

200 monsters from the hills and heights, compiled from over 20 different sources, including 111 classic 3.0 monsters updated for a 3.5 game.



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.



XRP 3005

Monster Geographica: Hill & Mountain

Expeditions Retreat Press



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## Expeditions Retreat Press

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**Vermin:** Cruel Guest (1/8), Giant Flea (1/2), Barbed Beetle (2), Ice Scarab (2), Xanthonychos (3), Scytheclaw (4), Palanquin Beetle (5), Crimson Moth (11)

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## Introduction

*Monster Geographica: Hill & Mountain* is our fourth offering to the Monster Geographica Line. As we near the end of the line, (expect Plain & Desert in March 2006), its humble beginnings are rather humorous: Joe waking me up at three in the morning with his idea for a product line, combing through endless sources, the biggest excel spreadsheet ever, and the serendipitous aid and editors from Enworld's Creature Catalog Forum.

I think a customer at Gen Con said it best when we explained how the books and the line worked. "So you've basically set up an alternate monster manual that easier to use." We did not enter the line with that goal, but it appears to have blossomed into its own creation.

And now a word about hills, mountains, and the critters they engender. There is something captivating about mountains. Weather is more drastic, thunder claps louder, and the views are majestic. Keeping you footing is the difference between staying your course and ending up in a different pressurized zone, and you never sure what's on the other side of the curve ahead. There is little doubt why creatures of the mountains bear a particular majesty (and lethality) in our collective conscience.

We spent last winter in the foothills of the Himalayas (7,500 ft. up), at the first ridge of mountains off the plains. I'll never forget the ride up: an endless array of switchbacks, the drop in temperature as we drove up the side of the mountain, the rolling hills below us growing Basmati rice, and the spires that awaited us. Fog rolled in so fast that you could start cooking dinner with clear skies but by the time it was ready to eat, your entire view was covered in thick fog. In the mountains, you are at cloud-formation level.

So here they are, the 200 monsters of hills and mountains. As always, look for Fiery Dragon's complementary Counter Collection: Perilous Heights. A big thanks to the guys at Fiery Dragon who produce high-quality color counters, offering our customers usable art and allowing us to offer you an inexpensive monster resource.

Come visit us at our on-line store to pick up more XRP books, and the complementary Fiery Dragon products at [www.XRPshop.citymax.com](http://www.XRPshop.citymax.com).

Good gaming,  
Joe and Suzi

P.S. Kevin Baase gives special thanks to Nicholas Herold for his help with this batch of critters.

# Witch Grass

## Hazard (CR 1/10)

Witch grass is a summer blooming broadleaved plant that stands 1 to 2 feet tall at maturity. It is very bushy, and its leaves and branches have a purplish hue. Its base and roots are thick and likewise have the same purplish hue. A typical patch of witch grass covers a 10-foot area, though it often covers an area as large as 50 feet or more. It is only found in temperate or warm climates and in areas of naturally occurring grass such as forests, plains, and hills.

Witch grass, while harmless, has a detrimental effect on arcane spellcasters attempting to use magic in the area. Any arcane spellcaster attempting to cast a spell within 20 feet of a patch of witch grass suffers an additional +10% chance of arcane spell failure so long as it remains in the area. Divine spells or magic are not affected.

In addition, any creature approaching within 10 feet of a patch of witch grass is sprayed with seedlings. This spray is unnoticeable to all but the keenest of observers (Spot check DC 20). The seedlings disrupt arcane magic cast within 10 feet of them just as the witch grass does. So, a creature carrying the seedlings on its person disrupts arcane spells cast within 10 feet of it (as above). Seedlings typically remain on their "host" for 1 day before dropping off and taking root. If detected, the seedlings are easily washed away. Fire or cold destroys a patch of witch grass.

# Cruel Guest

## Fine Vermin

**Hit Dice:** 1/8d8 (1 hp)

**Initiative:** +0

**Speed:** 5 ft. (1 square)

**Armor Class:** 18 (+8 size), touch 18, flat-footed 18

**Base Attack/Grapple:** +0/-21

**Attack:** Embed +3 melee touch

**Full Attack:** Embed +3 melee touch

**Space/Reach:** 1/2 ft./0 ft.

**Special Attacks:** Embed

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +2, Ref +0, Will -4

**Abilities:** Str 1, Dex 10, Con 11, Int -, Wis 2, Cha 1

**Skills:** Hide +16, Jump -17

**Feats:** -

**Environment:** Warm hills

**Organization:** Solitary or nest (10-60)

**Challenge Rating:** ½

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** -

**Level Adjustment:** -

The aptly named cruel guest is a foul and despised parasite commonly found in slovenly inns, crude hospitals, rotting meat, and bawdy houses, the cruel guest resembles a tiny pale millipede. The cruel guest burrows into warm flesh and consumes all of the muscle, connective tissue, and skin of its host, causing extreme pain.

The cruel guest has been a health concern for centuries, but only recently has it been employed as a torture device. A few cruel guests can be collected and placed onto the body of a victim to be interrogated. The cruel guests keep their host in constant, ever-increasing pain, but leave him alive for weeks. Most jailers find that information begins to flow quite freely by the second day of infestation. Cruel guests often teach heroes a painful lesson about cleanliness or about the dangers of visiting houses of ill repute. They can also be used as a weapon when dropped into a party's bedroll for a nocturnal surprise attack.

A cruel guest is only about two inches long and weighs less than a pound.

## Combat

Direct combat with the cruel guest isn't likely. When a possible host comes in contact with the nest of the guest, a number of the creatures jump onto it and burrow into its flesh. Directly attacking the creatures is only possible while guests remain at a distance. Armor or clothing may slow the creatures an additional round, although typically it just provides the guests a layer of cover to squirm under so that they can attack the body unmolested.

**Embed (Ex):** Once a cruel guest comes into contact with a living creature, it clings to the creature's body and begins to dig its way below the skin. A creature afflicted by the cruel guest suffers 1d4 points of Constitution damage per day, and suffers a cumulative -1 penalty per day on attack rolls, skill checks, and saving throws due to pain. A cruel guest infestation can be purged by a *remove disease* spell or by imbibing a quart of dragon blood.

# Creeping Fiend

## Tiny Magical Beast

**Hit Dice:** 1/2d10 (2 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), climb 20 ft. (4 squares)

**Armor Class:** 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13

**Base Attack/Grapple:** +1/-11

**Attack:** Claw +7 melee (1d3-4)

**Full Attack:** 2 claws +7 melee (1d3-4) and bite +2 melee (1d3-4)

**Space/Reach:** 2 1/2 ft./0 ft.

**Special Attacks:** Sneak attack +1d6

**Special Qualities:** Darkvision 60 ft., improved evasion, low-light vision

**Saves:** Fort +2, Ref +6, Will +0

**Abilities:** Str 3, Dex 19, Con 10, Int 5, Wis 10, Cha 10

**Skills:** Climb +4, Hide +12, Listen +2, Move Silently +4, Spot +2

**Feats:** Weapon Finesse

**Environment:** Temperate forest, hills, and mountains

**Organization:** Gang (2-5), swarm (5-20), mob (20-40), or plague (40-60)

**Challenge Rating:** ¼

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** –

**Level Adjustment:** –

Creeping fiends are tiny creatures often mistaken for vermin. They are feline in build, with retractable claws for climbing and hunting. A single creeping fiend is not much of a threat, but when they move in numbers, they eat all flesh in their path.

## Combat

Creeping fiends are masters of striking from hiding. The nimbleness of a creeping fiend allows it to get out of harm's way with incredible speed.

**Sneak Attack (Ex):** Any time a creeping fiend's opponent is denied its Dexterity bonus to AC, or if a creeping fiend flanks its opponent, it deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

**Improved Evasion (Ex):** With a successful Reflex save against an attack that allows a Reflex save for half damage, a creeping fiend takes no damage. On a failed Reflex save against an attack that allows a Reflex save for half damage, a creeping fiend takes only half damage. A helpless creeping fiend does not gain the benefit of improved evasion.

**Skills:** Creeping fiends have a +8 racial bonus on Climb checks. A creeping fiend can always choose to take 10 on Climb checks, even if rushed or threatened.

# Flora and Fauna

Mountains are the most variable of terrain. Within them you may find alpine conditions, boreal or deciduous forests, grasslands, wetlands, and scrublands. Mountains are most influenced by latitude. If two mountains are of the same height, the mountain in the higher latitudes has fewer climate zones than the mountain found closer to the equator. The next factor is mountain elevation; for every 200 ft. (roughly) the average temperature drops 0.7°F. Another main influencer on ecosystems is rain; a mountain usually has a "wet" side and a "dry" side depending on the general direction of the wind. The difference may be slight, but rainfall differentials increase with tall mountains and wind that consistently flow from one direction. The last factor is sunlight. Many mountains have a sunny and a shady side that greatly influences what plants flourish.

Mountains act as islands on an earthy sea. Their creatures develop in sheltered environments that tend to favor specialization and speciation. This is not to say that mountains only have unique species; many mountain species live both on the slopes and the flatlands. However, mountains facilitate small and specialized ecosystems when compared with the surrounding terrain. Some mountain ranges are home to dozens of different species of the same creature, and some creatures are only found on particular mountains. This effect is most noticeable on tropical mountains, as the cool temperatures found on their slopes are to be found nowhere else for hundreds, perhaps thousands, of miles.



# Dover

## 1st-Level Warrior

### Medium Humanoid (Canine)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13

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

**Attack:** Longsword +2 melee (1d8+1/19-20) or bite +2 melee (1d6+1) or longbow +3 ranged (1d8/x3)

**Full Attack:** Longsword +0 melee (1d8+1/19-20) and short sword +0 melee (1d6/19-20) and bite -3 melee (1d6); or bite +2 melee (1d6+1); or longbow +3 ranged (1d8/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** –

The dover are a race of noble canine humanoids. A dover resembles a large, bipedal German shepherd with humanoid hands and a regal countenance. Its coat is silky black, except for a white patch on its neck and upper chest. When spotted, they are often wearing studded leather armor with a longbow and quiver are slung over the back and a longsword and shortsword are sheathed on the belt.

The dover are lawful, honest, organized, and refined. Creatures who harm the land or otherwise commit crimes against the earth under dover law may be arrested by dover patrols and taken to stand trial. Although the crimes may not be intentional (such as burning down a forest with a fireball, damming up a river and flooding a plain, or wiping out a species with an errant disease), regardless of the crime, the dover judge is always fair, and usually requests that the offender go on a quest as penance for their actions. This quest may involve traveling to another continent or plane in order to retrieve and repopulate an extinct local species, or rescuing the dover's high poet or a member of the royal family that has been kidnapped by an evil race, for example.

A dover stands around 5-1/2 to 6 feet tall and weighs between 175 and 225 pounds. Dover speak their own language, which is beautiful, but rather guttural and growling. They also speak common, elven, and sylvan.

The dover warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8.

**Special Qualities:** Low-light vision, scent

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

**Abilities:** Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 8

**Skills:** Listen +4, Spot +1, Survival +1

**Feats:** Track, Two Weapon Fighting<sup>B</sup>

**Environment:** Temperate hills and mountains

**Organization:** Solitary, party (2-5 plus 1 3rd-level sergeant), or battalion (10-100 plus 1 3rd-level sergeant per 10 troops, 2 5th-level lieutenants, and 1 7th-level priestess)

**Challenge Rating:** ½

**Treasure:** Standard

**Alignment:** Usually lawful good

**Advancement:** By character class

**Level Adjustment:** +1

## Combat

Dover do not favor one hand over another, so in combat they prefer to use two weapons. Dover have an affinity for swords, and most dover warriors fight with two swords, one in each hand. Dover also employ longbows for both hunting and warfare. If disarmed, a dover can deliver a powerful bite to an opponent; its claws, however, do no more damage than that of a human.

Dover prefer to fight in organized open battle and are experts at infantry tactics. Dover battalions are always led by a priestess, who is reputedly inspired directly by Kerala, the dover goddess of war. Dover use terrain to their advantage in battle, taking the higher ground and using cover to force their opponents to fight only their most experienced warriors. Dover typically have their swordsmen man the front lines, while their archers stand at the rear, launching volleys of arrows over the ranks into the depths of the enemy troops. The priestess typically uses her spells to bolster her own troops, rather than to hamper the enemy.

**Skills:** Dover have a +4 racial bonus on all Listen checks due to their sensitive ears.

## Dover as Characters

Dover characters favor ranger over all other classes. Clerics are also common, but are always female, although male dover sometimes take the path of the paladin. The lawful nature of the dover makes them unlikely to choose the druid class, but many dover find the way of the monk fulfilling. Dover rogues are possible, but are always exiles from dover lands, usually for criminal behavior.

# Giant Flea

## Tiny Vermin

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13

**Base Attack/Grapple:** +0/-10 (+2 when attached)

**Attack:** Touch +6 melee (1d2-2 plus blood drain)

**Full Attack:** Touch +6 melee (1d2-2 plus blood drain)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** Attach, blood drain, disease

**Special Qualities:** Crowd, darkvision 60 ft., leap, vermin traits

**Saves:** Fort +3, Ref +4, Will +0

**Abilities:** Str 6, Dex 18, Con 12, Int –, Wis 11, Cha 2

**Skills:** Hide +12, Jump +18

**Feats:** Weapon Finesse<sup>B</sup>

**Environment:** Any temperate and warm and underground

**Organization:** Cluster (6-10) or swarm (20-40)

**Challenge Rating:** ½

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 HD (Tiny); 3 HD (Small)

**Level Adjustment:** –

Giant fleas are blood-sucking parasites that prey on warm-blooded animals. They have a flattened oval body colored dark brownish-black and strong hind legs with powerful tendons that allow them to leap incredible distances with ease. Its shape makes it easy for a giant flea to move in and among the hairs of large mammals.

Lacking mammals large enough for them to feed on, giant fleas live in swarms of up to twenty individuals. These swarms wander at random, seeking prey large enough to sate their appetites.

Female giant fleas lay a clutch of 2d10 eggs in warm areas (usually nestled in the fur of some giant animal) and leave them to hatch (half of which never do). The larvae hatch in two weeks, and resemble hairy maggots; they are effectively helpless (AC 10, 1 hp). They mature into adult giant fleas in 1d6 months, and leap away to join or form a colony.

A giant flea is about a foot long and weighs around one pound.

## Combat

Giant fleas attack in a swarm, leaping onto the largest obvious food source; they would attack a horse before a human, and a human before a halfling. If attacked, a giant flea jumps away, only to return the next round to continue the attack.

**Attach (Ex):** If a giant flea hits with a touch attack, it uses its many legs to attach itself to the opponent's body. An attached flea is effectively

grappling its foe. The giant flea loses its Dexterity bonus to AC and has an AC of 13. It gains a +12 racial bonus to grapple checks while attached (already figured into the Base Attack/Grapple).

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

**Blood Drain (Ex):** A giant flea drains blood, dealing 1d3 points of Constitution damage in any round it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and leaps away to digest the meal. At Constitution 0 the host dies and the giant flea detaches. If it has yet to deal 4 points of Constitution damage, it seeks a new host.

**Disease (Ex):** About one in twenty giant fleas is a disease carrier. Giant fleas can transmit any non-supernatural disease, though most carry filth fever. The Fortitude save against a giant flea's disease has a DC of 11 and is Constitution-based.

**Crowd (Ex):** Because of their size and tactics, up to four giant fleas can occupy the same 5-foot square.

**Leap (Ex):** Giant fleas are natural jumpers and gain a +20 competence bonus on Jump checks.

**Skills:** Giant fleas can use their Strength or Dexterity modifier on Jump checks, whichever is higher.

# Hexachela

## Small Animal

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

**Base Attack/Grapple:** +0/-3

**Attack:** Claw +2 melee (1d4+1)

**Full Attack:** 2 claws +2 melee (1d4+1) and bite -3 melee (1d3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach

**Special Qualities:** Low-light vision

**Saves:** Fort +2, Ref +4, Will +0

**Abilities:** Str 12, Dex 14, Con 10, Int 1, Wis 11, Cha 6

**Skills:** Climb +3, Jump -4, Spot +1

**Feats:** Endurance

**Environment:** Any mountains

**Organization:** Solitary

**Challenge Rating:** ½

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** –

Hexachelas are hard-shelled crustaceans that thrive in mountainous reaches and attack with hooked claws. Six-legged carnivores that resemble large crabs, hexachelas average 2 feet high, and weigh between 30 and 45 pounds. A hexachela's carapace is burnt-orange, and its six eyes give it wide peripheral vision, but very poor depth perception. Because of this, hexachelas tend to live and hunt in wide-open spaces, where they can easily flee from danger without backing into corners.

Hexachelas primarily feed on small mammals, reptiles, and birds, but they have been known to act as scavengers and even attack their own kind. They are deceptively strong for their size, able to grapple with human-sized prey when necessary for survival.

## Combat

A hexachela attacks with its claws, slashing before grabbing onto its opponent to feed. A hexachela's mouth is relatively small, forcing it to

bite off small chunks of its meal. In short, creatures caught by hexachelas remain alive throughout most of the feeding.

**Attach (Ex):** If a hexachela hits with both claw attacks, it latches onto its opponent's body and automatically deals bite damage each round it remains attached. An attached hexachela loses its Dexterity bonus to Armor Class and thus has an AC of 15. An attached hexachela can be struck with a weapon or grappled. To remove an attached hexachela through grappling, the opponent must achieve a pin against the creature.

## Hexachela Shells

While hexachelas can be eaten (and are even considered a delicacy in places), a hexachela's real value comes from its carapace. The tough shell can be crafted into armor equivalent to a chain shirt, but with an armor check penalty of -3. A hexachela breastplate is worth 80 gp, and has a Craft (armorsmithing) DC of 14. As hexachela shells are simple to convert into armor, many smiths will buy them for 15 gp apiece.

# Ingogo

**Medium Humanoid (Orc)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 20 ft. (4 squares)

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

**Base Attack/Grapple:** +0/+2

**Attack:** Club +2 melee (1d6+2), or rock +2 ranged (1d3+3)

**Full Attack:** Club +2 melee (1d6+2), or rock +2 ranged (1d3+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Dung

**Special Qualities:** Darkvision 60 ft., light sensitivity, scent

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

**Abilities:** Str 14, Dex 14, Con 12, Int 12, Wis 8, Cha 8

**Skills:** Bluff +3, Climb +10, Listen +5, Spot +5

**Feats:** Alertness

**Environment:** Warm hills and plains

**Organization:** Gang (2-4), squad (11-20), or band (30-100)

**Challenge Rating:** ½

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +0

The ingogo are the degenerate branch of orcs. They appear to be oversized gray-skinned baboons, with decidedly orcish-looking faces. Ingogo speak common and orc. When speaking, they make heavy use of foul language.

## Combat

Ingogo typically begin combat by throwing rocks or their own dung and then charge forward into melee, attempting to beat their foes to a pulp with clubs. When fighting in the savannah, they delight in setting brush fires to rout their enemies.

**Dung (Ex):** An ingogo can throw its own dung as a ranged touch attack. Any creature hit by the dung must succeed on a DC 11 Fortitude save or contract worms. Targets that fail their save suffer from abdominal pains, hunger, and muscle weakness, losing 1d3 temporary Strength once

per week. Four consecutive successful Fortitude saves or heal checks cure the victim of worms. The save DC is Constitution-based.

**Light Sensitivity (Ex):** Ingogo are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Skills:** Ingogo have a +8 racial bonus on Climb checks. An ingogo can always choose to take 10 on Climb checks, even if rushed or threatened.

## Ingogo Society

Ingogo are rowdy and violent. They kill, they rape, they burn, they steal, and they make an incredible amount of noise while doing so. Ingogo never travel alone or stay in one place too long, as most sentient humanoids would just as soon kill an ingogo as look at it.

# Isen

**Medium Humanoid (Cold, Dwarf)**

**Hit Dice:** 1d8+2 (6 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 13 (-1 Dex, +3 leather armor, +1 light shield), touch 9, flat-footed 13

**Base Attack/Grapple:** +0/+0

**Attack:** Battleaxe +0 melee (1d8/x3)

**Full Attack:** Battleaxe +0 melee (1d8/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., immunity to cold, stonecunning, vulnerability to fire

**Saves:** Fort +6, Ref -1, Will +0

**Abilities:** Str 10, Dex 8, Con 14, Int 11, Wis 11, Cha 8

The isen are a race of dwarves bonded with elemental cold. They inhabit arctic regions and high altitudes, being mostly immune to the environmental hazards. Although far from cruel, the isen are aloof and seldom concerned with the plight of others. When they contact other races, it is usually to exchange their worked goods for raw materials that fare poorly in colder climates.

Isen look like dwarves with pale blue skin, and white hair and beards. Their eyes have small pupils and light irises, usually pale green or grey in color. Isen dress is fashioned to blend in with the environment rather than provide warmth and members of other races find it slightly disconcerting to see them comfortable in light clothing under frigid conditions. Isen favor light armor because snow often slows their travel.

Isen build underground fortresses, as do the more common dwarven subraces. Most others find little comfort in these strongholds, however, whose builders use ice as readily as rock. Although as skilled as most other races, isen do not have the dwarven affinity and love for craft.

Druids have a special role in isen society, and groups of them make most important decisions. Unlike the druids of most races, who live away from large settlements, isen druids have a great deal of influence over how and where isen communities are built. As a result, these tend to remain small and hidden, having very little impact on the wilderness around them, befriended by the druids, the few animals able to withstand the arctic climate wander freely through isen communities. Travelers unfamiliar with the arctic can easily

**Skills:** Craft (blacksmithing) +3, Spot +3, Survival +2\*

**Feats:** Great Fortitude

**Environment:** Any cold land and underground

**Organization:** Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains); sometimes with dwarves

**Challenge Rating:** ½

**Treasure:** Standard

**Alignment:** Usually neutral good

**Advancement:** By character class

**Level Adjustment:** +0

pass within a few hundred feet of an isen village without noticing its presence.

## Combat

Isen depend on their isolation to protect them from most threats. Most avoid combat if possible. If a particularly dangerous monster menaces their community, they typically rely on magic or befriended animals to drive the threat away. Since isen are immune to cold, their settlement defenses typically involve frigid water. Arctic rivers offer ready escape routes while threatening would-be invaders with slow death by freezing.

If they must fight, isen form organized and disciplined groups, usually fighting delaying actions until spellcasters can arrive to turn the environment against their attackers.

**Stonecunning (Ex):** This ability grants an isen a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An isen who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and an isen can use the Search skill to find stonework traps as a rogue can. An isen can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. An isen can also use this ability on ice as easily as it can on stone.

**Skills:** \*An isen has a +4 racial bonus on Survival checks in arctic and underground areas.

# Picker

**1st-Level Warrior**

**Small Humanoid (Picker, Reptilian)**

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

**Initiative:** +2

**Speed:** 20 ft. (4 squares)

**Armor Class:** 15 (+1 size, +2 Dex, +2 leather armor), touch 13, flat footed 13

**Base Attack/Grapple:** +1/-4

**Attack:** Longsword +1 melee (1d6-1/19-20) or light crossbow +4 ranged (1d6/19-20)

**Full Attack:** Longsword +1 melee (1d6-1/19-20) or light crossbow +4 ranged (1d6/19-20)

**Space/Reach:** 5 ft./5 ft.

**Special Qualities:** *Detect magic*, enhanced memory, low-light vision

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

**Abilities:** Str 9, Dex 15, Con 9, Int 12, Wis 6, Cha 12

**Skills:** Appraise +4, Craft (any) +2, Hide +7, Jump -7, Listen +2, Move Silently +4, Search +2, Sleight of Hand +6, Spot +2

**Feats:** Alertness

**Environment:** Temperate hills

**Organization:** Solitary, band (2-5 plus 1 3rd-level rogue), or camp (2-40 plus 3 3rd-level rogues, 2 5th-level wizards, and 1 7th-level rogue)

**Challenge Rating:** ½

**Treasure:** Standard coins; standard goods; double items

**Alignment:** Usually chaotic good

**Advancement:** By character class

**Level Adjustment:** +0

Pickers are slender, green-scaled humanoids. They are nimble, quick, and quite intelligent—although prone to carelessness. Pickers have an intense love for objects of all kinds, particularly those of value, magical quality, or historical interest. Pickers love to collect and study objects, and never forget anything they learn about objects that interest them. They are also tinkerers and often develop craft skills to allow them to fix up and resell broken or discarded items.

In theory, pickers are merchants, buying items at bargain prices and then reselling them to the right buyer for a sizable profit. However, in practice, pickers often slide deep into the shadow of kleptomania, lifting an item here and an item there. Most pickers are good-natured, and the guilt from their thieving often provokes them to give their items away to those in need. A picker almost always carries a wide variety of useful objects and objects d'arte with him at all times.

Picker camps are excellent marketplaces, offering many rare or interesting items. Pickers are often sought out for their amazing knowledge, able to direct those in need of something in particular to an owner of such an object and its location. A picker may also know some useful facts about a group's treasures, including command words or less obvious magical properties.

A picker stands about 4 feet tall and weighs between 50 and 60 pounds. Pickers speak Draconic and Common.

The picker warrior presented here had the following ability scores before racial adjustments: Str 9, Dex 13, Con 11, Int 10, Wis 8, Cha 12.

## Combat

A picker likes to avoid combat if possible. When in battle, a picker fights appropriately for its class. Pickers use their items to their advantage.

**Detect Magic (Sp):** A picker can *detect magic*, as the spell, at will. The caster level is equal to the picker's character level.

**Enhanced Memory (Ex):** A picker can recall with great precision every detail that it knows about any object of interest that it has seen, heard of, or read about. This only applies to items; a picker's memory is normal in regards to everything else.

**Skills:** Pickers have a +2 racial bonus on Appraise and Sleight of Hand checks.

## Pickers as Characters

Pickers are commonly rogues, which is their favored class, although some prefer to become wizards.

# Vogel

## 1st-Level Warrior

### Small Humanoid (Vogel)

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

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 60 ft. (average)

**Armor Class:** 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +1/-4

**Attack:** Trident +1 melee (1d6-1) or net +4 ranged touch or dart +4 ranged (1d3-1)

**Full Attack:** Trident +1 melee (1d6-1) or net +4 ranged touch or dart +4 ranged (1d3-1)

**Space/Reach:** 5 ft./5 ft.

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

Vogels are a relatively peaceful race of tropical avian humanoids. Vogels typically live on lush islands scattered throughout tropical seas, although smaller colonies can be found all over. These birdlike humanoids have delicate, lightweight bones and brightly colored plumage. Vogels survive mostly off fish caught with their nets in the shallow waters near their homes. Vogels are exceptionally cheerful creatures, and enjoy spending their time in sunshine and the tranquility of nature. The vogels are not particularly active politically with other races, although they are frequent traders.

A vogel stands about 4 feet tall and weigh 40 to 45 pounds. Vogels speak their own language, which involves many complex chirps and trills. Their written language is pictographic and does not use an alphabet. Some vogels speak Common with a strong accent.

The vogel warrior presented here had the following ability scores before racial adjustments: Str 9, Dex 13, Con 10, Int 11, Wis 8, Cha 12.

### Combat

Vogels are not particularly aggressive, but are well able to defend themselves if necessary. They attack from the air if possible, first using their nets to tangle up opponents, and then swinging back around to harass them with their tridents. If necessary, a vogel can hurl darts at its foes. Vogels cannot fly while carrying more than a light load.

### Vogel Society

Vogel society is highly communal, and the development of the individual is less of a focus

**Abilities:** Str 9, Dex 15, Con 8, Int 11, Wis 10, Cha 12

**Skills:** Hide +6, Jump -7, Listen +3, Spot +2, Tumble +3

**Feats:** Exotic Weapon Proficiency (net)

**Environment:** Warm hills

**Organization:** Solitary, pair, troop (2-5 plus 1 3rd-level sergeant), flock (5-40 plus 3 3rd-level sergeants, 2 4th-level priests, 1 5th-level wizard, and 1 7th-level captain), or colony (20-120 plus 50% noncombatants, 1 3rd-level sergeant for every 10 adults, 3 6th-level priests, 1 7th-level wizard, 2 8th-level captains, and 1 9th-level high priest)

**Challenge Rating:** ½

**Treasure:** Standard

**Alignment:** Usually neutral good

**Advancement:** By character class

**Level Adjustment:** +1

than that of the society as a whole. Vogels are all assigned professions upon reaching adulthood, based upon their aptitudes. Vogels skilled with nets may become fishermen, while those skilled with weaponry may become soldiers, or those with a creative talent may be assigned the role of artist or entertainer.

There is no central leadership in vogel society (except in their church and military) and each adult vogel is allowed an equal vote in all judgments and decisions of the colony. Though a difficult system for most races, the vogel mind is particularly suited to it, making the vogel an excellent "team player." This arrangement still has its limitations, and vogel colonies that grow too large are split into two. One half of the colony moves to an uninhabited area, forming a separate autonomous colony.

Vogel religion is based off of worship of the elements, and the four vogel gods are the sun, the wind, the ocean, and the land. No one god is raised higher than any other, and the vogel church is split into four equal and complimentary sections, each faction gaining symbolic leadership of the church during a specific season. The sun takes over in summer, the land in fall, the wind in winter, and the ocean in spring.

### Vogels as Characters

Most vogels advance as clerics or fighters, although many become rangers and wizards. Other classes are always possible, but not within traditional vogel society.

# Al-mi'raj

## Small Magical Beast

**Hit Dice:** 1d10+1 (6 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares)

**Armor Class:** 14 (+1 size, +3 Dex), touch 14, flat-footed 11

**Base Attack/Grapple:** +1/-5

**Attack:** Gore +5 melee (1d6-2)

**Full Attack:** Gore +5 melee (1d6-2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** *Blink*, darkvision 60 ft., *dimension door*, immunity to poison, low-light vision, scent, spell resistance 16

**Saves:** Fort +3, Ref +5, Will -1

**Abilities:** Str 6, Dex 17, Con 12, Int 5, Wis 9, Cha 6

**Skills:** Listen +2, Hide +7, Jump +2, Spot +3, Survival +0\*

**Feat:** Weapon Finesse

**Environment:** Any temperate land

**Organization:** Solitary or warren (2-20)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** —

The al-mi'raj is a dangerous creature that resembles a large rabbit with long white, pink, yellow, or light green fur. A unicorn-like horn, 1 to 2 feet long, protrudes from the al-mi'raj's head. Because of the al-mi'raj's interdimensional travel abilities, sages often refer to them as "blink bunnies."

## Combat

Al-mi'raj react to threats much differently than their normal rabbit cousins. When danger is nearby, an al-mi'raj becomes aggressive and moves to attack. In combat, an al-mi'raj stabs with its horn.

**Blink (Su):** An al-mi'raj can use *blink* as the spell (caster level 4th), and can evoke or end the effect as a free action.

**Dimension Door (Su):** An al-mi'raj can teleport, as *dimension door* (caster level 4th), once per round as a free action. The ability affects only the al-mi'raj, which never appears within a solid object and can act immediately after teleporting.

**Skills:** An al-mi'raj has a +4 racial bonus on Spot checks due to its sharp eyesight.

\* An al-mi'raj has a +4 racial bonus on Survival checks when tracking by scent.

## Psionic Al-mi'raj

About 10% of all al-mi'raj possess psionics. Use the statistics above and add the following special attack. Psionic al-mi'raj have Charisma 10 and are CR 2.

**Psionics (Sp):** At will—*control winds* (DC 15), *deeper darkness*, *levitate*, *telekinesis*. Effective caster level 4th. The save DCs are Charisma-based.

# Flora and Fauna

**Volcanoes:** Where magma erupts at the surface and forms piles of volcanic rock. Volcanoes form where magma has access to the surface, either because of subduction and rifting or at volcanic hot spots. Volcanoes form on land and underwater (submarine volcanoes), and are generally conical with a crater at the peak. Where there are volcanoes, there are earthquakes, though most of them are imperceptible. Active volcanoes eject cinder, ash, pumice, tephra, lava, or any combination of these elements. Incidentally, pumice is the only stone that floats.



# Barbegazi

**Small Humanoid (Cold, Gnome)**

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), burrow 20 ft.

**Armor Class:** 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +1/-3

**Attack:** Short sword +3 melee (1d4/19-20x2) or dagger +3 melee (1d3/19-20x2)

**Full Attack:** Short sword +3 melee (1d4/19-20x2) or dagger +3 melee (1d3/19-20x2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Immunity to cold, low-light vision, snow move, vulnerability to fire

**Saves:** Fort +4, Ref +1, Will +0

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

Barbegazis are small humanoids with white hair and glossy white skin. Their eyes are deep blue and their beards are long and flowing with the look of icicles. Barbegazis are often referred to as snow or ice gnomes, a comparison they don't really like. They prefer to dress in garments made from polar bear or wolf fur and often dye such garments brown or silver. Females sometimes wear head coverings made of polar bear fur.

Barbegazis inhabit frigid hills and mountains where they engage in activities they enjoy: hunting, fishing, and wrestling. Barbegazi homes are constructed of large blocks of ice and stone and are often built into the sides of hills and mountains (or are in fact part of the mountain itself). Their homes are frequently targeted by white dragons, who consider their flesh a delicacy.

Barbegazis are tolerable of other cold-dwelling races and often initiate trade with frost giant clans. Typical goods traded by a barbegazi clan are furs and meat. A barbegazi clan is led by the eldest male. Females play a lesser role than males in barbegazi society, though many are as capable (or more) than many of the males in the clan. Young barbegazi are trained from a young age in the art of combat and survival.

Barbegazis stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Barbegazis speak their own language and Common. Those with a higher Intelligence score speak Draconic or Giant.

**Skills:** Craft (trapmaking) +4, Hide +9\*, Jump -6, Listen +2, Spot +2, Survival +4

**Feats:** Weapon Finesse

**Environment:** Cold hills and mountains  
**Organization:** Solitary, hunting party (2-5 and 1 winter wolf), band (20-50 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level and 2-4 winter wolves), or clan (50-100 plus 1 3rd-level sergeant per 20 adults, 1-2 lieutenants of 4th-5th level, 1 leader of 6th-8th level, and 5-7 winter wolves)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Often neutral (evil tendencies)

**Advancement:** By character class

**Level Adjustment:** +2

## Combat

A barbegazi prefers to avoid combat, using misdirection and deception (including well-placed traps and pitfalls) whenever possible to mislead and detour potential opponents. If a barbegazi knows an enemy is coming, it will most certainly have several traps and snares in place by the time the enemy arrives.

If a barbegazi engages an opponent, it usually opens combat with its icicle blast before moving to attack with its short sword. A barbegazi is not stupid and will not risk its life in battle (unless defending its clan). If forced to flee, a barbegazi burrows into the snow and attempts to escape.

**Spell-Like Abilities:** 1/day—*chill metal* (DC 12), *icicle blast* (as *burning hands*, but shards of ice that deal cold damage; DC 12). Caster level 3rd. The save DCs are Charisma-based and include a +2 racial bonus.

**Snow Move (Ex):** Because of its oversized flat feet, a barbegazi can walk on top of deep snow and suffers no penalties when moving through snowy terrain.

**Skills:** Barbegazis receive a +2 racial bonus to Craft (trapmaking), Hide and Survival checks. \*The Hide bonus increases to +6 in their natural environment.

## Barbegazi as Characters

Barbegazi leaders tend to be rogues or rogue/clerics. Barbegazi clerics can choose from two of the following domains: Cold (see below), Earth, Evil, Protection, and Trickery.

### Cold Domain

Granted Power: Turn or destroy fire creatures as a cleric turns or destroys undead. This ability can be used a number of times per day equal to 3 + your Charisma modifier. This power is a supernatural ability.

### Cold Domain Spells

- 1. *Endure Elements*
- 2. *Chill Metal*

- 3. *Resist Energy* (cold or fire only)
- 4. *Ice Storm*
- 5. *Cone of Cold*
- 6. *Wall of Ice*
- 7. *Cold Fog* (as *acid fog*, but deals cold damage)
- 8. *Polar Ray*
- 9. *Elemental Swarm* (air, ice, or water elementals only)

# Bone Delver

**Medium Undead**

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 13 (+3 natural), touch 10, flat-footed 13

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

**Attacks:** Shovel +3 melee (1d6+1 and disease) or claw +2 melee (1d4+1 and disease)

**Full Attack:** Shovel +3 melee (1d6+1 and disease) or 2 claws +2 melee (1d4+1 and disease)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Disease, scream of agony

**Special Qualities:** Darkvision 60 ft., undead traits

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

**Abilities:** Str 13, Dex 11, Con —, Int 10, Wis 11, Cha 11

**Skills:** Disable Device +3, Hide +4, Knowledge (local) +0\*, Move Silently +4, Open Lock +3, Search +4, Spot +2

**Feats:** Weapon Focus (shovel)

**Environment:** Any hill or mountain

**Organization:** Solitary or crew (2-5)

**Challenge Rating:** 1

**Treasure:** Standard coins; double goods; no items

**Alignment:** Always chaotic evil

**Advancement:** 3-6 HD (Medium)

**Level Adjustment:** –

Bone delvers are a form of undead who were once grave robbers and died whilst performing their nefarious tasks. Some may have inadvertently awoken undead creatures in the grave, others are outwitted by cunning traps placed in well protected mausoleums. They usually appear as hunched, shambling humanoids with faces twisted into a visage of pain and rage and will visibly carry the wounds that caused their demise. Bone delvers forever carry the tools of their trade—a lantern and a shovel, though lock picks are also commonly found upon their walking corpses. The lantern still burns, though with an unnatural and eerie red glowing light.

### Combat

Bone delvers initiate their attacks by uttering a chilling scream of terrible agony, rage and frustration that transcends death itself. Those not

affected by the scream are made targets of melee attacks with its filthy shovel, which this creature can swing with uncanny skill.

**Disease (Ex):** Grave rot—shovel or claws, Fortitude DC 11, incubation period 1d6 days, damage 1d6 Str and 1d6 Con. The save DC is Charisma-based.

**Scream of Agony (Su):** When a bone delver screams, living creatures within 30 feet must succeed on a DC 11 Will save or be shaken as long as they remain within the radius. Creatures with more than 4 Hit Dice or those that succeed on the Will save are thereafter immune to the scream of that bone delver. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

**Skills:** \*A bone delver has a +3 racial bonus on Knowledge (local) checks pertaining to cemeteries.

# Carn Teg

## Small Fey

**Hit Dice:** 1d6 (3 hp)

**Initiative:** +7

**Speed:** 20 ft. (4 squares), swim 30 ft. (6 squares)

**Armor Class:** 14 (+1 size, +3 Dex), touch 14, flat-footed 11

**Base Attack/Grapple:** +0/-6

**Attack:** Dagger +4 melee (1d3-2/19-20) or sling +4 ranged (1d3-2)

**Full Attack:** Dagger +4 melee (1d3-2/19-20) or sling +4 ranged (1d3-2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Damage reduction 5/cold iron, low-light vision

Carn teg are short, ugly, green-faced little fey creatures. Their ears are pointed, and their frequent grins toothy and lop-sided. The main function of the carn teg is to be guardians of mountains and high places. Carn teg are wrathful and hostile in the high mountains. They take great delight in killing travelers, regarding it as part of their duty to discourage anyone from climbing 'their' mountains.

Carn teg prefer to inhabit mountain lakes and are quite capable of living entirely underwater, venturing out only to wreak havoc on passers-by. After killing the travelers, the carn teg will gather up their corpses (or what is left of their corpses) and carry them down to the bottom of their lake to eat.

## Combat

Carn teg have no wish to get anywhere near their opponents. In most cases, they will (rather

**Saves:** Fort +0, Ref +5, Will +4

**Abilities:** Str 7, Dex 17, Con 10, Int 10, Wis 14, Cha 14

**Skills:** Craft (any two) +2, Escape Artist +5, Bluff +4, Hide +7\*, Listen +4, Handle Animal +4, Perform (dance) +4, Perform (drum) +4, Perform (chant) +4, Perform (sing) +4, Search +4, Spot +4, Sense Motive +6, Swim +6

**Feats:** Improved Initiative, Weapon Finesse<sup>B</sup>

**Environment:** Any hills and mountains

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** +3

arbitrarily) decide that a group of folk atop a mountain must be killed and hurl spells at them until they achieve that aim.

**Spell-Like Abilities:** At will—*detect animals or plants, gust of wind* (DC 14), *water breathing*; 3/day—*control weather, soften earth and stone*. Caster level 8th. The save DCs are Charisma-based.

**Skills:** Carn teg have a +2 racial bonus on Search, Spot and Listen checks.

A carn teg has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*Carn teg have a +5 racial bonus on Hide checks when in the water.

# Cu Marbh

## Medium Undead

**Hit Dice:** 2d12+3 (16 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

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

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

**Attack:** Bite +2 melee (1d6+1 and disease)

**Full Attack:** Bite +2 melee (1d6+1 and disease)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Death bite, demonic fury

**Special Qualities:** Darkvision 60 ft., undead traits

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

**Abilities:** Str 13, Dex 15, Con —, Int —, Wis 10, Cha 1

**Skills:** Jump +9

**Feats:** Toughness<sup>B</sup>

**Environment:** Any land and underground

**Organization:** Pair or pack (3-8)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always lawful evil

**Advancement:** 3-4 HD (Medium), 5-6 HD (Large)

**Level Adjustment:** —

The cu marbh (pronounced ‘coo marv’) is an undead creature made from the body of a hound. Its remaining flesh hangs rotten and foul as the cu marbh bears its snarling maw. They make loyal and fearless guards and can also be ordered to fight for their master.

*Combat*

Cu marbhs attack only if ordered, but are nearly unstoppable in combat.

**Death Bite:** Carries disease. Any humanoid bitten by a cu marbh must immediately make a Fortitude save (DC 15) or contract the Creeping Death disease. A cu marbh’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Disease (Ex/Su):** Creeping death–bite, Fortitude DC 11, incubation period (1d3 days), damage 1d3 Strength and 1d3 Constitution. The save DC is Constitution-based. A cu marbh’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Demonic Fury (Ex):** A cu marbh can fly into a rage, attacking savagely and without thought for its own safety. While in a rage, a cu marbh temporarily gains a +2 bonus to attack rolls and a +4 to damage rolls, but it takes a –2 penalty to Armor Class. A cu marbh can fly into a rage only once per day, but can end the rage as a free action whenever it wishes.

