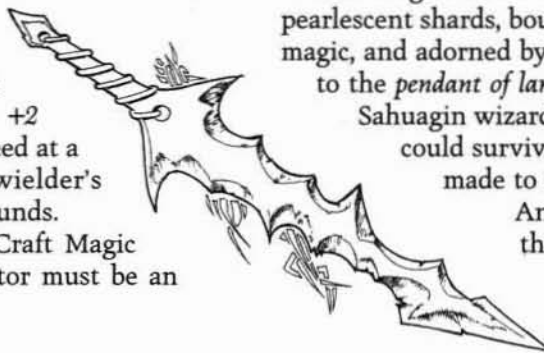
Usually made by ogre magi for their less gifted counterparts, these weapons are designed to take advantage of a normal ogre's greatest asset — his brute force. Aside from being a Huge +2 *greatclub*, a target struck must succeed at a Fortitude save (DC equal to wielder's Strength) or be stunned for 1d4 rounds.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *hold person*, creator must be an ogre magi; **Market Price:** 18,310 gp.

Pain Tooth

This vile weapon was created by a group of particularly sadistic harpies for a single purpose — to cause pain. It resembles little more than an unusually stout arrow, about 2 ft. long, with a shark tooth fastened on one end and a leather thong on the other. Harpies take particular delight in using it against their victims.

It can be used as a thrusting weapon or a thrown like a dart. It functions as a +2 *dagger*. When it hits in combat, this weapon deals 1d4+2 points of piercing damage. Furthermore, any creature who takes damage from *Pain Tooth* is lashed with spasms of searing agony as per the *agonize* spell. The victim must make a Will save (DC 23) or be wracked by pain for 1 minute. They are unable to move or perform any actions as they fall to the ground, writhing and screaming in agony. Flying creatures must make a Reflex save (DC 23) or fall to the ground, unable to control their flight. Spells can be cast with a Concentration check (DC 30). This weapon has no effect on undead creatures.



Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *agonize*, *bane*, *inflict light wounds*; **Market Price:** 30,000 gp.

Pendant of Land and Sea

This clear crystal, which glows a ghostly white when active, allows aquatic beings to function on land as easily as they do in water. A mermaid's tail function as well as any human's legs, and sea elves are in no danger of "drowning" on land. Since sound works differently underwater as well, a spell that allows easy communication is added. Should ambassadors to the world beyond the waves need to bring heroes back with them, these pendants work in reverse as well, allowing surface-dwellers to operate freely underwater.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *air breathing*, *freedom of movement*, *tongues*; **Market Price:** 35,000 gp.

Ring of Air Breathing

This ring is made from hundreds of tiny, smooth, pearlescent shards, bound together by the power of the magic, and adorned by a glossy black seashell. Similar to the *pendant of land and sea*, but simpler to create,

Sahuagin wizards forged these rings so that they could survive out of the water, and it is thus made to fit a sahuagin finger.

Any aquatic creature that wears this ring is able to breathe air and survive out of water for an indefinite period of time. If the ring is removed while the creature is on the sur-

face, the creature loses the benefits of the ring, and may be subject to drowning rules, as appropriate. The ring does not prevent creatures from breathing water. It radiates evil at all times.

Caster Level: 9th; **Prerequisites:** Forge Ring, *air breathing*; **Market Price:** 21,000 gp.

Ring of Disguise

Created by an ancient rakshasa sorcerer, the ring appears as a simple silver band. Its purpose was to allow rakshasa or any other shapeshifting creature to overcome any attempt to magically discern their true nature.

The wearer of this ring is immune to the effects of divination spells that attempt to uncover the wearer's true nature. Alignment cannot be determined by *detect* spells. The wearer is not subject to *detect thoughts*. If the wearer is also *invisible*, he cannot be detected with *see invisibility* or *true seeing*. The wearer can be *scryed*, but

he appears only as the form he is currently holding. *Analyze dweomer*, *legend lore*, and *vision* reveal nothing. *Discern location* works as normal. The only thing that the ring does not conceal is the power of its own magic aura.

Caster Level: 18th; *Prerequisites:* Forge Ring, screen, sequester; *Market Price:* 200,000 gp; *Weight:* —.

Ring of Tracker's Bane

This ring is a boon to anyone who faces creatures that hunt by scent. As long as the *ring of tracker's bane* is worn, the wearer has no scent at all. This completely neutralizes the scent extraordinary ability, and further adversely affects creatures for which scent is a primary sense, such as grimlocks.

Caster Level: 3rd; *Prerequisites:* Craft Ring, *odorless*; *Market Price:* 200 gp.

Rod of the Sun

One of the most potent weapons a hunter of evil carries is a *rod of the sun*. It emits a *sunbeam*, as the spell cast by a 15th level cleric, three times per day. Rather than firing the beam five times per activation, however, it shoots forth continuously for five rounds, and can be swept across an area like a very long melee weapon. This use adds +4 to the difficulty of the Reflex saves. Once activated, the wielder can do nothing but hold the rod and focus its energy.

Caster Level: 15th; *Prerequisites:* Craft Rod, *sunbeam*; *Market Price:* 25,000 gp.

Shield of Spiders

Created and used almost exclusively by driders, this item appears to be a circular shield made of shimmering, silvery fiber. The fiber is actually giant spider or drider silk.

In addition to being the equivalent of a *large shield* +2, the exterior surface of the shield is extremely sticky. Any creature who uses a weapon to melee-strike the bearer of the shield suffers the possibility that his weapon will stick to the shield. Any creature using a melee weapon who fails his attack roll against the shield bearer must make a Reflex save (DC 20), or his weapon adheres to the surface of the shield. The shield bearer may then attempt to disarm his attacker without provoking an attack of opportunity. The shield bearer and his attacker make contested Strength checks, with the shield bearer gaining a +4 enhancement bonus. If the shield bearer wins, the weapon is wrenched out of the attacker's grasp and remains adhered to the shield.

Combatants who lose their weapon can attempt to grab it again as a standard action with a contested Dexterity check against the shield bearer. If the attacker successfully grabs the weapon again, he must make a contested Strength check again as normal.

Weapons can be removed from the shield outside of combat with a Strength check (DC 20).

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *web*; *Market Price:* 4,200 gp; *Weight:* 8 lb.

Skull Crusher

Created by ogres to do what ogres most love to do, bash heads, Skull Crusher appears as a Huge greatclub made of dark, gnarled wood. The head of the club is peppered with short metal spikes, and the handle is wrapped in thick leather with a wrist thong.

This massive weapon functions as a +5 *greatclub* and deals 2d6+7 bludgeoning damage on a successful hit. In addition, on a critical hit, the club crushes its victim's head like a melon. Most creatures die when their skull has been pulped. Some creatures have no head that can be crushed, such as oozes and many abominations. Golems and some undead creatures also may not be affected, at the DM's discretion. A Strength of at least 20 is required to wield this weapon.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *death spell*; *Market Price:* 50,300 gp; *Weight:* 50 lbs.

Sky caltrops

These useful devices can be thrown into the air by any number of methods. Sometimes they are mounted on arrows or loaded into catapults. Generally, however, they are dropped by riders of aerial mounts to leave a nasty surprise for their enemies. Like ordinary caltrops, these weapons are sharp spikes that point in several directions. Unlike caltrops, they defy gravity. When they reach their highest point or would otherwise begin to fall, they simply hang in mid-air, waiting for an unsuspecting flying monster to tear its wings apart as it passes through them. If the monster fails a Reflex save with a DC of 24, it takes 2d6 damage for every round it flies through the caltrops. If it takes more than ten percent of its hit points in damage, its wings are torn too badly for it to fly, and it begins to fall. Use normal falling rules from that point on. The caltrops are considered to be +1 weapons for purposes of overcoming damage resistance. After about an hour, they gently fall to the ground, doing no damage to anyone below (but probably scaring the living daylights out of them).

Caster Level: 5th; *Prerequisites:* Craft Arms and Armor, levitation, magic weapon; *Market Price:* 500 gp for enough caltrops to constitute one round of damage.

Vortex rings

These are not rings meant for human hands. Rather, they are a set of bizarre tooth ornaments for particularly ostentatious beholders. The *vortex rings* are not merely for show, however. By closing its central eye and opening its mouth as wide as possible, a beholder with vortex rings becomes a glutton supreme. A whirlwind shoots forth, dragging everything caught in its path into the beholder's mouth. The vortex can be avoided with a Reflex save at a DC of 20, but the save must be made each round that a victim is in front of the beholder. After that, those caught in the vortex (or those trying to save them) can make a Strength check at DC 22 to grab hold, if the vortex's path allows it. Each round after the first, however, those caught in the vortex are shrunk one size until they are Tiny, at which point they are sucked into the beholder's terrible maw, taking 3d8 points of damage every round until rescued or devoured.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Items, reduce, shrink item, wind wall; *Market Price:* 20,000 gp, if beholders can purchase items on the open market; most humanoids destroy such items on sight.

NEW ARTIFACTS

Battle Standard of Choktor

This battle standard is famous among the hobgoblin race, because it is named for one of their greatest warlords, Choktor. It is ancient, crudely fashioned from tree branches and a battle-stained sackcloth banner. Painted on the cloth is a set of yellowed, blood-smearred fangs, and festooned about the battle standard are grisly relics of battles from ages past: dried scalps, strings of teeth and finger bones and claws, a string of severed ears. Atop the upright pole is the skull of a small dragon, taken during a battle in which Choktor first gained fame. When Choktor was finally killed, he vowed that his spirit would aid his comrades for final victory forever more. The hobgoblins believe that his spirit lives on, inhabiting the skull of the dragon atop the pole.