# Fright Owl

**Tiny Magical Beast**

**Hit Dice:** 1d10 (5 hp)

**Initiative:** +4

**Speed:** 10 ft. (2 squares), fly 40 ft. (average) (8 squares)

**Armor Class:** 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

**Base Attack/Grapple:** +1/-8

**Attack:** Claw +7 melee (1d3-1)

**Full Attack:** 2 claws +7 melee (1d3-1)

**Space/Reach:** 2 1/2 ft./0 ft.

**Special Attacks:** *Cause fear*

**Special Qualities:** Darkvision 60 ft., superior low-light vision, spell resistance 12

**Saves:** Fort +2, Ref +6, Will +2

**Abilities:** Str 8, Dex 18, Con 10, Int 12, Wis 14, Cha 12

**Skills:** Balance +6, Hide +14, Listen +13, Move Silently +20, Sense Motive +4, Spot +5\*

**Feats:** Alertness, Weapon Finesse<sup>B</sup>

**Environment:** Any forest, hills, mountains, and plains

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 HD (Tiny), 3 HD (Small)

**Level Adjustment:** –

Fright owls look like normal barn owls except for the intelligence lingering in their black inset eyes.

*Combat*

**Cause Fear (Sp):** As a free action three times per day, a fright owl can let out a shrill cry. Any living creature within 30 feet must succeed on a DC 11 Will save or be affected as though by a *cause fear* spell. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based.

**Superior Low-Light Vision (Ex):** A fright owl can see five times as far as a human can in dim light.

**Skills:** Fright owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. \*Fright owls have a +8 racial bonus on Spot checks in areas of shadowy illumination.

*Fright Owl Familiars*

If your campaign uses the Improved Familiar feat (see DMG p. 200), a fright owl is an appropriate improved familiar for a 3rd-level or higher arcane spellcaster. Like other improved familiars, a fright owl familiar provides no special benefits beyond the standard familiar benefits (see Familiars in Chapter 3 of the Player’s Handbook). A fright owl uses its own Spell Resistance or that granted by its master, whichever is higher.

# Gorbel

## Small Aberration

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +2

**Speed:** 5 ft. (1 square), fly 60 ft. (average) (12 squares)

**Armor Class:** 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

**Base Attack/Grapple:** +1/-2 (+4 when attached)

**Attack:** Claw +3 melee (1d4+1) or bite +3 melee (1d6+1)

**Full Attack:** 2 claws +3 melee (1d4+1) or bite +3 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, explode

**Special Qualities:** All-around vision, damage

The gorbel is a bizarre creature that may be distantly related to eye orbs, but its general lack of magical abilities lends little weight to this rumor. A gorbel is approximately 3 feet in diameter. Its reddish skin is a thin but tough and rubbery membrane. The spherical body of a gorbel is highly elastic and filled to near bursting with a lighter-than-air flammable gas that smells of rotten eggs (sulfur). Atop its round body are 6 eyes on retractable stalks. Dangling beneath the body are two strong stubby legs with sharp claws. A gorbel eats, breathes, and excretes through an aperture best described as a mouth. This mouth is lined with a ring of sharp teeth that face inward to help it force food into its gullet.

## Combat

Gorbels primarily attack with their claws, only resorting to biting after they have latched onto their prey. A gorbel will attack and try to eat whatever it thinks is edible—generally including anything that moves that is smaller than the gorbel. Its strange metabolic processes instill it with an almost insatiable hunger.

**Attach (Ex):** If a gorbel hits with a claw attack, it uses its claws to latch onto the opponent's body. An attached gorbel is effectively grappling its prey. The gorbel loses its Dexterity bonus to AC and

reduction 10/slashing or piercing, darkvision 60 ft., flight

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

**Abilities:** Str 12, Dex 14, Con 12, Int 8, Wis 9, Cha 8

**Skills:** Hide +7, Listen +1, Spot +1

**Feat:** Flyby Attack

**Environment:** Any warm land

**Organization:** Solitary or herd (2-10)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small); 5-6 HD (Medium)

**Level Adjustment:** —

has an AC of 15, but holds on with great tenacity. Gorbels have a +6 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

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

**Explode (Ex):** Any time a gorbel is hit by a piercing or slashing weapon or by a spell that deals damage, the gorbel must succeed on a Fortitude save (DC = 10 +1/2 the damage dealt) or explode violently. This explosion immediately kills the gorbel and deals 1d6 points of damage to all creatures within 5 feet (Reflex DC 12 half); any gorbel damaged by such an explosion must succeed on a Fortitude save or explode as well. The save DC is Constitution-based.

**All-Around Vision (Ex):** A gorbel is exceptionally alert and circumspect. Its many eyes give it a +2 racial bonus on Spot and Search checks, and it can't be flanked.

**Flight (Ex):** A gorbel's body is naturally buoyant. This buoyancy allows it to fly at a speed of 60 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

# Gwyllion

## Medium Fey

**Hit Dice:** 1d6+1 (4 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares)

**Armor Class:** 14 (+4 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +0/+2

**Attack:** Stone club +2 melee (1d10+2)

**Full Attack:** Stone club +2 melee (1d10+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Damage reduction 10/cold iron, low-light vision, spell-like abilities, stonecunning

**Saves:** Fort +3, Ref +2, Will +2  
**Abilities:** Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 8  
**Skills:** Appraise +4\*, Craft (stonemasonry) +4\*, Listen +4, Profession (miner) +4\*, Search +4, Spot +4  
**Feats:** Great Fortitude  
**Environment:** Any hill, mountains, and underground

**Organization:** Gang (2-4), band (6-11) or tribe (20-80)  
**Challenge Rating:** 1  
**Treasure:** Standard coins; double goods; standard items  
**Alignment:** Usually neutral  
**Advancement:** By character class  
**Level Adjustment:** +3

Said by some scholars to be the ancient ancestors of dwarves, gwyllions are fey that bear a strong affinity with the earth. They appear to be dwarves composed of natural stone, and their voices grate like stone on stone. They can commonly be found in remote mountain areas, where they tend to their own sylvan glades of rock and stone. Gwyllions speak Sylvan, Common and Dwarven.

*Combat*

**Spell-Like Abilities:** 3/day—*meld into stone, stone shape*. Caster level 9th.

**Stonecunning (Ex):** This ability grants a gwyllion a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls,

stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gwyllion who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a gwyllion can use the Search skill to find stonework traps as a rogue can. A gwyllion can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

**Skills:** \*A gwyllion has a +2 racial bonus on Appraise, Craft, and Profession checks that relate to stone or metal.

# Mercilla

**Medium Humanoid (Mercilla)**  
**Hit Dice:** 2d8+2 (11 hp)  
**Initiative:** +0  
**Speed:** 30 ft. in hide armor (6 squares), base speed 40 ft.  
**Armor Class:** 17 (+4 natural, +3 hide armor), touch 10, flat-footed 17  
**Base Attack/Grapple:** +1/+3  
**Attack:** Club +3 melee (1d6+2) or slam +3 melee (1d4+2) or rock +1 ranged (1d4+2)  
**Full Attack:** Club +3 melee (1d6+2) and slam -2 melee (1d4+1) or rock +1 ranged (1d4+2)  
**Space/Reach:** 5 ft/5 ft.  
**Special Attacks:** Nonlethal expertise

**Special Qualities:** –  
**Saves:** Fort +3, Ref +3, Will +1  
**Abilities:** Str 15, Dex 10, Con 13, Int 8, Wis 13, Cha 7  
**Skills:** Climb +7, Jump +7, Listen +4, Spot +2, Survival +2  
**Feats:** Great Fortitude  
**Environment:** Cold hills, mountains, and plains  
**Organization:** Solitary, pair, or pack (3-6)  
**Challenge Rating:** 1  
**Treasure:** Standard  
**Alignment:** Usually chaotic good  
**Advancement:** By character class  
**Level Advancement:** +1

*Combat*

Mercillas attack en masse with a basic grasp of infantry tactics. They surround their opponents, using group grappling tactics, then pound them with fists, clubs, rocks, and chunks of ice. They always attack using their nonlethal expertise ability. A mercilla will use lethal force only if defending its mate or its young, and even then only if nonlethal damage seems ineffective.

**Nonlethal Expertise (Ex):** Mercillas suffer no penalties when attacking to deal nonlethal damage with weapons that usually deal lethal damage.

**Skills:** Mercillas receive a +2 racial bonus on Listen checks, and a +4 racial bonus on Climb and Jump checks.

The mercilla is a powerfully built creature resembles an ape except its pelt is a rich bluish-black and it wears hide armor and some trappings of clothing and pouches. Mercillas inhabit cold mountainous regions, only venturing into the lowlands for hunting. They live in small packs and lead a nomadic lifestyle. These creatures rarely use lethal force; whether this is based on tradition or religion is unknown. The fur of the mercilla is in high demand, luring a string of treasure hunters into the high mountains to look for the elusive beasts.

A mercilla stands 7 feet tall and weighs 300-350 pounds. Mercillas have a primitive language consisting of grunts, hand signals, and calls.

# Sentry Hound

## Small Magical Beast

**Hit Dice:** 1d10+2 (7 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares)

**Armor Class:** 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +1/-2

**Attack:** Bite +3 melee (1d4+1)

**Full Attack:** Bite +3 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

Scholars believe that a legendary wizard, whose name has now fallen into obscurity, first bred sentry hounds. At one point in his life a gang of half-orc looters plagued him. He hired bounty hunters that used tracking dogs to hunt down the marauders, but the looters proved skillful hunters themselves and ambushed their pursuers. The wizard set about creating a breed of bloodhound that could not only track down its prey but hold it in place until help arrived to deal with the brigands. His work culminated in a species that looked in all respects like an ordinary dog, but which also had spell-like abilities to paralyze the minds of its prey.

Sentry hounds are now highly prized by bounty hunters and formal law enforcement alike, all the more so because they are both expensive to

**Saves:** Fort +4, Ref +5, Will +1

**Abilities:** Str 13, Dex 17, Con 15, Int 7, Wis 12, Cha 6

**Skills:** Hide +7, Jump +5, Listen +2, Spot +2, Survival +3

**Feats:** Track

**Environment:** Any land

**Organization:** Solitary or hunting pack (2-5)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** –

acquire and notoriously difficult to breed. Because of their scarcity, their masters employ them individually. However, packs of two to five have been rumored to exist.

## Combat

Sentry hounds are highly disciplined animals. They know what they are supposed to do, and they do not waver from it. They engage in melee combat like normal dogs, except that they are trained to deal only nonlethal damage. Their conditioning prepares them to pursue and subdue, not attack and kill; they do not take a -4 penalty to their attack rolls for using weapons that deal lethal damage to deal nonlethal damage.

**Spell-Like Abilities:** 3/day—*hold person* (DC 11); 1/day—*hold monster* (DC 13). Caster level 5th. The save DCs are Charisma-based.

# Yasha

## Small Undead

**Hit Dice:** 1d12+3 (9 hp)

**Initiative:** +1

**Speed:** 10 ft. (2 squares), fly 60 ft. (good)

**Armor Class:** 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15

**Base Attack/Grapple:** +0/-5 (+1 when attached)

**Attack:** Bite +0 melee (1d4-1 and blood drain)

**Full Attack:** Bite +0 melee (1d4-1 and blood drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, blood drain

**Special Qualities:** Darkvision 60 ft., undead traits

Yasha are undead vampire bats, whose hunger for blood is increased in unlife. It resembles a large bat with pale, sickly coloring and bloodshot eyes.

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

**Abilities:** Str 9, Dex 13, Con –, Int 12, Wis 9, Cha 14

**Skills:** Hide +9, Jump -13, Intimidate +6, Listen +3, Spot +3, Survival +3

**Feats:** Dodge, Toughness<sup>B</sup>

**Environment:** Any mountains, hills, forests, swamps, or plains

**Organization:** Pair or flock (3-12)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** –

Although it gains no nourishment from the blood it drains, a yasha still feels hunger and temporary satiation when draining the blood of the living.

A yasha has a wingspan of about six feet and weighs 25 pounds. Although intelligent, yasha do not speak any languages.

*Combat*

A pair of yasha fights as a team, one always circling to find a way to strike an opponent from behind while the other distracts a victim.

**Attack (Ex):** If a yasha hits with a touch attack, it uses its clawed wings, feet, and long fangs to latch onto the opponent's body. An attached yasha is effectively grappling its prey. The yasha loses its Dexterity bonus to AC and has an AC of 15, but holds on with great tenacity. Yasha have a

+6 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry).

An attached yasha can be struck with a weapon or grappled. To remove an attached yasha through grappling, the opponent must achieve a pin against the yasha. A turned or rebuked yasha automatically detaches in the following round.

**Blood Drain (Ex):** A yasha drains blood, dealing 1d3 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 2 points of Constitution damage, it detaches and flies off. If its victim dies before the yasha's appetite has been sated, the yasha detaches and seeks a new target.

# Barbed Beetle

**Medium Vermin**

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +3

**Speed:** 10 ft. (2 squares), swim 20 ft. (4 squares)

**Armor Class:** 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

**Base Attack/Grapple:** +3/+4

**Attack:** Antenna +4 melee (1d8+1)

**Full Attack:** 2 antennae +4 melee (1d8+1) and bite -1 melee (1d6)

**Space/Reach:** 5 ft./5 ft. (15 ft. with antennae)

**Special Attacks:** Improved grab

**Special Qualities:** Darkvision 60 ft., vermin traits

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

**Abilities:** Str 12, Dex 16, Con 11, Int -, Wis 13, Cha 11

**Skills:** Swim +9

**Feats:** -

**Environment:** Temperate and warm hills and mountains and underground

**Organization:** Solitary, cluster (2-5), or swarm (6-11)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** -

The barbed beetle (also known as the whip beetle, flail beetle or scourge beetle) is quite distinctive. Although its body ranges from 6 to 7 feet long, its thin antennae extend a full 15 feet beyond the creature's head. Like most beetles, the barbed beetle uses its antennae to detect airborne scents and vibrations, but this fearsome creature has developed them into formidable weapons as well. Each antenna is covered with innumerable short spines, and the beetle whips them back and forth, striking enemies with deadly accuracy and often flaying the very flesh from their bones.

There are several subspecies of barbed beetle. Most are dark-colored: black, deep gray, or a deep brown. Some species have lateral stripes on their backs of a lighter color (often yellow or orange).

*Combat*

Barbed beetles are strictly carnivorous and fear few creatures. They are usually hungry and attack on sight. The barbed beetle attacks primarily with its twin antennae.

Once a barbed beetle is slain, its antennae can be cut off at the base of the creature's head

and used as weapons for up to 8 hours before they stiffen and become useless. *Gentle repose* spells cast upon the antennae can extend the duration of their use as weapons. Anyone with the whip proficiency can successfully employ a barbed antenna; the non-proficiency penalty applies to all others. An antenna deals 1d8 points of damage when used in this fashion.

An opponent can attack a barbed beetle's antennae with a sunder attempt as if they were weapons. A barbed beetle's antennae have 8 hit points each. A barbed beetle usually withdraws from combat if it loses an antenna.

**Improved Grab (Ex):** To use this ability, a barbed beetle must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Skills:** A barbed beetle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



# Bhavoratyae

## Large Giant

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** -1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14

**Base Attack/Grapple:** +3/+12

**Attack:** Greatclub +7 melee (2d8+7)

**Full Attack:** Greatclub +7 melee (2d8+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Psi-like abilities

**Special Qualities:** Low-light vision, psychic signpost, telepathy 100 ft.

**Saves:** Fort +6, Ref +0, Will +1

Bhavoratyae are a race of xenophobic giants inhabiting mountainous and hilly regions. Most bhavoratyae ritualistically shave their heads and tattoo their distinct tribal signs on their right arm. Their geographically imposed isolation heightens their xenophobic tendencies, and leaves most bhavoratyae territorial and aggressive.

A typical bhavoratyae stands over 10 feet tall and weighs at least 1,000 pounds. Bhavoratyae speak Giant, although they prefer to communicate telepathically.

## Combat

Bhavoratyae prefer to fight at range, ambushing opponents with their psionic powers. After exhausting much of their mental power, they engage in melee combat. If strangers interrupt a battle between tribes, the bhavoratyae immediately forget their differences and turn on the interlopers.

**Psi-Like Abilities:** At will—*empty mind*, *far hand*, *know direction and location*, *mind thrust* (DC 12), *missive*; 3/day—*ego whip* (ML 5th, DC 13), *energy burst* (ML 5th, DC 14), *inflict pain*

# Blood Boulder

## Small Aberration

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** -1

**Speed:** 50 ft. (10 squares)

**Armor Class:** 20 (+1 size, -1 Dex, +10 natural), touch 10, flat-footed 20

**Base Attack/Grapple:** +1/+1

**Attack:** Slam +6 melee (1d4+6)

**Full Attack:** Slam +6 melee (1d4+6)

**Space/Reach:** 5 ft./5 ft.

**Abilities:** Str 21, Dex 8, Con 15, Int 10, Wis 11, Cha 12

**Skills:** Jump +6, Listen +7, Search +3, Spot +7

**Feats:** Alertness, Power Attack

**Environment:** Any hills and mountains

**Organization:** Solitary, pair, patrol (3-4), regiment (10-15)

**Challenge Rating:** 2

**Treasure:** No coins; double goods; mundane items

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +2

(DC 13); 1/day—*energy ray*, *feather fall*, *mindlink*, *stomp* (DC 12). Manifester level 4th. The save DCs are Charisma-based.

**Psychic Signpost (Sp):** Once per day, a bhavoratyae can use psionics to mark its territory. To use this ability, the bhavoratyae must stand at the perimeter of the area to be protected and use a full-round action to place and shape the barrier. This psychic wall can be up to 100 feet long and 20 feet high, and it can be curved to fit the terrain as desired, though it cannot occupy the same space as a barrier placed by another bhavoratyae. This barrier is not physical and any creature can pass through it unhindered. Any psionic creature that crosses it automatically senses its presence, although creatures other than bhavoratyae usually don't understand exactly what they are sensing.

Any bhavoratyae that crosses a barrier placed by a member of another tribe automatically takes 1 point of damage. These psychic signposts fade after one week, so they must be regularly renewed.

**Special Attacks:** Blood drain, improved grab, overrun

**Special Qualities:** Blindsight 50 ft., camouflage, damage reduction 5/bludgeoning

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

**Abilities:** Str 18, Dex 9, Con 14, Int 2, Wis 8, Cha 6

**Skills:** Hide +5, Jump +12, Spot +2

**Feats:** Improved Overrun<sup>B</sup>, Power Attack

**Environment:** Cold mountains

**Organization:** Pack (6-12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small); 5-6 HD (Medium)

**Level Adjustment:** –

Blood boulders are predators found in rocky terrain such as mountains, hills, and underground caverns. To the unwary traveler, a blood boulder appears as nothing more than a mottled, spherical boulder similar in coloration to the terrain in which it is found. Upon closer inspection, one discovers that this rock is covered with hideous little mouths with needle-sharp teeth, smeared with the blood of its victims. A blood boulder feeds on the blood of its prey.

The blood boulder's tough hide is almost as hard as the stone that it resembles, making an encounter with this mindless marauder a daunting challenge. Blood boulders have no legs, and move by pushing their bodies into a rolling motion, reaching very high speeds.

Blood boulders have no lairs and are nomadic, traveling in packs and searching for new food sources. Occasionally a group of blood boulders stays in one area for some time, ambushing prey. This is likely when an ample source of food travels along an established route. This route is eventually abandoned as the animals in the area learn to avoid the newly arrived predators, forcing the blood boulders to move on.

Blood boulders reproduce asexually. A group of blood boulder young appears as little more than a group of pebbles. The parents regurgitate their meals over their clutch of young in order to feed them.

### *Combat*

Blood boulders are found in packs, and they use this to their advantage. A blood boulder attacks by rolling into its victims and knocking them to the ground. The rest of the pack then rolls onto the victim to drain his blood, leaving little more than an empty husk. The blood boulder's tough outer hide makes it difficult to injure, and its body is covered with small mouths lined with sharp teeth for gripping its victims and sucking their blood.

Unless the party sees past the blood boulder's camouflage, its first attack is from surprise. A blood boulder typically charges and tries to overrun its nearest opponent as its first action. If it knocks its opponent prone, it stays in that opponent's space

and tries to drain blood; otherwise, the blood boulder tries again or uses its slam attack. When the blood boulders have all drunk their fill, they retreat back into hiding.

Blood boulders can be particularly deadly to creatures that heavily rely on stealth for success. Such creatures may hear an enemy creeping up on them, but when they look around, all they see is a bunch of rocks. If the creatures seek cover among the boulders, expecting an ambush, they are likely to walk into a surprise attack by the boulders themselves. Particularly devious trapmakers often load a blood boulder into an ordinary falling rock trap for a little extra surprise for those that spring it.

**Blood Drain (Ex):** A blood boulder can drink the blood of a grabbed creature with a successful grapple check, dealing 1d4 points of Constitution damage. Once a blood boulder inflicts 4 points of Constitution damage, it rolls away to digest its meal.

**Improved Grab (Ex):** To use this ability, a blood boulder must hit a prone creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can drain blood in the following round.

**Overrun (Ex):** A typical blood boulder has a +8 bonus on Strength checks to overrun opponents, including a +4 racial bonus. If a blood boulder fails to knock an opponent prone, the opponent may not react to knock down the blood boulder.

**Blindsight (Ex):** Blood boulders have no eyes, but they are able to perceive their environment to a range of 50 feet due to a special layer of tissue and sensory organs beneath their tough outer skin. Beyond that range, they are considered blinded. Blood boulders are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

**Camouflage (Ex):** From a distance, a blood boulder's outer skin makes it appear like a small boulder. An observer must make a successful DC 20 Spot or Knowledge (dungeoneering) check to notice that a still blood boulder is actually a living creature.

# Cacogen

## Medium Undead

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +8

**Speed:** 40 ft. (8 squares)

**Armor Class:** 19 (+4 Dex, +2 natural, +2 leather armor, +1 buckler), touch 14, flat-footed 15

**Base Attack/Grapple:** +2/+6

**Attack:** Scimitar +6 melee (1d6+4/18-20) or claw +6 melee (1d4+4)

**Full Attack:** Scimitar +6 melee (1d6+4/18-20) and claw +1 melee (1d4+2) or 2 claws +6 melee (1d4+4)

**Special Attacks:** Improved grab, silence, sneak attack +2d6

The cacogen is a deformed human, typically a leper, hunchback, or clubfoot, but sometimes a scarred or branded rogue, who has been brought back to life to serve an evil sorcerer or wizard as a necromantic guardian. Most cacogens wear layers of black or indigo burial shrouds and leather armor, wrap their faces in black turbans and veils, and carry small shields or bucklers. Their weapons vary, but typically include scimitars, bolos, composite bows, and garrotes. Their black, hardened claws can serve in a pinch.

The cacogen's chief weapon is stealth. It rarely shows itself, but is always patrolling and watching over a specified area. It prefers to observe its victims from hiding before attacking, but it's unlikely to run if seen. It ignores anyone outside its area of responsibility, unless they have stolen something from its master.

A cacogen's typical territory might be a lost or ruined city, a necropolis or graveyard, or a wizard's fortress. In rare instances, they guard cellars or mansions within neutral or evil cities or towns. A cacogen's typical territory usually has many places for the cacogen to hide, as well as several escape routes; it may take to the rooftops, or crawl into the sewers. This allows it to slip away and return behind its foes for another sneak attack at a more opportune moment in the future.

Cacogens vary in height and weight in the same ranges as humans.

**Special Qualities:** Darkvision 60 ft., guardian, +4 turn resistance, undead traits

**Saves:** Fort +1, Ref +5, Will +4

**Abilities:** Str 18, Dex 19, Con –, Int 13, Wis 10, Cha 12

**Skills:** Climb +15, Hide +11, Jump +8, Listen +9, Move Silently +11, Spot +9

**Feats:** Alertness, Improved Initiative

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually lawful evil

**Advancement:** By character class

**Level Adjustment:** –

## Combat

A cacogen remains in hiding until it can sneak attack a foe. It prefers to attack a solitary opponent, but it frequently ambushes a person at the rear of a group, silencing its enemy to avoid notice. If it is seen or cornered, the cacogen turns and fights, although it tries to flee if obviously overmatched. The cacogen does not leave its assigned area unless it is in pursuit.

**Improved Grab (Ex):** To use this ability, the cacogen must make a successful sneak attack against an opponent. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can silence its opponent.

**Silence (Ex):** A cacogen grappling an opponent prevents that opponent from speaking or making sounds until freed from the grapple (by covering the creature's mouth, crushing its neck, and so on). Such creatures cannot call for help or cast spells with verbal components. A cacogen that kills its target during a grapple may avoid making noise throughout the entire altercation.

**Sneak Attack (Ex):** A cacogen can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the cacogen is flanking.

**Guardian (Ex):** A cacogen gains a +2 bonus on attack and damage rolls when defending its master.

**Skills:** A cacogen has a +4 racial bonus on Climb checks.

# Carcaetan

## Medium Undead

**Hit Dice:** 3d12+3 (22 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+5 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +1/+4

**Attack:** Bite +4 melee (1d6+3/19-20)

**Full Attack:** Bite +4 melee (1d6+3/19-20) and 2 claws +2 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Feed

**Special Qualities:** Darkvision 60 ft., graft, rejuvenation, undead traits

**Saves:** Fort +1, Ref +1, Will +3

**Abilities:** Str 17, Dex 10, Con –, Int 11, Wis 10, Cha 13

**Skills:** Climb +5, Hide +6, Listen +4, Move Silently +4, Search +2, Spot +6

**Feats:** Improved Critical (bite)<sup>B</sup>, Multiattack, Toughness

**Environment:** Any

**Organization:** Solitary or pack (3-7)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 4-6 HD (Medium); 7-9 HD (Large)

**Level Adjustment:** –

Separated from the natural world, not quite alive and unable to die, carcaetans maintain their existence through a diet of mortal flesh. Carcaetans vary dramatically in appearance. Some look almost exactly as they did before their transformation, with only a slight pallor and lack of scent to differentiate them from the living. Others are clearly unnatural, shambling about with open scars, blackened limbs, and wounds that should be lethal. The few who maintain some degree of sanity and adapt to their new existence learn to replace destroyed extremities with parts from other creatures, rebuilding their bodies piece by piece.

A carcaetan is created by magic designed to remove a creature from the cycle of life. The ritual is sometimes used as a punishment or a powerful curse, but some evil individuals undergo it intentionally. The carcaetan loses its ability to grow, heal, reproduce, and die, and must steal energy from the living to gain the strength to act. The blood and flesh of animals and humanoids provide the greatest amount of nourishment, but carcaetans can survive off grass and leaves for days. A rat can keep a carcaetan energetic for hours, while a human can satiate one for a week. Without nourishment, carcaetans lose the capacity to exert themselves, becoming thinking lumps of inanimate flesh.

An injured carcaetan's wounds never close, but even burnt or mutilated carcaetans eventually pull themselves back together. Carcaetans who suffer grave injuries often lose the ability to think clearly, becoming mindless, flesh-eating monsters.

Carcaetans speak the languages they spoke in life (usually Common).

## Combat

Carcaetans tend to be fearless in combat, tearing wildly with their mouths and claws. However, only the most degenerate or powerful do not flee from creatures wielding positive energy.

**Feed (Ex):** Upon striking a successful critical hit against a living, corporeal creature with a bite or claw attack, a carcaetan can feed on the creature's torn flesh and blood. If the carcaetan hits with a claw attack, it must take a move action to feed, or the meat and blood loses its potency and is wasted. A carcaetan that feeds gains 1d4+1 points of Strength for 1 hour. A carcaetan cannot gain more than 5 points of Strength in this manner at any given time.

**Rejuvenation (Su):** Unless destroyed by some form of positive energy (such as turning or *cure* spells), a destroyed carcaetan rises again with maximum hit points after 1d4 hours. If its body is mutilated, the rejuvenation usually takes 1d4 days instead, unless the body parts are actively prevented from gathering in one place. (In this case, the rejuvenation can be prevented indefinitely.) Cremated, frozen, or similarly treated carcaetan bodies take 1d4 weeks to reassemble. Dealing damage from a positive energy source to a carcaetan corpse permanently destroys it, regardless of what kind of damage reduced the carcaetan to 0 hit points.

**Graft (Ex):** A carcaetan can gain some of the abilities of living, corporeal foes by replacing its limbs with theirs, drinking their blood, or ornamenting itself with their bones, skin, or internal organs. This process takes several hours under the best of circumstances, and the carcaetan must succeed on a DC 15 Will save or gain no

benefit. No foe can grant a carcaetan more than one ability, and some creatures simply do not have compatible physiologies that a carcaetan can use. Guidelines for granting carcaetans new abilities are as follows.

**Attacks:** A carcaetan can replace its bite attack, and either of its claw attacks, with the bite or claw attack of a Small to Large creature. This grants the carcaetan the damage and threat range of the grafted natural weapon, but does not change the carcaetan's attack bonus or grant it any supernatural abilities. Extraordinary abilities carried over with natural weapons include poison and disease effects, and extra energy damage, but not improved grab, swallow whole, or rend.

**Breath Weapon:** By wearing the head or skull (as a helm or mantle, or by replacing the carcaetan's head) of a Small to Large creature, a carcaetan can gain the creature's breath weapon. The effect is identical to the creature's, but the save DC is  $10 + 1/2$  carcaetan's HD.

**Fast Healing:** A carcaetan who grafts on part of the anatomy of a creature with fast healing gains fast healing 1, or adds 1 to its current level of fast healing.

**Gaze Attack:** By wearing the eyes of a Small to Large creature, a carcaetan can gain the creature's gaze attack. The effect is identical to the creature's, but the save DC is  $10 + 1/2$  carcaetan's HD + carcaetan's Charisma modifier.

**Resistance to Energy:** A carcaetan can gain one half (maximum 20) of a creature's resistance to one type of energy. If the creature is immune to the type of energy, the carcaetan gains a resistance of 20.

**Spell-Like Abilities:** Drinking a creature's blood can give a carcaetan access to one of its spell-like abilities. The carcaetan can choose the ability from those available to the creature, but the ability must emulate a spell of a level no higher than one-half the carcaetan's HD. The carcaetan can use the ability once per day, or at the same frequency as the creature, whichever is less frequent. The ability operates at a caster level equal to the carcaetan's HD, and the save DC is Charisma-based.

**Spell Resistance:** As resistance to energy.

| Effect   | Source                                   |
|--|--|
| Claw 1d3 plus 1d4 fire   | Fire mephit claw                         |
| Bite 2d6   | Skum head                                |
| Breath weapon, 15-foot cone, once every 1d4 rounds, damage 4d6 cold                        | Winter wolf skull                        |
| <i>Dimension door</i> 1/day  | Barghest blood                           |
| Resistance to fire 5   | Vrock feathers                           |
| <i>Detect good</i> 1/day   | Imp blood                                |
| Fast healing 1   | Adithari blood (Marsh & Aquatic)         |
| Spell resistance 7   | Sea hag skin                             |
| <i>Dancing lights</i> 1/day  | Gnome heart                              |
| Petrifying gaze, 30 feet   | Medusa eyes                              |
| Resistance to cold 20  | Ice mephit blood                         |
| Bite 2d6 plus poison (DC 18, initial and secondary damage 1d8 Constitution)                | Spirit naga head                         |
| Terrifying gaze, paralyzed with fear for 1d4 rounds, 30 feet                               | Nightbeast skull (Forest)                |
| Resistance to electricity 5  | Aasimar blood                            |
| <i>Remove disease</i> 1/week   | 6th-level paladin heart                  |
| Breath weapon, 60-foot cone, once every 1d4 rounds (but no more than 5/day), turn to stone | Gorgon skull                             |
| <i>Ray of frost</i> 1/day  | Winterbrood fury blood (Marsh & Aquatic) |
| Breath weapon, 10-foot cone, once every 2d4 rounds, damage 2d6 fire                        | Hell hound skull                         |

# Dark Creeper

## Small Humanoid (Dark Creeper)

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+1 size, +3 Dex, +4 clothing), touch 14, flat-footed 15

**Base Attack/Grapple:** +0/-4

**Attack:** Dagger +4 melee (1d3/19-20 and poison)

**Full Attack:** Dagger +4 melee (1d3/19-20 and poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Death throes, spell-like ability

**Special Qualities:** *Detect magic*, light blindness, poison use, see in darkness

Dark creepers are 4-foot tall humanoids with thin, light frames. They have gray skin and dark white eyes with gray pupils. Dark creepers dress in black or brown clothing that reeks of filth. When their clothing begins to rot with age and fall from their bodies, they simply add another layer, rather than remove the tattered rags. Dark creepers speak their own babbling language understandable only to other dark creepers and dark stalkers (page 74).

### Combat

Dark creepers create darkness to gain the advantage in combat. Once the advantage is obtained, dark creepers seek to pilfer valuables from their opponents, favoring magic items over normal items. They are particularly fond of daggers, rings, and jeweled items. A dark creeper never flees or parleys during combat. Dark creepers that witness a dark creeper's death throes will often flee in terror, but quickly regroup when they can.

**Death Throes (Ex):** When killed, a dark creeper spontaneously explodes in a flash of white-hot light. All creatures within 10 feet must make a successful DC 11 Fortitude save or be blinded for 1d6 x10 minutes. The save DC is Constitution-based.

**Spell-Like Ability:** 3/day—*darkness*. Caster level 8th.

**Detect Magic (Su):** A dark creeper can continuously *detect magic* as the spell (caster level 12th). It can suppress or resume this ability as a free action.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark creepers for 1 round. On subsequent

**Saves:** Fort +1, Ref +5, Will +0

**Abilities:** Str 11, Dex 16, Con 12, Int 9, Wis 10, Cha 8

**Skills:** Climb +5, Hide +11, Listen +1, Move Silently +7, Sleight of Hand +4, Spot +1

**Feat:** Blind-Fight, Weapon Finesse<sup>B</sup>

**Environment:** Temperate forest, mountain, and underground

**Organization:** Gang (2-4) or clan (20-80 plus 1 dark stalker per 20 dark creepers)

**Challenge Rating:** 2

**Treasure:** Standard coins; standard goods; double items

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +2

rounds, they are dazzled while operating in bright light.

**Poison Use (Ex):** Dark creepers are not at risk of poisoning themselves when handling poison.

**See in Darkness (Su):** Dark creepers can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

**Clothing:** A dark creeper wears layer upon layer of rotting cloth that provides a +4 armor bonus. This clothing is essentially light armor and weighs 15 pounds, and has an armor check penalty of -1, a maximum Dexterity bonus of +4, and an arcane spell failure chance of 15%. If a dark creeper's clothing is removed, it is destroyed and becomes useless.

**Poison:** Injury, Fortitude DC 14, initial damage 1d4 Str, secondary damage 1d6 Str.

**Skills:** A dark creeper has a +4 racial bonus on Climb, Hide, and Move Silently checks.

### Dark Creeper Society

It is known that subterranean cities of dark creepers exist. Most creatures that have seen these cities venture no closer than necessary, for the route to the city is often lined with traps, snares, and other deadly devices to detour would-be trespassers. Each city is a large circular pit with a spiraling staircase leading down to the multi-layered city. A dark creeper city is constantly shrouded in a cloud of impenetrable darkness. The actual habitat and details of dark creeper society remain a mystery, as those that have ventured into a dark creeper city have yet to return and tell of their exploits. It is believed that the race known as dark stalkers are the leaders of such cities.

# Darnu

## Medium Magical Beast

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

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

**Base Attack/Grapple:** +4/+6

**Attack:** Bite +6 melee (1d6+3)

**Full Attack:** Bite +6 melee (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Mob mentality

**Special Qualities:** Darkvision 60 ft., low-light vision, scent, tongues

Darnu are intelligent canines who use their ability to learn languages to trick their enemies. Darnu stand 4 feet high at the shoulder, and are covered in thick gray and black fur. Their pointed ears are tipped with thin tufts of white, and their tails are long and bushy. Darnu have stubby muzzles that easily conceal their large teeth, and deep-set brown eyes. Apart from their size, darnu appear relatively harmless, resembling dogs as much as wolves. Albino darnu are very rare and have dark blue eyes.

Darnu can survive in nearly any climate, though they are best suited to cold regions. Their teeth can easily kill most prey, and they run at great speeds. Suspicious of other creatures, darnu view most animals as lesser beings unfit to share their territory and prefer to eat intelligent humanoids. A darnu pack is led by an alpha male, who is the only male pack member permitted to breed. Those who challenge the alpha's leadership fight the alpha in a vicious battle for dominance. The survivor assumes control of the pack.

Darnu normally use their ability to speak any language to confuse and disorient opponents while hunting, but some humanoids have learned to use it to their advantage. Despite their haughtiness, darnu can be bargained with, and some landowners make deals to have darnu packs spy on travelers. Darnu spies generally stalk parties from a distance, listening to conversations from roadside shadows. Some darnu have even infiltrated urban areas. In return for their services, darnu often receive human sacrifices, left in the pack's territory to be hunted.

Darnu pelts can fetch a high price for use in caps, gloves, and cloaks. A pelt in good condition sells for around 600 gp. Albino darnu pelts sell for twice that price.

Darnu speak Common, Undercommon, and up to six other languages native to their region. Occasionally, the last members of a dying race

**Saves:** Fort +6, Ref +6, Will +2

**Abilities:** Str 15, Dex 14, Con 15, Int 9, Wis 13, Cha 10

**Skills:** Hide +6, Jump +10, Listen +6, Move Silently +5, Spot +5, Survival +2\*

**Feats:** Alertness, Run, Track <sup>B</sup>

**Environment:** Cold and temperate hills, mountains, forests and plains

**Organization:** Solitary, pair, or pack (3-7)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** +0 (+1 if albino) (cohort)

seek out a darnu pack to ensure that their racial language is not forgotten.

## Combat

When hunting, darnu will track travelers passing through their territory for days or weeks at a time, until all pack members have learned their quarry's language. When they are ready to fight, darnu call out taunts and chants from a distance, distracting and unnerving their opponents. At night, the pack alpha may whisper a traveler's name, luring him away from his campsite to be devoured alone.

**Mob Mentality (Ex):** Darnu are particularly good at ganging up on opponents. If two or more darnu are flanking an opponent, each darnu who threatens that opponent gains a flanking bonus on melee attacks equal to the total number of flanking darnu (maximum +5). Darnu that are not actually flanking the opponent are not considered to be flanking for purposes of sneak attacks and other special abilities.

**Tongues (Su):** A darnu can speak and understand any language it hears for 24 hours after exposure. After 3 consecutive days during which a darnu is exposed to a language, the darnu gains the permanent ability to speak and understand that language. This ability does not confer literacy.

**Skills:** Darnu have a +2 racial bonus on Hide, Listen, and Move Silently checks. \*Darnu have a +4 racial bonus on Survival checks when tracking by scent.

## Albino Darnu

A newborn albino darnu always becomes its pack's alpha once it matures. Otherwise identical to their kin, albino darnu can use the following spell-like abilities: *3/day-ghost sound* (DC 10), *message*, *ventriloquism* (DC 10); *1/day-hideous laughter* (DC 12). Caster level 5th. The save DCs are Charisma-based.

# Enfant Terrible

2

## Tiny Undead (Incorporeal)

**Hit Dice:** 4d12+3 (29 hp)

**Initiative:** -1

**Speed:** 10 ft. (2 squares), fly 20 ft. (perfect)

**Armor Class:** 13 (+2 size, +1 deflection), touch 11, flat-footed 13

**Base Attack/Grapple:** +2/-10

**Attack:** Incorporeal claw +3 melee touch (1d4-4 and 2d6cold)

**Full Attack:** Incorporeal claw +3 melee touch (1d4-4 and 2d6 cold) and incorporeal bite -2 melee touch (1d6-4)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** Dread presence, frost breath, frost touch, manifestation

**Special Qualities:** Darkvision 60 ft., incorporeal

traits, rejuvenation, smile of innocence, undead traits

**Saves:** Fort +1, Ref +0, Will +6

**Abilities:** Str 3, Dex 9, Con —, Int 9, Wis 14, Cha 8

**Skills:** Bluff +8, Climb +1, Disguise -1 (+1 acting), Hide +7, Jump -16, Intimidate +8, Listen +3, Spot +3

**Feats:** Persuasive, Toughness

**Environment:** Any land

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 5-8 HD (Tiny); 9-12 HD (Small)

**Level Adjustment:** —

The enfant terrible is an emaciated infant floating 4 feet off the ground, naked but for a scrap of rotted cloth diaper. Its face is swelled and purple, its throat livid with evidence of choking. Its eyes glare about in hatred in jarring contrast to the cooing, chortles and occasional crying it emits.

When an infant is murdered, the same forces that sometimes create ghosts may create an enfant terrible. This depressing creature floats or crawls about the place of its death, haunting the inhabitants or seeking vengeance upon its killer. These unfortunate souls can only be set to rest by bringing justice to its killer or showing it the genuine love of a mother one last time.

An enfant terrible is about 1 and 1/2 to 2 and 1/2 feet tall, and weighs between 8 and 24 pounds. An enfant terrible cannot speak any language, only communicating through coos, cries, and babbles.

## Combat

The enfant terrible prefers to use its beguiling ways to get close to its intended victims and strike.

**Dread Presence (Ex):** The enfant terrible's very presence can inspire dread and depression, though if the child remains unseen, most victims do not understand the reason for their mood change. When an enfant terrible manifests, the sight of a ghostly child with murder in its eyes is enough to stop the bravest heart. Those within 30 feet or eyesight of the creature must succeed at a DC 11 Will save or have their resolve shaken and suffer a -1 morale penalty to all actions for 4d6 rounds. The save DC is Charisma-based.

**Frost Breath (Su):** Once every 1d4 rounds, the enfant terrible may breathe out a 10-foot cone of supernaturally chilled air. Anyone caught in

the frost breath's area must succeed at a DC 11 Fortitude save or take 1d4 points of Constitution damage. The save DC is Charisma-based.

**Frost Touch (Ex):** When manifested, the enfant terrible may lay its hand on an opponent as a touch attack. The target suffers the effects of frostbite, taking 2d6 points of cold damage. The frost touch also takes effect if the enfant terrible claws an opponent.

**Manifestation (Su):** An enfant terrible dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When an enfant terrible manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested enfant terrible can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested enfant terrible can pass through solid objects at will, and its own attacks pass through armor. A manifested enfant terrible always moves silently. A manifested enfant terrible can strike with its touch attack or with a ghost touch weapon. A manifested enfant terrible remains partially on the Ethereal Plane, where is it not incorporeal. A manifested enfant terrible can be attacked by opponents on either the Material Plane or the Ethereal Plane. The enfant terrible's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

An enfant terrible has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.



**Rejuvenation (Su):** In most cases, it's difficult to destroy an enfant terrible through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. An enfant terrible that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + enfant terrible's HD) against DC 16. As a rule, the only way to get rid of an enfant terrible for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

**Smile of Innocence (Su):** This is the most insidious weapon the enfant terrible has

in its arsenal, because it plays upon its target's compassion and pity. As a move action, the enfant terrible can stifle its dread presence and cloak itself in an illusion to appear as a normal baby. It cries like a normal baby, gurgles when picked up, and if its skin feels a little cold, the natural instinct is to hold it close to warm it. This moment is usually when the creature sinks its teeth into its would-be caretakers' neck or reaches up tiny hands to rip out the victim's eyes. The enfant terrible reverts to its "normal" appearance once it attacks or uses any of its special attacks. This grants the enfant terrible a +20 racial bonus on Disguise checks to impersonate a living infant.

## Ghoul Wolf

**Medium Undead**

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

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

**Base Attack/Grapple:** +2/+5

**Attack:** Bite +6 melee (1d6+4 plus paralysis)

**Full Attack:** Bite +6 melee (1d6+4 plus paralysis)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Paralysis

**Special Qualities:** +2 turn resistance, darkvision 60 ft., scent, undead traits

**Saves:** Fort +1, Ref +3, Will +6

**Abilities:** Str 17, Dex 15, Con—, Int 6, Wis 14, Cha 10

**Skills:** Hide +6, Listen +7, Jump +11, Move Silently +6, Spot +7, Survival +6\*

**Feats:** Alertness, Weapon Focus (bite)

**Environment:** Any land

**Organization:** Solitary or pack (7-16)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** —

Ghoul wolves resemble normal wolves, save the fact that their fur is matted in places and torn away from their flesh in other places. Their eyes are stark white and their fur is gray.

### Combat

Ghoul wolves hunt in packs, surrounding their prey and circling as they move in to kill it.

**Paralysis (Ex):** Those hit by a ghou wolf's bite attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d6+2 minutes. Elves have immunity to this paralysis. The save DC is Charisma-based.

**Skills:** A ghou wolf has a +2 racial bonus on Hide and Move Silently checks.

\*Ghou wolves have a +4 racial bonus on Survival checks when tracking by scent.

# Ice Scarab

## Medium Vermin (Cold)

**Hit Dice:** 3d8+3 (16 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares), fly 60 ft. (average) (12 squares)

**Armor Class:** 15 (+5 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +2/+3

**Attack:** Bite +3 melee (1d6+1)

**Full Attack:** Bite +3 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Constrict 1d6+1, improved grab

**Special Qualities:** Darkvision 60 ft., immunity to cold, vermin traits,

vulnerability to fire

**Saves:** Fort +4, Ref +1, Will +1

**Abilities:** Str 13, Dex 11, Con 12, Int —, Wis 10, Cha 7

**Skills:** Hide +0\*

**Feats:** Snatch<sup>B</sup>

**Environment:** Arctic mountains

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** 1/10 coins; 50% goods; 50% items

**Alignment:** Always neutral

**Advancement:** 4-6 HD (Medium); 7-9 HD (Large)

**Level Adjustment:** —

Ice scarabs are found only in arctic regions or on snow-capped mountaintops. Their carapaces are completely white, with dark, multifaceted eyes and short, thick, hairy antennae like a moth. Their wicked-looking mandibles extend straight out from the head and have many sharp hooks along their inner surfaces with which to rend prey.

Ice scarabs are solitary, each creature staking out a chunk of territory and aggressively defending it from others of its kind. They mate during the cool months of autumn. Females lay 1d8 small, white eggs (looking rather like lopsided snowballs) the following winter; the eggs then incubate before hatching in spring with the first thaw. Ice scarab larvae are on their own from birth, subsisting on small insects and rodents. They burrow into the earth in the warmest months of the summer, when the earth is the softest, and metamorphosize into their adult forms, emerging in early autumn.

Ice scarabs traditionally carve a den for themselves deep in a snow bank or glacial ice. This den is only for the scarab that carved it; except for mating season, any others that approach are immediately attacked. Slain victims are usually brought back to the scarab's den to be devoured in

peace and occasionally a victim's possessions can be found in the rear of the den, pushed out of the way.

## Combat

Ice scarabs swoop down upon unsuspecting foes and attack with their wicked mandibles. While non-intelligent by mammalian standards, ice scarabs instinctively keep the sun at their backs when flying at a potential victim. Fortunately for the ice scarab, the noise its wings make during flight is minimal and thus usually does not alert its prey. If an ice scarab gets a hold on its prey, it attempts to fly away with it. Ice scarabs are capable fliers, able to lift up to 200 additional pounds without degrading their aerial maneuverability.

**Constrict (Ex):** An ice scarab deals 1d6+1 points of bludgeoning and piercing damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an ice scarab must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Skills:** \*An ice scarab has a +8 racial bonus on Hide checks in areas of snow and ice.

# Keenwing

## Tiny Animal

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), fly 240 ft. (average)

**Armor Class:** 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

**Base Attack/Grapple:** +1/-8

**Attack:** Claw +6 melee (1d3-1)

**Full Attack:** Claw +6 melee (1d3-1) and wing +1 melee (1d6-1/18-20 plus dismemberment)

**Space/Reach:** 2-1/2 ft/0 ft

**Special Attacks:** Dismemberment

The keenwing flashes past in a steel-gray blur, its long wings outstretched. One leading wing edge brushes a tree nearby, scattering a spray of bark, broken branches and shredded leaves.

The keenwing is one of the deadliest of all birds, despite its tiny size. This carnivorous bird doesn't eat much, but its method of obtaining food is unsettling. Its wings are lined with razor-sharp bone, allowing it to deal vicious lacerations and sever extremities.

Keenwings mate for life. They hunt in pairs, severing small bits of prey to bring back to their lair. Keenwing nests are horrid masses of flesh, sinew, and bone.

**Special Qualities:** Darkvision 120 ft., low-light vision

**Saves:** Fort +3, Ref +6, Will +2

**Abilities:** Str 8, Dex 17, Con 10, Int 2, Wis 14, Cha 6

**Skills:** Hide +11, Jump -7, Listen +3, Move Silently +6, Spot +3

**Feats:** Flyby Attack, Weapon Finesse<sup>B</sup>

**Environment:** Any land

**Organization:** Solitary, pair, or family (1-2 and 2-5 offspring)

**Challenge Rating:** 2

**Advancement:** 2-4 HD (Tiny)

**Level Adjustment:** -

A keenwing is 1 to 2 feet long with a wingspan of 5 feet. It weighs about 1 pound.

## Combat

Keenwings are fearless. They know that virtually any creature, no matter its size, can offer them a meal, though they are generally uninterested in fighting longer than is required to gain a meal. Fiercely loyal to their mates, one will almost always fight to the death if the other is killed.

**Dismemberment (Ex):** When a keenwing attacks with its razor-sharp wing bone, it threatens a critical hit on a natural attack roll of 18-20. On a successful critical hit, it does not multiply the damage dealt. Instead, roll 1d6 and consult the table below for the results of dismemberment.

| 1d6 | Roll Result   |
|-----|---|
| 1   | head; victim dies instantly   |
| 2   | right arm; victim loses 33% of current hit points and suffers a -2 penalty on attack rolls and Strength-based checks  |
| 3   | left arm; victim loses 33% of current hit points and suffers a -2 penalty on attack rolls and Strength-based checks   |
| 4   | right leg; victim loses 50% of current hit points and suffers a -2 penalty on Reflex saves and Dexterity-based checks |
| 5   | left leg; victim loses 50% of current hit points and suffers a -2 penalty on Reflex saves and Dexterity-based checks  |
| 6   | vicious chest slash; victim loses 50% of normal total hit points  |

# Laxmyri

2

## Medium Monstrous Humanoid

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 20 ft. (4 squares)

**Armor Class:** 16 (+3 Dex, +2 natural, +1 padded armor), touch 13, flat-footed 13

**Base Attack/Grapple:** +2/+3

**Attack:** Gore +3 melee (1d6+1) or club +3 melee (1d6+1)

**Full Attack:** Gore +3 melee (1d6+1) or club +3 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Powerful charge 3d6+1

**Special Qualities:** Darkvision 60 ft., resistance to cold 5, scent

**Saves:** Fort +2, Ref +6, Will +3

**Abilities:** Str 12, Dex 17, Con 14, Int 8, Wis 10, Cha 10

**Skills:** Climb +9, Hide +5, Jump +5, Listen +2, Move Silently +3, Spot +3, Tumble +5

**Feats:** Acrobatic<sup>B</sup>, Alertness

**Environment:** Cold mountains and hills

**Organization:** Solitary or pack (2-6)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** By character class

**Level Adjustment:** +3

Laxmyri are goat men with the build of a human, the head of a goat, human hands, and hoofed feet. Their body is covered with a downy fur which laxmyri comb and braid into decorative designs. Laxmyri speak their own goatish language and a broken version of the nearest regional humanoid dialect.

### Combat

**Powerful Charge (Ex):** A laxmyri typically begins a battle by charging at an opponent, lowering its head to bring its large horns into play. In addition to the normal benefits and hazards of a charge, this allows the creature to make a single gore attack with a +3 attack bonus that deals 3d6+1 points of damage.

**Skills:** Laxmyri have a +8 racial bonus on Climb checks. A laxmyri can always choose to take 10 on Climb checks, even if rushed or threatened.

### Laxmyri as Characters

A laxmyri's favored class is barbarian. Laxmyri clerics (shamans) and druids (mystics) worship nature-oriented or powerful primal deities. Laxmyri make good arctic rangers, sometimes hiring themselves out to travelers for payments of jewelry. Sorcerers and wizards are virtually unheard of among the brutish goat-men.

## Flora and Fauna

**Spy Grass:** A small flowering plant, not much different than a dandelion, spy grass is the bane of secrecy. Spy Grass has developed an unusual survival method; it telepathically scans a passing creature's mind to learn of the "best location" for its growth and reproduction. The spy grass then slowly moves to that location at a speed of six inches a day. For those who can communicate with plants, spy grass provides additional information. If the communicator can sway the plant from its normal unfriendly attitude to friendly or better, the person gains a window into the minds of those who have passed by within 10ft. of the plant. This provides the person with knowledge of who (or what) has passed in the past week and, if the spy grass attitude is helpful, the person gains access to a single train of thought of every scanned creature. This memory could be important or trivial. Identifying spy grass requires a DC 20 knowledge (nature) check or a spot check of DC 25 to notice the plant has moved and then a DC 15 knowledge (nature) check. Spy grass is a magically dependent plant that needs magic, sunlight, water, air, and soil to survive. Spy grass is found in temperate and tropical environments where grass or flowers are found.

# Nagley

## Fine Fey

**Hit Dice:** 2d6+2 (9 hp)

**Initiative:** +5

**Speed:** 5 ft. (1 square), fly 40 ft. (good)

**Armor Class:** 23 (+8 size, +5 Dex), touch 23, flat-footed 18

**Base Attack/Grapple:** +1/-19

**Attack:** Short sword +5 melee (1-4/19-20)

**Full Attack:** Short sword +5 melee (1-4/19-20)

**Space/Reach:** 1/2 ft./0 ft.

**Special Attacks:** Bad luck, distraction

**Special Qualities:** Low-light vision, *mislead*, spell resistance 20

The nagley is a tiny, green-skinned humanoid is only about four inches tall. It flits about on gossamer wings with a mischievous look on its face. The misunderstood nagley is a friendly little sprite that loves company. In fact the nagley is a bit too friendly, and sometimes its overtures of generosity are greeted with anger and violence. Most people can't agree whether a nagley is a blessing or a curse.

A nagley flits about looking for someone interesting to follow, and then proceeds to follow them, all the while asking annoying questions ("Oooh, what's that do?"), singing songs ("Pop goes the grumpet!"), and generally being mischievous ("Hey, who put cottage cheese in my boots?") Once a nagley has found someone it likes, it never leaves that individual's side. If anyone tries to get rid of the nagley, it acts hurt and offended, and explains how helpful it can be, and how it's bad luck to kill a nagley.

However, a nagley is not entirely useless, having a variety of skills and abilities that it uses to help its companions if it is treated well. It also uses its distraction ability against their enemies to save its friends in times of trouble.

Adventurers often draw the interest of a nagley after doing something impressive, such as winning a battle, casting a spell during trying conditions, or using a skill in an expert manner. The nagley is fairly good-natured in its banter, although it loves to make fun of creatures that stumble or screw up in humorous ways. It even uses its distraction ability to cause mishaps, although usually only when the repercussions are more funny than dangerous. However, in times of need, a nagley may actually save its allies' lives

**Saves:** Fort +1, Ref +8, Will +3

**Abilities:** Str 2, Dex 21, Con 12, Int 14, Wis 10, Cha 17

**Skills:** Appraise +6, Bluff +8, Decipher Script +6, Hide +24, Intimidate +7, Jump -16, Knowledge (nature) +7, Listen +4, Open Lock +18, Search +6, Spot +4

**Feats:** Dodge

**Environment:** Temperate hills

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually chaotic good

**Advancement:** 2-3 HD (Diminutive)

**Level Adjustment:** +3 (cohort)

a time or two. It can use its Intimidate skill to scare off some approaching foes, it may open a lock when others fail, or it may cause an enemy to fumble. The nagley may even sacrifice itself for its allies, allowing a powerful villain to kill it and receive its curse.

A nagley is only 4 inches tall and weighs less than a pound.

## Combat

A nagley rarely engages in combat, as its miniscule short sword is nearly useless. It does, however, use its distraction ability to help its friends or to amuse itself. Nagleys are difficult to kill, as they aren't where they really appear to be. Killing a nagley brings seven years of bad luck upon the killer.

**Bad Luck (Su):** It is extremely bad luck to kill a nagley. Anyone who does so is immediately cursed, and suffers a -4 penalty on all ability checks, saving throws, skill checks, and attack rolls until the curse is removed or seven years pass. A *remove curse* or *break enchantment* spell removes the curse if the caster succeeds on a DC 25 caster level check.

**Distraction (Ex):** A nagley has an amazing sense of timing. Once per round, it can attempt to distract an intelligent creature within 30 feet as it performs an action. This ability is a free action for the nagley and can be used during an opponent's turn. The distraction is usually done by shouting something annoying or humiliating at just the right moment. The target must succeed on a DC 14 Concentration check or fail whatever it is attempting. This ability can be used to counter any ability check, saving throw, skill check, attack roll, or spell. The check DC is Charisma-based.

**Mislead (Su):** A nagley is protected by a permanent *mislead* effect (caster level 10th) with a range of 20 feet. When the nagley is not concentrating on its illusory double, the double mimics the nagley's actions perfectly. The Will save to disbelieve the illusion has a DC of 14.

This ability is not subject to the *invisibility purge* spell. A nagley becomes visible and its double disappears whenever it is sleeping or unconscious. The check DC is Charisma-based.

**Skills:** A nagley has a +10 racial bonus on Open Lock checks due to its tiny arms and hands.

## Nilbog

**1st level Warrior**

**Small Humanoid (Goblinoid)**

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (+1 size, +1 Dex, +2 studded leather), touch 12, flat-footed 13

**Base Attack/Grapple:** +0/-5

**Attack:** Morningstar +0 melee (1d8-1) or javelin +2 ranged (1d6-1)

**Full Attack:** Morningstar +0 melee (1d8-1) or javelin +2 ranged (1d6-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spatio-temporal reversal

**Special Qualities:** Damage reversal, darkvision 60 ft.

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

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

**Skills:** Hide +7, Listen +4, Move Silently +7, Spot +4

**Feat:** Alertness

**Environment:** Temperate and warm land, and underground

**Organization:** Gang (4-9), band (10-20 plus 100% noncombatants plus 1 3rd level sergeant and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (20-60 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** —

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them. Nilbogs resemble goblins in appearance and are indistinguishable from them.

Most nilbogs encountered outside their lair are warriors; the information in the statistics block is for one of 1st level.

### Combat

The nilbog favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It moves within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

**Spatio-Temporal Reversal (Ex):** This ability affects any creature within 20 feet of a

nilbog. Creatures within range must succeed on a DC 9 Will save each round, or behave in a manner opposite of the way they intended to act that round. Whatever the creature's intentions were will be reversed: if the creature meant to steal something from the nilbog, it may instead give all of its possessions to the nilbog; if the creature meant to harm the nilbog, it would help the nilbog instead. The save DC is Charisma-based.

**Damage Reversal (Ex):** When struck by any attack that would deal damage, a nilbog instead gains temporary hit points equal to the damage dealt. It can gain more than its maximum hit points, but never more than twice its normal hit points. A nilbog is affected by curative magic (*cure wounds* spells and potions, for instance) as if it were undead.

**Skills:** A nilbog has a +4 racial bonus on Move Silently checks.

## Peaks Ram

### Large Animal

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +3

**Speed:** 50 ft. (10 squares), climb 50 ft. (10 squares)

**Armor Class:** 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +3/+10

**Attacks:** Gore +5 melee (1d6+3) or hoof +5 melee (1d4+3)

**Full Attack:** Gore +5 melee (1d6+3) and 2 hooves +0 melee (1d4+1)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** —

Peaks rams are native to the mountains, although they are larger and stronger than normal rams. They have a soft coat of fur that protects them from the cold, along a thick layer of fat beneath their skin. Their necks are long and strong, with males having horns that curve forward, and females sporting shorter bony stubs. Peaks ram live in herds, foraging the grass and weeds that grow at the higher altitudes and the shrubs from the lower forests, which they avoid because of predators.

### Combat

A peaks ram will always avoid combat if possible, thanks to its amazing climbing skills, but if forced to fight, as when the herd is threatened or fighting for dominance, it charges headfirst, looking to knock attackers off a cliff or throw them prone, where it pummels them with its hooves.

**Natural Mountaineer (Ex):** Peaks rams live and die on steep slopes. They are remarkably

**Special Qualities:** Low-light vision, natural mountaineer, scent

**Saves:** Fort +6, Ref +7, Will +2

**Abilities:** Str 16, Dex 16, Con 14, Int 2, Wis 13, Cha 8

**Skills:** Balance +9, Climb +11, Jump +11, Spot +6

**Feats:** Improved Bull Rush, Power Attack

**Environment:** Cold mountains

**Organization:** Solitary, pair, or herd (3-12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Large)

**Level Adjustment:** —

stable mounts, and all penalties for firing a ranged weapon while moving and the Concentration DCs for casting while moving are reduced by 2.

**Skills:** A peaks ram has a +4 racial bonus on Balance checks and a +8 racial bonus on Climb and Jump checks. A peaks ram can always choose to take 10 on Climb checks, even if rushed or threatened.

### Training a Peaks Ram

A peaks ram requires training before it can bear a rider in combat. Training a peaks ram requires six weeks of work and a DC 20 Handle Animal check. Riding a peaks ram requires an exotic saddle. A peaks ram can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Carrying Capacity:** A light load for a peaks ram is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A peaks ram can drag 3,450 pounds.

## Screaming Devilkin

### Small Magical Beast

**Hit Dice:** 3d10 (16 hp)

**Initiative:** +3

**Speed:** 5 ft. (1 square), fly 30 ft. (poor) (6 squares)

**Armor Class:** 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15

**Base Attack/Grapple:** +3/-2

**Attack:** Tail slap +3 melee (1d4-1)

**Full Attack:** Tail slap +3 melee (1d4-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Scream

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +3, Ref +6, Will +1

**Abilities:** Str 8, Dex 17, Con 10, Int 5, Wis 10, Cha 8

**Skills:** Hide +7, Listen +5, Move Silently +3, Spot +5

**Feat:** Alertness, Flyby Attack

**Environment:** Any cold and temperate hills, mountains, and underground

**Organization:** Solitary or pack (2-5)

**Challenge Rating:** 2

**Treasure:** Standard

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.

## Shadow Raven

**Small Undead (Incorporeal)**

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +3

**Speed:** 5 ft. (1 square), fly 60 ft. (good) (12 squares)

**Armor Class:** 15 (+1 size, +3 Dex, +1 deflection), touch 15, flat-footed 12

**Base Attack/Grapple:** +1/—

**Attack:** Incorporeal claw +5 melee touch (1d2 Strength damage)

**Full Attack:** Incorporeal claw +5 melee touch (1d2 Strength damage)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Strength damage

Shadow ravens are undead birds created to serve as familiars and pets. Most are gifts from evil gods or manufactured by necromancers by some well-guarded ritual. They have the general size and shape of regular ravens, but are entirely comprised of shadow. Their eyes glow a dark red and their cries are screeching whispers. They will obey their master, but are willful and sly. They are always looking to feed.

**Alignment:** Always lawful evil

**Advancement:** 4-6 HD (Small); 7-9 HD (Medium)

**Level Adjustment:** —

### Combat

A screaming devilkin is a tireless combatant, refusing to back down regardless of how the combat is progressing; it always attacks on sight. It attacks in melee with its barbed tail and screams continuously until it or its opponent is dead.

**Scream (Su):** A screaming devilkin can issue a painful howling scream as a free action. Living creatures within 60 feet must succeed on a DC 11 Fortitude save each round or be stunned for 1 round. The save DC is Constitution-based. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws. Spellcasters within range that succeed on their save must also succeed on a Concentration check to cast a spell. Conversation, even when shouting, is impossible within range of a screaming devilkin's scream.

**Special Qualities:** Darkvision 60 ft., incorporeal traits, undead traits

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

**Abilities:** Str —, Dex 16, Con —, Int 2, Wis 11, Cha 12

**Skills:** Hide +8, Listen +2, Spot +2

**Feats:** Flyby Attack, Weapon Finesse B

**Environment:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 3-4 HD (Small)

**Level Adjustment:** —

### Combat

Shadow ravens love to attack out of the night sky, dive-bombing the unaware. When indoors, they lie in wait in high, dark corners, always watchful of opportunities. The only way a shadowraven can feed is by sapping another creature's strength.

**Strength Damage (Su):** Living creatures hit by a shadowraven's incorporeal claw attack must succeed on a DC 12 Fortitude save or take 1d2 points of Strength damage. The save DC is Charisma-based. A creature reduced to 0 Strength in this way dies.



# Stormwarden

## Medium Humanoid (Stormwarden)

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 13 (+1 natural, +2 leather armor), touch 10, flat-footed 13

**Base Attack/Grapple:** +2/+3

**Attack:** Longsword +3 melee (1d8+1/19-20)

**Full Attack:** Longsword +3 melee (1d8+1/19-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Conjure storm

**Special Qualities:** Low-light vision

**Saves:** Fort +1, Ref +3, Will +1

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

**Skills:** Listen +8, Spot +8

**Feats:** Alertness, Endurance

**Environment:** Temperate mountains and hills

**Organization:** Pair or gang (3-6)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +2

Stormwardens dwell high in the mountains and hills away from civilization. They are hunters by nature and spend their time hunting and trapping game, though they never do so in abundance, only enough to sustain themselves. They are isolationists and solitary, rarely found in groups of more than 6 individuals. Stormwardens wear leather armor and furs. They keep their hair long and males have long beards. Their hair color and eye color range across the spectrum just as a normal human, though most tend to have dark hair and eyes. A stormwarden's skin is sapphire-blue in color.

### Combat

Stormwardens prefer to avoid combat, but if provoked, they open combat using their longswords, attempting to slay their opponents before escaping to their lair. If melee goes against a stormwarden, it alters the weather and attempts to escape.

**Conjure Storm (Su):** Once per day, as a standard action, a stormwarden can alter the weather in a 500-foot radius around itself. The weather changes are immediate and remain for 10 rounds before the weather returns to its previous state. In the first and second round, the weather is strong; in the third and fourth rounds, the weather

is severe; and in the fifth and sixth rounds, the weather is intense. In the seventh and eighth rounds, the weather goes down to severe, and in the ninth and tenth rounds it returns to strong before ending completely after the tenth round. The inclement weather conjured by a stormwarden takes the form of heavy rain and wind and has the following effects as noted below (see "Weather" in the *Dungeon Master's Guide*, chapter 3 for full details on listed weather effects). Each effect occurs during the stormwarden's turn.

1st and 2nd rounds, 9th and 10th rounds: Strong winds and rain blow in the affected area.

3rd and 4th rounds, 7th and 8th rounds: A thunderstorm affects the area, bringing severe winds and rain.

5th and 6th rounds: A powerful windstorm affects the area, bringing intense wind and rain and making ranged attacks with normal weapons impossible.

### Stormwarden Characters

A stormwarden's favored class is wizard, and most stormwarden leaders are wizard/fighters.

Stormwarden clerics worship nature or weather deities and can have access to two of the following domains: Air, Evil, and Water.

# Taer

## Medium Monstrous Humanoid (Cold)

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

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

**Base Attack/Grapple:** +3/+6

**Attack:** Slam +6 melee (1d4+3) or shortspear +5 ranged (1d6+3)

**Full Attack:** 2 slams +6 melee (1d4+3) and bite +1 melee (1d4+1) or shortspear +5 ranged (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Stench

**Special Qualities:** Darkvision 60 ft., immunity to cold, scent, vulnerability to fire

**Saves:** Fort +3, Ref +5, Will +4

**Abilities:** Str 16, Dex 15, Con 15, Int 6, Wis 12, Cha 6

**Skills:** Climb +4, Hide +3, Jump +11, Listen +5, Spot +5

**Feat:** Alertness, Power Attack

**Environment:** Cold mountains

**Organization:** Solitary, band (2-10), or clan (10-40)

**Challenge Rating:** 2

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

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +2

Taer are shaggy, primitive, naked humanoids that may be related to the yeti. They resemble prehistoric humans but are more bestial and apelike, with large, sloping heads. Their bodies are covered in thick snow-white fur. The fur is coated with an oily, fatty substance excreted through the pores, which protects them from cold. Taer can see clearly even in heavy snowstorms due to a second transparent eyelid that protects the eye from blowing winds and heavy snow. Taer never wear clothing, although they do sometimes wear necklaces and bracelets of tooth and horn. Taer communicate through grunts, hooting, and yelling, as well as a body language similar to that of apes.

### Combat

Taer attack with their claws and bite, but occasionally use stone spears in combat. They are fierce creatures and very territorial, attacking any living creature that wanders into the area. Taer use their knowledge of the land to their advantage during combat by creating avalanches, burrowing under snow and attacking from surprise, and using snow-covered pits to trap their prey. They prefer to drive intruders off rather than kill them.

**Stench (Ex):** A taer's body secretes a foul-smelling oil. All living creatures within 10 feet of a taer (except other taer) must succeed on a DC 13 Fortitude save or become sickened for 10 rounds. A creature that makes a successful save is immune to that taer's stench for 24 hours. The save DC is Constitution-based.

### Taer Society

Taers are nomadic creatures that band together in clans for protection, hunting, and social reasons. During the day, adults hunt for food, which consists of fruits, berries, nuts, insects, and game (goat, sheep, rodents, and the like). Though they do eat meat, taer do not hunt or eat humans or humanoids. Taer are extremely superstitious and fear metal and clothing and those that use and wear them. No taer ever wields or wears items of cloth or metal. Taer clans worship a snow-god to whom they offer sacrifices for protection and guidance. Each clan has a large stone idol of this snow god that is often located in the very heart of the clan or near the clan leader's cave.

**Large Animal****Hit Dice:** 3d8+9 (22 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**Armor Class:** 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12**Base Attack/Grapple:** +2/+9**Attack:** Gore +4 melee (1d8+4)**Full Attack:** Gore +4 melee (1d8+4)**Space/Reach:** 10 ft./5 ft.**Special Attacks:** –**Special Qualities:** Low-light vision**Saves:** Fort +6, Ref +4, Will +3

Ubu are mountain-dwelling beasts that resemble large goats, known for their resilience and strength. Ubu have bristly fur, usually colored deep green or brown, though black-furred ubu are not uncommon. Males tend to have a darker coloration than females, but both sexes are roughly the same size. Ubu lack tails, and their four legs end in large, cloven hooves. Two of the horns atop ubu's heads curve backward, while the third rises straight up and back. Two smaller horns grow from ubu's front knees. Ubu's horns harden throughout their lives, shedding their outer casings every spring.

Ubu live in mountainous regions, where their hooves allow them to navigate all but the sheerest slopes. There, they nest in caves lined with beds of gathered moss, eating foliage and berries. During especially harsh winters, ubu migrate toward ground in small herds. They mate every spring and give birth to live young, both parents assisting in raising their newborns. Ubu mature in about three years and live for just under thirty years.

Many cultures use ubu to plow fields and pull carts, keeping herds in large pens fenced with iron-reinforced wood. Apart from their agricultural uses, some ubu are specifically bred for war, fitted with armor and used as living battering rams. Ubu stand between 5 and 6 feet high and weigh an average of 600 pounds.

**Abilities:** Str 17, Dex 12, Con 16, Int 2, Wis 10, Cha 5**Skills:** Balance +3\*, Listen +2, Spot +2**Feats:** Endurance, Improved Bull RushB, Iron Will**Environment:** Cold and temperate mountains**Organization:** Solitary or herd (5-14)**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 4-6 HD (Large)**Level Adjustment:** +0\*\* (mount)*Combat*

While many domesticated breeds of ubu are docile, wild ubu can be temperamental and dangerous. Creatures who come within around 20 feet of wild ubu put themselves at risk of attack. Despite this aggression, however, ubu in a position to escape usually do so after being wounded.

**Skills:** \*Ubu have a +4 racial bonus on Balance checks in icy, rocky, and mountainous terrain.

*Training an ubu*

An ubu requires training before it can bear a rider in combat. Training an ubu requires six weeks of work and a DC 25 Handle Animal check. Riding an ubu requires an exotic saddle. An ubu can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Ubu trained for combat are worth 100 gp apiece on the open market, while domesticated ubu are worth 50 gp each. Professional trainers charge 75 gp to rear or train an ubu.

\*\*A paladin or druid of sufficiently high level can take an ubu as a mount or animal companion.

**Carrying Capacity:** A light load for an ubu is up to 258 pounds; a medium load, 259-519 pounds; and a heavy load, 520-780 pounds. An ubu can drag 3,900 pounds.

# Ubue

2

## Large Humanoid (Ubue)

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (-1 size, -1 Dex, +6 natural, +3 hide armor), touch 8, flat-footed 17

**Base Attack/Grapple:** +2/+9

**Attack:** Club +5 melee (1d8+3) or slam +4 melee (1d6+3)

**Full Attack:** 3 clubs +5 melee (1d8+3) or 3 slams +4 melee (1d6+3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Superior multiweapon fighting

**Special Qualities:** Multiple personalities, low-light vision

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

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12

**Skills:** Climb +5, Listen +4, Search +4, Spot +4

**Feat:** Power Attack, Weapon Focus (club)

**Environment:** Any land and underground

**Organization:** Solitary or clan (3-30)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Any chaotic

**Advancement:** By character class

**Level Adjustment:** +3

Ubues are a bizarre humanoid race that is among the rarest of intelligent races. They are so rare, in fact, that most people believe their existence to be only legend. At first sight, many adventurers assume that ubues are a race of three-headed ettins or trolls. Ubues each have three heads, three arms, and three legs. They have ashen skin, pale and sickly-looking, but otherwise ubues resemble very homely humans. Adventurers who have actually seen these strange creatures claim that the middle head of an ubue is a different sex from the other two. This is not true, however, and is in fact merely a side effect of the bizarre biology of these creatures. Ubues are very primitive and clothe themselves in unfinished animal hides, weave bones and sticks into their hair, and utilize only the crudest of tools and weapons.

## Combat

Ubues attack with savage brutality as if in an animalistic rage.

**Superior Multiweapon Fighting (Ex):** An ubue fights with a club in each hand. Because each of its three heads controls an arm, the ubue does not take a penalty on attack or damage rolls for attacking with three weapons.

**Multiple Personalities (Ex):** The three heads of an ubue often disagree with one another. Due to this division of personalities, an ubue must succeed on a DC 5 Will save to make a decision on anything, or it will fall into argument with itself. An ubue engaged in an argument with itself suffers a -2 penalty to attacks rolls, AC, and Reflex saves. In a non-combat situation, another creature can coerce an ubue into an argument with itself by making a successful opposed Charisma check.

**Skills:** An ubue's three heads give it a +4 racial bonus on Listen, Search, and Spot checks.

## Ubue Society

Ubues have a very primitive social system: simply put, the strongest male of any ubue tribe is the leader. Any adult male ubue has the right to challenge the tribal leader in a non-lethal ritual combat—usually a wrestling match or other test of strength. If the challenger loses, he is banished from the tribe for a full year. His immediate family is also banished with him: ubues cannot tolerate weakness. Should the leader be deposed, he becomes an elder of the tribe and acts as an advisor to the new leader.

Female ubues usually give birth to only a single child. If twins are born to an ubue couple, this is seen as an ill omen: thus, one child is slain by the tribal shaman as a sacrifice to their god. The shaman casts bones or sticks to determine which child is to be the sacrifice. Because ubue society is strongly male-dominated, if one twin is male and the other female, it will always be the female child that is sacrificed.

## Ubue Characters

The favored class of an ubue is barbarian, and all ubue chieftains are barbarians. Female ubues have been known to become adepts, but this is rare; nearly all classed members of both sexes of this unusual race are barbarians.

**Small Aberration****Hit Dice:** 2d8+2 (11 hp)**Initiative:** +4**Speed:** Fly 30 ft. (good) (6 squares)**Armor Class:** 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13**Base Attack/Grapple:** +1/-4 (+4 when attached)**Attack:** Bite +6 melee (1d4-1) or tail +6 melee touch (2d4 electricity)**Full Attack:** Bite +6 melee (1d4-1) and tail +1 melee touch (2d4 electricity)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Attach, blood drain, electricity**Special Qualities:** Darkvision 60 ft., immunity to electricity**Saves:** Fort +1, Ref +4, Will +4**Abilities:** Str 8, Dex 18, Con 12, Int 2, Wis 12, Cha 6**Skills:** Listen +3, Spot +4**Feat:** Weapon Finesse**Environment:** Any mountain and underground**Organization:** Gang (2-4), mob (6-11), or herd (12-20)**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 3-4 HD (Small); 5-6 HD (Medium)**Level Adjustment:** —

This weird monster appears as a small spherical creature with a 3-foot long sinewy tail trailing behind it. Its body is covered in thick gray bristles. Two large fly-like eyes dominate the body, and small horns protrude above the eyes. The volt's mouth is located near the underside of its body and is lined with many small needle-like teeth.

*Combat*

Volts are very aggressive and attack by latching onto a foe and draining blood. A volt strikes a held foe with its tail, dealing electrical damage, and maintains its hold until either it or its opponent is dead.

**Attach (Ex):** If a volt hits with a bite attack, it latches onto the opponent's body. An attached volt is effectively grappling its prey. The volt loses

its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity. Volts have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

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

**Blood Drain (Ex):** A volt drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim.

**Electricity (Su):** A volt deals 2d4 points of electricity damage with its tail attack. A volt automatically hits with its tail attack in any round when it begins its turn attached to a victim.

*Flora and Fauna*

**Batholiths:** Enormous rocks with a surface area of 40+ square miles. These single rocks form when magma collects under the surface and pushes against the surface without erupting through it. When the magma cools, a single rock is formed that will later be exposed through erosion. Batholiths can be single features, though they often form the core of major mountain ranges.

# Yool

## Medium Humanoid (Yool)

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares)

**Armor Class:** 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

**Base Attack/Grapple:** +2/+5

**Attack:** Kama +5 melee (1d6+3) or claw +5 melee (1d4+3)

**Full Attack:** 2 kamas +5 melee (1d6+3) or kama +5 melee (1d6+3) and claw +5 melee (1d4+3) or 2 claws +5 melee (1d4+3) and bite +3 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Pounce

**Special Qualities:** Natural ambidexterity

**Saves:** Fort +3, Ref +6, Will +2

**Abilities:** Str 17, Dex 17, Con 14, Int 12, Wis 12, Cha 10

**Skills:** Balance +5, Climb +6, Hide +6, Jump +6, Listen +3, Spot +3, Tumble +6

**Feats:** Exotic Weapon Proficiency (kama), Multiattack

**Environment:** Any hill and mountain

**Organization:** Solitary or gang (2-5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 4-6 HD (Medium) or by character class

**Level Adjustment:** +3

Yool are exceptionally strong and agile hunters, humanoid in shape, but with the instincts, appearance and ferocity of predatory cats. An uneasy and dangerous mix of these two different forms of life, yool are covered with a leathery hide brightly colored and spotted like a leopard, and they will prey upon any warm-blooded creature that offers enough flesh for a meal. Yet they also go about on two legs, are clearly intelligent and have hands that can grasp weapons and tools (albeit with short, sharp retractable claws on the undersides of their fingers).

Whenever they come into contact with settled races, yool are a menace. They are more than a match for anyone they catch alone and unwary, such as travelers, stragglers, outcasts and farmers at the edges of their fields. They use their agility to leap from cover; they are relentless and remorseless predators when hungry. Settled peoples therefore understand them as a threat and try to hunt them down. Because of their intelligence, their heightened feline senses and their capacity for stealth, yool are also employed as trackers and hunters themselves. They prefer to work alone as bounty hunters, but they have been known to allow themselves to serve in a subordinate position.

Yool are largely solitary and always hunt alone. In fact, they are so solitary that they do not seem to breed very much, for their population density never gets very high wherever they occur, which is fortunate for other intelligent races who share the same territory.

Yool speak a primitive language of their own, but they can be taught to understand rudimentary Common.

## Combat

Yool prefer to use compact slashing weapons like kamas and sickles, which allow them to strike in short motions while retaining the freedom of motion to bite as well. They are ambidextrous and cannot only fight with either hand, but they can also wield weapons in both hands at once. If they break or drop their melee weapons, they will unsheathe their claws and strike with them.

**Pounce (Ex):** If a yool charges a foe, it can make a full attack.

**Natural Ambidexterity (Ex):** A yool can strike as naturally with a weapon in each hand as it can with both claws. A yool suffers no penalty for fighting with multiple natural weapons, as if all attacks were primary weapons. A yool also suffers no penalty for fighting with a combination of manufactured weapons and claws (but not its bite).

# Apep-Spawn Snake

## Huge Magical Beast

**Hit Dice:** 6d10+12 (45 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares)

**Armor Class:** 15 (-2 size, +4 Dex, +3 natural), touch 12, flat-footed 11

**Base Attack/Grapple:** +6/+14

**Attack:** Bite +8 melee (1d4 plus poison)

**Full Attack:** Bite +8 melee (1d4 plus poison)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Confusing gaze, poison, spell-like abilities, taste victim

**Special Qualities:** *Detect good*, keen senses, night healing, scent, unholy armor +4

**Saves:** Fort +7, Ref +9, Will +3

**Abilities:** Str 10, Dex 19, Con 15, Int 8, Wis 12, Cha 4

**Skills:** Balance +14, Climb +12, Hide +5, Listen +9, Spot +9

**Feats:** Ability Focus (poison), Dodge, Weapon Finesse

**Environment:** Temperate and warm land

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 7-12 HD (Huge); 13-18 (Gargantuan)

**Level Adjustment:** —

Apep-spawn are creatures of guile and evil. Apep-spawn are the offspring of the Egyptian pantheon's greatest enemy, the serpent Apep who attempts to swallow the chariot of Amun Ra every day but is beaten back. Apep-spawn frequently approach civilized areas looking for victims, devouring children, blinding women and priests, and attacking temples. Apep-spawn often come out in storms and eclipses by rampaging through human settlements.

## Combat

Apep-spawn prefer to kill good things and use detect good to find their preferred meals.

**Confusing Gaze (Su):** *Confusion* as the spell, 30 feet, caster level 6th, Will DC 14 negates. The save DC is Charisma-based and includes a +3 racial bonus. An Apep-spawn can use this attack once per day as a free action.

**Poison (Ex):** Injury, Fortitude DC 17, initial and secondary damage 1d6 Con and blindness. The save DC is Constitution-based.

**Taste Victim (Ex):** If an Apep-spawn makes a successful melee touch attack on an opponent, it licks that victim with its tongue; the victim suffers a -4 penalty to its saving throws against that Apep-spawn's poison for the next 1d4+1 rounds.

**Spell-Like Abilities:** *3/day—blindness* (DC 14), *deeper darkness*, *detect good*. Caster level 5th. The save DC is Wisdom-based.

**Keen Senses (Ex):** An Apep-spawn sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Night Healing (Su):** Apep-spawn is able to draw energy from the dark of night. At night, within the fastness of its darkness, they have fast healing 5.

**Unholy Armor (Su):** An Apep-spawn has a +4 profane bonus to Armor Class against creatures with the Good subtype and those wielding holy weapons.

**Skills:** An Apep-spawn has a +10 racial bonus on Balance and Climb checks, and a +6 racial bonus on Hide, Listen, and Spot checks.

# Attrition Creeper

## Large Plant

**Hit Dice:** 4d8+20 (38 hp)

**Initiative:** -2

**Speed:** 0 ft. (0 squares)

**Armor Class:** 11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11

**Base Attack/Grapple:** +3/+8

**Attack:** Tendril lash +3 melee (1d8+1)

**Full Attack:** Tendril lash +3 melee (1d8+1)

**Space/Reach:** 10 ft/5 ft. (10 ft. with tendril)

**Special Attacks:** Constrict 1d6+1, improved grab, vitality drain

**Special Qualities:** Damage reduction 5/adamantine, low-light vision, plant traits, regeneration 1

**Saves:** Fort +9, Ref -1, Will +1

**Abilities:** Str 12, Dex 6, Con 20, Int —, Wis 10, Cha 10

**Skills:** —

**Feats:** —

**Environment:** Any temperate and warm

**Organization:** Grows in patches about 300 feet apart, through runners; each plant has 1d4+2 large tendrils and many small ones near the root that grasp victims passed by a large tendril.