This banner is such a symbol of hobgoblin martial might and glory that it is highly prized and coveted by all the goblinoid races, and for good reason. It is unique, and it grants a powerful advantage to the side that carries it in battle.

All goblinoid creatures within 100 ft. of this battle standard receive a +2 enhancement bonus to all attack and damage rolls, as well as +2 dodge bonus to AC. They are also immune to *fear* effects.

Caster Level: 19th; *Weight:* 30 lb.

The Blade of Gur'batal

Perhaps the greatest military commander the goblinoid races ever had, Gur'batal united them in a way few have before or since. He drove the orcs out of goblin lands, tamed enough bugbears that his army fielded entire companies of them, and inspired legions of goblins and hobgoblins alike to flock to his banner. At his height, he ruled a nation that had swallowed two human kingdoms, a dwarf mountain stronghold, and hundreds of miles of orc and goblin land. It is said that the very gods of goblinkind favored him for his success, and empowered his favored sword with their power. It is also said, however, that Gur'batal's success gave the gods pause, and in fear that he might be raised among them should his power grow, ensured his betrayal at the hands of his high priest. Though his wives avenged him, tearing the priest apart with their bare hands, without Gur'batal it was only a matter of months before his empire crumbled. The humans and dwarves easily overthrew the goblin conquerors without Gur'batal's leadership, the orcs swept over the lands taken from them like a wave, and all was as it had been. Except for his legend, and his sword.

The *Blade of Gur'batal* is a +5 *defending keen* longsword. Its wielder is given a +2 enhancement bonus to all six abilities, though none can be raised higher than 20. It also grants a +5 circumstance bonus to all skill checks involving interaction with goblinoids (including Bluff, Diplomacy and Intimidate). Three times a day it *heals* its wielder, as per the spell of the same name. It does not alter the wielder's alignment (Gur'batal was neutral), but the sword does change its owner into a hobgoblin over 1d4 months. If the sword is abandoned before the transformation is complete, the former owner returns to his original species at the same rate that he was changed into a hobgoblin. When the transformation is complete, the sword begins to compel the wielder to continue Gur'batal's work. Once a day, the blade's owner must make a Will save (DC 30) or head for goblinoid lands as soon as possible, attempting to take up a leadership position among the goblins. The character is not required to violate his alignment in the effort, however. This sword will *not* strike a goblinoid under any circumstances, unless the goblinoid attacks first, when wielded by someone other than a goblinoid.

(Once the transformation is complete, the wielder is considered goblinoid.) Once the transformation is complete, only a *wish* or *miracle* will restore the wielder to his original form, and then only if he has gotten rid of the blade in some fashion.

Ioun Stone of the Rainbow

This shimmering, exquisite wonder of the ages has been called the Mother of Stones, Light of the Planes and the Paragon of Jewels. It is truly beautiful to behold, even when apparently inert, glowing gently in every color imaginable. It is a perfectly shaped crystal that would be worth 50,000 gp were it merely a gemstone. However, it is a great deal more than that.

Legend has it that the a couatl and a lillend, each an ancient and powerful member of their respective races, sought to create something of lasting beauty and benevolence. They worked for centuries in one of the highest planes of good to create the Mother of Stones. Given that many evil creatures (particularly the yuan-ti) seek the destruction of the Light of the Planes, there seems to be some truth to the tale.

The Paragon of Jewels is, like most artifacts, indestructible. It cannot be targeted in combat the way other *ioun stones* can. It can be grabbed, though its size and speed grant it an AC of 30, and it actively avoids all such attempts. Its powers, while not overwhelming, are definitely formidable. The *Ioun Stone of the*

Rainbow grants the person it orbits five powers of other *ioun stones* — any five its ally wishes, except for the lavender stones. It also provides a +2 deflection bonus to AC, which does stack with the effect of the dusty rose *ioun stone* power. Once per round, either the owner or the Paragon of Jewels can change which powers are active as a free action. The Mother of Stones will never do this, however, unless the power change will benefit the owner. In addition, once a year, the Mother of Stones lives up to its moniker, creating an *ioun stone* of a random color (but never dull gray).

The *Ioun Stone of the Rainbow* is very particular about who may own it, however. It is neutral good, and while it is quite gentle in demeanor, the Light of the Planes regularly promotes its alignment. Evil characters are never able to activate it, and it attempts to escape from any such being at the earliest opportunity. Neutral characters are tolerated as long as they are serving a good cause. Good characters are aided to the best of the Mother of Stones' ability. It has an Intelligence of 18, a

Wisdom of 25, a Charisma of 22, and an Ego of 28, though it rarely tries to impose itself on

a character actively trying to do good. It is capable of

both speech and telepathic communication. It also

has the Listen and Spot skills at +25, and

immediately warns its owner of any

danger it spots. This will probably

be a regular occurrence, since there

are many malevolent forces that

despise the Light of the Planes, as

explained above. The

bearer of the *Ioun Stone of the Rainbow* gains a +10 circumstance bonus to all interaction with couatl and lillend, who trust the owner implicitly.

The *Ioun Stone of the Rainbow* can only be destroyed if it is deliberately devoured by a neutral evil god of destruction.



The Ring of Supreme Animation

This ring is said to have been created by the celestials themselves, in some ancient war against a race of fiends who found a way to freely travel the planes. This fantastic artifact was wielded by a hero of great honor and courage, and though he was slandered and framed by the fiends shortly before they were destroyed forever, his heroic legacy lives on in this ring forged from pure positive energy. The ring's minor powers are a +10 armor bonus to AC and the ability to *fly* and *alter self* at will as the spells. However, the ring's real power is its ability to both generate and animate objects. The wielder can cast *major creation* and *animate objects* at

will, as if cast by a 20th level sorcerer, though no more than one object generated by *major creation* can exist at a time. Animated objects are treated as having a +5 magical bonus for determining the effectiveness of damage reduction, but the actual attack and damage values of animated objects are unaffected. All animated objects are surrounded by a faint glow of white light, which is in fact a sheath of positive energy.

Undead, demons, devils, and any being with negative energy powers takes an additional 3d6 positive energy damage when struck by an object animated by the ring (no save).

The ring can only be used to full effect by characters of good alignment. Characters who are neutral in regards to good and evil benefit from the minor powers only. Evil characters who put on the ring must make a Fortitude save each round that they wear it or die instantly. On a successful save, the evil wearer takes 1d8 damage.

Magic items can be animated, but other artifacts are not affected by the *Ring of Supreme Animation*.

Jegroh's Crown

Most mind flayers focus on their psionic powers rather than on spells, which many see as more limited. Jegroh, however, was a visionary. It was reclusive even by illithid standards, preferring to work in obscurity, trading magical power and equipment for rare resources and the occasional vivisection subject.

All that changed, however, the day its greatest project was complete. Striding into a great city in the underground world, Jegroh proclaimed itself king of the illithids. Mind flayers are not often moved to laughter, but Jegroh's title was very amusing for a few moments. Then the crown flared to life, and the laughter stopped. Jegroh's claim stuck, and for three years its slave armies marched on drow, duergar, kuo-toa, svirfneblin, and anyone else who might resist it. Just as Jegroh was ready to march on the surface world, however, a daring theft stopped Jegroh at the height of its power. The moment it became vulnerable, jealous rivals struck, and Jegroh spent its last days as the slave of a minor illithid scholar.

What became of the thief is unknown, but dark and terrible rumors surround the days shortly after *Jegroh's Crown* vanished. Even now, no one knows what became of the crown or its current location. All anyone knows

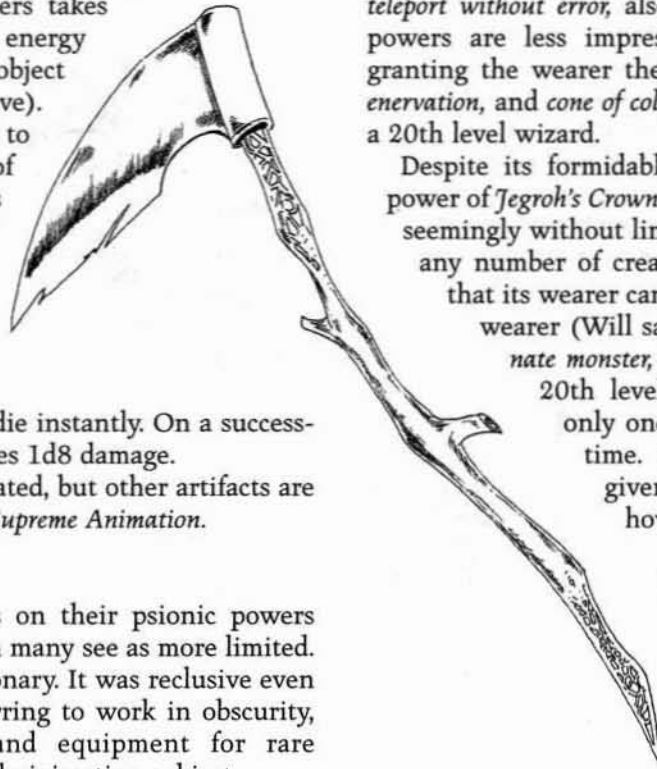
is that somewhere, in a dark corner of the world, Jegroh's legacy is pulsing with terrible hunger, awaiting the day it will be found. On that day, some suspect, Jegroh and its terrible legacy will live again...

Jegroh's Crown is every bit as fearsome as the legends claim it is. Its defensive powers are formidable, granting a +20 bonus to AC (+6 armor, +8 deflection, +6 natural armor) and continually protects the wearer with *mind blank*. In addition, the crown has the power to *teleport without error*, also at will. Its direct offensive powers are less impressive, but still considerable, granting the wearer the ability to use *lightning bolt*, *enervation*, and *cone of cold* three times per day each, as a 20th level wizard.

Despite its formidable arsenal, however, the real power of *Jegroh's Crown* is its ability to control others, seemingly without limit. The crown can *mass charm* any number of creatures, regardless of Hit Dice, that its wearer can see and who can also see the wearer (Will save negates). It can also *dominate monster*, at will, as the spell cast by a 20th level wizard, though fortunately only one command can be given at a time. The same command can be given to any number of targets, however.

For all of the crown's power, however, it does have one massive drawback. Jegroh, being no fool, foresaw the possibility of someone stealing his crown, and thus prepared it to absorb his mind should he be attacked while without it.

The crown is treated as an intelligent lawful evil item, with an Intelligence of 24, a Wisdom of 21, a Charisma of 19, and an Ego of 49. Unsurprisingly, it is capable of telepathic communication with its wearer. Jegroh's still in there, and it won't rest until it has conquered the fools who defied it. With Jegroh's massive superiority complex and strength of will, it is quite capable of dominating a weak-willed host. Jegroh can use *dominate monster* on the wearer (*mind blank* provides no protection from this effect) if he defies Jegroh for at least a full day. The only way to destroy *Jegroh's Crown* is to immerse it in the very first elder-brain pool ever created by illithid-kind, and it can use *dominate monster* on anyone even carrying it once a day. Have fun.



The Titan of the Derro

This major artifact may be the most powerful golem ever created. Created by a council of the most powerful derro savants and clerics of the time to destroy the tarrasque (which had accidentally burrowed too deeply when preparing for dormancy), it is a thing of brutish destruction to rival the tarrasque itself. Alas, the powers they invoked were too capricious and overwhelming to be controlled, and the Titan went on a rampage the moment the tarrasque left to find a more peaceful place to hibernate. Fortunately for the world, the process of destroying the civilization that created it buried the Titan under a literal mountain of rubble. To this day the Titan lies there, dormant, awaiting the day that it will be set free. It may not have long to wait, however. A young adult red dragon of supreme arrogance has chosen the Titan's resting place as its new lair. It digs ever deeper, blithely unaware of the Titan's presence. Most likely, it wouldn't care even if it did know.

In addition to its enormous size and strength, the Derro Titan is enchanted as a +5 weapon. This bonus is figured into its attack and damage values. It also has all the powers of a stone golem, as well as a stone golem's vulnerability to the *stone to flesh* spell. However, the Derro Titan can only be permanently destroyed by turning it to flesh in the same round the tarrasque attempts to swallow it whole. It is otherwise immune to the damage done by the tarrasque's digestive tract. (Indeed, during its epic battle with the tarrasque, the Titan tore its way out of the monster's stomach no less than three times!)

The Derro Titan: Huge Unique Construct

Hit Dice: 28d10 (280)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 35 (-2 size, -1 Dex, +28 natural)
Attacks: 2 slams +30 melee
Damage: Slam 3d10+20
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Crush, breath weapon
Special Qualities: Construct, acid immunity, damage reduction 50/+5, magic immunity, regeneration 1, spell-like powers
Saves: Fort +9, Ref +7, Will +10
Abilities: Str 41, Dex 8, Con —, Int 10, Wis 12, Cha —
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Always chaotic evil

Spell-Like Abilities: At will — *spike stones*, *stinking cloud*, *stone shape*; 3/day — *earthquake*, *flesh to stone*, *wall of stone*

Berserk (Ex): The Titan is permanently berserk, as with a clay golem that has broken free.

Slow (Su): As the stone golem supernatural ability.

Magic Immunity (Ex): Identical to that of a stone golem.

MONSTER ARCHETYPES**BLACK ORC****Medium-Size Humanoid (Orc)**

Hit Dice: 1d8 (4 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (scale mail), 30 ft. base
AC: 15 (+1 Dex, +4 scale mail)
Attacks: Longsword +2 melee
Damage: Longsword 1d8-1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Lightvision, SR 5, willpower
Saves: Fort +1, Ref +1, Will +0
Abilities: Str 9, Dex 13, Con 11, Int 13, Wis 10, Cha 11
Skills: Climb +3, Listen +3
Feats: Combat Reflexes, Improved Initiative, Weapon Finesse (longsword)
Climate/Terrain: Any land and underground
Organization: Solitary or command group (2-4)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Once the scourge of the elven nations, the black orcs led armies of orcs and goblinoids in open combat against their foes. More crafty and skillful than their simpler cousins, the black orcs only fell after a surprise alliance between the elves and dwarves, and no creature without orcish blood has seen one since.

The black orcs resembled stunted, black orcs, and often played upon this feigned weakness in combat, striking cleverly at their foes on the rare occasions they personally entered a melee. Most black orcs led from the rear, using cunning strategies to cut down their foes.

Though normally calm and controlled, the black orcs had a peculiar hatred of the elves, one that even the regular orcs found disquieting. Though the elves

returned this malice, they used it against the black orcs, luring them into cunning traps with "helpless," well-seasoned elven warriors as bait.

Combat

Black orcs thoroughly enjoyed combat, but fought defensively and with more care for their ultimate victory than for outright slaughter.

Lightvision (Ex): Even more than their normal brethren, black orcs were vulnerable in light, and indeed nearly blind. They could see only 60 ft. in full light, and acted as though blind outside of this area.

Willpower (Ex): Black orcs have a +2 racial bonus to Will saves against spells and spell-like abilities.

Black Orc Society

Black orcs led their lessers in military juntas and dictatorships, ruling as ruthlessly as they did effectively. They preferred to enslave rivals rather than destroying them, excepting their most hated enemies, the elves. The black orcs acknowledged the most cunning generals as their leaders, and forced their charges to follow orders through a mix of intimidation and tactical genius.

Black Orc Characters

Most black orcs were fighters, and their greatest leaders were fighters or fighter/rogues. Black orc clerics worship the god of destruction and death.

BROOD

Medium-Size Humanoid (Orc)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 studded leather)

Attacks: Longsword +1 melee, bow +2 ranged

Damage: Longsword 1d8, longbow 1d8

Face/Reach: 5ft. by 5ft./5 ft.

Special Attacks: —

Special Qualities: —

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

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

Skills: Climb +2, Hide +3, Inuit Direction +2, Jump +2, Listen +3, Move Silently +2, Spot +3

Feats: Tracking

Climate/Terrain: Any land or underground

Organization: Solitary or patrol (2-6)

Challenge Rating: 1

Treasure: Standard goods, standard items

Alignment: Usually lawful evil

Advancement: By character class

The product of an unholy union between dark elves and orcs, the two races initially created the brood to harry and hunt the hated elves. Unfortunately for both groups, the brood found the orcs simple-minded and the dark elves manipulative cowards. The brood quickly abandoned both to their own devices. Though few in number, the brood are skilled foes, and skirmish with both the elves and their would-be masters.

The brood strongly resemble both their progenitor races, and can disguise themselves as either with little difficulty. Their snouts are less pronounced than true orcs', and their white hair and black skin can help make them passable (if ugly) dark elves.

Combat

The brood prefer attacking in groups, often ambushing single foes before larger engagements. They are eminently capable of using the terrain to their advantage, and indeed prefer guerilla tactics. When outnumbered, they make controlled retreats to superior positions, from which they renew their attacks. Brood have no qualms about fleeing superior foes, but rarely abandon their hunts.

Brood Society

Brood societies form around individual patrols, who owe allegiance to the patrol and their race, in that order. Brood patrols have one leader, generally the most cunning in the group, and the others obey him without question. Each brood patrol hunts one race from among the dark elves, elves, and orcs, depending on the patrol's history with each race. They distrust outsiders, but will not attack without cause in most circumstances.

Brood Characters

The favored class of a brood is ranger, and their leaders are usually rangers or ranger/fighters. Brood clerics are practically unheard of, but may follow any deity.

COBRA OGRE

Large Giant

Hit Dice: 1d8+1 (5 hp)

Initiative: +4 (Improved Initiative)

Speed: 20 ft. (scale mail), 30 ft. base

AC: 9 (-1 size, +4 scale mail)

Attacks: Bite +0 melee; huge javelin +0 ranged

Damage: Bite 1d6 (plus venom); huge javelin 2d6

Face/Reach: 5ft. by 5ft./5 ft.

Special Attacks: Snakebite, venom

Special Qualities: —

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

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

Skills: Concentration +2, Heal +2, Knowledge
(religion) +4

Feats: Improved Initiative

Climate/Terrain: Any warm forest, marsh,
or swamp.