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

**Level Adjustment:** —

An attrition creeper is a particularly deadly plant that slowly draws life energy from living creatures nearby. A mature plant is about 15 feet long with 3-6 large tendrils that each grow up to 10 feet long and numerous smaller tendrils near the roots. Although they are dangerous, the attrition creeper appears to be a harmless mass of foliage and green.

## Combat

Attrition creepers, whether occurring naturally or transplanted artificially, are devastating to any town, crop, or wood—not to mention unwary passersby.

**Constrict (Ex):** On a successful grapple check, an attrition creeper deals 1d6+1 points of damage.

**Improved Grab (Ex):** To use this ability, an attrition creeper must hit with a tendril attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Vitality Drain (Ex):** The attrition creeper deals 1 point of damage per day to all living creatures within 60 feet.

**Regeneration (Ex):** Fire and acid deal normal damage to an attrition creeper.

## Flora and Fauna

**Stonemite:** The stonemite may be considered the underdeep equivalent of the termite. Living on stone (opposed to wood), stonemites often make their nests in stalactites, stalagmites, or columns. Within these formations, the colony expands over a period of many years (sometimes hundreds) until a new pair slides through stone to find another suitable cavern system. Stonemites eat a mixture of stone dusts, crystals, and fungi, which they grow inside their nests in special chambers. To ensure survival of the a new colony, mating pairs roll in the spores of the colony's food caves so that when they find an appropriate cave, livegiver fungus, crystal grazers, and long hauls invade the cave to create a more stonemite-friendly environment. Stonemites are a very important function is the growth of livable caverns throughout the underdark. They have several different castes: workers, soldiers, digesters (who turn stone dust into a syrupy liquid that humanoids can eat, but which tastes disgusting), water-makers (who use magic to create minuscule amounts of water), and the queen. Stonemite colonies can have up to several million members and can eat 5 sq. ft. of stone in a year's time. Stonemites are magically dependent creatures that need water, air (very little in comparisons to non-magical insects), and stone to survive.



# Caterwaul

## Medium Magical Beast

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +6

**Speed:** 50 ft. (10 squares), climb 20 ft. (4 squares)

**Armor Class:** 18 (+6 Dex, +2 natural), touch 16, flat-footed 12

**Base Attack/Grapple:** +4/+6

**Attack:** Claw +6 melee (1d4+2)

**Full Attack:** 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 1d4+1, screech

**Special Qualities:** Darkvision 60 ft., increased speed, low-light vision, scent

**Saves:** Fort +6, Ref +10, Will +2

**Abilities:** Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6

**Skills:** Balance +12, Climb +13, Hide +12\*, Jump +10, Listen +6, Move Silently +12, Spot +6

**Feat:** Multiattack, Stealthy

**Environment:** Temperate forest and mountain

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** No coins; double goods (gems only); no items

**Alignment:** Always chaotic evil

**Advancement:** 5-12 HD (Medium)

**Level Adjustment:** —

The caterwaul is a semi-intelligent bipedal feline that possesses great speed. It is a natural predator and uses its speed to stalk its prey. The caterwaul appears as a large feline with eleven facial qualities and a long prehensile tail. Short, dark blue fur covers its body. Its eyes are yellow. The caterwaul's lair is most often a cave littered with sticks, twigs, and leaves, with walls covered in scratch marks where the beast has honed its claws.

## Combat

The caterwaul begins combat by utilizing its screech attack. After that, it uses its claw and bite attacks each round. A caterwaul fights to the death.

**Improved Grab (Ex):** To use this ability, a caterwaul must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a caterwaul charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d4+1.

**Screech (Su):** Once every 10 minutes, a caterwaul can emit a high-pitched screech. All creatures within 60 feet of a screeching caterwaul must succeed on a DC 14 Fortitude save or take 1d8 points of sonic damage. The save DC is Constitution-based.

**Increased Speed (Ex):** A caterwaul can increase its base land speed to 80 feet per round by dropping to all fours. A caterwaul can run as a full-round action with this new base speed instead of using its normal base speed (see “Full-Round Actions” in the Player's Handbook, Chapter 8). When a caterwaul fails its Constitution check, it cannot use this ability for 1 minute (10 rounds), and during that time cannot move any faster than its normal base speed of 50 feet per round.

**Skills:** A caterwaul has a +4 racial bonus on Balance, Hide, Listen, Move Silently, and Spot checks. A caterwaul has a +8 racial bonus on any Climb check. It can choose to take 10 even if rushed or threatened while climbing. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

# Chepekwe

## Medium Magical Beast

**Hit Dice:** 4d10+16 (38 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +4/+7

**Attack:** Horn +7 melee (1d8+4)

**Full Attack:** Horn +7 melee (1d8+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Aura of good omen, damage reduction 5/cold iron, *detect evil*, *invisibility*, low-light vision, spell

resistance 10

**Saves:** Fort +8, Ref +7, Will +7

**Abilities:** Str 16, Dex 12, Con 18, Int 14, Wis 18, Cha 14

**Skills:** Handle Animal +9, Hide +5, Listen +8, Move Silently +5, Spot +8, Survival +9

**Feats:** Iron Will, Lightning Reflexes

**Environment:** Warm hills and plains

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 5-8 HD (Medium)

**Level Adjustment:** —

Also known as the irizima (eer-ee-ZEE-mah), the chepekwe (che-PEHK-weh) is a human-sized intelligent pachyderm with a unicorn-like horn and amazing powers. Though shy, these creatures are friendly to non-evil humanoids, and simply seeing one is considered good luck. Chepekwe speak Kordo and Sylvan.

## Combat

Painfully shy, chepekwe avoid conflict whenever possible. If attacked, they will turn invisible and try to escape. Chepekwe have the low-light vision common to magical beasts, but not darkvision.

**Aura of Good Omen (Su):** A chepekwe continually radiates an aura of good luck that affects creatures in a 30-foot radius. All good-

aligned creatures within range (including the chepekwe itself) gain a +2 luck bonus to all attack rolls, damage rolls, ability checks, skill checks, and saving throws (these modifiers are not included in the chepekwe's statistics above).

The aura is so strong that it will persist for 1d4 days after a chepekwe is killed. If the chepekwe is still alive, the effects of the aura will remain with an affected creature for 1d4 days after moving out of range if the creature succeeds on a DC 15 Charisma check.

**Detect Evil (Sp):** A chepekwe can use *detect evil*, as the spell (caster level 4th), as a free action.

**Invisibility (Sp):** Three times per day, a chepekwe can become invisible as the *invisibility* spell (caster level 4th).

## Flora and Fauna

**Plugs:** The solidified volcanic vent of a dead volcano. When a volcano dies, the remaining magma in its vent cools in the shape of the vent, forming a very hard rock. Erosion exposes these dramatic plugs that rise out of the surrounding landscape as wide as the volcanic vent. Though plugs are a single giant rock, some plugs appear as a cluster of basalt columns, shaped into hexagons as they slowly cool. These basalt plugs are still a single rock, only fluted by the cleavage of the rock.

# Coffer Corpse

## Medium Undead

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares)

**Armor Class:** 12 (+2 natural), touch 10, flat-footed 12

**Base Attack/Grapple:** +1/+5

**Attack:** Claw +5 melee (1d4+4)

**Full Attack:** 2 claws +5 melee (1d4+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Constrict 1d4+4, improved grab

**Special Qualities:** +2 turn resistance, damage reduction 5/bludgeoning and magic,

darkvision 60 ft., false death, undead traits

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

**Abilities:** Str 18, Dex 11, Con —, Int 6, Wis 11, Cha 10

**Skills:** Hide +4, Listen +3, Spot +3

**Feat:** Improved Initiative

**Environment:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 3-4 HD (Medium); 5-6 HD (Large)

**Level Adjustment:** —

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. They are found on stranded funeral barges or in other situations where corpses have not been delivered to their final rest. They hate life and attack living creatures on sight. A coffer corpse appears much as it did in life. Its clothes hang in shreds and its skin is dry, brittle, and drawn tightly over its bones. Its hands end in sharp claws with long nails. At a distance, it is easy to mistake them for zombies.

## Combat

A coffer corpse attacks using its claws. It attempts to grab a foe around the throat and will not release its death grip until either it or its victim is dead.

**Constrict (Ex):** A coffer corpse deals 1d4+4 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the coffer corpse's grasp cannot speak or cast spells with verbal components.

**Improved Grab (Ex):** To use this ability, a coffer corpse must hit an opponent of Large size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**False Death (Ex):** Any time a coffer corpse takes at least 6 points of damage from a single hit by a non-magical weapon, the coffer corpse slumps to the ground as if dead. If the coffer corpse is constricting a victim, that victim can make a successful grapple check to escape or fall down with the coffer corpse; the coffer corpse does not release its death grip as it falls, but instead slumps against the opponent.

On its next turn, the coffer corpse rises to its feet again; any creature viewing this must make a successful DC 11 Will save or become panicked for 2d4 rounds. A creature that makes a successful save is immune to that coffer corpse's false death effect for 24 hours. The save DC is Charisma-based.

# Disenchanter

## Large Magical Beast

**Hit Dice:** 5d10+10 (37 hp)

**Initiative:** +3

**Speed:** 50 ft. (10 squares)

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +5/+12

**Attack:** Snout +8 melee touch (disenchantment)

**Full Attack:** Snout +8 melee touch (disenchantment)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Disenchantment

**Special Qualities:** Damage reduction 10/cold iron, darkvision 60 ft., *detect magic*, low-light vision

**Saves:** Fort +6, Ref +7, Will +1

**Abilities:** Str 16, Dex 16, Con 14, Int 2, Wis 11, Cha 14

**Skills:** Jump +11, Listen +4, Spot +4

**Feat:** Ability Focus (disenchantment), Weapon Focus (snout)

**Environment:** Any land and underground

**Organization:** Solitary or pair

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large); 11-15 HD (Huge)

**Level Adjustment:** —

The disenchanter is greatly feared for the damage it can cause. Much like a rust monster, it feeds on objects most adventurers hold near and dear to their hearts. The disenchanter resembles a dromedary animal. It has a long snout with a suction cup on the end. The disenchanter is covered with blue fur, and its body is slightly translucent.

## Combat

A disenchanter cannot directly harm an opponent; rather, it targets magical items carried or worn by its opponents. A disenchanter is able to discern the most powerful magical items in a group and always attack those items first, unless those items are too difficult to reach (such as something hidden in a backpack), in which case the disenchanter will choose to attack a more readily available item (such as a magical shield). It fastens its snout onto an item

and drains the item's magical properties. A magical weapon merely striking a disenchanter is not drained of its magical properties.

**Disenchantment (Ex):** A disenchanter can permanently drain the magic from an item by making a successful touch attack with its snout. A disenchanter makes a touch attack against a held item with a -5 penalty, as the opponent can quickly move the item out of harm's way. The targeted item must succeed on a DC 16 Fortitude save or be instantly drained of any magic it possesses. A drained magic item becomes merely a masterwork item and loses any special abilities as well. The save DC is Charisma-based.

**Detect Magic (Su):** A disenchanter can continuously *detect magic* as the spell (caster level 12th). It can suppress or resume this ability as a free action.

## Fey Cat

### Medium Magical Beast

**Hit Dice:** 6d10+12 (45 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares)

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

**Base Attack/Grapple:** +6/+9

**Attack:** Claws +9 melee (1d6+3) or bite +9 melee (1d8+3)

**Full Attack:** 2 claws +9 melee (1d6+3) and bite +4 melee (1d8+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 2d4+1

Fey cats are far from the house cats one might expect to accompany the fey. These beasts are closer to their dire counterparts, standing four to five feet at the shoulder, and are nearly unmatched in their tracking ability.

### Combat

Fey cats prefer to sneak up on their prey, using their natural gifts for stealth, and attack when the victims are alone or most vulnerable.

**Improved Grab (Ex):** To use this ability, a fey cat must hit with its bite attack. It can then

**Special Qualities:** Darkvision 60 ft., low-light vision, *pass without trace*, scent

**Saves:** Fort +7, Ref +10, Will +3

**Abilities:** Str 16, Dex 20, Con 14, Int 5, Wis 12, Cha 8

**Skills:** Hide +11, Jump +7, Listen +5, Move Silently +11, Spot +6

**Feats:** Alertness, Dodge, Stealthy

**Environment:** Temperate forest, hill, and mountains and underground

**Organization:** Solitary, pair, or pride (6-10)

**Challenge Rating:** 3

**Treasure:** No coins; 50% goods; 50% items

**Alignment:** Usually neutral

**Advancement:** 7-12 HD (Medium); 13-18 HD (Large)

**Level Adjustment:** —

attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a fey cat charges a foe, it can make a full attack, including (two rake attacks).

**Rake (Ex):** Attack bonus +9 melee, damage 2d4+1.

**Pass Without Trace (Su):** A fey cat has the innate ability to use *pass without trace* (self only, as the spell) as a free action.

**Skills:** Fey cats have a +4 racial bonus on Hide and Move Silently checks.

## Frostbiter

### Small Magical Beast (Cold)

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares)

**Armor Class:** 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15

**Base Attack/Grapple:** +4/+2

**Attack:** Bite +9 melee (1d4+3 plus 2d4 cold)

**Full Attack:** Bite +9 melee (1d4+3 plus 2d4 cold)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Cold

**Special Qualities:** Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire

The frostbiter is a fierce arctic viper that has learned to survive in harsh lands through unusual means. The frostbiter is snakelike in shape, although it is covered in a thick layer of white fur instead of the usual scales. Typical specimens grow to about 6 feet in length, although sightings of much larger frostbiters have been reported. Since it is coldblooded, the frostbiter cannot generate its own heat, and relies on the body heat

**Saves:** Fort +6, Ref +8, Will +2

**Abilities:** Str 14, Dex 19, Con 15, Int 2, Wis 12, Cha 3

**Skills:** Hide +11\*, Jump -4, Listen +5, Spot +5

**Feats:** Alertness, Weapon Finesse

**Environment:** Cold mountains

**Organization:** Solitary, pair, or nest (4-13)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Small); 9-12 HD (Medium)

**Level Adjustment:** —

of other creatures to survive.

Frostbiters live in small tunnels dug into frozen tundra, snow, and ice. Frostbiters keep no treasure, and their lairs contain little but young and eggs. Frostbiters often make their lairs near mountain roads and arctic paths, in order to maximize their exposure to foot traffic. Frostbiters do not need to eat in the conventional way. They receive their sustenance in the heat they steal from others.

Small glands in the body of the frostbiter collect the heat that it steals and distribute it gradually, regulating the temperature of the snake's body. These glands, along with the fangs of the snake are quite valuable to alchemists and wizards. The fangs are often used in the manufacture of magical frost weapons, while the glands are often used in magical items offering protection from cold. These items can fetch up to 100 gp each from the right buyer. Proper removal of the heat glands and fangs requires separate DC 15 Survival checks.

### Combat

A frostbiter typically hides in the snow near a road, waiting for prey to walk by. When a creature passes its hiding place, it lashes out and

attacks with its bite. When one opponent is unconscious, the snake moves on to another target. It continues the attack until all resistance has been eliminated.

**Cold (Su):** In addition to inflicting cold damage on its victim, the bite of the frostbiter steals the body heat of its victim, possibly knocking it unconscious. Any Large or smaller creature that suffers cold damage from the beast must succeed on a DC 14 Fortitude save or suffer nonlethal damage equal to its hit point total. The target is fatigued until it heals all the nonlethal damage, as it suffers from the effects of frostbite. The save DC is Constitution-based.

**Skills:** \*Due to its coloration, a frostbiter has a +10 racial bonus on Hide checks in snow or ice.

## Heart Stalker

### Medium Undead

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

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

**Base Attack/Grapple:** +2/+4

**Attack:** Claw +4 melee (1d4+2) or dagger +4 melee (1d4+2/19-20)

**Full Attack:** 2 claws +4 melee (1d4+2) and bite +2 melee (1d6+1); or dagger +4 melee (1d4+2/19-20) and bite +2 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Create spawn

**Special Qualities:** Darkvision 60 ft., fast

healing 3, undead traits

**Saves:** Fort +1, Ref +3, Will +4

**Abilities:** Str 14, Dex 15, Con –, Int 12, Wis 11, Cha 14

**Skills:** Climb +6, Escape Artist +6, Hide +6, Intimidate +6, Jump +6, Listen +6, Move Silently +6, Search +4, Spot +6

**Feats:** Alertness, Multiattack

**Environment:** Any

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** –

The heart stalker appears to be a long-dead humanoid, its features twisted into a demonic visage. Horns protrude from the top of its head, and its eye sockets gape empty. Bony spikes poke through at various points around the creature's body, centered on a gaping hole in its chest, from which shines an unholy light that illuminates its rotting innards. The smell of burning flesh permeates its presence.

Of all the undead that wander the world, few are more hideous than the ruthless heart stalker. Heart stalkers are purely evil, existing solely to spread terror. They specialize in cutting the heart from their victims, so that they may devour or destroy it, dooming the owner to rise again as a new heart stalker. Heart stalkers are relentless abominations, chasing fleeing victims with an unnatural vigor.

It is rumored that each heart stalker somehow conveys the lifeblood of its victims to the one original heart stalker. As its minions spread

throughout the world, the original creature grows in power.

Heart stalkers stand around 6 feet tall and weigh about 160 pounds. While the stalker can comprehend spoken words, it cannot speak, only capable of making a monstrous gurgling sound.

### Combat

A heart stalker concentrates on killing. It attacks efficiently and effectively, retreating if confronted by a superior opponent. Once its victim is defeated, it removes the creature's heart with its dagger, subjecting it to the stalker's create spawn ability.

**Create Spawn (Su):** A humanoid victim who has its heart removed by a heart stalker begins to decompose rapidly, rising as a heart stalker on the following night under control of the first heart stalker. It does not possess any of the abilities it had in life. If discovered in time, this effect can be countered with a *remove curse* spell cast on the corpse.

# Hoar Spirit

## Medium Undead (Cold)

**Hit Dice:** 5d12 (32 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

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

**Base Attack/Grapple:** +2/+5

**Attack:** Claw +6 melee (1d4+3 plus 1d3 cold and glaciation)

**Full Attack:** 2 claws +6 melee (1d4+3 plus 1d3 cold and glaciation)

**Space/Reach:** 5 ft/5 ft.

**Special Attacks:** Cold, *cone of cold*, glaciation

**Special Qualities:** Darkvision 60 ft.,

immunity to cold, sense heat, undead traits, vulnerability to fire

**Saves:** Fort +1, Ref +3, Will +6

**Abilities:** Str 17, Dex 15, Con —, Int 10, Wis 15, Cha 15

**Skills:** Balance +7, Climb +7, Hide +8, Listen +10, Move Silently +7, Spot +10

**Feats:** Alertness, Weapon Focus (claw)

**Environment:** Any cold land

**Organization:** Pack (2-5) or gang (6-11)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 6-10 HD (Medium)

**Level Adjustment:** —

A hoar spirit appears as a gaunt humanoid dressed in tattered rags. Its skin is pale gray, and ice crystals have formed on various parts of its body. Its hands end in claws, each with translucent icy blue nails. Its eyes are frozen and show no signs of life.

Believed to be the spirits of humanoids that freeze to death either because of their own mistakes or because of some ritualistic exile into the icy wastes by their culture, hoar spirits haunt the icy wastelands of the world seeking warm-blooded living creatures in which to share their icy hell.

Hoar spirits are rarely encountered alone. Though they act independently and never communicate, something draws these creatures to each other. Perhaps some semblances of their former lives or maybe like-minded creatures that share the same fate are drawn together. Sages have speculated this for ages.

Hoar spirits do not speak, and it is not known if they even understand any language at all. They have a distinctive low-pitched moan that sounds like a whistling wind blowing through ice and snow covered trees.

## Combat

When confronted, a hoar spirit attacks with its claws attempting to freeze its foe. If facing multiple opponents, a hoar spirit blasts them with

its *cone of cold* before engaging them with its claws. Creatures killed by a hoar spirit are dragged to its icy lair, kept on ice, and devoured at the monster's leisure.

**Cold (Ex):** Hoar spirits generate intense cold. Any melee hit deals an additional 1d3 points of cold damage. Opponents hitting a hoar spirit with natural weapons or unarmed attacks take cold damage as though hit by the spirit's attack.

**Cone of Cold (Sp):** Once per day, a hoar spirit can produce an effect similar to a *cone of cold* spell. The cone is 30 feet long and deals 3d6 points of cold damage to creatures caught within the area. A successful DC 14 Reflex save halves the damage. The save DC is Charisma-based.

**Glaciation (Su):** A creature hit by a hoar spirit's claw must succeed on a DC 14 Fortitude save or be overcome with bone-numbing cold that paralyzes it for 1d4+1 rounds and deals 1 point of Dexterity damage. The save DC is Charisma-based.

**Sense Heat (Su):** Hoar spirits can detect heat (such as that generated by living creatures) in a 60-foot radius. This includes the heat given off by invisible creatures. This ability can be stopped or started by the hoar spirit as a free action. This ability functions as a *detect evil* spell (caster level 7th) except there is no chance the hoar spirit is stunned and it is not blocked by stone, wood, or other material.

# Jack-o-Lantern

## Medium Plant

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

**Base Attack/Grapple:** +4/+6

**Attack:** Slam +6 melee (1d6+2) or scythe +6 melee (2d4+3/x4)

**Full Attack:** 3 slams +6 melee (1d6+2), or scythe +6 melee (2d4+3/x4) and slam +1 melee (1d6+1), or fire seeds +7 ranged touch Space/Reach: 5 ft./5 ft. (10 ft. with slam)

**Special Attacks:** Constrict 1d6+2, fire seeds, improved grab, rend 2d6+3

**Special Qualities:** Darkvision 60 ft., low-light vision, plant traits

**Saves:** Fort +6, Ref +5, Will +2

**Abilities:** Str 14, Dex 16, Con 13, Int 6, Wis 11, Cha 2

**Skills:** Climb +5, Hide +7, Listen +2, Move Silently +7

**Feats:** Improved Initiative, Point-Blank Shot, Stealthy

**Environment:** Any land

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 7-12 HD (Medium), 13-18 HD (Large)

**Level Adjustment:** —

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey sprits. It is a roughly humanoid shaped tangle of vines and leaves, with a large pumpkin for its head. The pumpkin-head bears a leering face that appears to have been carved there, and it glows from inside with an eldritch fire. The nature of the face generally reflects the alignment of the animating spirit.

## Combat

A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey; a given jack-o-lantern has one tendril strong enough for attacking for every 2 HD it possesses. Occasionally, a jack-o-lantern is armed with a pitchfork or scythe.

**Constrict (Ex):** A jack-o-lantern deals automatic slam damage with a successful grapple check.

**Fire Seeds (Sp):** Once per day, a jack-o-lantern can use the acorn grenades ability of the fire seeds spell (caster level 3rd), using its own seeds as the material component instead of acorns.

**Improved Grab (Ex):** To use this ability, a jack-o-lantern must hit a Medium or smaller creature with at least two slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Rend (Ex):** If a jack-o-lantern hits with at least two slam attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+3 points of damage.

## Creating A Jack-o-Lantern

To create a jack-o-lantern, the caster must be a druid of at least 11th-level. Creating a jack-o-lantern involves placing a single pumpkin seed into the mouth of a corpse and burying the corpse in an open field. The body must be that of a humanoid of with at least 6 Hit Dice/levels; therefore the jack-o-lantern will have the same HD and alignment as the humanoid did in life. Once the body is buried, the creator must cast *control plants*, *awaken*, *summon nature's ally IV*, and *fire seeds*—in that order.

The pumpkin plant that grows from the corpse must be carefully nurtured and tended, requiring a DC 15 Profession (farmer) check. The Profession (farmer) check does not need to be made by the creator. Several pumpkins will grow on the vine, one of which will contain the essence of the nature spirit that will eventually animate the plant. The creator must succeed on a DC 20 Knowledge (nature) check to determine which pumpkin holds the essence—all others must be picked off the vine and discarded. By harvest time, if the creator chose the right pumpkin, the jack-o-lantern animates and seeks out its creator for instructions.



# Knifescape Serpent

## Large Animal

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +6

**Speed:** 40 feet (8 squares)

**Armor Class:** 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

**Base Attack/Grapple:** +4/+12

**Attack:** Slash +7 melee (1d8+4)

**Full Attack:** Slash +7 melee (1d8+4) and bite +2 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Constrict 2d8+6, improved grab, quick strike

**Special Qualities:** Low-light vision

**Saves:** Fort +7, Ref +9, Will +0

The knifescape serpent rises from the brush with a threatening hiss, brandishing a hood adorned with a fan of razor-like scales that gleam menacingly in the sunlight. The knifescape serpent gets its name from the unusual scales that begin behind its jaws and run the length of its spine. When agitated or hunting prey, a knifescape serpent can raise these scales, which are razor-sharp and resemble knives.

Knifescape serpents dig deep tunnels using their sharp scales in which to lair. A typical knifescape serpent is about 30 feet long and weighs about 2 tons.

## Combat

Knifescape serpents use surprise when possible but can become impatient and charge forth, relying on their dreadful charge attack to run prey down. Older or wilier specimens are generally cautious about attacking tool-wielding creatures. Such

# Marrow Dragon

## Small Dragon

**Hit Dice:** 4d12+4 (30 hp)

**Initiative:** +3

**Speed:** 15 ft. (3 squares), fly 120 ft. (poor) (24 squares)

**Armor Class:** 19 (+1size, +3 Dex, +5 natural), touch 14, flat-footed 16

**Base Attack/Grapple:** +4/+2

**Attack:** Bite +8 melee (1d6+2)

**Full Attack:** Bite +8 melee (1d6+2) and 2 claws +3 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Breath weapon

**Special Qualities:** Darkvision 60 ft., low-light vision, disease and poison resistance, immunity

**Abilities:** Str 18, Dex 15, Con 14, Int 2, Wis 7, Cha 14

**Skills:** Balance +10, Climb +12, Escape Artist +5, Hide +2, Jump +8, Listen +5, Move Silently +4, Spot +5

**Feats:** Alertness, Improved Initiative, Lightning Reflexes

**Environment:** Any temperate and warm hills and mountains

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

serpents usually strike with slashing passes to test a potential victim. If a target fails to put up much of a fight, the snake seeks to constrict it to death.

**Constrict (Ex):** On a successful grapple check, a knifescape serpent deals 1d8+6 points of damage plus 1d8 points of slashing damage.

**Improved Grab (Ex):** To use this ability, a knifescape serpent must hit a Medium or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Quick Strike (Ex):** A knifescape serpent can launch its body length at an opponent in a lightning-fast strike. It gains a +4 bonus on its attack roll when charging, rather than the usual +2 bonus.

**Skills:** A knifescape serpent has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks.

to sleep and paralysis, voice of the dead

**Saves:** Fort +7, Ref +7, Will +4

**Abilities:** Str 14, Dex 16, Con 13, Int 2, Wis 11, Cha 7

**Skills:** Balance +5, Climb +5, Jump +5, Listen +3, Spot +5

**Feats:** Great Fortitude, Weapon Finesse

**Environment:** Warm mountains

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 5-8 HD (Small), 9-12 HD (Medium)

**Level Adjustment:** –

The marrow dragon is a diminutive scavenger in comparison to its mightier cousins. Its scaled body is a livid purple. When airborne, the marrow dragon is able to attack with both hind claws and its bite. If on the ground, it is only able to attack with its bite. The hind claws of these dragons are extremely dexterous and used to pick at and manipulate bones and other food while the creature is aloft high over the mountain valleys. Its front “claws” are tiny vestigial digits at the second joint of each wing.

### Combat

The carrion-eating marrow dragon primarily uses its breath to weaken and disorient attackers. After a marrow dragon has expelled the noxious gases from its gut, it takes four hours for the dragon’s digestive system and symbiotic bacteria to build up enough gas for another effective attack.

**Breath Weapon (Ex):** 10-foot cube, cloud of foul fumes lasting 1 round, free action once every four hours. Creatures inside the cloud must succeed

on a DC 13 Fortitude save or be nauseated for 2d6 rounds. The save DC is Constitution-based.

**Disease and Poison Resistance (Ex):** As a carrion eater, a marrow dragon is highly resistant to toxins and disease-causing microbes, which often build up as a result of decay in rotting matter. A marrow dragon has a +6 bonus on Fortitude saves against poison and disease.

**Voice of the Dead (Su):** A marrow dragon possesses the memories and voice (but not the intelligence or other mental qualities) of any intelligent being whose marrow it consumes. This functions essentially like a *speak with dead* spell, but with a duration of 2d4 hours after consuming the corpse. A complete corpse is not needed, since the dragon’s mouth voices the answers from the spirit of the departed.

**Skills:** Marrow dragons have a +2 racial bonus on Balance checks, as they use their wings to stabilize themselves.

## Mobat

### Large Magical Beast

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares), fly 40 ft. (good) (8 squares)

**Armor Class:** 18 (-1 size, +6 Dex, +3 natural), touch 15, flat-footed 12

**Base Attack/Grapple:** +4/+11

**Attack:** Bite +9 melee (1d8+4)

**Full Attack:** Bite +9 melee (1d8+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Sonic screech

**Special Qualities:** Blindsight 120 ft.

The mobat is a large bat with a wingspan of approximately 15 feet. It is a nocturnal creature, cruising silently through the night sky in its never ending quest for food. A mobat, like any species of normal bat, has huge ears and an upturned snout. Its mouth is filled with razor sharp fangs. Mobats are omnivores, but they often include warm-blooded prey in their diet.

### Combat

A mobat attacks by biting its opponent using its razor sharp fangs. Surviving prey is subjected to the mobat’s sonic screech attack.

**Sonic Screech (Su):** A mobat can screech once per round, as a standard action. All creatures within 20 feet must succeed on a DC 15 Will save

**Saves:** Fort +7, Ref +10, Will +3

**Abilities:** Str 17, Dex 22, Con 17, Int 6, Wis 14, Cha 6

**Skills:** Listen +9\*, Move Silently +7, Spot +9\*

**Feats:** Flyby Attack, Weapon Finesse

**Environment:** Any warm land and underground

**Organization:** Solitary or colony (2-8)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Usually neutral (evil tendencies)

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

**Level Adjustment:** —

or be stunned for 1d3 rounds. This is a sonic, mind-affecting effect. Any creature subjected to a mobat’s screech is immune to that mobat’s screech for 24 hours. The save DC is Constitution-based.

**Blindsight (Ex):** A mobat notices and locates creatures within 120 feet by emitting high-frequency sounds, inaudible to most creatures. A *silence* spell negates this ability and forces the mobat to rely on its own weak vision, which has a maximum range of 10 feet. Opponents still have 100% concealment against a creature with blindsense.

**Skills:** \* A mobat has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if blindsense is negated.

# Mokara

## Large Animal

**Hit Dice:** 5d8+15 (37 hp)

**Initiative:** +1

**Speed:** 50 ft. (10 squares)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +3/+11

**Attack:** Bite +6 melee (1d8+4)

**Full Attack:** Bite +6 melee (1d8+4) and 2 hooves +1 melee (1d6+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Trample 2d4+6

**Special Qualities:** Low-light vision

**Saves:** Fort +7, Ref +5, Will +2

**Abilities:** Str 19, Dex 13, Con 17, Int 2, Wis 12, Cha 6

**Skills:** Jump +14, Listen +5, Spot +6, Swim +5

**Feats:** Alertness, Run

**Environment:** Any hills and plains

**Organization:** Solitary or herd (6-10)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-8 HD (Large)

**Level Adjustment:** +1\* (mount)

A mokara is a muscular, six-legged beast with a horse-like body and a beaked head. It stands over six feet high at the shoulder and stretches nearly nine feet from head to tail. Several small bone crests rise behind its beak, protecting its insectoid eyes. Depending on its breed, a mokara's bristly fur ranges from brown and red to white and blue-gray. Despite their bulk, mokara can run at great speeds, and use the strength of their thick legs to leap over obstacles.

Hunting alone or in herds, mokara feed on small animals, both on land and in shallow lakes and streams. They are generally peaceful, but are exceedingly difficult to train due to their stubborn nature. Only the finest beastmasters have the skill needed to break mokara for riding, taking years to train even one. Trained mokara are used as pack animals and mounts for mighty warriors. A trained mokara can be more valuable than its rider. Less scrupulous individuals may arrange to have the rider killed, without harming the mount. Mokara have a life expectancy of about twenty years.

## Combat

Most mokara use their beaks when hunting or defending themselves; only mokara trained

for combat attack with their hooves. Frightened mokara often trample their enemies instinctively as they try to escape.

**Trample (Ex):** Reflex DC 16 half. The save DC is Strength-based.

## Training a Mokara

A mokara requires training before it can bear a rider in combat. Training a mokara requires six weeks of work and a DC 20 Handle Animal check. Riding a mokara requires a saddle. A mokara can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Mokara trained for combat are worth 500 gp apiece on the open market, while domesticated mokara are worth 200 gp each. Professional trainers charge 375 gp to rear or train a mokara.

\*A paladin of sufficiently high level can take a mokara as a mount, but the character is treated as 1 level lower for the purposes of determining the mokara's characteristics and special abilities.

**Carrying Capacity:** A light load for a mokara is up to 348 pounds; a medium load, 349-699 pounds; and a heavy load, 700-1,050 pounds. A mokara can drag 5,250 pounds.

# Narlaskin

## Medium Monstrous Humanoid

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares)

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

**Base Attack/Grapple:** +3/+6

**Attack:** Claw +6 melee (1d6+3)

**Full Attack:** 2 claws +6 melee (1d6+3) and bite +1 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Battle frenzy, frightful presence, mob mentality, trip

**Special Qualities:** Fast healing 4, low-light vision, scent

**Saves:** Fort +4, Ref +5, Will +5

**Abilities:** Str 17, Dex 15, Con 17, Int 11, Wis 15, Cha 10

**Skills:** Jump +8, Listen +5, Move Silently +4, Spot +5, Survival +5

**Feats:** Power Attack, Track

**Environment:** Any forests, hills, mountains, and plains

**Organization:** Solitary, pair, pack (3-8 plus 1 2nd-level prowler), or tribe (17-30 plus 20% noncombatants plus 5 2nd-level prowlers, 3 4th-level striders, and 1 5th-level adept)

**Challenge Rating:** 3

**Treasure:** 1/10th coins; 50% goods; 50% items

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +4

The narlaskin are a race of wolf-like humanoids whose society is built around the balance between man and beast.

Narlaskin stand between 6 and 7 feet tall and weigh 200 to 250 pounds, with females typically an inch or two shorter and slightly lighter than males. They are extraordinarily muscular, and covered in thick fur with colors ranging from pale gray to rust-red and black. A narlaskin's colors are loosely associated with his region of origin, but enough interbreeding occurs that they are not a reliable marker. Narlaskin have heads with ears and muzzles resembling wolves', but their skulls are more square than those of most canines. Their fangs are sharp, and they have short, deadly claws. They wear little or no clothing when among their own kind (depending on local climate and tribal custom), but occasionally mark themselves with tattoos. Most narlaskin alternate between walking on two legs and running on their hands and feet, but are remarkably graceful regardless. Their voices are low and gravelly, and difficult for most other races to tell apart. A narlaskin who reaches 60 years old is considered ancient, and narlaskin are considered adult at age 15.

Narlaskin speak their own language and Sylvan; those with Intelligence scores of 12 or above also speak Common.

### Combat

Narlaskin are pack-oriented combatants, and while capable opponents, they are often unused to fighting alone. A narlaskin pack, however, is always well coordinated, and pack members are able to accommodate each other's needs with almost supernatural understanding. Narlaskin hold

back if they see no need to kill an opponent, but readily go into a rage if lethal force is required.

**Battle Frenzy (Ex):** Once per day, a narlaskin can work himself into a battle frenzy similar to a barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the narlaskin suffers no ill effects afterward. A narlaskin's frenzy does not stack with any benefits from a barbarian's rage ability.

**Frightful Presence (Ex):** Narlaskin can inspire terror in creatures with fewer HD than themselves within 30 feet immediately upon entering a battle frenzy. Their hackles raise, their eyes shine, and many begin foaming at the mouth. A potentially affected creature that succeeds on a DC 11 Will save becomes immune to that narlaskin's frightful presence for 24 hours. On a failure, creatures become shaken for 2d6 rounds. Narlaskin ignore the frightful presence of other narlaskin. The save DC is Charisma-based.

**Mob Mentality (Ex):** Narlaskin are particularly good at ganging up on opponents. If two or more narlaskin are flanking an opponent, each narlaskin who threatens that opponent gains a flanking bonus on melee attacks equal to the total number of flanking narlaskin (maximum +5). Narlaskin that are not actually flanking the opponent are not considered to be flanking for purposes of sneak attacks and other special abilities.

**Trip (Ex):** A narlaskin that hits with a bite attack can attempt to trip an opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the narlaskin.

# Rock Reptile

## Medium Animal

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares)

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

**Base Attack/Grapple:** +3/+7

**Attack:** Bite +8 melee (1d4+6)

**Full Attack:** Bite +8 melee (1d4+6)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Ambush

**Special Qualities:** Low-light vision

**Saves:** Fort +8, Ref +6, Will +1

**Abilities:** Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6

**Skills:** Hide +8\*, Listen +4, Move Silently +8, Spot +4

**Feats:** Improved Initiative, Stealthy <sup>B</sup>, Weapon Focus (bite)

**Environment:** Any mountains, hills, plains, desert, and underground

**Organization:** Solitary or pair

**Challenge Rating:** 3

**Treasure:** 25% coins; 25% goods; no items

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Medium); 11-15 HD (Large)

**Level Adjustment:** —

The rock reptile is a 5-foot long chameleon-like lizard. It makes its home among rocks and rubble, where its chameleon powers allow it to blend in with its surroundings. A rock reptile is very difficult to see until it attacks. The rock reptile is a nocturnal hunter.

## Combat

A rock reptile hides until its prey approaches, then springs out and attacks.

**Ambush (Ex):** A rock reptile is able to dart out of its hiding place with blinding speed, catching opponents by surprise. A rock reptile that attacks a flat-footed opponent in the same round gains a +4 circumstance bonus to its attack roll.

**Skills:** A rock reptile has a +4 racial bonus on Hide and Move Silently checks. \*In rocky or mountainous terrain, the Hide bonus improves to +12.

## Flora and Fauna

**False Grass:** The bane of herders and ranchers, false grass is a vicious, predatory worm that cryptically disguises itself as normal grass. The helpless grazer bites through the false grass, swallowing it with the rest of the true grass. In the creature's digestive system, the predator takes hold, quickly reproducing and slowly starving the host creature to death by interfering with food absorption. Once the creature dies, the worms eat the animal from the inside out in a gluttonous and reproductive frenzy. Occasionally false grass expands to catastrophic levels, destroying entire herds in a period of months and leaving the creatures that depend on those herds without food. If a carnivore or omnivore consumes a piece of meat from an infected herbivore, a fortitude check (DC 10) is required to avoid infestation. An infested carnivore only suffers a -2 to all actions because of nausea for three days until the false grass is naturally destroyed by their body's defenses. False grass is a magically dependent animal that needs air, water, magic, and food to survive. False grass is most common on grasslands, but some are found on the tundra.

# Shadow Wolf

**Medium Undead (Incorporeal)**

**Hit Dice:** 4d12 (26 hp)

**Initiative:** +6

**Speed:** 50 ft. (10 squares)

**Armor Class:** 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

**Base Attack/Grapple:** +2/—

**Attack:** Incorporeal bite +4 melee (1d4 Str)

Full Attack: Incorporeal bite +4 melee (1d4 Str)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Strength damage, trip

**Special Qualities:** Darkvision 60 ft., incorporeal traits, partially corporeal, scent, shadow blend, undead traits

**Saves:** Fort +1, Ref +3, Will +5

**Abilities:** Str —, Dex 15, Con —, Int 4, Wis 12, Cha 13

**Skills:** Listen +5, Spot +5, Survival +4\*

**Feat:** Alertness, Improved Initiative

**Environment:** Any land and underground

**Organization:** Solitary, pair, or pack (5-12)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** —

Shadow wolves are large black hounds formed of darkness. They are nocturnal hunters and hate all living creatures. Their eyes flash with a crimson fire when prey is sighted.

## Combat

Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

**Strength Damage (Su):** The bite of a shadow wolf deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow wolf dies. This is a negative energy effect.

**Trip (Ex):** A shadow wolf that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf.

**Partially Corporeal (Ex):** A shadow wolf exists partially on the Material Plane, allowing it to make bite attacks and trip attempts (using its Dexterity score instead of its Strength score) against fully corporeal opponents. In addition to magic weapons, a shadow wolf can also be hit by silver weapons, with a 50% chance to ignore any damage from a corporeal source.

**Shadow Blend (Ex):** In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Skills:** \*A shadow wolf has a +4 racial bonus on Survival checks when tracking by scent.

# Slumber Constrictor

## Tiny Magical Beast (Extraplanar)

**Hit Dice:** 2d10-2 (9 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares)

**Armor Class:** 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

**Base Attack/Grapple:** +2/-10

**Attack:** Bite +0 melee (1 plus energy drain)

**Full Attack:** Bite +0 melee (1 plus energy drain)

**Space/Reach:** 2-1/2 ft/0 ft.

**Special Attacks:** Coma dream, dream constriction, energy drain

**Special Qualities:** Darkvision 60 ft., etherealness, low-light vision

**Saves:** Fort +2, Ref +6, Will +1

**Abilities:** Str 3, Dex 16, Con 9, Int 2, Wis 12, Cha 4

**Skills:** Hide +12, Jump -10, Move Silently +4, Spot +4

**Feats:** Dodge

**Environment:** Ethereal Plane

**Organization:** Solitary or pair

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Tiny); 5-6 HD (Small)

**Level Adjustment:** —

A slumber constrictor cannot normally be seen on the Material Plane. Spells or abilities that pierce the Ethereal Plane reveal the slumber constrictor as a smoky, translucent, yet still serpentine shape. In dreams or on the Ethereal Plane, the monster has a flat head and black body with bright blue banding and can be interacted with normally. A typical slumber constrictor is 3 feet long and weighs about 1 pound.