Organization: Solitary, patrol (2-4), or congrega-
tion (10-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful
neutral

Advancement: By character
class

Cobra ogres are large, expansionist cousins of the regular ogres, and regularly hold secretive rites to their otherworldly snake god. Their relentless drive for conquest halts only due to the intervention of heretics within their ranks who insist that war does not benefit their people. Few outside the race understands these conflicts, however, as the cobra ogres are notoriously insular.

Cobra ogres resemble nothing so much as serpentine ogres, complete with scales and cobra's hood. Though far frailer than their distant kin, cobra ogres are also more intelligent and more organized. They often terrify their foes into retreat before actual combat starts, bearing fangs and hoods and snapping at their terrified enemies.

Combat

Cobra ogres fight in orderly formations, with most using their spells to aid the combat. They seek to end any conflict brutally and quickly, save for the relatively peaceful internal conflicts with their rebellious kin.

Snakebite (Ex): The cobra ogre may extend his neck up to five feet to bite foes. Unprepared foes must make a Reflexes save (DC 15) or the strike catches them flat-footed. The reach for this attack is 15 ft.

Venom (Ex): Cobra ogres' fangs carry a mild venom, and those bitten by a cobra ogre must make a Fortitude save (DC 15) or suffer nausea for 1d8 rounds, during which they receive a -4 poison penalty to all rolls. The cobra ogres' hoods can spit a much less toxic version of this venom, which allows both a Reflexes save to dodge (DC 10) and a Fortitude save (also DC 10).

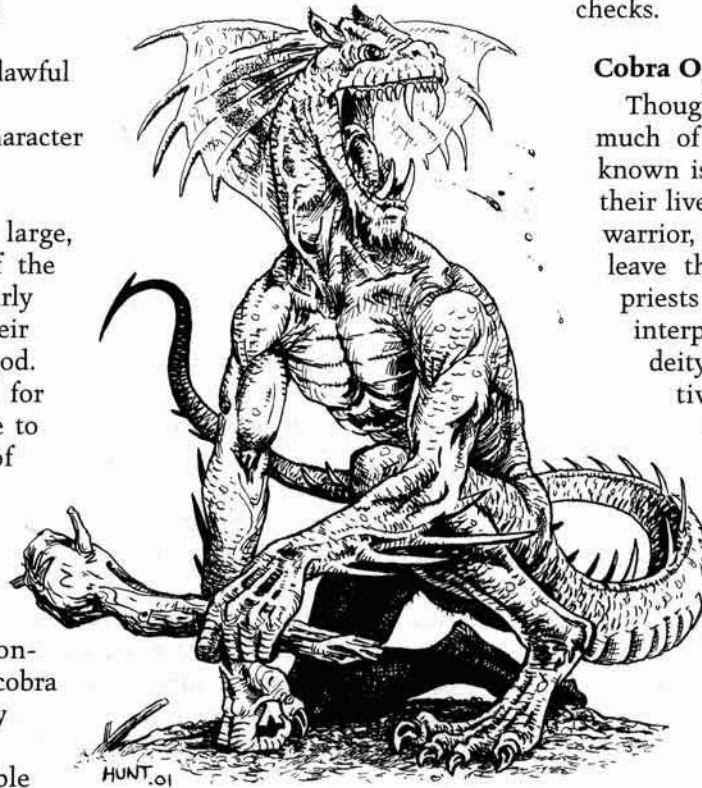
Skills: While their hoods are extended, cobra ogres receive a +2 racial bonus to Intimidate checks.

Cobra Ogre Society

Though few outsiders have learned much of cobra ogre society, what is known is this: each cobra ogre enters their lives as part of a priest, sorcerer, warrior, or worker caste, and may not leave the caste of their birth. The priests lead the government, and interpret the will of their strange deity. They are extremely secretive, however, and refuse to allow outsiders into their domain. They take prisoners, either for ransom or slavery.

Cobra Ogre Characters

The cobra ogres' favored class is cleric, and most cobra leaders are clerics or cleric/fighters. The cobra ogres' deity has the Healing, Lawful, and War domains.



DOGFACES

Medium Monstrous Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 40 ft

AC: 13 (+3 studded leather)

Attacks: Club +2 melee

Damage: Club 1d6+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Barbarian rage

Special Qualities: Soulgems, weakwill
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 15, Dex 13, Con 12, Int 8, Wis 9, Cha 8
Skills: Climb +4, Intimidate +4, Jump +4, Swim +4
Feats: Power attack
Climate/Terrain: Any land
Organization: Solitary, slave colony (4-10)
Challenge Rating: 1
Treasure: None
Alignment: Always any chaotic
Advancement: By character class

Dogfaces are a slaves, brutal and dull, yet potentially dangerous to their masters. Dogfaces are, as their name implies, large, canine humanoids with more muscle than mind. They eschew armor or clothing aside from manacles and yokes, and only instinctively grab at clubs in combat. Their bulk makes them an intimidating presence, however.

Combat

Once goaded into combat, dogfaces immediately rage if possible, blitzing their opponents with wild, uncoordinated attacks. During the initial rounds, they are a great threat, but any who survive the rage can dispatch the dogfaces with ease.

Barbarian Rage: All dogfaces, regardless of class, can rage as though they were 1st level barbarians. Dogface barbarians keep this ability, but derive no level bonuses for this racial rage.

Soulgems (su): Soulgems are small, semiprecious stones which house the souls of as many as ten different dogfaces. The wielder of a soulgem can force his dogfaces to to his bidding, but the dogfaces follow orders quite literally. Soulgems are created by level sixteen or greater spellcasters using the Create Wondrous Item feat, *trap the soul* spells, and cost 50 gp and 100 XP per encased soul. Crushing the gem frees the dogfaces.

Weak Will: Dogfaces have a -1 penalty to all Will saves for spells, spell-like abilities, and supernatural abilities.

Dogface Society

Dogfaces do not form proper societies of their own, lacking both the will and intelligence to do so until freed. They do, however, acknowledge the natural superiority of the most chaotic of their number, and during strange rites (see above), these individuals may act freely, regardless of the soulgems' qualities.

Dogface Characters

The favored class of dogfaces is the barbarian, and their leaders (such as they are) are always barbarians. At present, dogfaces lack the discipline to be proper fighters.

FERRIS

Large Giant

Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (40 ft. when determining running and sprinting)
AC: 10 (+1 Dex, -1 Size)
Attacks: 2 greatswords +1 melee, bite +0 melee
Damage: Greatsword 2d6+1, greatsword 2d6, bite 1d6
Face/Reach: 5ft. by 5ft./5 ft.
Special Attacks: Piercing bite
Special Qualities: Collapsible skeleton
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 10, Dex 13, Con 11, Int 10, Wis 9, Cha 10
Skills: Balance +3, Bluff +3, Climb +3, Escape Artist +4, Hide +3, Jump +4, Listen +3, Move Silently +3, Search +3, Tumble +3
Feats: Weapon Finesse (dagger)
Climate/Terrain: Any city or underground
Organization: pack (2-6), warren (8-20)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class

The scourge of many cities, the ferris is an oft-underestimated menace, a greedy people who steal at whim, heedless of others' needs. Distant cousins to ogre mages, the ferris quietly invade a city, rob it blind, and flee before anyone is the wiser.

To the untrained eye, a ferris is no different from a giant rat. Giant rats, however, are far less intelligent, lack grasping forepaws, and cannot walk upright. The ferris allow others to believe what they wish, however, enjoying the quiet joke at their prey's expense.

Combat

Ferris hate combat, being cowards at heart, and only fight to defend themselves or when cornered. Outside their warrens, a ferris' first priority is flight.

Collapsible Skeleton: The ferris can collapse its skeleton, allowing it to crawl through spaces no smaller than two feet in diameter.

Piercing Bite: The ferris' bite ignores natural armor less than +3, and non-magical armor worse than studded leather. The teeth are so sharp as to simply slice right through such defenses, and repeated bites may ruin the armor; for the purposes of the armor taking damage, it has hardness of 0 against the bite, and takes as much damage as its wearer.

Skills: The ferris receive a +2 racial bonus to all Escape Artist checks.

Ferris Society

Ferris society is a loose matriarchy, with females ruling due to their ability to procreate. This "rulership" is unstable, however, as most ferris simply go about their own business, only conceding leadership when outsiders invade the warrens. Ferris warrens contain twice as many children (noncombatants) as adults, and the ferris fight to the death to protect their children.

Within the warren is an icon of whichever deity the warrens' clerics most revere, and this icon is often an amalgam of several trickster gods. These icons are invaluable to religious scholars seeking to prove ties between different pantheons.

Ferris Characters

The favored class of the ferris is rogue, and most ferris leaders are rogues or rogue/clerics. The ferris clerics always follow trickster deities.

GRIKKYN

Medium-Size Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 13 (-1 Dex, +3 studded leather, +1 small shield)

Attacks: Longsword +3 melee; or javelin +1 ranged

Damage: Longsword 1d8+2; or javelin 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

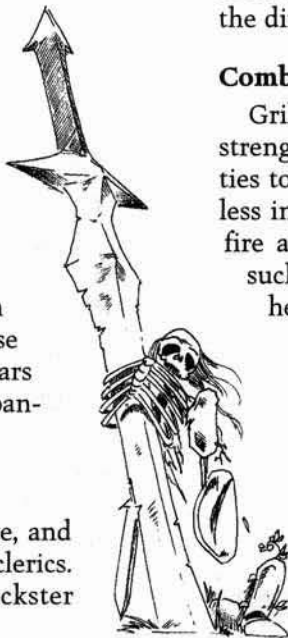
Special Qualities: Prodigious healing, darkvision 60 ft.

Saves: Fort +3, Ref -1, Will +0

Abilities: Str 15, Dex 8, Con 12, Int 6, Wis 10, Cha 6

Skills: Climb +6, Jump +6

Feats: Power Attack



Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, pair, or gang (2 - 5)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Grikkyn are a hybrid hobgoblin/troll creature spawned by magical ritual often employed by hobgoblin shamans. They possess a less powerful version of a troll's regenerative capacities, but lack that race's stubbornness and ill temper. In many ways, grikkyn are docile, placid creatures that raid and maraud only at the direction of their hobgoblin masters.

Combat

Grikkyn seek to overpower foes with their raw strength. They rely on their prodigious healing abilities to carry themselves to victory, and are often reckless in battle. Most grikkyn possess an in-born fear of fire and acid, but some are dense enough to ignore such threats, not realizing that they cannot easily heal such damage.

Prodigious Healing (Ex): Grikkyn take all non-fire and non-acid damage as subdual damage. Though they heal subdual damage at the normal rate, they may reattach or regrow lost limbs, including the head. A grikkyn knocked unconscious by subdual damage may be slain with a coup de grace action.

Grikkyn Society

Grikkyn exist as laborers and warriors in hobgoblin society. Few possess the mental acuity and ambition to strive for leadership. Those grikkyn that do find freedom usually leave as peaceful hermits.

Grikkyn Characters

Their hobgoblin keepers usually train Grikkyn as warriors. Some grikkyn become fighters and barbarians; spellcasters are unknown amongst this race. Rumors persist of grikkyn hermits who acquire druid abilities.

GROGLIN

Small Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 16 (+1 size, +1 Dex, +3 studded leather, +1 small shield)

Attacks: Short sword +1 melee; or javelin +2 ranged

Damage: Short sword 1d6; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Chameleon, darkvision 60 ft., stench

Saves: Fort +3, Ref +1, Will -1

Abilities: Str 10, Dex 13, Con 12, Int 9, Wis 8, Cha 9

Skills: Climb +4, Hide +7, Intimidate +3, Move Silently +1

Feats: Dodge

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary, gang (2–12 plus 1 leader of 3rd – 6th level and 2 2nd-level lieutenants), or colony (10–40 plus 1 leader of 8–10th level and 5 5th-level lieutenants)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Groglin is a strange crossbreed between a troglodyte and a goblin. While trogs dismiss groglins as tiny weaklings, amongst goblins they serve as elite commandos, assassins, and scouts. Combining a goblin's wily nature with a troglodyte's toughness and strength, groglins make an effective mix of stealth and combat ability.

Groglin has the same size and basic looks of goblins, but they have a troglodyte's scaly hide. As their skin shifts color to match their surroundings, groglins can hide with ease even in the most exposed positions.

Combat

Groglin strikes from ambush, using their chameleon ability to sneak up close to their foes before launching a volley of javelins or leaping forth to stab with their swords.

Chameleon (Ex): A groglin's scaly hide changes color to reflect its environment. Groglin gains a +6 racial bonus to all Hide checks.

Stench (Ex): Like their troglodyte ancestors, groglins can generate a wretched stench. However, groglins have more control over this ability and do not automatically emit their musk when afraid or angry. Furthermore, the musk producing glands are less developed in groglins, limiting the effectiveness of this

ability in comparison to troglodytes. A groglin can generate a sickening chemical that causes a -1 circumstance penalty to attacks for all non-groglin within 30 feet. A groglin may use this ability once per day. This penalty lasts for 5 rounds.

Groglin Society

While groglins do not usually exist in large enough numbers to form their own groups, they sometimes band together in isolated groups away from both their troglodyte and goblin forebears. These colonies tend to lurk at the periphery of a dungeon or cave network, picking off those creatures that wander into their territory.

Groglin Characters

A groglin's preferred class is rogue. Groglin has no deity to call their own, and the cleric amongst them primarily worship the gods of the goblin pantheon.

GURK

Medium-Size Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 20 ft. (scale mail), base 30 ft.

AC: 14 (+4 scale mail)

Attacks: Greataxe +3 melee; or javelin +1 ranged

Damage: Greataxe 1d12+4; or javelin 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., light sensitivity, multitasking

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

Abilities: Str 12, Dex 10, Con 11, Int 13, Wis 12, Cha 13

Skills: Intimidate +5, Jump +5, Knowledge (religion) +3

Feats: Ambidexterity, Weapon Focus (greataxe)

Climate/Terrain: Any land and underground

Organization: Solitary or corp (2-4) within orc tribe

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

These bizarre, two-headed orcs represent a special blessing from the gods. According to orc legend, a gurk has the strength, cunning, and toughness of two orcs combined into one body. In orc tribes, a gurk holds a favored position as a herald of the gods and most gurks become cleric or adept.

Gurks look like stronger than normal orcs with two distinct heads. Each head possesses a distinct personality, with one head usually skilled in combat and tactics and the second serving as a priest or sorcerer. Their honored position extends to most aspects of orcish life, though gurks have such a strong connection to the gods that they usually make much more effective religious rather than social leaders. Thus, while gurks occupy places of honor they rarely assume leadership of the entire tribe.

Combat

Gurks usually serve as advisors, field commanders, and holy men amongst the orc tribes. In battle, they provide magical support and tactical advice to the rest of the tribe.

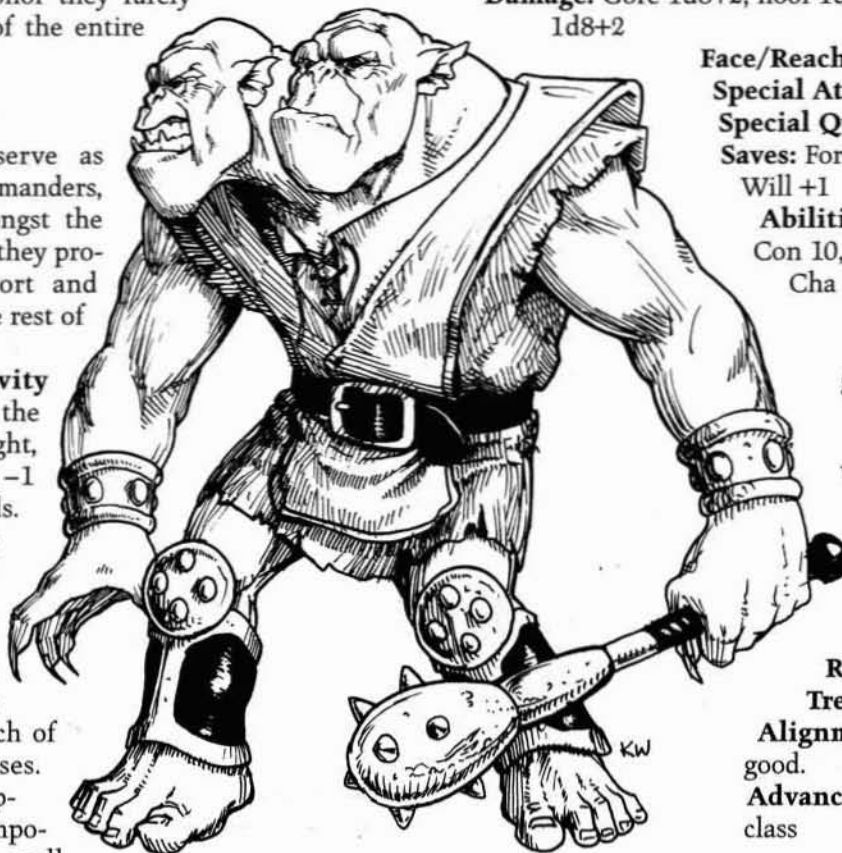
Light Sensitivity (Ex): While within the radius of strong light, a gork suffers a -1 penalty to attack rolls.

Multitasking (Ex): If a gork has levels in more than one spellcasting class, it may cast two spells in single round, one from each of two different classes. Each gork head supplies the verbal components for the spell.

Casting two spells in the manner counts as a single full-round action that draws an attack of opportunity. The gork must make separate Concentration checks for each spell, if necessary.

Gurk Characters

Gurks most commonly become clerics, sorcerers, and sometimes even wizards. While many also acquire warrior or barbarian levels, gurks rarely serve as frontline fighters.



MINOS

Large Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 50 ft.

AC: 12 (+2 natural)

Attacks: Gore +3 melee, 2 hooves +1 melee; or heavy lance +3 melee

Damage: Gore 1d8+2, hoof 1d6+1; heavy lance 1d8+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: —

Special Qualities: —

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

Abilities: Str 15, Dex 10, Con 10, Int 9, Wis 13, Cha 10

Skills: Heal +4, Know-ledge (religion) +1

Feats: Dodge

Climate/Terrain: Warm islands.

Organization: Solitary, troupe (1-6), gathering (10-50)

Challenge

Rating: 1

Treasure: Standard

Alignment: Usually lawful good.

Advancement: By character class

The minos are the offspring of centaurs and minotaurs in the southern island chain of Minos, where the two races initially battled each other nearly to extinction. Eventually the attrition grew so great that not even the bloodthirsty minotaurs could stand it, and each side sued for peace, offering up a generation of their children as hostages for marriage. Four generations later, the minos are now a peaceful people, eager to aid the world around them.