## Combat

A slumber constrictor only attacks a victim in whom it has induced a coma. Whether this state makes the victim's energy more appealing or simply makes for an easier target is unknown. From the Ethereal Plane, the slumber constrictor follows its Material Plane target until it lies down to sleep. Then, the snake coils ethereally around the target's neck, uses its coma inducing power, and attaches its own open mouth to the victim's. It then feeds on the target's life energy until the victim dies or the snake is forced to flee or is killed.

**Coma Dream (Su):** The slumber constrictor may affect a single living, sleeping target with this attack. If the victim fails a DC 12 Will save, the slumber constrictor has successfully brought the victim's sleeping spirit across to the Ethereal Plane, and may use its dream constriction ability on the victim. The save DC is Charisma-based and includes a +4 racial bonus.

On a successful saving throw, the target's spirit still enters the Ethereal Plane, but the dreamer has control of his dream self. He may combat the slumber constrictor (which is probably

already wrapped around his throat) as one ethereal creature fighting another. The victim's dream self is treated as having all of his normal statistics, including spells, supernatural abilities, and so forth, but has no possessions. The victim may attempt to awaken himself with a DC 12 Will save; each such attempt is a full-round action that provokes an attack of opportunity from the snake. If successful, the victim leaves the Ethereal Plane, and his consciousness returns to his sleeping body.

A sleeping victim who is conscious on the Ethereal Plane may be awakened normally as a full-round action by anyone on the Material Plane.

**Dream Constriction (Su):** While a victim remains in the coma dream, the slumber constrictor feasts on his life force, dealing 1d4 points of damage per round. The victim appeals to others on the Material Plane as if he is suffering a horrid nightmare as he clutches his throat as if choking while still asleep. The victim may only be awakened by dispelling the coma dream effect. This returns his consciousness to his body on the Material Plane. The victim can then be awakened normally.

**Energy Drain (Ex):** A slumber constrictor attempts to bite opponents on the Ethereal Plane; a creature bitten by a slumber constrictor receives one negative level. The Fortitude save to remove the negative level has a DC of 12. The save DC is Charisma-based and includes a +4 racial bonus.

**Etherealness (Ex):** A slumber constrictor lives its life on the Ethereal Plane. See the spell *ethereal jaunt* for details on affecting ethereal creatures.

# Spidernut

## Tiny Plant

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares), burrow 5 ft.

**Armor Class:** 20 (+2 size, +5 Dex, +3 natural), touch 17, flat-footed 15

**Base Attack/Grapple:** +2/-7

**Attack:** Sting +9 melee (1d4-1 plus poison)

**Full Attack:** Sting +9 melee (1d4-1 plus poison)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** Fiberweb, poison

**Special Qualities:** Blindsight 45 ft., plant traits, vulnerability to fire

**Saves:** Fort +3, Ref +6, Will -3

**Abilities:** Str 8, Dex 20, Con 10, Int 2, Wis 2, Cha 11

**Skills:** Escape Artist +5, Hide +15, Jump +3, Move Silently +9

**Feats:** Ability Focus (poison), Improved Natural Attack (sting), Weapon Finesse<sup>B</sup>

**Environment:** Any hills

**Organization:** Solitary, pair, cluster (2-6), or swarm (7-30)

**Challenge Rating:** 3

**Treasure:** Standard (lair only)

**Alignment:** Always neutral

**Advancement:** 4-6 HD (Tiny); 7-9 HD (Small)

**Level Adjustment:** –

The spidernut appears to be a four legged spider with a small sharp horn and a shiny brown shell. Although it looks like a spider, a spidernut is not an insect, but the mobile nut of the kesec tree that periodically falls from its branches. Unlike the seeds of ordinary trees, which mainly rely on the chaotic methods of wind and animals for their dispersal, the spidernut takes an active role by searching for a suitable place to plant itself.

When the spidernut finds a potential spot to grow, it burrows into the ground, making a shallow pit. It then prepares this “lair” by gathering litter or grasses and piling the mulch in the pit. The spidernut will then hunt for small animals and gather carrion, adding the carcasses to the pile as fertilizer. After the lair has been piled with enough decomposing debris to satisfy the spidernut, it buries the mulch, burrows deep into the mess and begins to germinate.

A spidernut is about a foot in diameter and weighs one pound.

## Combat

The carrion in the spidernut’s lair often attracts unwanted scavengers, forcing the plucky nut to constantly defend its site. The spidernut has a small 120-foot radius territory around its lair where it hunts, burrowing down for moles and shrews, and climbing trees for squirrels and birds. If confronted away from its lair, it will flee as soon as it can. If confronted at its lair, it will not hesitate to attack, doing so from cover if possible. Its main

goal is to drive away or kill scavengers; those that leave the territory are rarely attacked.

When found, a kesec tree possesses 1-30 dormant, mature spidernuts hanging from its branches. If the trunk or branches experience any serious attacks, shocks, shakes, thumps, or other vibrations, it will drop 25% of the spidernuts. The dropped nuts become active in 1 round, usually fleeing for the safety of the branches they just fell from if threatened. If the tree continues to be shaken, the active spidernuts will attack as more fall and awaken.

**Fiberweb (Ex):** The spidernut generates a web of hemp-like fiber made sticky with sap. A spidernut can cast a fiberweb three times per day. This is similar to an attack with a net, but has a maximum range of 15 feet, with a range increment of 5 feet, and is effective against targets up to one size smaller. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful DC 16 Escape Artist check or burst it with a DC 22 Strength check. Though it has many of the properties of true webbing, this fiber is soaked with watery fluids, so it is unaffected by fire.

**Poison (Ex):** Sting, Fortitude DC 13; initial damage 1d6 Strength, secondary damage 2d4 Strength. The save DC is Constitution-based.

**Blindsight (Ex):** A spidernut’s shell is covered with two rows of fine fibers that allow it to ascertain targets within 45 feet using vibration and odor.



# Syft

## Small Magical Beast

**Hit Dice:** 5d10+5 (32 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), fly 30 ft. (average)

**Armor Class:** 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13

**Base Attack/Grapple:** +5/+1

**Attack:** Stinger +9 melee (1d3 plus poison)

**Full Attack:** Stinger +9 melee (1d3 plus poison) and 2 talons +7 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Poison

**Special Qualities:** Darkvision 60 ft, low-light vision

**Saves:** Fort +5, Ref +7, Will +1

**Abilities:** Str 10, Dex 16, Con 12, Int 6, Wis 10, Cha 10

**Skills:** Hide +7, Jump -6, Listen +6, Move Silently +11, Spot +6

**Feats:** Multiattack, Weapon Finesse

**Environment:** Any mountain

**Organization:** Pariah (1) or flock (4-16)

**Challenge Rating:** 3

**Treasure:** Standard coins, double goods, standard items (lair only)

**Alignment:** Always chaotic evil

**Advancement:** 6-10 HD (Medium); 11-15 HD (Large)

**Level Adjustment:** —

A syft could be mistaken for an eagle, if it weren't for the scorpionlike stinger and patches of chitin visible between its feathers. A syft is a crossbreed of bird and scorpion. Scholars are uncertain how such a union occurred, but one thing is certain: They feed on flesh.

A typical syft is about 3 feet long and has a wingspan of about 7 feet. Syft speak Goblin.

### Combat

Syft prefer to remain unseen in their attack; they typically hunt at night when their entrance and departure are veiled in darkness. They prefer to silently dive into unsuspecting foes, striking with their stinger, then flying back out of range.

Syft cannot wield weapons, nor do they equip themselves with armor.

Syft become bolder when they travel in numbers. Lone syft rely on aggravation and stealth. Flocks of syft can terrorize a countryside, sating their blood-lust and even sometimes attacking in broad daylight.

**Poison (Ex):** Sting, Fortitude DC 13; initial and secondary damage 1d4 Dexterity. The save DC is Constitution-based.

**Skills:** Syft have a +4 racial bonus on Listen, Move Silently, and Spot checks.

## Flora and Fauna

**Ore Rats:** These shiny black rats have adapted to life underground. Using magic, they digest metallic minerals to sustain themselves. A single ore rat needs less than ¼ oz. of worked metal or 1 oz. of a metal ore to survive for a few days. Ore rats can move slowly through earth like Xorn (some scholars put forth the idea that ore rats were originally from the elemental plane of earth) at a speed of 10 feet a minute. An ore rat infestation is the bane of a good mine, but the presence of ore rats on a mountain may lead the stealthy (or wilderness wise) to a new source of minerals. Ore rats are magically dependent animals that need magic, metallic minerals, and water to survive. They need only drink once a month and are only found underground or on the surface in very rocky terrain.

# Thaneguard

## Large Construct

**Hit Dice:** 4d10+30 (52 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares)

**Armor Class:** 16 (-1 size, +7 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +3/+12

**Attack:** Slam +7 melee (1d8+7)

**Full Attack:** Slam +7 melee (1d8+7)

**Space/Reach:** 10 ft./ 10 ft.

**Special Attacks:** —

**Special Qualities:** Construct traits, damage reduction 10/bludgeoning, darkvision 60 ft., low-light vision

A thaneguard is a large humanoid-shaped construct built to hold one Medium humanoid inside (the 'rider'). With no intelligence, thaneguards are little more than animated conveyances. First built by dwarven wizards long ago, thaneguards serve as transportation and protection for elite dwarf spellcasters. The wealthiest dwarven cities and nations field units of thaneguard-equipped cavalry units, but these are rare and never large. Most thaneguards are built by clerics to demonstrate the might of their faith.

Spirits of ancient dwarves provide the animating force for thaneguards. The creation process calls a willing ancestor from the outer realms and binds it to the thaneguard's frame. Although they are not undead, the spirits have feint connection to the material plane, making the constructs more tractable than many golems.

## Combat

Thaneguards have the straightforward approach to combat typical of constructs. When threatened, they simply walk up to the enemy and start bashing. What makes them unusual is that they are built to house a rider and are often under the control of a sentient being. The thaneguard obeys simple commands from the rider. Unlike golems, thaneguards obey without question, making them ideal protection in battle. Typically a spell caster riding a thaneguard moves in relative safety across the battlefield while casting. A thaneguard can hold one Medium creature of roughly dwarf-shaped physiology.

## Riding a Thaneguard

Thaneguards offer several advantages in combat. They move faster than most Medium humanoids, offer substantial cover to a rider and

**Saves:** Fort +1, Ref +1, Will +1

**Abilities:** Str 20, Dex 10, Con —, Int —, Wis 11, Cha 1

**Skills:** Jump +9

**Feats:** —

**Environment:** Any

**Organization:** Solitary (with rider) or accompanied by dwarves

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** —

**Level Adjustment:** —

allow most characters, especially spell casters, to do more in a round of combat.

*Arcane Spell Failure:* A thaneguard confines a rider much like a suit of armor. The rider suffers an arcane spell failure chance of 20%, which stacks with any arcane spell failure chance from armor and shields.

*Cover:* A thaneguard provides its rider with soft cover, granting a +4 bonus to armor class.

*Maneuvering:* A rider uses his Ride skill to control a thaneguard as though it were his mount. Riding a thaneguard follows many of the rules for mounted combat, though being mindless, thaneguards are never frightened by combat, and the rider need not make a Ride check to control one in battle. A rider can guide the thaneguard while keeping both arms free, allowing for normal spellcasting and attacking. The rider follows all other normal rules for mounted combat; although the thaneguard can make charge attacks, it cannot run fast enough to allow it to deal double damage with a lance as other, more common mounts, would.

## Construction

Building a thaneguard is expensive and time consuming, but nowhere near as demanding as the creation process for more powerful constructs. The physical body is a wood and iron framework that must be built before the magical animation can take place. The creation process takes four weeks and requires materials costing 500 gp. Creating the body requires a DC 15 Craft (blacksmithing) check and a DC 15 Craft (carpentry) check.

CL 11th; Craft Construct, *animate objects*, *bull's strength*, *mount*, caster must be at least 11th level; Price 8,000 gp; Cost 4,500 gp + 160 XP.

# u'thic

## Medium Aberration

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +5

**Speed:** 20 ft. (4 squares)

**Armor Class:** 19 (+1 Dex, +4 natural, +4 cover), touch 15, flat-footed 18

**Base Attack/Grapple:** +2/+2

**Attack:** Slam +2 melee (1d8)

**Full Attack:** 2 slams +2 melee (1d8) and bite -3 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Crippling strike, sneak attack +3d6

**Special Qualities:** Camouflage, cover, darkvision 60 ft.

**Saves:** Fort +4, Ref +2, Will +3

**Abilities:** Str 10, Dex 13, Con 16, Int 2, Wis 10, Cha 5

**Skills:** Hide +3\*, Jump -6, Listen +2, Move Silently +5, Spot +2

**Feats:** Improved Initiative, Stealthy

**Environment:** Warm hills and mountains

**Organization:** Solitary, pair, or family (5-9)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4-6 HD (Medium); 7-9 HD (Large)

**Level Adjustment:** –

U'thic are serpentine creatures that disguise themselves as large rocks, springing to life when prey are near. An u'thic has a thick body 8 feet long and weighing around 600 pounds. Its skin is blue, marked with shades of gray along its belly. It has a single large eye, and a square mouth filled with sharp teeth. Two stubby appendages grow from the sides of an u'thic's head, each ending in a massive rocky shell armed with spikes along its inner ridge. These shells shield the u'thic from attack and shade it from the sun, but their primary use is for camouflage: when an u'thic holds its shells close to its body, they fully encapsulate its body and disguise it as a boulder, leaving only a small hole for it to peer through.

U'thic prefer open spaces and comfortable in the mountains where their camouflage becomes even more effective. They are social creatures, and frequently share territory with other u'thic. Carnivores, u'thic will eat almost anything animate, but their relatively small and weak mouths are best suited to eating soft-bodied mammals. U'thic are rarely seen moving, and they often stay perfectly still for days or weeks at a time while waiting for potential meals. During this time, they survive off of stored body fat and spend many hours sleeping, secure within their shells.

## Combat

When a creature is near, an u'thic springs to life in a sudden, rumbling motion, shaking off stones and dust and rising to its full height. It attacks with its shells first, attempting to soften prey before moving in to bite.

**Crippling Strike (Ex):** When an u'thic damages an opponent with a sneak attack, that opponent also takes 2 points of Strength damage.

**Sneak Attack (Ex):** An u'thic can make a sneak attack like a rogue, dealing an extra 3d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the u'thic is flanking. This attack is usually used when the u'thic first comes out of its shell.

**Camouflage (Ex):** Since an u'thic looks like a rock when in its shell, it takes a DC 20 Spot check to notice it before it attacks. A character with ranks in Survival can use that skill instead of Spot to notice the creature. Dwarves can use stonecunning to notice an u'thic, as well.

**Cover (Ex):** An u'thic uses its shell to provide itself with cover during combat (+4 AC, included in the statistics block). When completely inside its shell, an u'thic cannot move or attack, but it gains total cover. An u'thic's shell has 30 hit points and a hardness of 6.

**Skills:** \*U'thic have a +8 circumstance bonus on Hide checks in rocky terrain.

# Xanthonychos

## Large Vermin

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), climb 20 ft. (4 squares)

**Armor Class:** 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +3/+9

**Attacks:** Tail-pincer +4 melee (1d6+2) or bite +4 melee (1d6+2)

**Full Attack:** Tail-pincer +4 melee (1d6+2) and bite -1 melee (1d6+1)

**Space/Reach:** 10 ft./5 ft. (10 ft. with tail-pincer)

**Special Attacks:** Constrict 1d6+2, improved grab, *shocking grasp*

**Special Qualities:** Darkvision 60 ft., resistance to electricity 5, vermin traits

**Saves:** Fort +6, Ref +6, Will +1

**Abilities:** Str 14, Dex 21, Con 15, Int —, Wis 10, Cha 4

**Skills:** Climb +10

**Feats:** —

**Environment:** Any mountains

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

**Level Adjustment:** —

The xanthonychos (ZAN-tho-NYKE-ose, literally 'yellow claw') is a twelve-legged arthropod with a predominantly scorpion-like build, although it lacks the oversized claws on its forelegs and does not have a stinger at the tip of its tail. Rather, its tail ends in a pair of wide pincers capable of darting forth and snatching prey. The creature's exoskeleton is predominantly black, with the exception of the jagged stripe of yellow running down its back and tail and the tail-pincers themselves, which are yellow as well. Xanthonychi are often referred to as 'pincer-tails' or 'lightningbacks.'

## Combat

A xanthonychos darts out at prey, using its tail-pincer to grasp prey and shock it to death in wave after wave of electrical emanations.

**Constrict (Ex):** A xanthonychos deals 1d6+2 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a xanthonychos must hit with its tail-pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Shocking Grasp (Sp):** Once every three rounds, a xanthonychos can send a shocking bolt of electricity through its tail-pincer as a free action. This functions as the *shocking grasp* spell (caster level 1st). A xanthonychos can use this ability through any contact with the tail-pincer, including touch attacks, melee attacks, or grappling.

**Skills:** Xanthonychi have a +8 racial bonus on Climb checks. A xanthonychos can always choose to take 10 on Climb checks, even if rushed or threatened.

# Amphisbaena

## Large Magical Beast

**Hit Dice:** 6d10+6 (39 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Armor Class:** 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +6/+12

**Attack:** 2 bites +8 melee (1d4+3 plus poison)

**Full Attack:** 2 bites +8 melee (1d4+3 plus poison)

**Space/Reach:** 5 ft. (coiled)/10 ft.

**Special Attacks:** Poison

**Special Qualities:** All-around vision, darkvision 60 ft., low-light vision, resistance to cold 30, scent, split

**Saves:** Fort +6, Ref +7, Will +3

**Abilities:** Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2

**Skills:** Balance +10, Climb +10, Hide +8, Jump -4, Listen +7, Move Silently +8, Spot +6, Swim +10

**Feats:** Alertness, Stealthy, Weapon Focus (bite)

**Environment:** Any land and underground

**Organization:** Solitary or pack (2-4)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

The amphisbaena is a giant poisonous snake with a head at each end of its body. Its scales are blackish-blue with bands of lighter colors while its heads are glossy black with crimson eyes. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop.

An amphisbaena is about 10 feet long.

## Combat

An amphisbaena is an aggressive and territorial creature, attacking any living creatures that wander near its lair. It attacks by biting with both heads, each bearing poisonous fangs.

**Poison (Ex):** Bite, Fortitude DC 14; initial damage 1d6 Constitution, secondary damage 2d6 Constitution. The save DC is Constitution-based.

**All-Around Vision (Ex):** Because the amphisbaena has a head at each end of its body, it gains a +4 bonus to Search and Spot checks. It cannot be flanked.

**Split (Ex):** Each of the amphisbaena's heads functions independently of the other. This allows the creature to make a bite attack with each head as part of an attack action. Each head is treated as the sole natural attack, allowing each bite attack to add 1-1/2 times its Strength modifier. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days.

**Skills:** An amphisbaena has a +4 racial bonus on Hide, Listen, and Move Silently checks and a +8 racial bonus to Balance and Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened. An amphisbaena has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

# Argent Cougar

## Medium Magical Beast (Psionic)

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (+6 Dex, +2 natural), touch 16, flat-footed 12

**Base Attack/Grapple:** +4/+6

**Attack:** Claw +10 melee (1d6+2)

**Full Attack:** 2 claws +10 melee (1d6+2) and bite +5 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved grab, pounce, psi-like abilities, rake 1d6+2

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +7, Ref +10, Will +2

**Abilities:** Str 15, Dex 23, Con 16, Int 6, Wis 13, Cha 14

**Skills:** Balance +14, Hide +11, Jump +14,

Listen +6, Move Silently +10, Spot +6

**Feats:** Alertness, Weapon Finesse

**Environment:** Warm or temperate forests and mountains

**Organization:** Solitary, pair, or pack (3-6 argent cougars)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 5-9 HD (Medium); 10-12 (Large)

**Level Adjustment:** +4 (cohort)

Argent cougars are predatory felines with powerful psionic abilities. They look like predatory pumas but they are larger and their smoky gray pelts glisten as they move with preternatural grace. Legend has it that an ancient race of psionic beings bred ordinary mountain lions and imbued them with mental powers, resulting in the argent cougars. Whether this is true or not, these creatures are deadly hunters and use advanced pack tactics to great effect.

Argent cougars are about 5 feet long and weigh about 150 pounds. Although intelligent, argent cougars do not speak.

## Combat

Argent cougars are patient hunters. They creep up on prey, use their daze monster ability, and then strike. Once an opponent is dazed they use the round to pounce and then rake, going for a quick kill. When a group attacks, one cougar dazes the prey while the others close in to attack.

**Improved Grab (Ex):** To use this ability, an argent cougar must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If an argent cougar charges a foe, it can make a full attack, including two rake attacks.

**Psi-Like Abilities:** At will—*bite of the wolf, burst, catfall, know direction and location*; 3/day—*psionic daze* (DC 14); 1/day—*inflict pain* (DC 14). Manifest level 8th. The save DCs are Charisma-based.

**Rake (Ex):** Attack bonus +10 melee, damage 1d8+3.

**Skills:** Argent cougars have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Jump checks.

# Boarcllops

**Large Giant**

**Hit Dice:** 6d8+12+3 (42 hp)

**Initiative:** -1

**Speed:** 30 ft. in hide armor (6 squares); base speed 40 ft.

**Armor Class:** 17 (-1 size, -1 Dex, +6 natural, +3 hide armor), touch 8, flat-footed 17

**Base Attack/Grapple:** +4/+14

**Attack:** Longspear +10 melee (2d6+9) or gore +9 melee (1d8+9)

**Full Attack:** Longspear +10 melee (2d6+9) and gore +4 melee (1d8+6); or gore +9 melee (1d8+9)

**Space/Reach:** 10 ft./10 ft. (20 ft. with longspear)

**Special Attacks:** Powerful charge 2d8+18

Boarcllops are large, mean-spirited giants often found in the company of orcs. They are short-tempered and prone to fits of violence at the slightest provocation. Boarcllops are stocky, with bulging muscles in the shoulders and arms. Covered in coarse black hair, boarcllops tower up to 12 feet tall and weigh upwards of 500 pounds. Females are slightly shorter than males, only reaching an average of 11 feet in height, but are as massive as male boarcllops. Boarcllops are gluttonous and have large bellies from gorging on their kills. Their heads resemble that of a huge boar; their deadly looking tusks curve from their lower jaws. They have a single bloodshot eye staring out from the center of its face.

Orcs often revere boarcllops, seeing them as embodiments of their god. Although orcs see boarcllops as blessed by their dark power, the boarcllops themselves do not. It is rare for a boarcllops to worship an orc god; they generally venerate the giant deities. Boarcllops, however, do not hesitate to take advantage of their relationship with orcs, exacting tribute from nearby orc tribes. Boarcllops often take orc servants or slaves for manual labor, as bodyguards, and for other needs that the boarcllops are too lazy to see to themselves.

Orc tribes with boarcllops in their midst have greater influence than others and are usually more belligerent as well. It is not uncommon for boarcllops to lead mixed raiding and war parties of boarcllops and orcs, claiming a large share of booty as their reward. Any prisoners taken by boarcllops raiding parties inevitably end up as food for the gluttonous brutes.

**Special Qualities:** Bloodlust, darkvision 60 ft., poor depth perception, scent

**Saves:** Fort +7, Ref +1, Will +2

**Abilities:** Str 23, Dex 8, Con 15, Int 8, Wis 11, Cha 6

**Skills:** Hide -8, Jump +5, Listen +4, Survival +3

**Feats:** Power Attack, Toughness, Weapon Focus (longspear)

**Environment:** Temperate hills

**Organization:** Solitary, pair (2 plus 1-4 orcs), gang (2-4 plus 5-10 orcs), or band (5-8 plus 15-30 orcs)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +3

Boarcllops compete with ogres for territory, food, and dominance, and have developed an intense hatred for ogres as a result. Boarcllops never tolerate the presence of ogres or cooperate with them. Boarcllops have even been known to hunt ogres for food and trophies, wiping out entire bands in the process. Encounters between boarcllops and ogres usually provoke an immediate attack. A boarcllops never attempts to capture an ogre; it always fights to kill.

All boarcllops speak Giant, and those with an Intelligence of 10 or higher also speak Orc.

## Combat

Boarcllops are not subtle, but neither are they particularly stupid. A favored tactic of the boarcllops when it has the advantage is to charge into melee and gore its opponents, invoking its bloodlust. Against large groups or dangerous foes, boarcllops prefer to let orc allies soften up opponents, while they pick off targets with their longspear. When the tide begins to turn, they enter the fray to finish off weakened foes. If there are no accompanying orcs, boarcllops attempt to flank their opponents and attack with their longspear before closing in for the kill.

**Powerful Charge (Ex):** A boarcllops deals 2d8+18 points of damage when goring an opponent on a charge.

**Bloodlust (Ex):** Boarcllops are bloodthirsty and not likely to flee once they taste an opponent's blood. A boarcllops that successfully damages a living foe with its gore attack gains a +1 morale bonus on attack and damage rolls and a +2 morale

bonus on Will saves, but suffers a -1 penalty to AC due to carelessness. These adjustments last for the duration of the encounter. Opponents without blood (such as oozes) do not provoke this condition. With the exception of the Will save bonus, the effects of bloodlust stack with a barbarian's rage ability (if a boarclops has barbarian levels).

**Poor Depth Perception (Ex):** A boarclops's single eye offers poor depth perception. Any

boarclops using a ranged weapon suffers a -2 penalty on attack rolls.

### *Boarclops as Characters*

The favored class of the boarclops is barbarian, and most boarclops leaders are barbarians. Boarclops spellcasters are usually adepts. Boarclops rangers often have giants as their favored enemy due to their hatred of ogres.

## Chill Slain

**Medium Undead (Cold)**

**Hit Dice:** 7d12 (45 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 15 ft.

**Armor Class:** 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +3/+6

**Attack:** Bite +6 melee (1d6+3 and numbness)

**Full Attack:** Bite +6 melee (1d6+3 and numbness) and 2 claws +1 melee (1d4+1 and numbness)

**Space/Reach:** 5 ft/5 ft.

**Special Attacks:** Numbing grip, numbness

**Special Qualities:** Darkvision 60 ft., immunity to cold, undead traits, vulnerability to fire

**Saves:** Fort +2, Ref +5, Will +2

**Abilities:** Str 16, Dex 17, Con —, Int 6, Wis 5, Cha 10

**Skills:** Climb +11, Hide +8, Jump +4, Listen +4, Move Silently +8, Spot +4, Survival +4 (+6 following tracks)

**Feats:** Ability Focus (numbness), Alertness, Track

**Environment:** Cold hills and mountains

**Organization:** Solitary, pair, gang (3-5), or pack (6-20)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 8-21 HD (Medium)

**Level Adjustment:** —

Chill slain have sharp fangs and hooked claws. Its furs are tattered and stained with frozen, encrusted gore. Its eyes, once human, betray only hunger now. Chill slain are formed when a humanoid perishes from exposure to extreme cold. It is unknown what causes these tortured souls to rise again, as the creatures cannot create spawn. Some sages speculate that a chill slain arises as a form of punishment for offending a deity of winter or the mountains. Whatever the case may be, chill slain hunger for flesh and prowl the frozen areas that took their lives, hunting only at night.

A chill slain stands as tall as a typical human, but weighs only about half as much due to its emaciated form. Chill slains cannot speak, but understand the languages they knew in life (usually Common).

### *Combat*

Chill slain fall upon their victims with tooth and claw, numbing their victims with their icy grip as they rend flesh from bone. They will sometimes grapple their prey, holding them in a freezing

embrace until the victim is overcome by the chill, and meanwhile dig with their teeth for warm blood. If outnumbered, chill slain will endeavor to use their numbing grip on as many foes as possible before moving to the task of finishing off their chilled victim.

**Numbness (Ex):** Anyone hit by a chill slain must make a DC 15 Fortitude save or take 1 point of Dexterity damage. The save DC is Charisma-based.

**Numbing Grip (Ex):** If a chill slain successfully grapples an opponent or otherwise maintains contact with him for a full round, he must succeed at a DC 13 Fortitude save at the beginning of his turn or take 1d4 points of Dexterity damage. The save DC is Charisma-based.

**Skills:** Chill slains have a +2 racial bonus on Hide, Move Silently, and Survival checks, and a +4 racial bonus on Listen and Spot checks. A chill slain has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.



# Clamor

**Medium Aberration (Extraplanar, Incorporeal)**

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +11

**Speed:** Fly 50 ft. (perfect) (10 squares)

**Armor Class:** 20 (+7 Dex, +3 deflection), touch 20, flat-footed 13

**Base Attack/Grapple:** +3/-

**Attack:** Sonic ray +10 ranged touch (2d6 sonic)

**Full Attack:** Sonic ray +10 ranged touch (2d6 sonic)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Sonic burst

**Special Qualities:** Darkvision 60 ft.,

incorporeal traits, natural invisibility, perfect mimic, speed of sound, vulnerabilities

**Saves:** Fort +4, Ref +10, Will +5

**Abilities:** Str –, Dex 25, Con 17, Int 5, Wis 12, Cha 17

**Skills:** Listen +3, Sense Motive +4, Spot +3

**Feats:** Improved Initiative, Lightning Reflexes

**Environment:** Any land

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-12 HD (Medium)

**Level Adjustment:** –

A clamor is a strange, extraplanar creature that is comprised entirely of sound waves. Normally invisible, through a gem of seeing or true seeing spell a clamor looks like a field of shifting patterns comprised of vibrations and oscillations approximately 5 feet across and about as tall.

Clamors have a playful kind of intelligence, and appear to desire communication. Being able to mimic any sound they have ever encountered with perfect accuracy, clamors wander the Material Plane emitting a nonsensical cacophony of voices, crashes, clicks, roars, and music. Since they are usually invisible, most adventurers that encounter a clamor walk away from the creature without ever having realized that they had met one. Many a sentry on duty has heard only his own voice in response to what he thought was someone walking around out in the darkness; what he really heard was a clamor trying to talk to him.

Bards are fascinated by these odd creatures, and many a bard has gained a clamor as a companion of sorts. They have intelligence, and can be trained. A bard of at least 5th level that has had prior contact with a clamor is capable of communicating with these creatures on a rudimentary basis. The intelligence of a clamor is just barely above that of a small child, so complex communication is out of reach.

## Combat

Clamors tend to keep at a distance, emitting random noises and “playing back” any interesting sound made by creatures they are observing. Once provoked to attack, clamors strike at their foes with high frequency sonic beams. If cornered or overwhelmed, a clamor uses its sonic burst ability

before attempting to flee (moving at the speed of sound which all but insures its escape).

**Sonic Burst (Ex):** When angered, a clamor can emit a massive onslaught of sonic energy as a full-round action that can be heard for miles in all directions. Any living creature within 100 feet of the clamor must succeed on a DC 15 Fortitude save or be stunned for 1d3 rounds. Further, living creatures within 50 feet of the clamor must succeed on a DC 15 Fortitude save or be permanently deafened. A *restoration*, *wish*, *miracle*, or *remove blindness/deafness* spell restores hearing and negates the stunning effect. The save DCs are Constitution-based.

**Natural Invisibility (Su):** As creatures of living sound, a clamor is naturally invisible, even when it attacks. This ability is inherent and is not subject to the *invisibility purge* spell.

**Perfect Mimic (Ex):** A clamor can duplicate any sound it has ever encountered with near perfect accuracy as a free action. Being accustomed to tone and pitch, a bard may make a DC 20 Bardic Knowledge check to determine that the sounds are being produced artificially. Another Bardic Knowledge check (same DC) allows the bard to realize that the creature making the sounds is indeed a clamor. If the bard has encountered a clamor before, the second check is not required.

**Speed of Sound (Ex):** Once per day, a clamor can move at the speed of sound for a number of minutes equal to its Hit Dice. Its speed becomes 6,820 feet per round (1,364 squares), but it cannot attack or make use of any of its other abilities when moving this way.

**Vulnerabilities (Ex):** Any spell that creates a zone of silence or vacuum deals 3d6 points

of damage to a clamor and forces it to make a successful Fortitude save (DC equal to 10 + spell level + spell caster's appropriate ability score modifier) or become panicked for 1 minute. In addition, the following spells can affect a clamor in unusual ways.

*Ghost sound, major image, minor image, message, ventriloquism, whispering wind:* These magically-generated or altered sounds force a clamor to make a Will save (DC 10 + spell level + the caster's appropriate ability score modifier) or act as though affected by a *confusion* spell for a number of rounds equal to the caster's level.

*Sculpt sound:* Using this spell to warp the sound from which the clamor is made, the caster deals 1d4 points of damage per caster level. The

clamor is allowed a Fortitude save (DC 13 + the bard's Charisma modifier) for half damage.

This spell also enables a bard (and only a bard) to completely control the actions of a clamor if the clamor fails a Will save (DC 10 + 1/2 the bard's level + the bard's Charisma modifier). If the clamor fails the save, it is affected as if by a *dominate monster* spell with a caster level equal to that of the bard's class level.

*Shout, sound burst:* These spells do no damage to a clamor, but force it to make a Will save (DC 10 + spell level + the caster's appropriate ability score modifier) or be affected as if by a *charm monster* spell with a caster level equal to that of the caster.

## Cobra Flower

### Large Plant

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +1

**Speed:** 0 ft.

**Armor Class:** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +4/+11

**Attack:** Bite +6 melee (1d6+4 plus 1d6 acid)

**Full Attack:** Bite +6 melee (1d6+4 plus 1d6 acid)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Acid, improved grab

**Special Qualities:** Blindsight 30 ft., plant traits

Cobra flowers are tall, slender plants, each with a large flowering yellow bulb topping its brownish-green roots. Two large green leaves flank the flowering top, giving the appearance of a hood. The leaves are thin and have transparent splotches on them. Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when they are available.

A cobra flower usually grows to a height of 8 feet. Its bulb is large enough to accommodate a victim of its size.

### Combat

When the cobra flower detects a living creature, it remains motionless until its prey is

**Saves:** Fort +8, Ref +3, Will +3

**Abilities:** Str 17, Dex 13, Con 16, Int -, Wis 13, Cha 9

**Skills:** Hide -3

**Feats:** -

**Environment:** Temperate and cold forest and mountains

**Organization:** Solitary or patch (2-4)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** -

within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

**Acid (Ex):** Any creature successfully grappled by the cobra flower takes 1d6 points of acid damage each round the hold is maintained.

**Improved Grab (Ex):** To use this ability, a cobra flower must hit with an opponent of its size or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic acid damage each round.

**Blindsight (Ex):** Cobra flowers have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

# Dark Stalker

## Medium Humanoid (Dark Stalker)

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (+2 Dex, +4 moldering armor, +2 natural), touch 12, flat-footed 16

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

**Attack:** Short sword +2 melee (1d6+1/19-20 plus poison)

**Full Attack:** Short sword +2 melee (1d6+1/19-20 plus poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Death throes, poison use, spell-like abilities

**Special Qualities:** *Detect magic*, light blindness, moldering armor, see in darkness

**Saves:** Fort +2, Ref +5, Will +0

**Abilities:** Str 13, Dex 14, Con 14, Int 9, Wis 11, Cha 13

**Skills:** Climb +5, Hide +7, Listen +3, Move Silently +7, Sleight of Hand +3, Spot +3

**Feats:** Blind-Fight

**Environment:** Temperate mountains and underground

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** Standard coins; standard goods; double items

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +4

Dark stalkers are rarely seen humanoids that live in the dark places. Their skin is pallid, and they wear layer after layer of filthy dark clothing underneath a dirty black cloak. No doubt dark stalkers were once human, but their hermit-like existence and affinity for darkness has warped their humanity to a desperate state.

A typical dark stalker stands 6 feet tall and weighs 200 pounds. Dark stalkers speak their own babbling language understandable only to other dark stalkers. Some of the more intelligent dark stalkers speak Common.

## Combat

When first encountered, dark stalkers utilize their fog cloud and darkness abilities to gain the advantage. Dark stalkers generally try to avoid combat, using their powers to cover their escape. If forced into combat, they attack using their short swords. If defeat is imminent, a dark stalker seeks the quickest means of escape possible.

**Death Throes (Ex):** When killed, a dark stalker spontaneously explodes in a flash of white-hot flame in a 20-foot-radius burst. This deals 3d6 points of fire damage (Reflex save DC 13 halves the damage). The save DC is Constitution-based.

**Poison Use:** Dark stalkers are never at risk

when applying poisons to weapons. They commonly use an injury poison created by their kind, which has a Fortitude DC of 14; initial damage 1d4 Strength, and secondary damage 1d6 Strength.

**Spell-Like Abilities:** 3/day – *darkness*; 2/day – *fog cloud*. Caster level 8th.

**Detect Magic (Su):** A dark stalker can continuously *detect magic* as the spell (caster level 12th). It can suppress or resume this ability as a free action.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark stalkers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Moldering Armor:** Dark stalkers rarely remove clothing. They add layer after layer as the ones underneath molder away, granting them a +4 armor bonus. This “armor” has no max Dex bonus, no armor check penalty, and no chance of spell failure.

**See in Darkness (Su):** Dark stalkers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

**Skills:** Dark stalkers have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +2 racial bonus on Listen and Spot checks.

# Gallows Tree Zombie

## Medium Plant

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

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

**Base Attack/Grapple:** +4/+8

**Attack:** Slam +8 melee (1d6+4)

**Full Attack:** 2 slams +8 melee (1d6+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spore cloud

**Special Qualities:** Darkvision 60 ft., fast healing 5, low-light vision, plant traits, tether-vine, tremorsense 60 ft.

**Saves:** Fort +6, Ref +4, Will +2

**Abilities:** Str 19, Dex 15, Con 13, Int 4, Wis 10, Cha 1

**Skills:** Hide +5, Listen +5, Move Silently +5, Spot +2

**Feats:** Alertness, Improved Initiative, Power Attack

**Environment:** Temperate and warm forest, hill, marsh and plains

**Organization:** Grove (6-11 plus 1 gallows tree)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Medium); 13- 18 HD (Large)

**Level Adjustment:** —

The gallows tree zombie is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-brown noose connects the creature to the massive tree behind it.

Gallows tree zombies were once living humanoids slain and devoured by a gallows tree (page 187) and reborn from the seedlings as a minion of said creature. They serve no purpose in life now other than killing or capturing living prey for the gallows tree that created them. These monsters retain small memories of their former lives and these scenes sometimes manifest in the zombie's mind, causing it great anger which it vents on the nearest living creature.

Gallows tree zombies show no spark of life in their eyes, but are not completely mindless. They are not undead even though their name suggests otherwise; therefore, they cannot be turned or rebuked.

A gallows tree zombie weighs as much as it did in life, but can no longer speak any languages.

## Combat

Gallows tree zombies hang motionless from the gallows tree, appearing lifeless. When a living creature comes within 100 feet of a gallows tree, the zombies are lowered to the ground and they move to attack.

Gallows tree zombies prefer uneven odds that favor them, so ganging up on an individual

is the norm in battle. Slain foes are dragged back to the gallows tree to be devoured or transformed into a gallows tree zombie to replace any that fell in battle.

**Spore Cloud (Ex):** As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be slowed (as the *slow* spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

**Fast Healing (Ex):** A gallows tree zombie heals only if it is connected to its gallows tree by its tether-vine.

**Tether-Vine (Ex):** A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.

**Tremorsense (Ex):** Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

# Gnomide

**Medium Elemental (Earth, Extraplanar)**

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares), burrow 20 ft

**Armor Class:** 17 (-1 Dex, +8 natural), touch 9, flat-footed 17

**Base Attack/Grapple:** +4/+8

**Attack:** Fist +8 melee (1d8+4/19-20)

**Full Attack:** 2 fists +8 melee (1d8+4/19-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities, *summon elemental*, tremor

**Special Qualities:** Change shape, darkvision 60 ft., elemental traits

**Saves:** Fort +8, Ref +1, Will +2

**Abilities:** Str 19, Dex 8, Con 16, Int 10, Wis 11, Cha 11

**Skills:** Appraise +2, Climb +8, Craft (any) +2, Hide +1\*, Intimidate +3, Listen +3, Spot +2

**Feats:** Cleave, Improved Critical (fist), Power Attack

**Environment:** Elemental Plane of Earth

**Organization:** Solitary or gang (2-8)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Usually lawful neutral

**Advancement:** By character class

**Level Adjustment:** —

The civilization builders from the Plane of Earth, gnomides are industrious and reliable, accused rightly of stubbornness as they rarely change their mind once they commit to anything. They are squat and stocky, with stone skin that ranges from the gray to the black, depending on the kind of rock it is made of. Their features are rough and vague; their faces have more suggestions of facial features than the real thing. Gnomides are master crafters, turning what comes from the earth into anything, be it metal or stone.

In addition to the standard languages, gnomides speak Dwarven and Terran.

## Combat

Gnomides are not known for clever tactics, but brutal assault works for them just fine. If they use weapons, they are made from the strongest metals and the toughest stone.

**Spell-like Abilities:** At will—*mending*; 3/day—*detect magic*, *meld into stone*, *soften earth and stone*; 2/day—*make whole*, *stone shape*; 1/week—*earthquake* (DC 18). Caster level 6th. The save DCs are Charisma-based.

**Summon Elemental (Sp):** Once per day a gnomide can attempt to summon 1d4 Medium earth elementals with a 35% chance of success, or one thoqqa with no chance of failure. This ability is the equivalent of a 4th-level spell.

**Tremor (Su):** Gnomides can make the ground tremble beneath them up to 60 ft. away. Creatures must succeed on a DC 16 Reflex save or be knocked down and prone. The shaking is so violent that creatures inside the area suffer 2d4 points of damage. The save DC is Constitution-based.