The minos are often mistaken for centaurs from a distance, bearing a much greater resemblance to these than to their minotaur ancestry. The minos' body, how-

ever, is that of a large bull, and its humanoid torso is a gleaming bronze. Two bronze horns jut from its temples, and a full mane sprouts from its head and down its back.

Combat

Unless fighting in defense of their island, the minos attempt to subdue their foes, rather than slaying them. When outnumbered, they attempt to flee or guard their charges for as long as possible. They ritually pray after each of their kills, and view hunting for sport as a barbaric custom.

Minos Society

The islands of Minos are among the world's largest free trade ports, where virtually anyone can ask for and receive sanctuary. The minos will not harbor slavers or assassins in their midst, however, marooning those that they find.

The minos themselves rule largely democratically, with each adult voting on major events, and city administrators overseeing the day-to-day operations of their townships. The minos typically have their hands full simply running their ports, as criminals run rampant on their streets (a source of great shame to the people). Minos who journey forth to other nations, however, invariably meet a hero's welcome upon their return.

Minos Characters

The favored class of minos is the paladin, and most minos leaders are paladins or clerics. Minos clerics are idealist clerics, rather than deist, and primarily choose from the Good, Healing, Protection, and Law domains.

MONGREL

Medium-Size Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 12 (-1 Dex, +3 studded leather)

Attacks: Greatclub +1 melee; or javelin +0 ranged

Damage: Greatclub 1d10; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., +2 bonus on all saves v. spells and supernatural effects

Saves: Fort +3, Ref -1, Will +0

Abilities: Str 10, Dex 8, Con 13, Int 10, Wis 12, Cha 8

Skills: Climb +4, Listen +4, Spot +4, Wilderness Lore +6

Feats: Alertness

Climate/Terrain: Any land or subterranean

Organization: Gang (3-12 plus 1 leader of 2nd-4th level and 2 2nd-level sub-chiefs), colony (12-48 plus 1 leader of 6th-8th level and 5 3rd-level lieutenants), or horde (50-150 plus 1 leader of 12th-16th level, 6 sub-chiefs of 6th-8th level, and 12 lieutenants of 2nd-4th level)

Challenge Rating: 1/2

Treasure: Half standard

Alignment: Usually neutral evil

Advancement: By character class

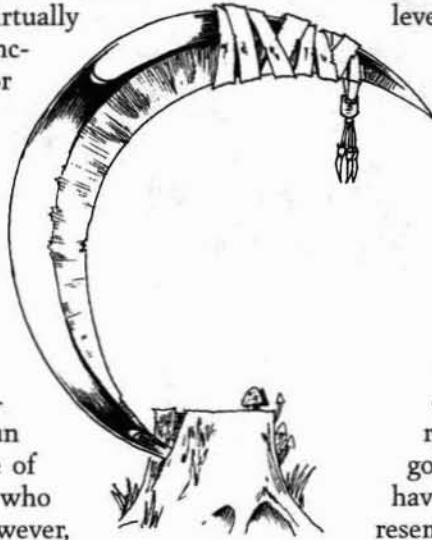
Mongrels are an unfortunate byproduct of magical experiments designed to create new life and the bizarre and often incompatible cross-breeds attempted by evil humanoid races. Mongrels are twisted mutants that exhibit the racial characteristics of a wide range of creatures. Some bear a mix of orc, goblin, and ogre traits, while others may have such a tortured ancestry that they bear resemblance to no single race.

Combat

In battle, mongrels are desperate, wild fighters. Most have little to live for and fight tooth and nail to overcome their enemies. Furthermore, this desperation often drives them to launch raids on surrounding communities. Luckily for civilized races, mongrels target human, orc, goblin, elf, and other settlements indiscriminately. Most mongrel groups regard all other races as enemies.

Mongrel Society

Mongrels congregate in small bands for mutual protection. Most other evil humanoid races look down on mongrels as weaklings and attempt to enslave them. Thus, mongrels tend to form crude, fortified camps that serve to protect them from the depredations of aggressive monsters.



Mongrel Characters

As creatures spawned by magical experiments, mongrels have a natural affinity for spellcasting classes. In particular, many of them spontaneously manifest sorcerous abilities. A few mongrels raised in secure environments become wizards. In the wilds, most become warriors as a matter of survival.

NASIMIR**Medium-Size Outsider****Hit Dice:** 1d8 (4 hp)**Initiative:** +0**Speed:** 30 ft.**AC:** 10**Attacks:** Dagger +0 melee**Damage:** Dagger 1d4-1**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Attacks:** Charm person**Special Qualities:** Low-light vision**Saves:** Fort +2, Ref +0, Will +2**Abilities:** Str: 9, Dex: 11, Con: 10, Int: 11, Wis: 11, Cha: 15**Skills:** Bluff +5, Concentration +3, Diplomacy +5, Scry +2, Spellcraft +3**Feats:** Dodge**Climate/Terrain:** Warm forests**Organization:** Solitary or family (1-4)**Challenge Rating:** 2**Treasure:** Double standard goods**Alignment:** Always neutral**Advancement:** By character class

The nasimir are a crossbreed of nymphs and rakshasa, and often serve the latter race. They are always female, and usually the terrible servants of their fathers. Like all outsiders, they rarely visit the prime material planes unless summoned.

A nasimir is a beautiful woman bearing the feral features of a tiger. Their feline ancestry marks their faces, and produces a cat-like nose and long, pointed ears. Their copious fur is the orange and black pattern of their fathers. They are tall for human women.

Combat

Like both their parent races, nasimir disdain combat, viewing it as both beneath them and unnecessarily dangerous. They freely allow others to fight for them, but only draw arms in self-defense, and even then only long enough to flee.

Charm Person (Sp): Nasimir may cast this spell a number of times per day equal to their Charisma modifier.

Skills: The nasimir receive a +2 racial bonus on all Bluff checks.

Nasimir Society

The nasimir do not form their own societies, instead living on their own or with their sisters in service to either of their parents. Nasimir in service to nymphs are fierce protectors of the forest, brooking no trespass from despoilers. Such nasimir sisterhoods patrol their protectorate regularly, dispatching all whom they find wanting.

Nasimir in service to their rakshasa fathers, however, are much more cruel. While their cunning grants them a certain degree of independence from their fathers, the nasimir wants nothing less than absolute freedom from her parents' plots. They pay heed to the rakshasa's commands, often seducing mortals as part of the rakshasa's schemes, but eagerly accept any offer to dispatch the rakshasa. The nasimir will bargain away anything in such dealings, never intending to hold her side of the bargain.

Independent nasimir are rare, typically either orphans or nasimir who have escaped their father's notice. Such nasimir are the only truly happy ones of their kind, and meddle freely in the affairs of others.

The child of a nasimir is always another nasimir.

Nasimir Characters

A nasimir's favored class is druid, and most of the most powerful nasimir are druids. Nasimir clerics normally worship forest deities or powerful devils.

NESLIKAAR**Large Monstrous Humanoid****Hit Dice:** 2d8+2 (11 hp)**Initiative:** +0**Speed:** 30 ft., climb 30 ft.**AC:** 14 (-1 size, +3 studded leather, +2 large wooden shield)**Attacks:** Greataxe +4 melee; or longbow +1 ranged**Damage:** Greataxe 1d12+3; or longbow 1d8**Face/Reach:** 5 ft. by 10 ft./5 ft.**Special Qualities:** Climbing ability, darkvision 60 ft.**Saves:** Fort +3, Ref +2, Will +1**Abilities:** Str 17, Dex 11, Con 13, Int 10, Wis 9, Cha 6**Skills:** Climb +12, Handle Animal +3, Listen +1, Spot +1**Feats:** Alertness**Climate/Terrain:** Any subterranean

Organization: Solitary, pair, or band (10–40 plus one 8th-level noble and four 4th–6th level courtiers)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Neslikaar are a strange cross between a centaur and a lizard. They have the upper body of a lizardfolk and the lower body and hind legs of a large reptile. Neslikaar live deep within the earth in the same great caverns inhabited by drow, kuo-toa, and other races of the deep earth. Unlike their neighbors, the Neslikaar have a strong moral code and seek to live in harmony with their environment. They bear no ill will towards surface dwellers and often aid them during their travels in the underdark.

Combat

Neslikaar use their ability to scale sheer surfaces and walk across ceiling to attack their enemies from unexpected directions. A favorite Neslikaar ploy is to lure a marauding band of drow into a tight, cramped cavern where the Neslikaar's wall-walking ability allows them to bring far many warriors to bear on their foes along the floor, walls, and ceiling.

Climbing Ability (Ex): Neslikaar have small suction cups on the lower legs that allow them to climb vertical surfaces and even move across ceilings. Neslikaar climb at a speed of 15 feet. However, a Neslikaar carrying a heavy load overtaxes this ability. He can still climb, but must make a skill check as normal with a +10 racial bonus and cannot scale surfaces normally impossible to cross with the Climb skill while weighed down with gear.



Neslikaar Society

Neslikaar form small, nomadic bands that wander the caverns deep beneath the earth. Their enemies, including the drow and derro, often have resources and magical abilities that far outstrip the Neslikaar capabilities, forcing them to forever remain one step ahead of their foes. Neslikaar usually travel in groups centered on family clans. A council of elders directs the clan's business and makes most major decisions.

Neslikaar Adventurers

Their nomadic tendencies make Neslikaar well-suited to become rangers. Neslikaar clerics revere their racial deity, a being known as Soolthek the Guardian. They have access to the Earth, Good, Healing, and Protection domains.

RUOTH

Large Humanoid

Hit Dice: 6d8+12 (39

hp)

Initiative: –1 (Dex)

Speed: 30 ft.

AC: 16 (–1 size, –1 Dex, +5 natural, +3 studded leather)

Attacks: Greataxe +8 melee; or javelin +3 ranged

Damage: Greataxe 1d12+4; or javelin 1d6+4

Face/Reach: 5 ft. by 5 ft./ 10 ft.

Special Attacks: Horns

Saves: Fort +8, Ref +0,

Will +1

Abilities: Str 19, Dex 8,

Con 15, Int 6, Wis 11, Cha 9

Skills: Intimidate +7, Listen +2, Search +2, Spot +2

Feats: Power attack, cleave

Climate/Terrain: Temperate and warm land and underground

Organization: Solitary or troupe (3–12)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Ruoths are towering, powerfully built humanoids with a great pair of mighty horns. They often vaguely resemble ogres, and possess that race's range of skin tones and general body type. Sages postulate that ruoths are the result of some strange experiment that combined the traits of ogres and minotaurs into a single creature.

Ruoths' bizarre behavior sets them apart from other humanoid races. They have a strong sense of personal honor tied to their tradition of mercenary service. Once paid by an employer, ruoths serve as bodyguards and servants to the best of their ability. While ruoths are far from completely reliable, amongst the conniving and backstabbing evil humanoids ruoths are saintly paragons of virtue.

Combat

In battle, ruoths often fight at the behest of their employer, following orders to the best of their abilities. Most ruoths charge into battle, hoping to bring their fearsome horns to bear on their foes before following up with a series of tremendous blows with their greataxes. When operating in small bands, ruoths exhibit a grasp of strategy and tactics far beyond their normally limited intelligence.

Horns (Ex): When charging, a ruoth may opt to make a single gore attack at their best base attack bonus that deals 3d6 + 1^{1/2} times the ruoth's Strength bonus.

Ruoth Society

Ruoths rarely come together in permanent settlements. As most seek to work amongst other races as mercenaries, they usually travel alone in search of work. Once every few years, the ruoths living in a region come together for a great festival during which they hold competitions of strength and skill and wild orgies by night, during which the next generation of ruoths is conceived.

Ruoth Adventurers

The vast majority of ruoths are warriors, as most lack the intelligence and drive to master weapons with the same level of skill as a fighter. Some wild ruoths become barbarians, and very rarely a ruoth may dedicate himself to a god of war, evil, or tyranny.

SCREECHING GREEN

Medium-Size Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft.

AC: 13 (+3 studded leather)

Attacks: Longsword +0

Damage: Longsword 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Screeching Voice

Special Qualities: –

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

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

Skills: Bluff +2, Concentration +2, Diplomacy +3, Gather Information +1, Perform (singing) +4

Feats: Dodge

Climate/Terrain: Any warm forest or swamp, or any civilization.

Organization: Solitary

Challenge Rating: 1

Treasure: Double coins

Alignment: Usually neutral evil

Advancement: By character class

Though renowned for the tonal qualities of their voices, the screeching greens are still orcs at heart. Though they can and do accept, even enjoy, the performer's life, they take orders poorly, and have little forgiveness for the cruelties they often receive as part of their training. Several screeching greens have emerged as operatic legends, only to turn upon their patrons and flee into the night.

The screeching green looks far more like its orcish ancestor than its harpy progenitor, with only an emerald sheen of scales and fringed neck betraying its other parentage. The greens reap the bulk of their power from the harpies, however, and their screeching causes their mouths to go almost entirely circular while the fringes stand on end. Away from the wild, the screeching greens often dress in the finest fashions their patrons can afford.

Combat

In the wild, screeching greens open attacks with their shouts, hoping to stun their opponents and set up a coup de grace. As more join the ranks of courtly society, however, they sometimes purchase bodyguards and lend their natural bardic talents to the fights.

Screeching Voice (ex): The screeching green can also emit an ear-piercing shriek, affecting all listeners in a 10-foot radius. Everyone within this range must make a Fortitude check (DC10 + the green's level). If they succeed, the cacophony deafens them for 1d4 rounds. If they fail, they take 1d4 points of sonic damage, are stunned for 1d4 rounds, and deafened for 2d8 rounds. Additionally, this ability shatters all non-magical glass and shaped crystal within the radius. A screeching green may use this ability a number of times per day equal to their Charisma modifier.

Skills: The screeching green receives a +2 racial bonus to all vocal Perform checks, as though their voices were masterwork musical instruments.

Screeching Green Characters

The favored class of screeching greens is the bard, and most screeching greens are bards. Screeching green clerics may serve any god or no god at all, but show a marked preference for gods of Trickery.

SLUVERIAN

Medium-Size Monstrous Humanoid (Aquatic)

Hit Dice: 1d8 (4 hp)

Initiative: +1
(+1 Dex)

Speed: 5 ft., Swim 50 ft.

AC: 13 (+1 Dex, +2 leather)

Attacks: Trident +1 melee, trident +1 ranged

Damage: Trident 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Conflicting Geas

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

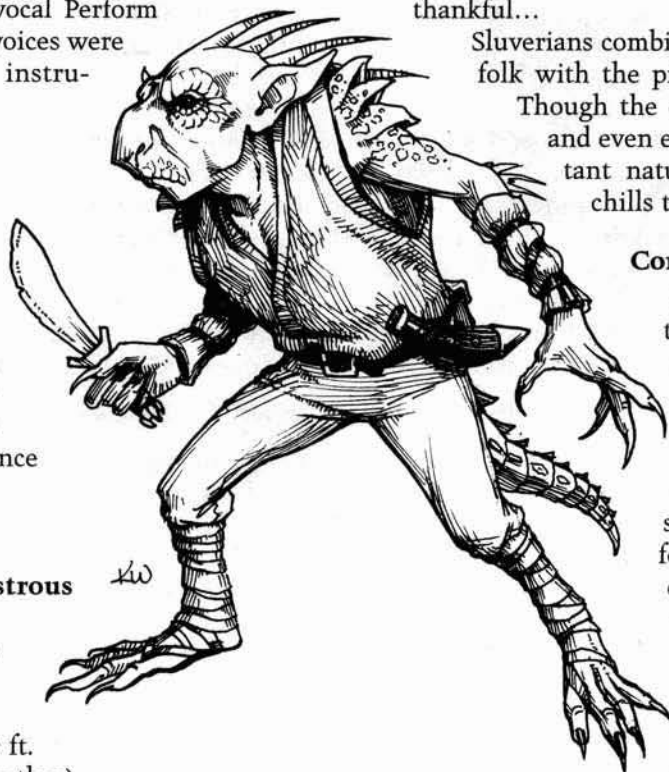
Abilities: Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 9

Skills: Concentration +2, Diplomacy +2, Heal +2, Knowledge (religion) +2

Feats: Combat Casting

Climate/Terrain: Any underwater

Organization: Solitary, scouting party (1-4), war band (5-10)



Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Sluverians take their hated geases very seriously, going to great pains to assure the continued survival of both the merfolk and the sahuagin, even to the point of culling both races' most war-like members. They do this only because of the geases, however, and have no love for either race. Indeed, any party who could free the race of these spells would find the sluverians most thankful...

Sluverians combine the serene beauty of the merfolk with the piscine features of the sahuagin.

Though the effect is not wholly unpleasant, and even exotically attractive, the cold, distant natures of the sluverians typically chills the blood of most suitors.

Combat

Sluverians surgically strike at their opponents in combat, attacking the greatest threat until they neutralize it, then continuing to the next greatest. They flee if outnumbered or overpowered, but usually do so to regroup and call in reinforcements. They are not especially bloodthirsty, however, and will not attack anyone without cause.

Conflicting Geas: Every sluverian is under the effect of two geases: one to preserve the survival of the merfolk race, and

the other to ensure the survival of the sahuagin people. Though they may kill individuals of the race, even important ones, they may only do so in self-defense or when the target threatens the other race.

Skills: Sluverians receive a +8 racial bonus on all Swim checks.

Sluverian Society

Sluverian society is a rigid, militaristic theocracy, with a general (the greatest fighter) and a consul (the greatest cleric) ruling over the tribes, with the general deferring to the consul. Individuals advance in rank due to their skills and their performance, with no special favor for anyone. In rare times of peace, sluverians grudgingly trade with merfolk and sahuagin, though

this is normally a ruse for spying. The only outside race that the sluverians respect and hold dear is the Locathah, who are trying to discover a way to break the geases.

Sluverian Characters

The favored class of the sluverians is that of the cleric, with clerics and cleric/fighters making up the majority of sluverian leaders. Sluverian clerics serve any god of Water or War, but some serve those ideals instead.