**Change Shape (Su):** A gnomide can assume the shape of a dwarf or gnome as a standard action.

**Skills:** \*Gnomides have a +6 racial bonus in rocky terrain.

# Lesser Phoenix

**Medium Elemental (Extraplanar, Fire)**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), fly 60 ft. (good) (6 squares)

**Armor Class:** 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

**Base Attack/Grapple:** +3/+5

**Attack:** Talons +5 melee (1d6+2) or bite +5 melee (1d8+2)

**Full Attack:** 2 talons +5 melee (1d6+2) and bite +0 melee (1d8+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Death throes, explode, fiery aura, spell-like abilities

**Special Qualities:** Darkvision 60 ft.,

elemental traits, flicker form, immunity to fire, vulnerability to cold

**Saves:** Fort +3, Ref +8, Will +2

**Abilities:** Str 14, Dex 18, Con 14, Int 8, Wis 13, Cha 11

**Skills:** Intimidate +3, Knowledge (the planes) +3

**Feats:** Ability Focus (explode), Flyby Attack

**Environment:** Elemental Plane of Fire

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always chaotic neutral

**Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

**Level Adjustment:** —

The lesser phoenix is a bird native to the Elemental Plane of Fire. It acts as messenger and sentinel for other denizens of that plane, as it can undertake planar travel and is relatively intelligent. It resembles a large eagle with a longer neck and beak, but its feathers are an incandescent red. It trails fire as it flies, with small flames licking its body when it is perched.

It eats other creatures of the Plane of Fire and sates itself with metal when it travels to the Material Plane. It is a regal creature with knowledge of its magnificence and its importance, and acts haughty and sometimes bullies other weaker elementals.

It understands, but does not speak Common and Ignan.

## Combat

These creatures are hotheaded and will not shirk from a fight, especially considering their power to engulf in flame anything that surrounds them. It is more reckless in the Material Plane, as it knows it will reform in its home plane when it is destroyed, and is fond of leaving its would-be killers the little surprise of its explosive suicide.

**Death Throes (Su):** When a lesser phoenix drops below 0 hit points it immolates itself. This creates an explosion of flames in a 30-foot radius around the lesser phoenix's body, dealing 6d6 points of fire damage to all within (Reflex DC 14 half). The save DC is Constitution-based.

**Explode (Ex):** A lesser phoenix can cause a burst of flame to explode in a 20-foot radius around its body. The lesser phoenix takes 1d6 points of damage when it uses this attack, but the explosion deals 4d6 points of fire damage (Reflex DC 16 half) to all creatures in the radius. The save DC is Constitution-based.

**Fiery Aura (Ex):** Anyone within 30 feet of a lesser phoenix must succeed on a DC 14 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

**Spell-Like Abilities:** 1/week—*plane shift*. Caster level 4th.

**Flicker Form (Ex):** On any plane other than the Plane of Fire, the phoenix's body flickers like a flame. All attacks against a lesser phoenix have a 30% miss chance as they pass through the creature's fiery body.

# Lifethief

## Medium Undead

**Hit Dice:** 6d12 (39 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +3/+4

**Attack:** Bite +4 melee (1d6+1 and fetid touch)

**Full Attack:** Bite +4 melee (1d6+1 and fetid touch) and 2 claws -1 melee (1d6 and fetid touch)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Fetid touch

**Special Qualities:** Damage reduction 10/adamantine, darkvision 60 ft., turning immunity, undead traits

**Saves:** Fort +2, Ref +4, Will +7

**Abilities:** Str 13, Dex 15, Con —, Int 15, Wis 15, Cha 16

**Skills:** Climb +7, Escape Artist +9, Hide +9, Jump +7, Listen +9, Move Silently +9, Search +6, Spot +9, Swim +4

**Feats:** Cleave, Improved Bull Rush, Power Attack

**Environment:** Any land or underground

**Organization:** Solitary, pair, or pack (1-4)

**Challenge Rating:** 4

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** 7-12 HD (Medium); 13-18 HD (Large)

**Level Adjustment:** —

Lifethieves are a form of undead similar to ghouls, at least in the fact that they are feral undead that hunger for carrion. Unlike ghouls, which originate from human and humanoid stock, lifethieves are the undead form of some alien being, possibly from a long-dead civilization or another world. The lifethief has strange, alien features — most notably its high skull, which slopes back in a series of short horned plates. Its gray skin is rotting and covered in an oily film that catches faint rainbow hues in certain lighting.

A lifethief is about 6 feet tall and weighs about 150 pounds. Lifethieves speak Common and their own alien language.

## Combat

Lifethieves are deadly foes. Much of the danger they pose is not faced until after a lifethief is destroyed—when victims may learn the terrible truth about the lifethief's fetid touch. A lifethief attempts to spread its attacks to three opponents. It expects to afflict most of its foes with fetid touch and thus force them to retreat, hopefully with one or more opponents still stunned and unconscious from the fetid touch's effects. The lifethief may then carry away a meal or pursue retreating opponents as circumstances warrant.

**Fetid Touch (Su):** A living creature hit by a lifethief's attack must succeed at a DC 16 Fortitude save to avoid having its flesh start rotting. If the victim fails, it is stunned for the next 2d4 rounds. At the end of this time, the victim's life force is whisked away, turning it into a kind of "living undead." The save DC is Charisma-based.

The victim is considered undead in all respects—immunities, healing, unaffected by *raise dead* and similar spells, and so on—but it is not truly undead. Rather, the victim is caught in a terrible limbo between life and death. Until the effects of the fetid touch are removed or dissipate, a victim's wounds no longer heal naturally—even magical healing or potions do not aid in healing. Victims in this state can be hurt further just like any undead, making it a perilous condition.

The victim acquires a zombie-like appearance and ashen gray skin until the touch's effects wear off completely. Fetid touch has no known cure other than natural recovery, but some wizards would certainly pay dearly to examine a victim (willing or not).

A victim receives a new saving throw every day to recover naturally, but the DC increases by +1 per day. So, the save DC increases to 17 the day after the affliction is gained, to DC 18 the following day, and so on.

# Fool's Dragon

## Huge Magical Beast

**Hit Dice:** 6d10+18 (51 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares), swim 20 ft.

**Armor Class:** 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +6/+19

**Attacks:** Bite +9 melee (1d8+5)

**Full Attack:** Bite +9 melee (1d8+5) and 2 claws +7 melee (1d6+2) or tail slap +9 melee (2d6+7)

**Space/Reach:** 15 ft./10 ft. (15 feet with tail)

**Special Attacks:** Crush 2d8+7, venom breath

**Special Qualities:** Low-light vision

**Saves:** Fort +8, Ref +6, Will +3

**Abilities:** Str 20, Dex 12, Con 16, Int 2, Wis 12, Cha 10

**Skills:** Climb +13, Hide -7, Jump +18, Listen +5, Spot +5, Swim +13

**Feats:** Alertness, Improved Initiative, Multiattack

**Environment:** Temperate and warm hills

**Organization:** Solitary or pair

**Challenge Rating:** 4

**Advancement:** 7-12 HD (Huge); 13-18 HD (Gargantuan)

**Level Adjustment:** —

A fool's dragon gets its name from its uncanny resemblance to true dragons. The great reptilian beast is easily over a dozen feet long. Its emerald scales glitter like gems in the noontday sun as it stretches regally, ruffling its fanlike "wings" to shake away the dust. The fool's dragon is actually an enormous lizard whose "wings" are actually membranes used to collect heat from the sun.

Many a fool's dragon has been slain due to its draconic appearance. On the other hand, many of these beasts have been given wide berth by more dangerous predators. Would-be dragonslayers sometimes hunt these creatures and boast of their prowess, only to later meet a quick death at the hands of the real thing.

A fool's dragon's body is about 15 feet long, with its tail extending nearly another 15 feet. It weighs about 6 tons. Fool's dragons are no more intelligent than a typical lizard, and thus do not speak or understand any languages.

## Combat

A fool's dragon starts combat with a tail slap, preferring to expend as little energy as possible. If irritated further, the great lizard spits its venomous cloud and then attacks with claws and teeth, focusing on one opponent at a time. A fool's dragon prefers to save its second venom attack as a prelude to fleeing the combat, and will only use it as a last resort.

**Crush (Ex):** A fool's dragon can jump onto opponents as a standard action. This is effective only against Small or smaller opponents. A crush attack affects as many creatures as can fit under the fool's dragon's body. Creatures in the affected area must succeed on a DC 16 Reflex save or be pinned, suffering 2d8+7 points of crushing damage. If the fool's dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

**Venom Breath (Ex):** Twice per day, a fool's dragon can breathe a 20-foot-diameter cloud of toxic mist, centered on the fool's dragon, causing blindness for 2d20 minutes and dealing 3d4 points of damage; a DC 16 Fortitude save negates the blindness and halves the damage. The save DC is Constitution-based. Mock dragons are immune to the venom breath ability of other fool's dragons.

**Skills:** A fool's dragon receives a +4 racial bonus on Jump checks and a +8 racial bonus on Climb checks. A fool's dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



# Mountain Folk

## Mountain Man

**Medium Monstrous Humanoid**

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 10 (-2 Dex, +2 natural), touch 8, flat-footed 10

**Base Attack/Grapple:** +5/+9

**Attack:** Claw +9 melee (1d6+4)

**Full Attack:** 2 claws +9 melee (1d6+4) and bite +4 melee (1d4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Curse touch, frightful presence

**Special Qualities:** Damage reduction 9/silver, darkvision 60 ft.

**Saves:** Fort +5, Ref +2, Will +1

**Abilities:** Str 19, Dex 6, Con 19, Int 8, Wis 5, Cha 9

**Skills:** Listen +3, Spot +3

**Feats:** Alertness, Improved Initiative

**Environment:** Any forests and mountains

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Usually chaotic evil

**Advancement:** None

**Level Adjustment:** +2

## Mountain Woman

**Medium Monstrous Humanoid**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +6

**Speed:** 25 ft. (5 squares), fly 40 ft. (average)

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

**Base Attack/Grapple:** +4/+6

**Attack:** Claw +6 melee (1d6+2)

**Full Attack:** 2 claws +6 melee (1d6+2) and bite +1 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Curse touch, improved grab, swallow whole

**Special Qualities:** Damage reduction 9/silver, darkvision 60 ft.

**Saves:** Fort +3, Ref +6, Will +1

**Abilities:** Str 15, Dex 14, Con 14, Int 11, Wis 5, Cha 9

**Skills:** Listen +6, Spot +6

**Feats:** Alertness, Improved Initiative

**Environment:** Any forests and mountains

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Usually chaotic evil

**Advancement:** None

**Level Adjustment:** +6

Mountain folk were humanoids that fell victim to a terrible curse. They are shunned from humanoid society and considered little better than animals. These feral beings attack humans on sight, and those injured by mountain folk who do not die of their wounds may become mountain folk themselves.

A male mountain folk is about the size of a typical human, but usually weighs at least 200 pounds due to its musculature. Females are about 5-1/2 feet tall and weigh about 180 pounds; while their torsos are human, the rest of their bodies are insectile. Their six legs are segmented and their wings like those of a dragonfly, sprouting from behind the shoulder blades.

Mountain folk speak Common.

## Combat

Neither of these creatures, displays much finesse or strategy in battle. They attack mindlessly and only flee battle if wounded grievously or if they have captured at least one meal for later consumption. Neither has the presence of mind to utilize weapons, relying instead on their preternatural claws and limbs.

**Curse Touch (Ex):** The claws of both male and female mountain folk carry an insidious curse. Any humanoid injured by mountain folk must make a Fortitude save (DC equals 10 + damage dealt). On a failure, the victim does not suffer any noticeable effects until one hour later, when he or she falls into a coma. The victim runs a high fever while his or her skin erupts with pustules and boils in short time. Only remove curse or greater magics can halt this effect once it has begun. If the victim does not have the curse lifted within the next 24 hours, its soul is wrenched from its body as a mountain folk spirit possesses its body. The victim's body alters, and it gains all the special attacks and qualities of a mountain folk of the same gender. Once the transformation is complete, the victim's spirit is consumed by that of the inhabiting evil spirit, and she may not be restored by anything short of a *wish* or *miracle*.

Additionally, change the victim's ability scores as follows:

**Mountain Man:** Str +8, Dex -4, Con +8, Int -2, Wis -6, Cha -2

**Mountain Woman:** Str +4, Dex +4, Con +4, Wis -6, Cha -2

### Mountain Men

A mountain man fights like a feral animal, mindlessly attacking with its claws and bite.

**Frightful Presence (Ex):** A mountain man can unsettle foes with its mere presence. The ability takes effect automatically whenever the mountain man attacks, charges, or flies overhead. Creatures within a 20-foot-radius of the mountain man must make a DC 11 Will save. On a failure, creatures with 5 or less HD become shaken for 4d6 rounds. A successful save leaves that opponent immune to that mountain man's frightful presence for 24 hours. Mountain folk ignore the frightful presence of other mountain folk. The save DC is Charisma-based.

### Mountain Women

The six insectoid legs along the mountain woman's torso are strong enough to grapple any prey successfully attacked by one of her claw attacks. The smaller legs grapple the prey up close to the torso to restrict movement and either allow the monster to fly away with her food or consume it on the spot.

A mountain woman's most fearsome attack is her ability to swoop down and swallow victims whole. Despite being only slightly larger, a mountain woman can swallow up to Medium size prey. Unless the victim is Tiny or smaller, the

monster flees battle after swallowing her prey, as her entire torso and body bloats and engorges to envelop the food. Otherwise, she begins to digest her meal on the spot.

**Improved Grab (Ex):** To use this ability, a mountain woman must hit with a claw attack. She can then attempt to start a grapple as a free action without provoking attacks of opportunity. If she wins the grapple check, she establishes a hold and can attempt to swallow whole or transfer the victim to her insectoid legs with another successful grapple check. A mountain woman is not considered grappled if she holds grappled prey among these torso legs.

**Swallow Whole (Ex):** A mountain woman can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8 points of crushing damage plus 2d8 points of acid damage per round from the creature's digestive juices. A swallowed creature can cut its way out by dealing 15 points of damage to the mountain woman's digestive tract (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The mountain woman's interior can hold 1 Medium, 2 Small, 4 Tiny, 8 Diminutive, or 16 Fine creatures.

Swallowed creatures of Small or Medium size count against a mountain woman's carrying capacity, and may slow her movement or prevent flight.

## Flora and Fauna

**Glaciers:** Massive, long-lasting accumulation of compacted snow and ice that forms on land. Alpine glaciers (glaciers in mountainous regions) slowly flow downhill, carving out flat-bottomed, U-shaped valleys in their wake. On level land, glaciers flow outward under their own weight. The upper and middle parts of glaciers move faster than the sides and base, which are slowed by friction. If a glacier pushes as far as the sea, its snout breaks up into icebergs and float away. Glaciers also shape the landscape with various formations: arête, cirque, col, esker, fjord, hanging valleys, horn, kame, kettle, moraine, nunatak, paternoster lakes.

**Arêtes:** A ridge crest between two cirques in close proximity. As the glaciers move downhill, they can cut into the rock between the two cirques. Arêtes are the narrow, serrated spine of rock between two cirques.

**Cirques:** The place where alpine mountain glaciers once originated. Repeated episodes of glaciation erode the mountain, forming a broad, gently sloping floor and steep side and head walls. When the glacier travels down hill, fragments of the cirque are carried away with the flowing ice. They vary in size, from a few acres to a few square miles. When cirques become lakes, they are called tarns.

**Cols:** The area where two cirques have cut into the rock and through the arête that once divided them. The cut in the arête varies in size.

**Horns:** Steep-sided pyramidal rock pinnacles formed by expansive erosion on the headwall where three or more cirques meet.

**Nunataks:** A hill or mountain completely surrounded by glacial ice.

**Paternoster lakes:** Series of shallow lakes often connected by streams, rapids, and waterfalls. They form when glaciers pluck out a sequence of small basins in a glacial valley and fill with water when the glacier recedes.

# Noble Stag

## Large Magical Beast

**Hit Dice:** 5d10+15 (42 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 50 ft. (poor) (10 squares)

**Armor Class:** 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +5/+13

**Attack:** Claw +8 melee (1d6+4)

**Full Attack:** 2 claws +8 melee (1d6+4) and gore +6 melee (1d8+2)

**Space/Reach:** 10 ft/5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Darkvision 60 ft., low-light vision

The noble stag is a bird with the countenance and antlers of a stag. Standing over 7 feet tall with a 10-foot wingspan and golden-colored feathers, the noble stag is a majestic symbol of the forest. The noble stag is the object of poachers due to the magical qualities of their feathers, antlers, and heart.

## Combat

Noble stags are not carnivorous or naturally aggressive. They only fight if injured or ensnared, but they struggle until exhausted or dead before permitting themselves to be captured. They fiercely protect their nests from invasion and fight to protect their eggs or hatchlings if the male cannot successfully lure hunters away before the nest is discovered.

When entering their nesting grounds, intruders risk attack by the male noble stag, who first attempts to frighten them away by performing threatening aerial dives. If unsuccessful on the first passes, the male makes a low retreat attempting to lure the intruders away from the nest. If ignored, he attacks the interlopers from above, diving with renewed determination. This time around, the male makes claw attacks attempting to grab his foes and drop them from great heights, or swoop down and perch to slash and gore them with his tough, sharp antlers.

**Spell-Like Abilities:** At will—*clairaudience/clairvoyance*, *detect evil*, *detect thoughts* (DC 13), *owl's wisdom*. Caster level 5th. The save DC is Charisma-based.

## Campaign

If the *preservation* spell is cast upon the corpse of a noble stag, parts of its body can be used. The corpse of a male noble stag produces 1d100 usable feathers. The feathers can be used in two ways. When used as the component in a *feather fall* spell, the feather of the noble stag doubles the normal duration of the spell, regardless of the caster's level. The feather loses its potency after one use. If fashioned into a writing quill and used to

**Saves:** Fort +7, Ref +6, Will +5

**Abilities:** Str 18, Dex 14, Con 16, Int 12, Wis 18, Cha 12

**Skills:** Hide +6, Listen +9, Move Silently +8, Spot +9

**Feats:** Flyby Attack<sup>B</sup>, Multiattack, Power Attack

**Environment:** Temperate forest, hill and mountains

**Organization:** Solitary, pair, or nest (4)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large); male noble stag only: 11-15 HD (Huge)

**Level Adjustment:** —

inscribe a *fly* spell, the noble stag's feather enhances the normal potency of the spell to function several levels higher than the caster who inscribes it. The enhancement amounts to +1 caster level per five hit dice of the noble stag. The feather loses this magical property once the *fly* spell has been inscribed.

The antlers of a noble stag can be used to increase the potency of any projectile or thrown weapons. If fashioned into arrowheads, darts, or javelin tips, the weapons deal damage as though they were one size larger.

The heart of a noble stag contains the essence of its supernatural wisdom and intelligence. By eating the heart, a character temporarily gains one of the following spell-like abilities usable once per day: 25% chance of *detect thoughts*, 25% chance of *clairaudience/clairvoyance*, 25% chance of *detect evil*, or 25% chance of *owl's wisdom*. All spell effects operate at a caster level equal to the minimum caster level needed to cast the spells. The character retains the ability for a number of days equal to the noble stag's Hit Dice.

## Preservation

Transmutation

**Level:** Drd 3

**Components:** V, S, F

**Casting Time:** One hour

**Range:** Touch

**Target:** One touched animal or magical beast corpse

**Duration:** Permanent

**Saving Throw:** Will negates (object)

**Spell Resistance:** No

This spell is cast on the corpse of a recently slain creature (dead for no more than 30 minutes at the time of casting). If the creature's hide or natural weapons had magical, supernatural, or extraordinary properties, they are preserved, and remain even after a smith makes weapons or armor from the creature's body. While the spell is permanent, the effect may be discharged upon use, depending on the ability.

# Phase Stallion

## Large Magical Beast

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +3

**Speed:** 60 ft. (12 squares)

**Armor Class:** 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +4/+11

**Attack:** Hoof +6 melee (1d6+3)

**Full Attack:** 2 hooves +6 melee (1d6+3) and bite +1 melee (1d4+1)

**Space/Reach:** 10 ft/5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., ethereal jaunt, low-light vision, scent, spirit sense

Phase stallions resemble normal horses from afar, but their shimmering hide glows with a silvery light, and their eyes reveal an intelligence beyond that of a mere animal.

Phase stallions are prized as mounts because they can travel to the Ethereal Plane with anything they carry, although they are difficult to train unless it is done at a young age.

Phase spiders often prey upon these creatures, as they are able to chase them across the planar boundaries to the Ethereal Plane.

A phase stallion is about 5 feet tall at the shoulder and weighs about 1,800 pounds. A phase stallion cannot speak, but understands Common.

## Combat

Phase stallions can become ethereal at will. This ability alone is typically sufficient to escape most predators. If it is not, they run to a cliff and then become ethereal to cross the chasm or make it safely to the bottom; they use a similar tactic if someone manages to get astride them, leaping out over a cliff and then turning ethereal, causing the undesired rider to plummet, most likely to its death. While the phase stallion does not carry treasure, it is not unheard of to find a cliff near areas where they roam and to find a few skeletons and their equipment at the bottom, from a few over-confident fools that have tried to capture a member of the herd.

**Saves:** Fort +6, Ref +7, Will +3

**Abilities:** Str 16, Dex 16, Con 15, Int 7, Wis 14, Cha 9

**Skills:** Jump +15, Listen +5, Spot +6

**Feats:** Endurance, Ride-By Attack, Run<sup>B</sup>

**Environment:** Temperate or warm hills and plains

**Organization:** Solitary or herd (10-30)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-12 HD (Large)

**Level Adjustment:** +5 (cohort)

If somehow cornered or if protecting another member of the herd, phase stallions will attack from multiple directions, turning material for their attack and then returning back to the ethereal after their attack. They use Ride-By Attack for hit-and-run attacks, using their ethereal jaunt ability during movement to avoid attacks of opportunity and subsequent attacks.

**Ethereal Jaunt (Su):** A phase stallion can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). This ability is otherwise identical with *ethereal jaunt* (caster level 15th). Anything carried by the phase stallion may be made ethereal if the stallion wishes.

**Spirit Sense (Su):** Phase stallions have a limited ability to know when something is nearby on the Ethereal Plane. This ability allows them to sense ethereal creatures within 60 feet, as if with the blindsense ability, but not to see them. This ability does not extend to the Material Plane from the Ethereal.

**Carrying Capacity:** A light load for a phase stallion is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A phase stallion can drag 3,450 pounds.

# Quickgrass

## Huge Plant

**Hit Dice:** 6d8+12+3 (42 hp)

**Initiative:** +0

**Speed:** 0 ft.

**Armor Class:** 15 (-2 size, -5 Dex, +8 natural, +4 cover), touch 7, flat-footed 15

**Base Attack/Grapple:** +4/+18

**Attack:** Bite +9 melee (1d8+9)

**Full Attack:** Bite +9 melee (1d8+9)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Improved grab, slick, swallow whole

**Special Qualities:** Blind, camouflage, cover, plant traits, tremorsense 40 ft.

Quickgrass appears to be a patch of grass, usually growing on a gentle slope or hollow, with a leafy shrub growing at its center. Quickgrass grows in fields of ordinary grass, making detection difficult. The only way to distinguish quickgrass is by the slightly slimy quality to its blades or by walking upon it. When quickgrass is trod upon, its blades all flatten into a slick surface, and its shrubbery retracts, revealing a large and hungry mouth. Those upon it slide into the creature's maw and are swallowed down. Then, as quickly as it attacked, the grass springs back up and the shrubbery returns, revealing nothing of what took place.

Quickgrass conforms to the slope of its location. If placed on a hill, the quickgrass only grows its grass up the hill, as it cannot cause creatures to slide upward. Its most effective place is between two ridges of a hill, where a natural funnel is created. The area the quickgrass covers does not have to be circular, or even any identifiable shape; it follows whatever is most natural for the terrain.

Quickgrass does not collect treasure, although treasure tends to accumulate in the creature's body. Coins and items do not survive the digestive process, although gems pass through unharmed.

## Combat

When it senses prey upon its blades, quickgrass uses its slick attack to draw them in. The quickgrass can only be damaged by attacking its body which is buried in the ground. The grass and shrub portions of the creature are akin to hair, and neither cause pain nor loss of hit points to the quickgrass if targeted.

**Improved Grab (Ex):** To use this ability, a quickgrass must hit an opponent smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow its foe in the following round.

**Saves:** Fort +7, Ref -, Will +2

**Abilities:** Str 22, Dex -, Con 15, Int 2, Wis 10, Cha 6

**Skills:** Survival +9

**Feats:** Improved Initiative, Toughness, Weapon Focus (bite)

**Environment:** Temperate hills

**Organization:** Solitary or garden (2-5)

**Challenge Rating:** 4

**Treasure:** No coins; standard goods (gems only); 25% items

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Huge); 13-18 HD (Gargantuan)

**Level Adjustment:** -

**Slick (Ex):** If the quickgrass detects prey, it can rapidly fold its blades flat towards its center, creating a slick, one-way surface that causes all creatures within a 30-foot radius to begin sliding toward its maw. Anyone in the area must succeed on a DC 19 Reflex save (higher if on a steep slope) or slide 25 feet toward the quickgrass (provoking an attack of opportunity from the quickgrass upon entering its threatened area), and landing prone. The shrubbery hiding the creature's body is retracted at this point to prevent creatures from grabbing onto it. The save DC is Strength-based.

Creatures who succeed on their saves must succeed on a DC 15 Balance check each round to move in the slick area. Falling causes a creature to slide 25 feet toward the quickgrass, as above.

**Swallow Whole (Ex):** A quickgrass can try to swallow a grabbed opponent of up to one size smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d4+9 points of bludgeoning damage plus 1d6 points of acid damage per round.

As the quickgrass's body is buried in the earth, a swallowed creature cannot cut its way out. It can still damage the quickgrass's interior (AC 14), however. A creature can climb out with a successful grapple check, returning it to the quickgrass's mouth, requiring a second successful grapple check to escape.

A Huge quickgrass's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

**Blind (Ex):** Quickgrass is considered blind beyond the range of its tremorsense. It is invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

**Camouflage (Ex):** Quickgrass looks like normal shrubbery when at rest. A character can recognize it for what it is with a DC 20 Survival or Knowledge (nature) check.

**Cover (Ex):** Since a quickgrass's body is buried in the ground, it has cover against other creatures (+4 AC and +2 bonus on Reflex saves

against attacks originating from the other side of the cover). The AC bonus is included in the statistics block.

## Saber-toothed Tiger

### Large Animal

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

**Base Attack/Grapple:** +3/+14

**Attack:** Claw +9 melee (1d8+7) or bite +9 melee (2d8+7)

**Full Attack:** 2 claws +9 melee (1d8+7) and bite +5 melee (2d8+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Bleeding wound, improved grab, pounce, rake 1d8+3, tooth breaking

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +8, Ref +5, Will +2

**Abilities:** Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6

**Skills:** Balance +7, Hide +5\*, Listen +3, Move Silently +9, Spot +3, Swim +11

**Feats:** Stealthy, Weapon Focus (bite)

**Environment:** Any hills, mountains, and plains

**Organization:** Solitary, pair, or pack (4-9, plus 2-8 young)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large)

**Level Adjustment:** —

Saber-toothed tigers resemble tigers or other big cats in form, but have minimal markings (their fur is typically a sandy color all over) and have extremely powerful forequarters in comparison to other big cats, with less well-developed hindquarters. This makes them very strong, but less fast than most big cats, and has contributed to their quick and savage hunting style. Their most distinctive feature, though, is the pair of vast teeth that give them their name huge curved fangs, bigger than daggers and capable of inflicting the most devastating injuries. Though these fangs are enormously powerful weapons, they are far more brittle than smaller fangs, and older saber-toothed tigers often have one or both of their great teeth broken off.

### Combat

Saber-toothed tigers prefer to stalk their prey, dropping from a hidden position atop a tree or rock and slaying their victims within instants. A large victim such as a hippopotamus or mammoth will be attacked until the saber-tooth causes a puncture (see below), then the saber-tooth will retreat until its victim bleeds to death, allowing them to avoid risk of injury. In open combat with a determined and well-armed foe, the saber-tooth will consider fleeing, particularly if it is injured. Domesticated saber-toothed tigers can be trained to fight almost to the death, since they are well aware that so long as their master is also alive they will be fed.

**Bleeding Wound (Ex):** The damage a saber-toothed tiger deals with its natural attacks causes a persistent wound on a successful critical hit. An injured creature loses 1 additional hit point each

round. Multiple wounds result in cumulative hit point loss from bleeding. The continuing hit point loss can be stopped by a successful DC 15 Heal check (per wound), a *cure* spell, or a *heal* spell. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points.

**Improved Grab (Ex):** To use this ability, a saber-toothed tiger must hit with its claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +9 melee, damage 1d8+3.

**Tooth Breaking (Ex):** When a saber-tooth does maximum damage on a critical hit with its bite, it loses one of its large canine teeth. The tooth sticks in the wound, doing an additional 1d4 damage, but the saber-tooth bite damage drops to 2d6 + damage bonus and can no longer do the puncture attack (above). It is possible for the second canine to break off if maximum damage on a critical hit with its bite is done a second time. If both canines break off, the bite damage drops to 2d4+ damage bonus. A saber-tooth lost tooth or teeth may be healed with heal or heal animal companion spell as usual.

**Skills:** Saber-toothed tigers have a +6 racial bonus on Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +10.

# Scytheclaw

## Medium Vermin

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), climb 20 ft., fly 60 ft. (clumsy)

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

**Base Attack/Grapple:** +3/+4

**Attack:** Claw +7 melee (1d4+1/19-20)

**Full Attack:** 6 claws +7 melee (1d4+1/19-20) and bite +2 melee (1d6 plus poison)

**Space/Reach:** 5 ft/5 ft.

**Special Attacks:** Poison, pounce

**Special Qualities:** Darkvision 60 ft., vermin traits

Scytheclaws are deadly vermin that will prey on nearly any creature they come upon. It looks like a man-sized armored grasshopper or praying mantis with no fewer than six wickedly sharp scythe-like claws and heavy, venom-dripping mandibles. Although they are solitary by nature and able to reproduce asexually, scytheclaws will occasionally form a flight with a small number of their kin to bring down larger prey. But they will quickly turn on one another if prey grows scarce or one becomes injured or infirm.

A typical scytheclaw is 6 feet long and weighs about 250 pounds.

### Combat

Scytheclaws are not intelligent, but have an instinctive predatory sense. Combat with a

**Saves:** Fort +6, Ref +5, Will +2

**Abilities:** Str 12, Dex 18, Con 15, Int —, Wis 13, Cha 10

**Skills:** Climb+9, Hide +8\*, Jump -5, Spot +5

**Feats:** Improved Critical (claw)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Environment:** Temperate or warm hills and mountains

**Organization:** Solitary or flight (4-8)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Medium); 7-12 HD (Large)

**Level Adjustment:** —

scytheclaw almost always begins with a deadly diving charge by the beast from hiding, which allows it to use its pounce ability. Vicious predators, they fight to the death and retreat only if confronted by obviously superior opponents.

**Poison (Ex):** Bite, Fortitude DC 14; initial and secondary damage 1d6 Dexterity. The save DC is Constitution-based.

**Pounce (Ex):** If a scytheclaw charges a foe, it can make a full attack.

**Skills:** A scytheclaw has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Scytheclaws have a +4 racial bonus on Hide and Spot checks. \*Because of its camouflage, the Hide bonus increases to +8 when the scytheclaw is surrounded by foliage.

# Shrieking Savage

## Large Magical Beast

**Hit Dice:** 4d10+16 (38 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +4/+15

**Attack:** Bite +11 melee (1d8+7)

**Full Attack:** Bite +11 melee (1d8+7) and 2 claws +8 melee (1d6+3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Howl

**Special Qualities:** Darkvision 120 ft., low-light vision

**Saves:** Fort +8, Ref +7, Will +1

**Abilities:** Str 25, Dex 16, Con 18, Int 4, Wis 10, Cha 12

**Skills:** Climb +15, Hide +3\*, Jump +10, Listen +3, Move Silently +6, Spot +3

**Feats:** Multiattack, Weapon Focus (bite)

**Environment:** Temperate forests, hills, and mountains

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

**Level Adjustment:** —

Shrieking savages are nocturnal, carnivorous apelike predators that claim large territories around their lair. Their favored prey is horseflesh, but they will eat any meat they can acquire.

Shrieking savages typically range from 8 to 10 feet tall and weigh 750 to 1,200 pounds. Shrieking savages do not speak or understand any languages.

### *Combat*

A shrieking savage generally creeps up on its victim and pounces from the shadows at the last moment with a bone-chilling scream. When it lands, it dashes the prey to the ground to kill it with tooth and claw. Once its victim is dead, it picks up the body and flees. A typical shrieking savage can carry off a light horse without being encumbered significantly. If its sudden attack is not effective

and the victim puts up a fierce fight, the monster retreats quickly and is likely to seek other prey.

**Shriek (Ex):** When a shrieking savage shrieks, all creatures within a 60-foot spread must succeed on a DC 13 Will save or become shaken for 2d6 rounds. This is a sonic, mind-affecting fear effect. If a creature makes its save, it is immune to that savage's howl for 24 hours. The save DC is Charisma-based.

**Skills:** Shrieking savages have a +2 racial bonus on Jump, Listen, Move Silently, and Spot checks. A shrieking savage has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. \*In forested or overgrown areas, they receive a +4 racial bonus to Hide checks.

## Spiropteron

Medium Magical Beast

Hit Dice: 8d10 (44 hp)

Initiative: +3

Speed: 20 ft. (4 squares); fly 120 ft. (poor)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +8/+8

Attack: Talon +8 melee (2d6)

Full Attack: 2 talons +8 melee (2d6) or bite +8 melee (1d8) or tail sting +8 melee (1d10 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralysis, screech of the spires

Special Qualities: Darkvision 60 ft., keen senses, low-light vision

Saves: Fort +6, Ref +9, Will +0

Abilities: Str 11, Dex 17, Con 11, Int 5, Wis 6, Cha 6

Skills: Jump -6, Move Silently +9, Spot +13

Feats: Improved Natural Attack (claw, talon, tail)

Environment: Any mountains

Organization: Solitary or pair

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 9-16 HD (Medium); 17-24 HD (Large)

Level Adjustment: —

Spiropteron are flying reptiles that prefer to roost in extremely high locations, such as mountaintops, tall treetops, and the tops of the tallest buildings in a city.

Because of their keen sense and high vantage points, spiropteron are sometimes used as sentries by druids and rangers.

A typical spiropteron is about 5 feet long with a wingspan of about 11 feet, and weighs about 150 pounds. Spiropteron do not speak.

### *Combat*

Spiropteron attack with two talons and a bite or instead lance prey with their stinging tail. They typically do not fight except to secure food or protect their nest. When hunting, they attempt to sting prey and fly away until their paralyzing venom sets in. The spiropteron then scoops up the prey and carries it back to its nest to devour the helpless victim at its leisure.

**Paralysis (Ex):** A creature hit by a spiropteron's tail sting attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d6 hours. The save DC is Constitution-based.

**Screech of the Spires (Ex):** Spiropteron can issue a great, piercing screech. This sound may be heard up to a mile away, and it is distinctive enough that guards and/or others familiar with an individual spiropteron can recognize its particular call. The screech also temporarily deafens opponents within 60 feet for 2d4 rounds unless a victim succeeds a DC 14 Fortitude save. The save DC is Constitution-based.

**Keen Senses (Ex):** Spiropteron can see at distances of up to 1 mile with a great degree of accuracy. Their keen senses grant them a +10 racial bonus to Spot checks.



# Spriggan

**Small Humanoid (Gnome)**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (+1 size, +2 Dex, +4 chain shirt), touch 13, flat-footed 15

**Base Attack/Grapple:** +3/-2

**Attack:** Longsword +3 melee (1d6-1/19-20) or halberd +3 melee (1d8-1/x3)

**Full Attack:** Longsword +3 melee (1d6-1/19-20) or halberd +3 melee (1d8-1/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Size alteration, sneak attack +2d6, spell-like abilities

**Special Qualities:** Low-light vision

**Saves:** Fort +3, Ref +6, Will +1

**Abilities:** Str 8, Dex 14, Con 14, Int 11, Wis 11, Cha 9

**Skills:** Climb +3, Disable Device +4, Hide +8, Jump -7, Listen +4, Move Silently +7, Open Lock +5, Sleight of Hand +4, Search +2, Spot +2

**Feats:** Combat Reflexes, Nimble Fingers

**Environment:** Any mountain

**Organization:** Solitary or mob (3-12)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** +3

Spriggans are among the ugliest and certainly the most foul tempered of all gnomes. This homely gnome has a stocky body, with sickly ochre-colored skin and dark hair. Evil red eyes flank its large, bulbous nose. It has a shaggy mustache and ratty beard, both filthy and foul smelling. At one moment a normal-sized gnome, a spriggan can grow to giant-sized in an instant, gaining immense strength and taking unsuspecting opponents by surprise.

Male spriggans favor facial hair such as shaggy mustaches and ratty beards, but any head or facial hair they have is unkempt and filthy. Being unhygienic creatures, spriggans never bathe or clean their clothing or equipment. Thanks to their filthy lifestyle, spriggans reek with the foulness of dirt, body odor, and other unpleasantness. Despite being gnomes themselves, spriggans despise all of their gnomish kin.

Spriggans stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Spriggans speak Gnome and Common.

## Combat

Spriggans make the best use of their magical abilities in combat. When several spriggans are encountered, some will enlarge themselves at the first sign of melee, while the remainder will stay Small and take advantage of their innate abilities of stealth and sneak attacks. Owing to their chaotic nature, complex battle plans are generally beyond most spriggan mobs; it is likely that some, none, or all spriggans in a mob will change size at the start of melee.

**Size Alteration (Su):** At will, as a full round action, a spriggan can grow from Small to Large size. Weapons, armor, and other inanimate objects on its person will grow proportionately with the spriggan. The spriggan can change sizes at will, each time requiring a full round action to do so. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability. Sneak attack gained from class levels is unaffected by the size change.

The following changes are in effect when the spriggan is in Large form: Init -2; speed 30 ft.; AC 13 (touch 9, flat-footed 13); hp increased by 12; Grp +12; Atk longsword +7 melee (2d6+5/19-20) or halberd +7 melee (2d8+7/x3); Full Atk longsword +7 melee (2d6+5/19-20) or halberd +7 melee (2d8+7/x3); Space/Reach 10 ft./10 ft.; SV Fort +6, Ref +4; Str 20, Dex 10, Con 20; Climb +9, Hide -2, Jump +5, Move Silently +5, Open Lock +3, Sleight of Hand +2.

**Sneak Attack (Ex):** A spriggan can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the spriggan is flanking. A spriggan cannot use this ability when enlarged.

**Spell-Like Abilities:** At will—*cause fear* (DC 10), *flare* (DC 9), *shatter* (DC 11). Caster level 4th. The save DCs are Charisma-based. A spriggan cannot use its spell-like abilities when enlarged.

**Skills:** Spriggans have a +2 racial bonus on Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, and Sleight of Hand checks.

# Spring Wolf

## Large Magical Beast

**Hit Dice:** 5d10+10 (37 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +5/+12

**Attack:** Bite +7 melee (1d8+4)

**Full Attack:** Bite +7 melee (1d8+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Howl, trip

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +6, Ref +6, Will +3

**Abilities:** Str 17, Dex 14, Con 14, Int 12, Wis 15, Cha 13

**Skills:** Hide +8, Jump +7, Listen +10, Move Silently +10, Spot +12, Survival +2\*

**Feats:** Alertness, Improved Initiative

**Environment:** Any forest, hill, plain, and mountain

**Organization:** Solitary, pair, or pack (3-6)

**Challenge Rating:** 4

**Treasure:** 1/10 coins; 50% goods; 75% items

**Alignment:** Always neutral good

**Advancement:** 6-10 HD (Large); 11-15 HD (Huge)

**Level Adjustment:** —

Spring wolves are protectors of nature, defending the land from poachers, despoilers and all who would destroy it. They appear as large, but otherwise normal, wolves with coats ranging from light silver to dark brown. Spring wolves ally themselves with druids and rangers or protect the land in packs. They despise all humanoid races, especially goblins, who hunt them for their pelts. Although spring wolves understand both sylvan and common, they are unable to speak it.

## Combat

Spring wolves hunt their prey in typical wolf fashion. They circle their prey, harassing them, not allowing them to rest or sleep. They attack in unison and do not give up the chase until their prey is dead.

**Howl (Su):** A spring wolf can let loose a powerful howl that functions just like the shout spell (DC 14, caster level 5th). A spring wolf can use its howl once every 1d4 rounds. The save DC is Constitution-based.

**Trip (Ex):** A spring wolf that hits with its bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the spring wolf.

**Skills:** A spring wolf has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks.

\*A spring wolf has a +4 racial bonus on Survival checks when tracking by scent.

## Flora and Fauna

**Hanging valleys:** Small glacial valleys high above the floor of the main valley. They form when a large glacier carves out the main valley and smaller glaciers feed into the larger glacier. From the surface of the ice field, the two seem level, but the smaller glacier does not carve out the rock as much due to less weight and debris. After the ice melts, the small tributary glacier valleys drop off into the main valley. Hanging valleys are prone to form waterfalls.

# Sylvintner

## Small Fey

**Hit Dice:** 2d6+2 (9 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares)

**Armor Class:** 13 (+1 size, +2 Dex), touch 13, flat-footed 11

**Base Attack/Grapple:** +1/-5

**Attack:** Club +0 melee (1d4-2)

**Full Attack:** Club +0 melee (1d4-2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Belch, spell-like abilities, spells

**Special Qualities:** Instant sobriety, low-light vision, magical brewing

**Saves:** Fort +1, Ref +5, Will +4

Sylvintners are nomadic fey that roam the land, searching for special ingredients to make their potent brews. Known for their garish garb, the only thing redder than their boots are their cheeks, flush red from inebriation. These gnome-like fey happily barter their beverages with other creatures. They will except gems or rare ingredients as payment, or will trade for assistance in searching for ingredients, help carrying their supplies, or for protection from hostile creatures.

Sylvintners make camp in secluded areas and setup their makeshift breweries. They often sample their own wares, and are usually in good spirits (both figuratively and literally). A sylvintner stands 3 feet tall and weigh about 40 pounds. Sylvintners speak Common and Gnome.

## Combat

Sylvintners prefer the bottle to the blade and never enter combat voluntarily. If they are attacked or their possessions are being stolen, the sylvintners escape with what goods they can or drive off the attacker(s) with spells, depending on the situation.

**Belch (Su):** As a full attack action, a sylvintner can imbibe one of its brews and belch it forth as an attack. *Silver Moon Ale* (see below) is the most common brew used for this purpose. A victim of the ale used in this way does not gain the flying benefit if he succeeds at his saving throw.

Alternately, the sylvintner may quaff some of its highest proof brew and then spew it forth in a 10-foot cone, which ignites magically. Anyone within the cone takes 2d4 points of fire damage (Reflex half, DC 12). The save DC is Constitution-based.

**Spell-like Abilities:** 2/day—*invisibility*. Caster level 4th.

**Spells:** A sylvintner casts arcane spells as a 4th-level sorcerer.

**Abilities:** Str 6, Dex 14, Con 12, Int 13, Wis 12, Cha 14

**Skills:** Appraise +4 (+6 alchemical items), Bluff +7, Concentration +2, Craft (alchemy) +14, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +4, Hide +7, Intimidate +4, Jump -8, Knowledge (nature) +10, Listen +4, Move Silently +8, Profession (brewer) +18, Sleight of Hand +5, Spot +4, Spellcraft +2, Survival +3

**Feats:** Brew Potion<sup>B</sup>, Craft Wondrous Item

**Environment:** Temperate hills and mountains

**Organization:** Clan (5-14)

**Challenge Rating:** 4

**Treasure:** 1/4 coins; standard goods; double items (usually potions and wondrous items)

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +5

*Typical Sorcerer Spells Known* (6/7/4 per day, caster level 4th; save DC 12 + spell level): 0—*dancing lights, daze, detect magic, mage hand, mending, read magic*; 1st—*expeditious retreat, sleep, unseen servant*; 2nd—*locate object*.

**Magical Brewing:** Sylvintners create many wonderful concoctions. In general, these brews might grant the drinker a penalty to Dexterity, Wisdom, and Intelligence per mug, and a bonus to Strength, Constitution, and/or Charisma. These bonuses and penalties all fade at a rate of 1 point per hour once the drinking stops. The brews are stored in casks, each holding a dozen mugs of drink. The following are but a few of the possible brews.

*Passionberry Cider:* This lovely cider is fermented from rare passionberries, and it seems to augment the berry's amorous side effects. Anyone drinking the cider gains a +2 bonus to Charisma for every mug imbibed, but suffers a -2 penalty to Wisdom per mug, and a net -2 circumstance penalty on all saves against Enchantment spells, illusions, and Sense Motive checks. If a drinker sees or speaks with any reasonably suitable mate (preferred sex or same race) while under the influence of this drink, he must succeed at a DC 14 Will save to avoid becoming infatuated with his newfound love.

*Pond Scum Stout:* Although no one cares to know what the sylvintners put in this stout, no one complains of its excellent, hearty flavor. The stout grants a +2 bonus to Strength and a -2 penalty to both Intelligence and Wisdom per mug, and anyone drinking it is immune to fear effects for 1 hour per mug.

*Silver Moon Ale:* A smooth draught that can go right to one's head. Anyone who is not a dwarf, gnome, or fey who drinks this ale must succeed at a DC 14 Fortitude saving throw or pass out. Each additional mug imbibed requires another save, and

increases the DC by +1. Anyone who passes out remains asleep for one year per mug unless they are woken up: this can be achieved with 3 full rounds of slapping and yelling in a victim's ear, or dealing at least 1 point of damage to the sleeping victim.

Those who do not succumb to the ale's slumber (including dwarves, gnomes, and fey who drink the stuff) find themselves in an abundantly cheerful mood, and if the moon is visible, they also gain the ability to fly. This functions as the fly spell (caster level 12th), activated once per mug imbided.

*Waterfall Wine:* This bubbly white wine grants

## Temporal Marauder

### Small Magical Beast

**Hit Dice:** 2d10 (11 hp)

**Initiative:** +14

**Speed:** 30 ft. (6 squares)

**Armor Class:** 23 (+1 size, +10 Dex, +2 natural), touch 21, flat-footed 13

**Base Attack/Grapple:** +2/-2

**Attack:** Claw +13 melee (1d4)

**Full Attack:** 2 claws +13 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Time Sync

**Special Qualities:** Darkvision 60 ft., low-light vision, quickness, scent, temporal alignment

**Saves:** Fort +3, Ref +13, Will +1

The temporal marauder is a hunter that exists on a different temporal scale than most creatures on the material plane; the marauder experiences time much quicker than everyone else. Physically, the marauder looks like an average mountain monkey with a gray-silver coat.

### Combat

**Time Sync (Ex):** A temporal marauder may bring a single creature or unattended object (maximum 50 pounds) into its own timeframe by focusing on it for a full round. Anything brought into a temporal marauder's timeframe can affect it normally, and vice versa. Anything that leaves a time synced creature returns to normal time. Thus, a time synced creature can make melee and touch attacks against the temporal marauder; however, ranged attacks and ranged touch attacks will fail, as any effect that projects beyond the creature will seem to freeze in place the instant it leaves contact with the creature, occurring instead in normal time. A creature or object will remain in sync with the temporal marauder until the temporal marauder dies, becomes helpless, moves more than 90 feet away from it, or the temporal marauder spends a full round focusing to will it back to normal time. A temporal marauder cannot sync another creature

the ability to breathe underwater for 1 hour per drink as the *water breathing* spell.

**Instant Sobriety (Su):** As a standard action, a sylvintner instantly cures itself of all effects of alcoholic influences. The sylvintner can also use this on another creature by touching it; the creature is allowed a DC 13 Fortitude save to resist if it chooses to remain inebriated. The save DC is Charisma-based.

**Skills:** Sylvintners have a +4 racial bonus on Move Silently checks, a +8 bonus to Craft (alchemy) and Knowledge (nature) checks, and a +12 racial bonus on Profession (brewer) checks.

**Abilities:** Str 10, Dex 30, Con 10, Int 3, Wis 12, Cha 7

**Skills:** Balance +11, Jump +2, Spot +2, Tumble +11

**Feats:** Improved Initiative<sup>B</sup>, Weapon Finesse

**Environment:** Temperate forest, hills, and mountains

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small); 5-6 HD (Medium)

**Level Adjustment:** —

or object while it currently is synced with another creature or object.

Other creatures cannot perceive what happens to anything brought into a temporal marauder's timeframe. Whatever a temporal marauder brings with it simply seems to disappear, and then immediately reappear when the temporal marauder is done with it. If a temporal marauder dies, it becomes immediately visible to creatures in normal time; however, since it still remains in its own timeframe, it will decompose very rapidly.

**Quickness (Su):** A temporal marauder can take two extra standard actions and two extra move actions during its turn each round.

**Temporal Alignment (Ex):** A temporal marauder experiences time at a far different rate than other creatures; effectively, the world around it seems completely motionless and silent. One minute of normal time is equivalent to one week of time for a temporal marauder. A temporal marauder is unable to affect creatures and objects in normal time, and creatures in normal time cannot affect a temporal marauder. A temporal marauder leaves no physical tracks, and can even move across bodies of water as if they were solid, although creatures can track it by scent.

# Tumble Ox

## Large Animal

**Hit Dice:** 5d8+15 (37 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +3/+14

**Attack:** Butt +9 melee (1d6+10)

**Full Attack:** Butt +9 melee (1d6+10)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Powerful charge 2d6+20

**Special Qualities:** Low-light vision

**Saves:** Fort +7, Ref +5, Will +2

The feisty tumble ox is an aggressive herbivore that has a constant need to lock horns with everything it meets. The tumble ox is as big as a bull, with a goat-like shape and face. Two large, heavy ram horns curve from its forehead. Although actually a relative of the mountain goat, the tumble ox is so named because of its large size and its propensity to knock people off of mountains.

Tumble oxen are herd animals and grazers. Females of the species are hornless and relatively docile. Males are extremely competitive over control of the herd, even to the extent of keeping members of all other species out of their territory. Any creature larger than a dog that wanders onto a tumble ox's land is likely to be tumbled right back out again.

A tumble ox is a deadly adversary in the right terrain. Few things are as humiliating to a band of stalwart adventurers than being defeated by a simple goat in advantageous terrain.

# WARCROW

## Huge Magical Beast

**Hit Dice:** 8d10+16 (60 hp)

**Initiative:** +6

**Speed:** 10 ft. (2 squares), fly 100 ft. (poor)

**Armor Class:** 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +8/+21

**Attack:** Beak +11 melee (2d4+5)

**Full Attack:** Beak +11 melee (2d4+5) and 2 talons +6 melee (1d8+2)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** —

**Special Qualities:** Keen senses, low-light vision

**Saves:** Fort +8, Ref +8, Will +2

Warrows are legendary birds, black as midnight and mighty enough for a humanoid to ride into war against the enemies of the gods. They make their nests in mountainous regions and

**Abilities:** Str 24, Dex 13, Con 16, Int 2, Wis 12, Cha 5

**Skills:** Balance +3, Hide -3, Jump +11, Listen +4, Spot +4

**Feats:** Improved Bull Rush, Power Attack

**Environment:** Temperate mountains

**Organization:** Solitary or herd (2-20)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large); 11-15 HD (Huge)

**Level Adjustment:** —

A tumble ox stands more than 5 feet tall at the shoulder and is 7 to 10 feet long. It weighs 1,200 to 1,800 pounds.

## Combat

The tumble ox normally initiates combat by charging at its foes and ramming them with its horns. If it can easily get away and charge again, it does so; otherwise it stands its ground and tosses its opponents about on its horns. A tumble ox reduced to 10 or fewer hit points flees.

**Powerful Charge (Ex):** When a tumble ox charges, its butt attack deals 2d6+20 points of damage. In addition, if a tumble ox hits on a charge, it can continue forward and begin a bull rush as a free action without provoking an attack of opportunity. Falling damage may apply to the opponent on landing if there is a drop in terrain of at least 10 feet. The tumble ox itself usually stops at the point of impact.

**Abilities:** Str 20, Dex 15, Con 14, Int 10, Wis 10, Cha 12

**Skills:** Hide -6, Jump -7, Listen +7, Search +5, Speak Language (any two), Spot +7, Survival +5 (+7 following tracks)

**Feats:** Alertness, Flyby Attack, Improved Initiative

**Environment:** Temperate and warm hill and mountains

**Organization:** Solitary or family (2-5)

**Challenge Rating:** 4

**Alignment:** Usually neutral good

**Advancement:** 9-16 HD (Huge); 17-24 HD (Gargantuan)

**Level Adjustment:** —

craggy overhangs. Hunters prize warrows's eggs, said to bestow the legendary strength of the bird to those who eat its egg.

A typical warcrow stands about 16 feet tall, has a wingspan of up to 32 feet, and weighs about 1,500 pounds. Warcrows are intelligent and generally learn Common and one other language spoken in the region.

### Combat

When ridden into combat, warcrows prove to be adaptable fighters. They can maneuver to allow their riders good firing vantages while avoiding similar opportunities for enemies. They can attack other aerial creatures with beak and talons. Warcrows can even swoop down on their enemies, grapple them, carry them aloft, and then let gravity take care of the rest.

**Keen Senses (Ex):** A warcrow can see eight times as far as a normal human, and has effective darkvision up to 400 feet.

## Witherweed

### Huge Plant

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +0

**Speed:** 0 ft.

**Armor Class:** 12 (-2 size, +4 natural), touch 8, flat-footed 12

**Base Attack/Grapple:** +2/+11

**Attack:** Frond +1 melee (1d4 Dexterity)

**Full Attack:** 13 fronds +1 melee (1d4 Dexterity)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Additional fronds, death smoke, Dexterity damage

**Special Qualities:** Blindsight 30 ft., camouflage, plant traits

The witherweed resembles a large patch of dry grass or weeds and is most often found in arid mountainous terrain or in desolate caverns and caves. Hidden among its weed-like body are many long sinewy fronds. The average witherweed covers an area of 20 square feet, though specimens as large as 60 square feet have been encountered by a few dungeon delvers.

### Combat

A witherweed attacks any living creature that comes within 10 feet of it, slashing and striking with its fronds. Incapacitated creatures are pulled into its body and devoured.

**Additional Fronds (Ex):** For each HD above 3, the witherweed gains two additional fronds. Each frond attacks at the witherweed's maximum attack bonus.

**Death Smoke (Ex):** If subjected to fire, the witherweed releases a deadly cloud of smoke that billows forth, covering a 5-foot radius in a single

## Training a Warcrow

Although intelligent, a warcrow requires training before it can bear a rider in combat. To be trained, a warcrow must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly warcrow requires six weeks of work and a DC 25 Handle Animal check.

Riding a warcrow requires an exotic saddle. A warcrow can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Warcrow eggs are worth 5,000 gp apiece on the open market, while chicks are worth 9,000 gp each. Professional trainers charge 1,000 gp to rear or train a warcrow.

**Carrying Capacity:** A light load for a warcrow is up to 532 pounds; a medium load, 533–1,064 lbs; and a heavy load, 1,065–1,600 lbs.

**Saves:** Fort +6, Ref +1, Will +2

**Abilities:** Str 12, Dex 10, Con 16, Int –, Wis 13, Cha 9

**Skills:** –

**Feats:** –

**Environment:** Any mountain and underground

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4–6 HD (Huge); 7–9 HD (Gargantuan)

**Level Adjustment:** –

round. Each round thereafter, the smoke covers an additional 5-foot radius, until it has covered a maximum radius of 30 feet. Any creature caught in this smoke must succeed on a DC 14 Fortitude save each round it remains in the smoke or take 2d6 points of Constitution damage. Another DC 14 Fortitude save must be made 1 minute later to avoid another 2d6 points of Constitution damage. The save DC is Constitution-based.

**Dexterity Damage (Su):** Living creatures hit by a witherweed's frond attack take 1d4 points of Dexterity damage (Fortitude DC 14 half). The save DC is Constitution-based.

**Camouflage (Ex):** Since a witherweed looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

# Wolf-Spider

## Large Magical Beast

**Hit Dice:** 6d10+12 (45 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +6/+12

**Attack:** Bite +8 melee (1d8+3 plus poison)

**Full Attack:** Bite +8 melee (1d8+3 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, trip, web

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +7, Ref +8, Will +2

**Abilities:** Str 15, Dex 17, Con 14, Int 8, Wis 10, Cha 2

**Skills:** Climb +10, Hide +5, Jump +10, Listen +5, Move Silently +5, Spot +5, Survival +0\*

**Feats:** Alertness, Improved Initiative, Weapon Finesse

**Environment:** Temperate and warm hills and mountains

**Organization:** Solitary or colony (2-5)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

A wolf-spider is a large monstrous spider with a dark-colored wolf-like head and multifaceted eyes. Its fangs are complimented by a set of spider-like mandibles. Wolf-spiders are very territorial creatures and hunt their prey, kill it, and drag it back to their web lair. A typical wolf-spider's body is 8 feet long. It weighs about 700 pounds. Wolf-spiders speak Common and Goblin.

## Combat

Wolf-spiders often attack from surprise, dropping from trees to ambush their foes.

**Poison (Ex):** Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

**Trip (Ex):** A wolf-spider that hits with a bite attack can attempt to trip its opponent (+16 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf-spider.

**Web (Ex):** A wolf-spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to one size category smaller. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 12 hit points, hardness 0, and takes double damage from fire.

Wolf-spiders can also create sheets of sticky webbing from 5 to 30 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 12 hit points, hardness 0, and takes double damage from fire. Sheet webs have damage reduction 5/–.

A wolf-spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

**Skills:** A wolf-spider has a +2 racial bonus on Hide checks and a +4 racial bonus on Jump and Spot checks. A wolf-spider has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

\*It also has a +4 racial bonus on Survival checks when tracking by scent.

# Aberrant

## Large Giant

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18

**Base Attack/Grapple:** +6/+16

**Attack:** Huge greatclub +12 melee (3d8+9)

**Full Attack:** Huge greatclub +12/+7 melee (3d8+9)

**Special Attacks:** —

**Special Qualities:** Low-light vision, oversized weapon

**Space/Reach:** 10 ft./10 ft.

**Saves:** Fort +9, Ref +1, Will +4

Aberrants are hideously deformed hulking giants whose bodies are covered in coarse dark hair and oozing blisters. Aberrants make their homes in caves, abandoned mines, or deep underground away from civilization. They shun contact with outsiders except when raiding or ambushing travelers who have ventured near their lair. Captured trespassers are kept for food, slaves, or traded to other aberrant clans for goods.

The strong rule and the weak fall. That is the way of life for the aberrants. Each tribe or clan is led by the largest and strongest aberrant. All others rank beneath the leader. New leaders are appointed when the current leader dies. A contest of skill is held with the survivor being elected the new tribal leader and the loser being buried with his fellow giants.

Aberrants are shunned by other giants and take great pleasure in attacking, killing, or maiming other giants and those that despise them.

A typical aberrant stands 12 feet tall and weighs about 6,500 pounds. Aberrants speak Giant.

**Abilities:** Str 23, Dex 8, Con 17, Int 10, Wis 14, Cha 10

**Skills:** Climb +13, Hide -5, Jump +0, Listen +8, Move Silently +3, Spot +7

**Feats:** Cleave, Power Attack, Weapon Focus (greatclub)

**Environment:** Temperate mountains

**Organization:** Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9), or tribe (21-30 plus 35% noncombatants plus 1 adept, cleric, or sorcerer of 3rd or 4th level)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +4

## Combat

Aberrants engage their enemies with their greatclubs. Their various deformities prevent them from hurling rocks. Though not dim-witted like some other giants, aberrants generally employ less than graceful tactics and do little more than pound their enemies into paste with their clubs.

Some tribes often capture defeated foes and keep them as slaves or trade them to other aberrant tribes in exchange for food, goods, or services.

**Oversized Weapon (Ex):** An aberrant wields a greatclub (big enough for Huge creatures) without penalty.

## Aberrant Deformities

Either roll randomly or choose 1d4-1 deformities from the table below. If two or more deformities don't seem to work well together, roll or choose another.

| 1d10 | Deformity                 | Effect   |
|------|---------------------------|--|
| 1    | Misplaced arm             |  |
| 2    | Extra arm                 | One additional attack (considered secondary attack at its lowest attack bonus) |
| 3    | Eyes on side of head      | +4 racial bonus on Spot checks   |
| 4    | Extra eye in back of head | All-around vision (can't be flanked; +4 to Spot checks)                        |
| 5    | Hunched back or hump      |  |
| 6    | Pointed or elongated head |  |
| 7    | Long flapping ears        |  |
| 8    | Huge ears                 | +4 racial bonus on Listen checks   |
| 9    | Oversized nose            | Gains the scent special quality  |
| 10   | Huge feet or short legs   | +2 racial bonus on Balance checks  |



# Arachnom

## Large Aberration

**Hit Dice:** 8d8+40 (76 hp)

**Initiative:** +3

**Speed:** 60 ft. (12 squares), climb 60 ft.

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +6/+12

**Attack:** Bite +8 melee (1d8+2 plus poison) or claw +8 melee (1d6+2)

**Full Attack:** Bite +8 melee (1d8+2 plus poison) and 4 claws +3 melee (1d6+1)

**Space/Reach:** 10 ft/10 ft.

**Special Attacks:** Poison, web

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +7, Ref +7, Will +5

**Abilities:** Str 15, Dex 17, Con 20, Int 6, Wis 5, Cha 3

**Skills:** Balance +5, Climb +10, Hide +7, Jump +14, Move Silently +7, Spot +2

**Feats:** Iron Will, Lightning Reflexes, Weapon Finesse

**Environment:** Temperate forests and hills

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** +6

An arachnom is an eight-foot-tall hybrid of human and spider. Four muscular arms (each ending in a clawed hand) sprout from an impossibly broad, bony chest. Multiple tiny eyes glare from a large insectoid head covered in bristly brown spines and sprouting vicious, fang-tipped mandibles.

The origin of the arachnom is a mystery. Some believe them to be greater relatives of the ettercap, while others speculate that they resulted from a group of humans who worshiped the same dark deity as the dark elves. Those that buy into the latter theory speculate that by displeasing their dark mistress they suffered a fate similar to that of the drider, while others claim that their transformation was a blessing. Regardless of their origins, arachnoms are a blight upon the forests and hills they roam. Fortunately, their numbers are few.

Arachnoms are hateful, sadistic hunters who delight in killing their victims slowly. Elves are their favored prey, with fey a close second, but they will hunt anything for the sheer thrill of it. An arachnom stands 8 feet tall and weighs about 500 pounds. Arachnoms speak Elven, Common, and Undercommon.

## Combat

The arachnom prefers to attack from ambush, concealing itself in deep shadows or underneath piles of leaves or rubbish, then springing out and covering a victim with a spray of webbing. Once trapped, the victim feels the arachnom's bite, which first paralyzes the body and then begins to dissolve it.

**Poison (Ex):** Bite, Fortitude DC 19; initial damage paralysis (2d6 minutes), secondary damage 1 Constitution drain. The venom of the arachnom

is extremely potent and highly acidic, building in the victim's system and slowly dissolving flesh and bone. The save DC is Constitution-based.

**Web (Ex):** Eight times per day, the arachnom can spit a stream of sticky webbing from an orifice located between its mandibles. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Medium size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful DC 20 Escape Artist check or burst it with a DC 20 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 12 hit points, hardness 0, and takes double damage from fire.

Arachnoms can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 12 hit points, hardness 0, and takes double damage from fire.

An arachnom can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

**Skills:** An arachnom has a +4 racial bonus on Hide and Spot checks. It also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

# Blood Golem

## Large Aberration

**Hit Dice:** 6d8 (27 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +4/+11

**Attack:** Slam +7 melee (1d8+3 plus blood consumption)

**Full Attack:** 2 slams +7 melee (1d8+3 plus blood consumption)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Blood consumption, cell division

**Special Qualities:** Damage reduction 10/bludgeoning and magic, darkvision 60 ft., fast healing 3, immunity to mind-affecting

spells and abilities, resistance to fire 20, tremorsense 60 ft., vulnerabilities

**Saves:** Fort +2, Ref +3, Will +5

**Abilities:** Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1

**Skills:** Listen +7, Spot +6

**Feat:** Ability Focus (blood consumption), Alertness, Weapon Focus (slam)

**Environment:** Any hill, mountain, and underground

**Organization:** Solitary or brood (2-5)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

Blood golems, contrary to their name, are not constructs: they are slug-shaped clots of living blood, animated by some forgotten magic of a long-dead spellcaster. They have no discernable facial features and have two long, spindly arms protruding from their sides.

A typical blood golem is 10 feet long and weighs about 500 pounds. Blood golems do not speak.

## Combat

When living prey is detected, the blood golem rises up and appears as a slug-like headless humanoid. It attacks with its arms.

**Blood Consumption (Su):** When a blood golem successfully hits a living opponent with a slam attack, it heals a number of hit points equal to the damage dealt. If the amount of healing would cause the blood golem to exceed its full normal hit points, it gains any excess as temporary hit points. A blood golem may not gain more hit points than the maximum hit points allowed by its HD, Constitution modifier, and feats, however. For example, a 6 HD blood golem with a Constitution score of 10 may not have more than 48 hit points and temporary hit points.

If a blood golem successfully hits with both slams in one round, a living opponent must make succeed on a DC 15 Fortitude save or suffer

catastrophic blood expulsion. This expulsion drains the victim of a percentage of its current hit points equal to 10% times 1d4 plus the amount by which the save was failed. For example, a blood golem hits an opponent with both slam attacks. The opponent rolls a 10 on his save, failing by 5; next, 1d4 is rolled, yielding a 2. The opponent loses  $2 + 5 = 7$ , or 70% of its hit points. The blood golem is healed by the same amount, subject to the limitation above. When a blood golem reaches its maximum hit points, it uses its cell division ability. The save DC is Constitution-based.

**Cell Division (Ex):** When a blood golem absorbs enough blood to raise its hit points to their maximum for its Hit Dice, Constitution modifier, and feats, it splits into two equal blood golems, each with one-half the total hit points as the original. For example, a 6 HD blood golem with 48 hit points splits into two 6 HD blood golems with 24 hit points each. Note that the blood golem must attack the same opponent each round until it drains enough blood to use its cell division ability. Attacking multiple opponents still drains blood, but does not allow it to use its cell division ability.

**Vulnerabilities (Ex):** A magical attack that deals electricity damage slows a blood golem (as the slow spell) for 3 rounds, with no saving throw. A *purify food and drink* spell instantly slays a blood golem, with no saving throw.

# Bortha

## Large Giant

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares), climb 15 ft. (3 squares)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +3/+13

**Attack:** Claw +8 melee (1d6+6)

**Full Attack:** 2 claws +8 melee (1d6+6), and bite +3 melee (1d8+3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d6+9

**Special Qualities:** Darkvision 60 ft., fast healing 2, scent

Bortha are a primitive breed of giant that lives in cold, mountainous areas. Measuring well over 10 feet tall, their muscular frame and sharp claws are a daunting sight. Their shaggy fur is a sallow color, often knotted and matted.

The bortha are an unwelcome site to “civilized” giants, who drive bortha out of their territory and into the most remote and undesirable locations.

**Saves:** Fort +8, Ref +2, Will +1

**Abilities:** Str 23, Dex 12, Con 18, Int 4, Wis 10, Cha 5

**Skills:** Climb +14, Jump +6, Listen +5, Spot +5, Survival +2\*

**Feats:** Alertness, Power Attack

**Environment:** Cold mountains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 6-10 HD (Large)

**Level Adjustment:** +4

## Combat

**Rend (Ex):** If a bortha hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Skills and Feats:** Bortha are not automatically proficient with any manufactured weapons.

Borthas have a +8 racial bonus on Climb checks. A bortha can always choose to take 10 on Climb checks, even if rushed or threatened.

\*A bortha has a +4 racial bonus on Survival checks when tracking by scent.

# Dreadwraith

## Medium Undead (Incorporeal)

**Hit Dice:** 12d12 (78 hp)

**Initiative:** +4

**Speed:** Fly 60 ft. (good) (12 squares)

**Armor Class:** 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13

**Base Attack/Grapple:** +6/-

**Attack:** Incorporeal claw +10 melee (1d6)

**Full Attack:** 2 incorporeal claws +10 melee (1d6)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Fear aura, flaming lantern

**Special Qualities:** Darkvision 60 ft., incorporeal traits, undead traits, vulnerability to fearlessness

**Saves:** Fort +4, Ref +8, Will +8

**Abilities:** Str 10, Dex 18, Con –, Int 10, Wis 10, Cha 17

**Skills:** Hide +17, Intimidate +14, Listen +12, Search +8, Sense Motive +8, Spot +12

**Feats:** Ability Focus (fear aura), Alertness, Dodge, Mobility, Spring Attack

**Environment:** Any hills and mountains

**Organization:** Solitary

**Challenge Ratings:** 5

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 13-24 HD (Medium)

**Level Adjustment:** –

The dreadwraith is a ghastly figure in tattered robes. Clutched in his claw-like hand is a lantern glowing a most unnatural shade of green.

### Combat

Dreadwraiths prefer to play with their prey, but when combat is inevitable or when their victim has been tortured to his limit, they will fight to kill. A dreadwraith relies upon the unnatural fire within its lantern to destroy and kill. The burst of hideous, roaring green fire that explodes from the front of the lantern is composed not only of flame, but also the cruel shards of pain and shame that are cousins to fear, and sets victims alight with dancing flames.

A dreadwraith's very presence inspires great fear, and even those who cannot see it may feel a tingling of fright. When clearly visible, the sight of a dreadwraith with its eerie lantern is enough to freeze the bravest heart. Those who are completely immune to fear, such as paladins, are especially effective against a dreadwraith; the power of confidence and purity of heart that the

truly fearless possess is enough to severely unravel the dreadwraith's already tenuous physical existence.

**Fear Aura (Ex):** Creatures in a 60-foot radius of a dreadwraith that see it must succeed on a DC 21 Will save or be affected as though by *fear* (caster level 7th). A creature that successfully saves cannot be affected again by the same dreadwraith's aura for 24 hours. The save DC is Charisma-based.

**Flaming Lantern (Su):** Three times per day, a dreadwraith can summon a 30-foot cone of fire from its lantern that deals 5d10 points of fire damage (Reflex DC 19 half) and will set flammable things on fire. The save DC is Charisma-based.

**Vulnerability to Fearlessness (Ex):** The weapons of any creature that is immune to fear are considered to have the bane quality against undead when they strike a dreadwraith. This property does not apply to creatures that are immune to fear because of their creature type.

## Great Condor

### Huge Animal

**Hit Dice:** 8d8+32 (68 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), fly 80 ft. (poor) (16 squares)

**Armor Class:** 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +6/+19

**Attack:** Bite +9 melee (2d6+5) or claw +9 melee (1d8+5)

**Full Attack:** Bite +9 melee (2d6+5) or 2 claws +9 melee (1d8+5)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** —

Few people can claim to have spotted the great condor, an immense bird that supposedly nests in the highest peaks and can carry off a grown man. Black feathers cover its body, and it has a flexible neck that ends in a sharp beak. Actually the name is a misnomer, since the great condor is not a carrion eater like the normal condor, but a bird of prey. It feeds primarily of peaks rams, mountain goats and sometimes even bears and mountain lions if it can catch them.

**Special Qualities:** Low-light vision

**Saves:** Fort +10, Ref +7, Will +2

**Abilities:** Str 20, Dex 12, Con 18, Int 1, Wis 10, Cha 6

**Skills:** Move Silently +7, Spot +5

**Feats:** Flyby Attack, Snatch, Wingover

**Environment:** Cold mountains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Huge)

**Level Adjustment:** —

Sometimes it attempts to take humanoids or a caravan's beasts of burden, in which case any treasure or products that the victim might have carried would be abandoned near its nest.

### Combat

The great condor prefers to swoop down from cloud cover, flying very quietly despite its size. It will never land to attack, as it is clumsy on the ground. It will flee if combat turns against it.

**Feats:** A great condor can use its Snatch feat on any creature of at least Small size, but no bigger than Large.

# Grumbler

## Large Aberration

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +2

**Speed:** 10 ft. (2 squares)

**Armor Class:** 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15

**Base Attack/Grapple:** +3/+10

**Attack:** Slam +6 melee (2d6+4)

**Full Attack:** Slam +6 melee (2d6+4)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Landslide, trample 2d6+4

**Special Qualities:** Damage reduction 8/–, fortification, immunity to mind-affecting effects, poison and stunning, resistance to cold 10, and fire 10, tremorsense 120 ft.

Grumblers are sentient, mobile rocks. There are many types of grumblers (sandstone, basalt, gabbro), the most common being granite. They say the walls have ears; so do the rocks.

## Combat

**Landslide (Ex):** A group of three or more grumblers may cause a landslide (see *Dungeon Master's Guide*), assuming they are in a position to cause a landslide and all are within 50 feet of each other. A landslide must start on high ground and must be able to travel at least 100 feet from start to finish. The path must follow the natural slope of the terrain, and the landslide has a width equal to double the total reach of all grumblers in the landslide. For instance, four Large grumblers, each with a reach of 10 feet, combine for a width of 80 feet.

Characters in the bury zone take 3d6 points of damage plus the slam damage of each grumbler in the landslide, or half that amount if they make a DC 15 Reflex save. They are subsequently pinned (see below). Characters in the slide zone take 1d6 points of damage plus half the slam damage of each grumbler in the landslide, or no damage if they make a DC 15 Reflex save. Those who fail their saves are pinned.

Pinned characters take 1d6 points of nonlethal damage per minute. If a pinned character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead, so long as the grumblers maintain the pin. The save DC is Strength-based.

A grumbler landslide is otherwise the same as a normal landslide. After performing a landslide, the grumblers must move back into position to repeat the maneuver.

**Saves:** Fort +5, Ref -1, Will +4

**Abilities:** Str 16, Dex 7, Con 18, Int 2, Wis 10, Cha 2

**Skills:** Hide +9, Tumble +7

**Feats:** Improved Initiative, Weapon Focus (slam)

**Environment:** Any mountains

**Organization:** Cluster (3-5), rabble (6-10), or slide (11-20)

**Challenge Rating:** 5

**Treasure:** No coins; 25% goods (gems only); no items

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large), 11-15 HD (Huge)

**Level Adjustment:** –

**Trample (Ex):** Reflex half DC 15. The save DC is Strength-based.

**Fortification (Ex):** A grumbler's thick, rock like hide protect its vital areas effectively. When a critical hit or sneak attack is scored on a grumbler, there is a 100% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

**Tremorsense (Ex):** A grumbler does not see in the normal sense, as it has no eyes. By feeling vibrations in the earth, a grumbler automatically senses the location of anything that is in contact with the ground, moving, and within 120 feet.

**Skills:** A grumbler has a +10 racial bonus on Hide checks, and a +6 racial bonus on Tumble checks.

## Mumbler

A mumbler is a small chunk broken off of a living grumbler, which is something that happens naturally from time to time. One of these chunks can be used to translate the language of the grumblers into the language spoken by the character using it. To use a mumbler, a character must place it against a grumbler and place his ear up to the mumbler. The character will hear the grumbler's words as rumbling, humming sounds that he can recognize with a DC 15 Listen check.

A mumbler can also be used to speak with ordinary rocks if used in the same fashion. This communication is similar to the way speak with plants works with plants and plant creatures.

Faint divination; CL 1st; Craft Wondrous Item, *comprehend languages*; Price 2,000 gp.; Weight 2 lbs.

# Hound of Insanity

## Large Magical Beast

**Hit Dice:** 6d10+18 (51 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +6/+14

**Attack:** Bite +9 melee (1d8+4 plus infectious bite)

**Full Attack:** Bite +9 melee (1d8+4 plus infectious bite) and tail gore +4 melee (1d6+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Infectious bite, maddening howl

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +8, Ref +7, Will +3

**Abilities:** Str 18, Dex 14, Con 17, Int 4, Wis 13, Cha 9

**Skills:** Hide +0, Jump +8, Listen +5, Move Silently +4, Spot +4, Survival +3

**Feats:** Ability Focus (infectious bite), Alertness, Track

**Environment:** Temperate hills

**Organization:** Solitary or pack (5-15)

**Challenge Rating:** 5

**Treasure:** No coins; 50% goods; 50% items

**Alignment:** Always chaotic evil

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

A hound of insanity has the basic canine form: four legs, a tail, and long snout. What distinguishes these hounds are their small white horns and spiky tails. Their fur is dirty brown in color, with pale skin underneath. Their ears are bright red.

Hounds of insanity, like many other canines, live in a packs led by the strongest male. Insanity hounds cannot reproduce normally; they rely on their infectious bite to continue their species. Anyone bitten by a hound of insanity becomes infected with a strange disease, transforming into one of these beasts within a day's time. Such victims are able to sense the nearby pack, and run off to join it when the transformation is complete. Although some remote connection may exist, hounds of insanity are not lycanthropes. Once a victim transforms into one of these creatures, he is forever trapped in that form, his mind warped forever. There is no known cure after the transformation.

Hounds of insanity are about 9 feet long and weigh around 800 pounds. They do not speak or understand any languages.

## Combat

Hounds of insanity use the standard hunting tactics of most canines. If their purpose is to get food, they single out and attack the weakest creature from a group. If their purpose is to recruit, they seek out the strongest, attacking briefly and then retreating. Strong members of the pack rush into melee, using their bite and tail attacks, then charge out, while the weaker members stand at a distance and howl, creating confusion amongst the prey.

Once a target is infected, the pack often follows a group of prey at a distance after the first attack, occasionally attacking the now weakened party and retreating and following from a distance.

By this method, the prey may be eliminated one at a time over a course of a few days.

**Infectious Bite (Su):** Any humanoid bitten by a hound of insanity must succeed on a DC 14 Fortitude save or be transformed into a hound of insanity after 24 hours. The first symptom, usually appearing only minutes after being infected, is that the victim's ears turn bright red. As the infection runs its course, the victim's mental state slowly deteriorates; he grows horns, fur and fangs and eventually has to walk on all fours. The victim can avoid the final transformation and return to normal if a *remove curse* or *break enchantment* spell is cast upon him (requiring a DC 17 caster level check for either spell). After the transformation, however, the victim is lost and nothing short of a *limited wish* can bring him back. Lycanthropes and creatures immune to magical diseases are immune to this effect. The save DC is Charisma-based and includes the hound's Ability Focus feat.

**Maddening Howl (Su):** The howl of a hound of insanity is one of its most feared attacks. The hound can spend 1 or more full rounds howling, but must succeed on a Concentration check (DC 10 + damage dealt, if any) to continue if it takes damage or is otherwise interrupted. Any creature within a 100-foot radius that hears the howl must succeed on a DC 12 Will save or go berserk and enter melee with the nearest creature, friend or foe. This effect lasts until the howling ends or the berserk character can no longer hear the noise. Any creature that succeeds on its saving throw is immune to howls from that hound for 24 hours. This is a sonic, mind-affecting compulsion effect. Howls of insanity are immune to the maddening howl ability of others of their kind. The save DC is Charisma-based.

# Ice Stalker

**Medium Elemental (Cold)**

**Hit Dice:** 7d8+7 (38 hp)

**Initiative:** +4

**Speed:** 50 ft. (10 squares)

**Armor Class:** 19 (+4 Dex, +5 natural), touch 14, flat-footed 15

**Base Attack/Grapple:** +5/+6

**Attack:** Claw +10 melee (1d4+1) or ray of frost +9 ranged (1d3 cold)

**Full Attack:** 2 claws +10 melee (1d4+1) or ray of frost +9 ranged (1d3 cold)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** *Ray of frost*, weaken armor

**Special Qualities:** Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire

**Saves:** Fort +6, Ref +6, Will +4

**Abilities:** Str 13, Dex 19, Con 13, Int 10, Wis 14, Cha 16

**Skills:** Hide +8\*, Intimidate +6, Jump +9, Listen +6, Move Silently +9, Spot +6

**Feats:** Point Blank Shot, Weapon Finesse, Weapon Focus (claws)

**Environment:** Cold mountains and plains  
**Organization:** Solitary, pair, cluster (2-5), or large cluster (5-20)

**Challenge Rating:** 5

**Treasure:** No coins; standard goods; standard items

**Alignment:** Always neutral evil

**Advancement:** 8-14 HD (Medium), 15-21 HD (Large); or by character class

**Level Adjustment:** +5

Ice stalker is an elemental that uses winter's cold for its amusement. Ice Stalkers prefer stealth and ambush to a straightforward attack. They lurk, shark-like, in the ice and snow, waiting for their chosen target to weaken from exposure, and then surreptitiously use their ray of frost ability as often as possible from a point of concealment before engaging in melee; this generally exhausts the magical healing of its target before the real fighting begins. If they are strongly opposed, they break and lose themselves in the snow and ice, only to return later for a second attack.

## Combat

An ice stalker's favored class is ranger.

**Ray of Frost (Sp):** An ice stalker can fire this ray once per round, with a range of 30 feet.

It affects targets as a *ray of frost* spell (caster level 2nd), dealing 1d3 points of cold damage on a successful ranged attack.

**Weaken Armor (Ex):** If an ice stalker hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 2d4+2 points of damage to the opponent's armor. Opponents not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Additionally, the icy touch of an ice stalker causes armor worn to stiffen and become brittle. On a successful claw attack, the hardness of the opponent's armor is reduced by 1 for 10 rounds. The reduction in hardness is cumulative with each successful attack.

## Flora and Fauna

**Kames:** Mounds of sediment deposited as the glacier recedes. Melt waters push out gravel and larger debris from the glacier, which builds in fans or deltas against the edge of the ice. After the ice melts, the mound partially collapses and forms hills of stratified drift, called kames.

**Kettles:** Depressions in the earth made by large pieces of ice left behind from glacier movement. These depressions often fill with water, creating kettle lakes. The typical depth is 10 meters or less, while the diameter varies from tens of meters to a kilometer.

# Ith'n Ya'roo

## Large Monstrous Humanoid

**Hit Dice:** 7d8+28 (59 hp)

**Initiative:** +1

**Speed:** 30 ft. in hide armor (6 squares); base speed 40 ft.

**Armor Class:** 17 (-1 size, +1 Dex, +4 natural, +3 hide armor), touch 10, flat-footed 16

**Base Attack/Grapple:** +7/+17

**Attack:** Greataxe +12 melee (3d6+9/x3) or claw +12 melee (1d6+6) or javelin +7 ranged (1d6+6)

**Full Attack:** Greataxe +12/+7 melee (3d6+9/x3) and bite +7 melee (2d4+3); or 2 claws +12 melee (1d6+6) and bite +7 melee (2d4+3); or javelin +7 ranged (1d6+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Berserker rage

**Special Qualities:** Darkvision 60 ft., resistance

The ith'n ya'roo are a proud and barbaric arctic race. Humanoid in shape, they are typically crouched like apes, with heavy white fur, large fangs and claws, gnarled horns and bearish features. Fully upright, most ith'n ya'roo would stand about 9 feet tall, however their posture lowers them almost 2 feet. Their weapons are always carved out of the remains of their fallen enemies. This is a matter of pride to the ith'n ya'roo, and they use no other weaponry, except their teeth and claws.

Ith'n ya'roo are savage and temperamental, not trusting outsiders or foreign ideas. Despite their xenophobia, the ith'n ya'roo have a passion for two products not of their own make: red wine and gold. They trade with other races for these two precious commodities, but only with select individuals. Typically the ith'n ya'roo trade carved bone or ivory items, although some tribes have been known to trade remorhaz hides and horns.

Travelers passing through the territory of the ith'n ya'roo are usually attacked first. Should they survive multiple assaults, they are likely to be approached by the ith'n ya'roo in an attempt to trade. This may be difficult due to the language barrier, but the ith'n ya'roo are skilled enough at pantomime that they should be able to get across that they are interested in wine and gold.