SPIDER GOBLIN

Small Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 20 ft., 20 ft. Climbing

AC: 14 (+1 Size, +3 leather)

Attacks: Hand crossbow +2

Damage: Hand crossbow 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Superior Climbing, superior crossbowmanship

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

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

Skills: Balance +4, Climb +4, Craft (architecture) +4, Decipher Script +4, Disable Device +4, Jump +4, Read Lips +4, Tumble +4, Use Rope +4

Feats: Combat Reflexes, Exotic Weapon Proficiency (hand crossbow)

Climate/Terrain: Any forest, mountainous, or underground

Organization: Solitary, scouting party (2-8), colony (9-100)

Challenge Rating: 1

Treasure: Double Goods and Items

Alignment: Usually lawful neutral

Advancement: By character class

The product of a magical experiment, spider goblins are perhaps the fastest-growing new race, easily capable of overrunning regions within a decade. They are not uncivilized, however, and find other races interesting, if not necessarily trustworthy.

Spider goblins appear as thinner, paler versions of true goblins, with an extra set of clawed hands and arms. They have eight eyes (two large, and six smaller), and mandible-like teeth. Fortunately for outsiders, spider goblins are devout insectivores, despite their frightening appearance.

Combat

Spider goblins prefer to climb out of the reach of an enemy, then fire down bolts upon their foes. In their cities, with the endless series of extended rope bridges, this tactic turns most invasion attempts into a veritable slaughter.

Superior Climbing: While their hands are empty, spider goblins may climb at their walking rate. They may hold and fire ranged weapons while climbing, but lose both this ability and their Superior Crossbowmanship (see below).

Superior Crossbowmanship: Spider goblins may reload hand crossbows as a free action, rather than as a move-equivalent action, and do so without drawing attacks of opportunity. They may not use this ability while climbing, or while two or more of their hands are otherwise occupied.

Spider Goblin Society

Spider goblins do not have proper leaders, per se, instead operating as something akin to a group consensus. Within their strange, beautiful cities, the recognized experts hold absolute authority over their domain, deferring absolutely to others'. Spider goblins do not recognize individual rights, believing that the survival of the community is of the utmost concern. In any spider goblin colony, there are double the number of non-combatant children as adult spider goblins.

Spider Goblin Characters

Spider goblins' favored class is the rogue, with their nominal leaders being predominately rogues or multi-class rogues. There are very few spellcasters among the spider goblins, who view magic as a fearful, unquantifiable abstract. Practicing magic, while not a crime, is sharply frowned upon.

HALF-HUMAN TEMPLATE

HALF-HUMAN RACES AND MONSTERS

Many wizards, sorcerers, and sages who experiment in creating new races often attempt to combine a monster species' bizarre and useful traits with humanity's intelligence and body form. The half-human template allows you to create new monsters that are the byproduct of magical experiments and bizarre crossbreeding programs.

Creating Half-Human Creatures

"Half-human" is a template that can be added to any animal, beast, fey, giant, humanoid, magical beast, or monstrous humanoid. Usually, a given creature that receives this template has the word half- added before its name to identify it. For example, a troll that receives this template would be referred to as a half-troll. Of course, from the troll perspective the creature is half-human.

A half-human's creature type changes to "monstrous humanoid." It otherwise uses its base creature's stats and special abilities except as noted below.

Size: If the base creature is smaller, than Medium-size, the template creature is one size category larger. If it is larger than Medium-size, the template creature is one size category smaller.

Hit Dice: Change to d8.

Speed: Half-humans have either a speed of 30 ft. or half the base creature's speed rounded down to the nearest five-foot increment, which ever is greater. If the creature has any special movement types, such as burrowing or flight, the half-human gains these abilities at half the base creature's rate of movement, rounded down to the nearest five-foot increment. If the creature possesses flight, the half-human maneuvers at one category worse than the base creature, though it cannot be worse than a clumsy flier.

AC: If the base creature has a natural armor class bonus, divide it in half rounding down.

Attacks: Compute the creature's base attack bonus by subtracting any bonuses from Strength or feats from its attack. The half-human creature gains a base attack bonus equal to half the base creature's.

Damage: If the base creature has any natural attacks, such as claws or a bite, the half-human may use those. Its base damage is determined by the half-human's size.

Size	Bite	Claws
Small	1d3	1d3
Medium	1d4	1d4
Large	1d6	1d6
Huge	2d4	2d4
Gargantuan	2d6	2d6

The half-human also gains any other attacks the base creature has access to. These attacks work as normal, though if the half-human is smaller than the base creature reduce the damage die type for the attack by one step. For example, an attack that deals 1d12 damage now deals 1d10. If the attack deals 2d4 damage, it now deals 1d6 damage. If the attack deals only 1 point of damage, the half-human may not use it.

Designate one natural attack as the half-human's primary attack. This attack is at -2 to hit, while the rest of its attacks are at -5. If the half-human fights with a weapon, it may use that attack as its primary one. Note that the non-primary attacks must obey all rules for off-handed weapons. The half-human may not gain more than one attack with any one secondary attack, no matter what its base attack bonus, and it adds only half its Strength bonus to the damage inflicted by those attacks.

Face/Reach: The template creature has the following face and reach depending on its size.

Size	Width	Length	Reach
Small	5 ft.	5 ft.	5 ft.
Medium	5 ft.	5 ft.	5 ft.
Large	5 ft.	5 ft.	10 ft.
Huge	10 ft.	10 ft.	15 ft.
Gargantuan	20 ft.	20 ft.	20 ft.

Special Attacks and Qualities: The half-human creature gains the base creature's extraordinary special attacks and qualities.

Saves: The half-human uses the base creature's saving throws, modified for any changes to its abilities as a result of the use of this template.

Abilities: Creating a monster/human crossbreed tends to moderate a creature's extreme characteristics. To determine the half-human's Strength, Dexterity, and Constitution, add 10 to each of the base creature's values for those abilities and divide by 2, rounding down. The half-human's Intelligence, Wisdom, and Charisma equal either the average between the base creature's stat and 10 for each of those characteristics or 10, whichever is higher.

Skills: If the half-human has a higher Intelligence than the base creature, it gains skill points equal to its new Intelligence modifier minus its old modifier times its hit dice. For example, if the half-human has an Intelligence of 10 and the base creature had an Intelligence of 6, the half-human gains 2 skill points per hit dice. The half-human also keeps the base creature's skills.

Feats: In addition to the base creature's feats, the half-human gains additional feats equal to its hit dice divided by 4, rounded down.

Climate/Terrain: Any land. Half-humans tend to be much more adaptable and versatile than their full-blooded cousins.

Organization: Solitary or colony (2-12).

Challenge Rating: As base creature minus 2. CR 1 creatures become CR 1/2. Those with a CR of less than 1 remain unchanged.

Alignment: As base creature.

Advancement: By character class.

Half-humans tend to look like humanoid versions of their base creatures. Humans crossed with other humanoid races, such as lizard folk or troglodytes, tend to be smaller but smarter than their original species. Beasts and animals share many of the characteristics of their ancestors, though they have a humanoid form. A giant eagle/human crossbreed may have a humanoid form with wings sprouting from its back, a beaked face, clawed feet, and thick feathers.

A half-human's favored class is the same as its base creature's. If the base creature had no favored class, the half-human's is always sorcerer, as the magical processes used to create the half-human leaves it infused with magical power. With some work, the half-human can quickly master and command this aura.

Example: Half-Manticore

Large Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

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

Speed: 30 ft., fly 25 ft. (clumsy)

AC: 18 (-1 size, +1 Dex, +3 natural, +3 studded leather, +2 large wooden shield)

Attacks: Battleaxe +5 melee, bite +3 melee; or 2 claws +5 melee, bite +3 melee; or 6 spikes +5 ranged

Damage: Battleaxe 1d8+2, claw 1d6+2, bite 1d6+1; or spike 1d8+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spikes

Special Qualities: Scent

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 10

Skills: Hide +6, Listen +9, Move Silently +6, Spot +9

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land

Organization: Solitary or colony (2-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

The half-manticore appears as a bald, tall humanoid creature with a gaping, fanged maw, a pair of large, dragon-like wings sprouting from its back, and a sinuous tail ending with a large, spiky knob. Half-manticores serve the despotic, wizard overlord Vistomerik as elite shock troops. In his campaigns of conquest, clouds of half-manticores descended upon his enemies' castles, overwhelming the defenders before they could rally a defense.

Due to their keen eyesight, half-manticores gain a +4 racial bonus to Spot checks made in daylight.

Spikes (Ex): The half-manticore can snap its tail and launch a volley of six spikes at its foes as a standard action. This attack has a maximum range of 180 feet, no range increment, and causes a critical threat on a 19 or 20. Half-manticores can launch a total of 24 spikes per day.

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MONSTER™

TOOTH • CLAW • FANG

My people have stood watch over this land for centuries. There was a time when wars between our kind and the ogres were commonplace. Savage, brutal campaigns left both sides demoralized and broken. But, in one season, each would be prepared to fight again. This was always the way of things.

The ogres have moved on, but the need for watchful eyes has not passed.

Our brothers are savage and warlike, but we are not. Our cousins make enemies with everyone around them, while we stand vigilant and hopeful. Our kin take offense at the slightest misunderstanding, provoking war with nations twice their size and strength. It seems that no matter where we live, conflicts arise.

Our hope is to find a place where we belong and our children can live in peace.

— Gr'gthyr, Gnoll Warden

THIS IS A GUIDE TO EXTINCTION

This sourcebook contains everything a GM or player needs for campaigns involving monster races as PCs. It includes all of the information you need for playing orcs, trolls, and all manner of monsters as player characters. Additional rules for new races and cross-breeds are also included.

The beasts within are yours to command.

THE WEAK SHALL BE CULLED

- New feats
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