Anyone who gains the trust of the ith'n ya'roo finds them a powerful ally. Anyone who fights a remorhaz and survives is considered sacred to the ith'n ya'roo, and adventurers who get thrown off of icy cliffs may find themselves awakening in an ith'n ya'roo village, being nursed

to cold 10, scent

**Saves:** Fort +6, Ref +6, Will +6

**Abilities:** Str 22, Dex 12, Con 19, Int 9, Wis 12, Cha 13

**Skills:** Appraise +2, Hide -6, Intimidate +3, Jump +11, Listen +5, Spot +5

**Feats:** Alertness, Cleave, Power Attack

**Environment:** Cold hills

**Organization:** Solitary, band (2-5), troop (4-16 plus 1 3rd-level shaman and 1 5th-level captain), or column (20-120 plus 2 5th-level captains, 1 7th-level general, 3 3rd-level shamans, and 1 5th-level shaman)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** By character class

**Level Adjustment:** +2

back to health. Ith'n ya'roo have strange customs, and may not want to part with their newfound friend. Good diplomatic skills—or the intervention of allies—may be required to secure the freedom of the tribe's newest sacred member.

Ith'n ya'roo stand about 9 feet tall and weigh 500 pounds or more. Ith'n ya'roo have their own language, although it does not have a written form, and they rarely learn another race's language unless they deem the entire race intelligent.

## Combat

The ith'n ya'roo are ferocious warriors, and can generate an intense battle lust within themselves in a fight. They are extremely focused in combat, although somewhat disorganized from a military standpoint. Ith'n ya'roo use their javelin attacks against distant opponents as cover while they move up to enter melee. Once in melee they fight wildly and brutally until only one side is left standing. Ith'n ya'roo do not retreat, nor do they allow themselves to be captured.

**Berserker Rage (Ex):** Similar to a barbarian, an ith'n ya'roo can summon up an intense battle lust at will. When enraged, the ith'n ya'roo gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC due to carelessness. The effect lasts for the duration of the encounter. The effect is otherwise identical with a barbarian's rage except that the ith'n ya'roo is not fatigued at the end. The effects of an ith'n ya'roo's berserker rage do not stack with a barbarian's rage ability.

**Skills:** Ith'n ya'roo have a +6 racial bonus on Jump checks due to their powerful legs.



# Kijo

## Large Giant

**Hit Dice:** 5d8+10 (32 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares)

**Armor Class:** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +3/+10

**Attack:** Claw +5 melee (1d6+3)

**Full Attack:** Two claws +5 melee (1d6+3) and bite +3 melee (1d6+1) and tail +3 melee (1d4+1)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Ability absorption, hunger aura, improved grab

A kijo is a giant with a reptilian bent, sporting a prehensile, lizard-like tail and scaled skin. Its hands are clawed, and its tongue is forked like a serpent.

Kijo are solitary creatures searching for treasure, food, and advantageous positioning. They bring hunger and weakness wherever they go. They like hills and mountains for their strategic value in ambushes and sneaking around, but they are also found in heavily wooded areas.

A kijo stands 13 feet tall and weighs around 2,200 pounds. Kijo speak Draconic and Giant.

### Combat

Kijo prefer sneak attacks and ambushes, though they rely on terrain and their own cunning to better the odds for themselves. Their special abilities operate whether or not their intended prey becomes aware of their presence, and kijo prefer to lie in wait until the odds are firmly in their favor. If forced into physical combat, a kijo can wield simple or martial weapons, lash out with its claws, or lash out at opponents with its massive tail.

# Narga

## Medium Magical Beast

**Hit Dice:** 3d10+6 (22 hp)

**Initiative:** +3

**Speed:** 50 ft. (10 squares)

**Armor Class:** 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +3/+4

**Attack:** Gore +4 melee (1d6+1)

**Special Qualities:** Low-light vision

**Saves:** Fort +6, Ref +2, Will +1

**Abilities:** Str 17, Dex 13, Con 15, Int 14, Wis 10, Cha 10

**Skills:** Hide +5, Move Silently +9, Spot +8, Survival +8

**Feats:** Improved Initiative, Multiattack

**Environment:** Any hills and mountains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** +5

**Ability Absorption (Su):** If opponents within the kijo's hunger aura suffer an effective loss of Strength or Dexterity points due to fatigue caused by the hunger aura, the kijo absorbs the equivalent number of points and adds them as a racial bonus to its Strength or Dexterity scores for 24 hours.

**Hunger Aura (Su):** Kijo project an invisible hunger aura around them. Any living creatures within the aura immediately become subject to starvation and thirst effects within the first round of contact (1 round = 1 day without food or water). These effects remain even after the victim leaves the kijo's aura. Creatures within this aura must succeed on a DC 14 Fortitude save every other round or suffer its effects (which are cumulative, i.e. three rounds of failed saves equals three days of starvation, fatigue, nonlethal damage, and so on). The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a kijo must hit with its tail attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold.

**Full Attack:** Gore +4 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Call stars, curse

**Special Qualities:** Cloud of deception, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, resistance to cold 5, scent, spell-like abilities, telepathy 100 ft.

**Saves:** Fort +5, Ref +6, Will +5

**Abilities:** Str 12, Dex 17, Con 14, Int 15, Wis 14, Cha 17

**Skills:** Bluff +4, Diplomacy +4, Hide +8, Jump +9, Knowledge (any two) +6, Knowledge (arcana) +16, Listen +5, Move Silently +4, Sense Motive +5, Spot +5, Survival +3

**Feats:** Alertness, Iron Will

**Environment:** Any forests, hills, and plains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 4-6 HD (Medium); 7-9 HD (Large)

**Level Adjustment:** –

Nargas are mysterious creatures resembling deer, their souls twisted by a strange curse. An average narga weighs between 300 and 400 pounds and stands roughly 6 feet tall. Heavy, dark blue hair covers its body, growing darker with age, and its four powerful legs allow it to run at great speeds. Its eyes are crimson, and at the top of its head is a single great horn, twisted and ending in many points. A narga has excellent hearing, an acute sense of smell, and carries an odor of violets.

Nargas are drawn to places of evil, and are commonly found near temple ruins, sinister forests, and natural sites revered by evil druids and fey. There, they graze on foliage, watch their surroundings, and wait for creatures to seek their aid. Nargas are renowned for their knowledge of dark secrets about sources of rare magic and power, and they readily offer hints and bits of lore to creatures in exchange for small favors; protection, stories about the world, and small gifts of minor magics are all frequent prices for narga wisdom. Their advice is always accurate, though often misleading, as they readily subvert the wording of requests. It is unknown whether nargas are compelled to make these bargains and twist them out of spite, or if they enjoy or feed on the chaos they cause.

When a narga is slain, it gazes upon its killer, marking the creature's soul with a curse. At the time of the creature's death, its soul is reincarnated into the body of a fully-grown narga. The creature's memories of its previous life are vague and scattered, and it is gifted with much of the knowledge and many of the desires of the narga it killed.

Nargas communicate telepathically.

### Combat

Nargas avoid combat whenever possible, using their clouds of deception to slip away from most aggressors. In situations where they are forced to fight, or against foes they see as particularly threatening, they call down stars to smash or weaken their opponents. Most of the time, they can finish off any survivors with their horns.

**Call Stars (Su):** A narga can call up to four shooting stars from the sky per night while

outdoors. The narga can call any number of the stars at once, each targeting a different creature within 400 feet. The stars strike unerringly, dealing 2d6 points of damage to targeted creatures. In addition, the shower of sparks and fragments released on impact causes 3d6 points of fire damage to creatures in a 5-foot spread. A targeted opponent receives no save against either effect, but other victims in the spread take only half damage from the fire on a successful DC 14 Reflex save. The save DC is Charisma-based.

**Curse (Su):** A creature that is directly responsible for the death of a narga falls under its curse. A feeling of dread and wrongness accompanies the narga's death, allowing the cursed creature to realize that it has been affected somehow. Casting *break enchantment* (DC 14) or *dispel evil* on the victim ends the curse, provided it is cast within a number of days after the narga's death equal to the caster's level. Otherwise, only a *miracle* or *wish* can free the creature. A creature that dies while under a narga's curse cannot be raised or resurrected.

**Cloud of Deception (Su):** A narga can cloud the minds of living creatures, making itself unnoticed. As a standard action, the narga can render itself invisible to up to four creatures within 60 feet for 2d4 rounds (Will DC 14 negates). Creatures who successfully save are immune to that narga's cloud of deception for 24 hours. The narga can use this ability any number of times per day, but cannot hide itself from more than four creatures at any one time. The narga can free a creature from the effect prematurely as a free action, so long as the narga can see the creature. Cloud of deception is a mind-affecting phantasm. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*dancing lights*, *detect magic*, *faerie fire*, *ghost sound* (DC 13), *pass without trace*, *purify food and drink* (DC 13), *speak with animals*. Caster level 10th. The save DCs are Charisma-based.

**Skills:** Due to their coloration, nargas have a +4 racial bonus on Hide checks. They also have a +8 racial bonus on Knowledge (arcana) checks.

# Palanquin Beetle

## Large Vermin

**Hit Dice:** 9d8+27 (67 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (-1 size, +10 natural), touch 9, flat-footed 19

**Base Attacks/Grapple:** +6/+17

**Attack:** Bite +12 melee (2d6+10)

**Full Attack:** Bite +12 melee (2d6+10)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Trample 2d8+10

**Special Qualities:** Darkvision 60 ft., vermin traits

**Saves:** Fort +9, Ref +3, Will +2

**Abilities:** Str 25, Dex 10, Con 17, Int —, Wis 8, Cha 9

**Skills:** —

**Feats:** —

**Environment:** Temperate and warm hills

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 10-18 HD (Large), 19-27 HD (Huge)

**Level Adjustment:** —

Palanquin beetles reach lengths of 15 feet or more. They are easily identifiable by the six long spines projecting upward from the edges of their carapaces, each spine often reaching 6-8 feet in length. While these spines probably serve a defensive purpose (preventing large flying creatures from swooping down upon the beetle without running the risk of being impaled), they are often put to a different use by the humanoid races that ‘domesticate’ these enormous insects: the spines serve as ‘poles’ to which a canvas covering is tied, providing shade for the creatures riding upon the beetle’s back. The spines also make a handy place to display the severed heads of vanquished foes.

Palanquin beetles have brightly colored carapaces, usually of contrasting colors: red and green; purple and blue; yellow and pink. The rest of their bodies are a uniform black, including the six upward-thrusting spines. Their eyes are tiny in comparison to their enormous bodies and their antennae are similarly small, providing the beetle with very little details of the world around it beyond 10 feet or so.

## Combat

While most insects are considered non-intelligent, the palanquin beetle is exceptionally so. It has a single offensive capability: biting an enemy with its powerful mandibles. As soon as it detects potential prey it heads straight for it with mouthparts open wide. The creature has no sense of strategy, no finesse, just a simple find-chase-eat formula used at all times. Palanquin beetles have been known to attack opponents many times their own size. Palanquin beetles have a tendency to focus upon a single target at a time, chasing after him exclusively even if other potential victims are in the same area. This is more of a result of the insect’s limited intelligence and awareness rather than any devotion of purpose or single-mindedness

upon its part. Palanquin beetles do not use their spines as weapons, as they stick straight up into the air and are not maneuverable.

Its riders, usually orcs, goblins, or occasionally gnolls, often enhances the beetle’s offensive capabilities. These humanoids use the palanquin beetle as a combination transport vehicle and weapons platform, riding the beetle into battle against enemies and hurling spears, shooting arrows, or lobbing rocks from the relative safety of the giant insect’s back.

Those races that ‘domesticate’ palanquin beetles do so by a simple method: rushing at the creature from all sides and jumping up onto its back while it eats those foolish enough to have approached it from the front. Once on the beetle’s back the humanoids are ignored by the monster; as it cannot reach or even see them, they cease to exist to the beetle. “Steering” a palanquin beetle is a simple matter as well: tie a piece of meat (usually part of a slain foe) to the end of a pole and dangle it in front of the beetle’s head in the direction you wish it to go. Lift the pole up out of its range of vision and the beetle stops, amazed at its prey’s sudden vanishing act.

A palanquin beetle makes an excellent war mount, although in many ways it is more like a seagoing vessel: getting on and steering is easy enough but you certainly do not want to fall ‘overboard’ for fear of being eaten. Several orc tribes have taken this analogy even further, attaching a heavy ‘anchor’ to one of the beetle’s legs via a length of sturdy chain. When the weight is upon the beetle’s back it can move normally; when dropped, the beetle is unable to pull the weight solely by the strength of its leg and so cannot move from the area.

**Trample (Ex):** Reflex half DC 21. The save DC is Strength-based.

# Picaroon

## Huge Plant

**Hit Dice:** 8d8+40+3 (79 hp)

**Initiative:** +3

**Speed:** 0 ft.

**Armor Class:** 13 (-2 size, +3 Dex, +2 natural), touch 11, flat-footed 10

**Base Attack/Grapple:** +6/+20

**Attack:** Slam +11 melee (1d4+9)

**Full Attack:** Slam +11 melee (1d4+9)

**Space/Reach:** 15 ft./20 ft.

**Special Attacks:** Improved grab, sticky tendrils, swallow whole

**Special Qualities:** Low-light vision, plant traits

**Saves:** Fort +11, Ref +5, Will -2

**Abilities:** Str 23, Dex 17, Con 20, Int 10, Wis 2, Cha 12

**Skills:** Listen +7, Spot +7

**Feats:** Power Attack, Toughness, Weapon Focus (slam)

**Environment:** Any warm land

**Organization:** Solitary or grove (2-5)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Huge); 17-24 HD (Gargantuan)

**Level Adjustment:** –

A picaroon is a carnivorous tropical plant with wide leafy branches and huge knobby green pods hanging from the thicker branches. Bright colored flowers attract smaller curious prey, while its broad leaves offer shade to larger prey. Picaroons subsist on fluids absorbed by the decomposing bodies of prey captured in their pods.

A picaroon is about 30 feet tall and weighs about 4,000 pounds. Picaroons cannot speak.

## Combat

The picaroon uses the typical strategy of most carnivorous plants; it waits for a Medium or smaller creature to get close enough, then lashes out with its sticky tendrils. Once a creature is snagged, it is swiftly pulled into a woody pod that closes around the prey. The pod is closed air-tight and begins to fill with a thick fluid that suffocates the creature and facilitates decomposition. After a few days, the pods fall from the tree and continue to decompose on the ground, enriching the soil for the plant.

**Improved Grab (Ex):** To use this ability, a picaroon must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow whole.

**Sticky Tendrils (Ex):** The picaroon's tendrils are covered with a thick adhesive that adds a +2 racial bonus to all grapple checks.

**Swallow Whole (Ex):** A picaroon can pull a grabbed opponent of Medium or smaller size into a pod by making a successful grapple check. Once inside, the pod seals tight and fills with a thick fluid in 2 rounds. Once the pod is full, the opponent is treated as submerged and must resist drowning. A swallowed creature can attempt to force the pod open with a successful DC 27 Strength check or can attempt to cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the pod's interior (AC 11). Once the creature exits, that particular pod is destroyed. The pod can only hold one creature, regardless of its size.

Creatures outside the pod can attempt to free the individual by destroying the pod. A picaroon pod has hardness 5, 20 hp, and a break DC of 25. It is 2 inches thick. Alternatively, a creature outside the pod can create a hole with a piercing weapon or crack the pod to drain the fluids within (which takes 1d4+2 rounds) by dealing 1 point of damage (over the hardness) to the pod.

# Rime Scourge

**Large Elemental (Cold, Native, Water)**

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +4

**Speed:** 30 ft. (6 squares), swim 30 ft.

**Armor Class:** 19 (-1size, +4 Dex, +6 natural), touch 13, flat-footed 15

**Base Attack/Grapple:** +6/+13

**Attack:** Bite +8 melee (2d6+3 plus 1d6 cold)

**Full Attack:** Bite +8 melee (2d6+3 plus 1d6 cold) and 2 claws +3 melee (1d6+1 plus 1d6 cold)

**Space/Reach:** 10 ft/10 ft.

**Special Attacks:** Chill, constrict 1d6+3 plus 1d6 cold, improved grab

**Special Qualities:** Darkvision 60 ft., elemental traits, immunity to cold, sense

heat sources, sleet cloud, vulnerability to fire

**Saves:** Fort +9, Ref +6, Will +3

**Abilities:** Str 16, Dex 19, Con 16, Int 7, Wis 13, Cha 14

**Skills:** Climb +4, Escape Artist +9, Hide +8, Intimidate +5, Listen +3, Move Silently +7, Spot +4, Swim +11

**Feats:** Alertness, Power Attack, Stealthy

**Environment:** Any cold hills, mountains, and plains

**Organization:** Solitary or frolic (2-7)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** —

A rime scourge is a malicious elemental creature that stalks frozen lands. The main portion of a rime scourge's body is 12 feet long, but its tail trails nearly sixty feet before tapering into nothingness. Its ice-blue eyes pierce its long shadowy form lurking among clouds of ice. Only from with the clouds is the rime scourge's true serpentine form apparent with two clawed forelegs of crackling ice and long jaws of hard icicle teeth. A rime scourge speaks Infernal.

## Combat

Rime scourges often lie buried under snow banks to ambush opponents, although they also seem fond of openly and slowly approaching lone travelers to heighten their prey's sense of dread. If a rime scourge feels it can toy with its opponents, it strikes casually with teeth and claws, playing a cat-and-mouse game until it tires of the sport and goes for the kill. Prey that fights back is a different affair. In such cases, a rime scourge usually tries to constrict a suitable foe (preferably one without a large bladed weapon in hand) while biting and tearing at a second. Rime scourges are not foolhardy and will retreat if combat turns against them.

**Chill (Ex):** A rime scourge's body generates intense cold, causing opponents to take an extra 1d6 points of cold damage every time the creature succeeds on a melee attack. Creatures attacking a rime scourge unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

**Constrict (Ex):** On a successful grapple check, a rime scourge deals 1d6+3 points of damage plus 1d6 points of cold damage.

**Improved Grab (Ex):** To use this ability, a rime scourge must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Sense Heat Sources (Ex):** The rime scourge can sense the presence of creatures and other beings whose temperature differs significantly from their surroundings, as though the rime scourge had the blindsight ability. This ability functions to a range of 120 feet.

**Sleet Cloud (Su):** The constant cloud of sleet surrounding a rime scourge impairs its opponents' vision and masks the rime scourge's scent. Creatures relying on sight or scent suffer a -2 penalty on all melee and ranged attack rolls against a rime scourge.

**Skills:** A rime scourge has a +4 racial bonus on Escape Artist and Hide checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

# Rocanny

## Large Magical Beast

**Hit Dice:** 6d10+24 (57 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares), fly 80 ft. (average)

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +6/+15

**Attack:** Claw +10 melee (1d8+5)

**Full Attack:** 2 claws +10 melee (1d8+5) and 2 wings +8 melee touch (buffet) and bite +8 melee (2d4+2)

**Space/Reach:** 10 ft./5 ft. (20 ft. with wings)

**Special Attacks:** Aura of darkness, buffet, pounce, rake 1d8+2

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +9, Ref +8, Will +3

**Abilities:** Str 21, Dex 16, Con 18, Int 3, Wis 12, Cha 6

**Skills:** Hide +1\*, Jump +10, Listen +5, Move Silently +5, Spot +5

**Feats:** Alertness, Improved Initiative, Multiattack

**Environment:** Warm mountains

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

A rocanny is a large flying predatory feline, resembling a jet-black panther with bat-like wings. It is a creature of pure darkness and can drown itself and its prey in a deep inky blackness. If trained, it is fully capable of carrying a lightly armored human, and is a rather agile flyer. The rocanny's preferred diet is larger herd animals, such as mountain goats, yaks, antelope, and bison. The rocanny has versatile hunting tactics, and is equally as likely to stalk its prey on the ground as it is to swoop down on it from the air. Rocanny also have a love for eggs, and often devour those of giant eagles, hippogriffs, and even griffons. This tends to make them unpopular among the other large flying races, which often attack rocanny on sight. In addition to being a ferocious nocturnal predator, the rocanny makes an excellent mount for evil creatures. These predatory felines are about 4 feet long and weigh about 130 pounds.

## Combat

The rocanny rarely leaves its den during daylight hours, as it prefers the coolness and dark of night. At nightfall it takes to the air and scouts the area for prey. Depending on the surface conditions, the rocanny either pounces on its prey from the air or lands at a distance, sneaking up on it. It engages its aura of darkness when it pounces upon its enemies, blinding them. The rocanny focuses its claws and bite on one opponent at a time, and uses its wing buffet to defend itself. If attacking an airborne opponent, the rocanny uses its pounce attack during each pass.

**Aura of Darkness (Su):** A rocanny can generate or dismiss a field of magical darkness around itself as a free action, as a *darkness* spell (caster level 10th). The rocanny can see normally in its aura of darkness. This ability cannot be used in natural sunlight.

**Buffet (Ex):** A rocanny that hits an opponent with a wing attack can begin a trip attack as a free action without making a touch attack or provoking an attack of opportunity. A rocanny cannot be tripped if it fails its own trip attempt. This ability cannot be used while the rocanny is flying.

**Pounce (Ex):** If a rocanny charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +8 melee, damage 1d8+2.

**Skills:** \*Due to its black coat, a rocanny has a +8 racial bonus on Hide checks at night or in dark areas.

## Training a Rocanny

A rocanny requires training before it can bear a rider in combat.

Training a rocanny requires six weeks of work and a DC 25 Handle Animal check. Wild rocanny are almost never willing to take on a rider unless some sort of magical calming effect has been placed on them. For this reason, trainers prefer to breed these cats in captivity. Very young rocanny can be brought in from the wild to be trained as mounts (a DC 26 Handle Animal check). A rocanny less than six months old may fetch up to 8,000 gp in the right market.

Riding a rocanny requires an exotic saddle. A rocanny can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. It is advisable that riders have a means of seeing through the creature's darkness aura, as it is instinctive for them to engage it when pouncing, a habit nearly impossible to control or restrain through training.

**Carrying Capacity:** A light load for a rocanny is up to 459 pounds; a medium load, 460-918 pounds; and a heavy load, 919-1,380 pounds. A rocanny can drag 6,900 pounds.

# Tangleweed

## Large Plant

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +0

**Speed:** 0 ft.

**Armor Class:** 16 (-1 size, +7 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +4/+11

**Attack:** Vine rake +6 melee (1d8+3)

**Full Attack:** 2 vine rakes +6 melee (1d8+3) and bite +1 melee (1d4+1)

**Space/Reach:** 10 ft./10 ft. (25 ft. with vine)

**Special Attacks:** Improved grab, paralyzing spores, swallow whole

**Special Qualities:** Low-light vision, plant traits

**Saves:** Fort +7, Ref +2, Will +2

**Abilities:** Str 16, Dex 10, Con 15, Int —, Wis 11, Cha 5

**Skills:** Hide -4

**Feats:** —

**Environment:** Temperate and warm forests, hills, and plains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** —

Tangleweeds are carnivorous plants that swallow creatures whole. Comprised of a bulbous body sprouting long, whip-like vines, a tangleweed lurks in thick underbrush, waiting to trap unsuspecting prey. A tangleweed's central bulb can grow up to 10 feet wide, and its dozen 2-inch-wide vines can stretch up to 25 feet each. Its bulb possesses a large, toothless maw, and is colored greenish-brown, splashed with deep crimson around the base. Two of a tangleweed's vines end in spiked pads, which the plant uses to grasp its food.

Creatures caught by a tangleweed are dragged to its mouth and swallowed. After a tangleweed feeds, the crimson stain at its base spreads upward. A human-sized meal can sustain a tangleweed for weeks, during which the stain gradually fades.

In the spring, a tangleweed multiplies by expelling a cloud of spores. Tangleweeds rely on wind and creatures to disseminate these small highly resilient spores, which can remain dormant for years until they reach a hospitable environment.

## Combat

A tangleweed attacks when hungry, striking at Small or larger creatures only if it has gone for days without food. A tangleweed forced to fight in self-defense rakes enemies with its vines without trying to consume them, releasing spores if it panics.

**Improved Grab (Ex):** To use this ability, a tangleweed must hit with a vine rake attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can transfer its foe to its mouth as a free action, automatically dealing bite damage. It can then try to swallow its opponent in the following round.

**Paralyzing Spores (Ex):** As a standard action once per week, a tangleweed can release an altered form of its reproductive spores in a 20-foot-radius, 10-foot-high yellow cloud. The cloud reduces visibility and can be blown away as a fog cloud spell, and lasts 1d4 rounds. A living creature in the cloud that does not succeed on a DC 15 Fortitude save is paralyzed for 1d4+1 rounds. All creatures that stay in the cloud must continue to save each round. The save DC is Constitution-based.

**Swallow Whole (Ex):** A tangleweed can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d4+1 points of bludgeoning damage and 1d6 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the tangleweed's interior (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large tangleweed's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

# Tar Beast

## Large Aberration

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

**Base Attack/Grapple:** +4/+13

**Attack:** Claw +8 melee (2d6+5) or rock +7 ranged touch

**Full Attack:** 2 claws +8 melee (2d6+5) and bite +3 melee (1d12+2); or rock +7 ranged touch

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Acidic tar, rock drop

**Special Qualities:** Damage reduction 10/piercing or slashing, darkvision 60 ft.,

The tar beast is a large fur-covered mass with shaggy arms and legs. At a few key places, eyes, teeth, and claws stick out of the fur. The creature has no head; its mouth is located roughly in the center of the mass. The tar beast has no bones or hard shell, it is simply a skin of fur filled with an amount of sticky acidic tar. This allows it to bend and twist itself through tight spaces and holes. The tar also creates a number of problems for anyone attacking the beast. Any break in the skin of the beast causes an amount of tar to come out, eating through weapons and spraying onto the attacker. Additionally, bludgeoning weapons are nearly useless against the creatures, as the beasts have no solid parts.

Tar beasts are creatures of the mountains, quite adept at stalking and sniffing out prey. They are hungry and aggressive and attack with little or no provocation. Typically, they hunt in small familial groups, but they have been known to gather in larger forces if their territory is threatened. Little is known about their habits, as they make their lairs in tight caverns, unapproachable to most creatures. Usually their caverns link up to the caverns of other familial groups, making exploration dangerous. Lairs may contain juveniles with 2-4 HD.

A typical tar beast stands nearly 10 feet tall and weighs about 900 pounds. The tar beast speaks no language, and communicates only with grunts and howls. They are hardly more intelligent than animals, having discovered only one technological advancement, that of dropping large rocks on their prey from high cliffs.

## Combat

Tar beasts typically lurks in the mountains, waiting to drop rocks on passersby. Once in combat, the tar beast attacks with its claws and teeth, and relies on its natural defenses for survival.

malleability, scent

**Saves:** Fort +5, Ref +6, Will +6

**Abilities:** Str 20, Dex 19, Con 16, Int 6, Wis 12, Cha 13

**Skills:** Climb +6, Escape Artist +20, Hide +2, Jump +9, Listen +4, Move Silently +6, Spot +4, Survival +3

**Feats:** Alertness, Power Attack, Track

**Environment:** Temperate mountains

**Organization:** Solitary or group (2-9)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** –

Its malleable nature makes it highly resistant to bludgeoning weapons. Any damage done to it with a piercing or slashing weapon leaves an amount of acidic tar on the weapon, sizzling with green smoke as it dissolves from the vitriolic substance. If the fight is going badly for the tar beast, it attempts to retreat back into a narrow cavern, too tight for opponents to follow.

**Acidic Tar (Ex):** Any creature standing within 5 feet of the tar beast when it is damaged by a piercing or slashing weapon must succeed on a Reflex save (DC 10 + damage dealt to tar beast) or be sprayed with acidic tar. The tar inflicts 1d6 points of acid damage to each affected creature per round and remains effective for 1d4 rounds or until washed away with water (a full-round action). A damaged creature's armor must succeed on a DC 16 Fortitude save or dissolve when first splashed. Any weapon that damages a tar beast also must succeed on a DC 16 Fortitude save or be dissolved. The Fortitude save DC is Constitution-based. The acid does 40 points of damage per round to unattended wood or metal objects and 20 points per round to unattended stone objects.

**Rock Drop (Ex):** A tar beast often drops half-ton rocks onto creatures from above, dealing 5d6 points of damage for the first 10 feet dropped, plus 1d6 points for each additional 10 feet. The beast usually has 3 or 4 rocks to drop before it climbs down to fight.

**Malleability (Ex):** Tar beasts have no bones, so they are able to flatten themselves or squeeze into tight spaces. The beast can flatten itself to as small as 2 inches high, or fit into a hole as little as 6 inches in diameter. A tar beast never has to make an Escape Artist check to squeeze into a space, and only takes a -2 penalty on attack rolls and AC when squeezing.

**Skills:** Tar beasts have a +16 racial bonus on Escape Artist checks.



# Tazelwurm

## Large Magical Beast

**Hit Dice:** 7d10+21 (59 hp)

**Initiative:** +6

**Speed:** 40 ft (8 squares)

**Armor Class:** 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17

**Base Attack/Grapple:** +7/+15

**Attack:** Claw +10 melee (1d6+4)

**Full Attack:** 2 claws +10 melee (1d6+4) and bite +5 melee (2d6+2)

**Space/Reach:** 10 ft/5 ft.

**Special Attacks:** Ambush, frightening exuviation

**Special Qualities:** Darkvision 60 ft. low-light vision, resistance to fire 10, scent, tremorsense 60 ft.

**Saves:** Fort +8, Ref +7, Will +4

**Abilities:** Str 18, Dex 14, Con 16, Int 2, Wis 15, Cha 15

**Skills:** Hide +7\*, Jump +8, Move Silently +7, Spot +6

**Feats:** Improved Initiative, Improved Natural Attack (bite), Power Attack

**Environment:** Any mountains

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 8-14 HD (Large); 15-21 HD (Huge)

**Level Adjustment:** —

A tazelwurm is an aggressive, flesh-eating monster with a serpentine body, feline head, and two long powerful arms that end in razor-sharp claws. Their scales and flesh are a grayish tone, helping the tazelwurm blend into their rocky hunting grounds. They haunt mountain passes and prey on travelers passing through their territory.

Tazelwurms are masters of camouflage and are nearly indistinct from their rocky surroundings. They enjoy striking from ambush and downing unsuspecting prey. They are diurnal hunters and are most active in the morning hours. Their hunting grounds often cover several square miles of rocky terrain and should a tazelwurm enter another's territory, it is quickly driven away if detected. Tazelwurms eat just about anything that comes near, but they are especially fond of mountain lions and mountain goats. When the tazelwurm kills its prey, it drags it to its lair, which takes the form of a well-hidden and nearly inaccessible depression or cave. The kill is devoured over a period of several days.

Tazelwurms rarely interact with other creatures; including their own kind. When more than one is encountered, they are usually a mated pair. Young are born live and left to the care of the mother. Young tazelwurms reach maturity around two years of age and leave the lair to go out on their own.

Tazelwurms grow to be about 25 feet long, though the average tazelwurm never reaches more than 9 or 10 feet long. Very old tazelwurms may even have lichens and mosses growing on them, enhancing their rocky appearances.

## Combat

A tazelwurm lies in wait for its meals. They generally avoid large groups of travelers, preferring to attack a straggler or a member of a party who happens to have gotten lost or separated. A hungry tazelwurm though, will attack just about anything that comes near it.

**Ambush (Ex):** If a tazelwurm catches an opponent flat-footed, it gains a +4 circumstance bonus to its attack roll for that round.

**Frightening Exuviation (Ex):** If a tazelwurm is hit by a fire attack or effect that deals at least 10 points of damage, it takes no damage, but instead allows its scales, flesh, and fur to be consumed and burned away in a single round, exposing its skeletal structure. A creature viewing this must succeed on a DC 15 Will save or be paralyzed with fear for 1d3 rounds. The save DC is Charisma-based. A creature that successfully saves cannot be affected again by the same tazelwurm's frightening exuviation for one day. This has no effect on other tazelwurms.

**Tremorsense (Ex):** Tazelwurms can detect anything within 60 feet that is in contact with the ground.

**Skills:** A tazelwurm has a +4 racial bonus on Hide and Move Silently checks. \*The Hide bonus increases to +8 when the tazelwurm is in rocky or subterranean areas.

# Wind Raptor

## Small Magical Beast (Air)

**Hit Dice:** 5d10 (27 hp)

**Initiative:** +5

**Speed:** Fly 100 ft. (perfect) (20 squares)

**Armor Class:** 19 (+1 size, +5 Dex, +3 natural), touch 16, flat-footed 14

**Base Attack/Grapple:** +5/+3

**Attack:** Wing slash +11 melee (2d6+2/19-20) or bite +11 melee (1d6+2)

**Full Attack:** Wing slash +11 melee (2d6+2/19-20) or bite +11 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Phase slash

**Special Qualities:** Darkvision 60 ft., low-light vision, transparent

**Saves:** Fort +4, Ref +9, Will +3

**Abilities:** Str 14, Dex 21, Con 10, Int 6, Wis 14, Cha 6

**Skills:** Hide +9, Listen +4, Move Silently +9, Spot +4

**Feats:** Flyby Attack, Improved Critical (wing slash)<sup>B</sup>, Weapon Finesse

**Environment:** Any mountains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 6-10 HD (Small); 11-15 HD (Medium)

**Level Adjustment:** —

Wind raptors are legendary creatures that strike at grazing herd animals, leaving it with huge gashes all across their bodies in a mass of slimy remains. The creature is a flying reptile with gray leathery wings and a long, whip-like tail ending in a stub shaped like a diamond. It has a thin head with a long pointy snout filled with small teeth. Wind raptors spend the first hours of the day stretched across the surface of a rock, basking on the morning sun and practically invisible to anyone not actively looking for them, and then take off in search of their daily sustenance. They fall into deep slumber during the night, when they prefer to stay perched on a high rock out of walking creature's way.

### Combat

Wind raptors are aggressive and swoop down from the sky to slash any potential prey open with

the razor-sharp protrusions on their wings, which are strong and flexible enough to allow the creature to perform complicated flying maneuvers.

**Phase Slash (Su):** As a free action, a wind raptor can become incorporeal for one round. In this state it has no Strength score and loses its normal attacks, but gains a touch attack. The touch attack deals no damage, but a victim hit by it must succeed on a DC 17 Fortitude save or be stunned for 1d4 rounds. The save DC is Dexterity-based. A wind raptor may use this ability once every 1d6 rounds.

**Transparent (Su):** Three times per day, a wind raptor can become transparent, giving it a +10 enhancement bonus to Hide checks. A wind raptor can maintain this state indefinitely, but if it attacks, takes a full-round action, or takes an action that requires attention it must succeed on a DC 15 Concentration check or return to its normal state.

## Flora and Fauna

**Giant's kettles:** Deep cylindrical potholes carved out of rock by erosion. When water takes a sudden change of direction, it causes a circular current, better known as a whirlpool. The water and any debris caught in the whirlpool carve out large bowl-like depressions up to 20 feet deep.

# Wind Walker

**Large Elemental (Air, Extraplanar)**

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +8

**Speed:** 40 ft. (8 squares), fly 60 ft. (perfect)

**Armor Class:** 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

**Base Attack/Grapple:** +4/+12

**Attack:** Slam +7 melee (2d6+6)

**Full Attack:** Slam +7 melee (2d6+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** –

**Special Qualities:** Darkvision 60 ft., *detect thoughts*, elemental traits, natural invisibility, telepathy 100 ft., vulnerabilities

**Saves:** Fort +4, Ref +9, Will +3

**Abilities:** Str 18, Dex 18, Con 14, Int 12, Wis 13, Cha 11

**Skills:** Jump +8, Listen +9, Move Silently +12, Search +9, Spot +9, Survival +5 (+7 following tracks)

**Feats:** Combat Reflexes, Flyby Attack, Improved Initiative

**Environment:** Elemental Plane of Air

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** 7-10 HD (Large); 11-18 HD (Huge)

**Level Adjustment:** –

Wind walkers are creatures from the Elemental Plane of Air. They are often summoned to the Material Plane by wizards or clerics who employ them as guards. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature. A wind walker's natural form is that of a roaring and whistling column of wind. No discernable features can be seen in the wind walker's form.

A wind walker is 12 feet tall and weighs only 3 pounds. Wind walkers speak Auran, but prefer to communicate telepathically.

## Combat

A wind walker attacks by using the surrounding air to pummel a single opponent. The wind takes the form of a large, howling, swirling cone of air. A wind walker has no other method of attack.

**Detect Thoughts (Sp):** A wind walker continuously *detects thoughts* as the spell (caster level 12th, DC 13). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

**Natural Invisibility (Su):** This ability is constant, allowing a wind walker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Vulnerabilities (Ex):** A *control weather* spell instantly slays a wind walker if it fails a Fortitude save. A *slow* spell deals 1d6 points of damage per caster level to a wind walker, and *ice storm* causes it to become panicked for 1d4 rounds if it fails a Will save, or shaken for 1d4 rounds if it succeeds.

# Argent Hunter

## Medium Aberration

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +9

**Speed:** 40 ft. (8 squares)

**Armor Class:** 20 (+5 Dex, +5 natural), touch 15, flat-footed 15

**Base Attack/Grapple:** +6/+9

**Attack:** Claw +11 melee (1d8+3)

**Full Attack:** 2 Claws +11 melee (1d8+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** –

**Special Qualities:** Blindsight 60 ft., damage reduction 5/magic, *invisibility*

**Saves:** Fort +5, Ref +7, Will +6

**Abilities:** Str 16, Dex 20, Con 16, Int 10, Wis 10 Cha 6

**Skills:** Balance +5, Climb +6, Jump +7,

Listen +8, Spot +8, Swim +10, Survival +8

**Feats:** Combat Reflexes, Dodge<sup>B</sup>, Improved Initiative, Mobility<sup>B</sup>, Spring Attack<sup>B</sup>, Track<sup>B</sup>, Weapon Finesse, Whirlwind Attack<sup>B</sup>

**Environment:** Any mountain and underground

**Organization:** Solitary or pack (2-4)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 9-16 HD (Medium)

**Level Adjustment:** +6

Argent hunters are humanoid creatures with extraordinary dexterity. This vaguely humanoid creature has viscous metallic-gray skin. Its lithe body is smooth and hairless, and is reminiscent of liquid mercury. Its face has is featureless.

No one knows how argent hunters are made, but everyone agrees that they are unnatural. These beings live only to hunt, but why they do so remains a mystery, as they do not consume any portion of their prey.

An argent hunter is 7 feet tall and weighs 250 pounds. Argent hunters do not speak, but understand Common.

## Combat

The argent hunter favors attacking from invisibility for surprise, and then becoming invisible once more when the opportunity presents itself. Though individual styles of combat seem to

vary based on who the creature was in life, each of these beings is aided by an impressive array of instinctual feats. Many prefer to move into the midst of a party and let loose with a whirlwind attack, hoping to take down multiple foes and then use its several attacks of opportunity to confront those that attempt to flee.

**Blindsight (Su):** Argent hunters have no eyes or ears, but they perceive their surroundings through mystical means. Within an antimagic field or other such negation, an argent hunter is completely blind and deaf, suffering all appropriate penalties for these conditions.

**Invisibility (Sp):** At will, an argent hunter can become invisible, as the *invisibility* spell (caster level 8th).

**Skills:** Argent hunters have a +4 racial bonus on Listen, Spot, and Survival checks.

# Blessed Ring

## Large Plant

**Hit Dice:** 8d8+40 (76 hp)

**Initiative:** -5

**Speed:** 0 ft.

**Armor Class:** 14 (-1 size, -5 Dex, +10 natural), touch 4, flat-footed 14

**Base Attack/Grapple:** +6/-

**Attack:** —

**Full Attack:** —

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Acid spray, digest

**Special Qualities:** Fast healing 5, immunity to acid, low-light vision, plant traits, soul sense

**Saves:** Fort +11, Ref -, Will +5

To the weary adventurer, the blessed ring is a gift from the gods. Although rare, these simple rings of common toadstools can be found scattered throughout the wilderness. They are distinguished from normal mushrooms by their perfect ring pattern on the ground and the odd lack of plant growth within their circle. Close inspection reveals nothing special about the ring, but if any living creature lies down within the circle and remains still for 5 minutes, the ring begins to grow up around it, quickly forming an impenetrable dome of mushrooms roughly 10 feet across and 5 feet high. This dome can comfortably hold four Medium creatures. Anyone within the dome can rest completely protected from the elements and any marauding predators. After precisely 8 hours, the dome recedes, and within 1 minute, only the original ring of mushrooms remains. There is little chance that anyone within the dome may be disturbed, as any attempt to attack or harm the dome during these 8 hours (whether from the inside or outside) earns the offender a spray of powerful acid.

The blessed ring is, however, something of a mixed blessing: Five minutes after the dome is formed, the fungus uses its soul sense power on everyone inside of it. If anyone within the circle is evil, the blessed ring attempts to digest everything within it. Player characters trapped inside have only a few rounds to cut themselves out before they become fertilizer for the blessed ring.

Blessed rings are often used by good or neutral adventurers as a safe place to camp in the wilderness. Creatures with the Knowledge (nature) skill can make a DC 18 check to recognize a blessed ring for what it is. A less common use for the ring is as a rite of passage for certain tribes or religions. Some druidic groups require all new

**Abilities:** Str -, Dex -, Con 20, Int 1, Wis 12, Cha 2

**Skills:** Listen +9, Spot +8

**Feats:** Ability Focus (digest), Alertness, Iron Will

**Environment:** Temperate forest, hills, and mountains

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always lawful good

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** -

aspirants to stay a night in the blessed ring in order to prove their purity. Some primitive tribes also use the ring as a rite of passage into adulthood or as a final test for a new chieftain. A blessed ring can also be used against evil, sometimes used to destroy an evil magical item or artifact. The ring is as useful as it is deadly.

## Combat

The blessed ring does not enter combat directly, but if attacked in dome form, it sprays acid to defend itself. If attacked from the inside, it begins to digest the attacker.

Anyone attempting to break through the dome must deal damage equal to one-third of the dome's total hit points (25 for a typical blessed ring) in order to make room for a Medium creature to pass through. As the dome heals 5 hit points per round, this is more difficult than it sounds.

**Acid Spray (Ex):** The blessed ring defends itself by spraying attackers with a 15-foot cone of acid as a standard action. This attack inflicts 3d10 points of acid damage (Reflex DC 19 half). The save DC is Constitution-based.

**Digest (Ex):** If the blessed ring detects an occupant that is evil, or if it is attacked from the inside, it attempts to digest all within its dome as a standard action. Creatures within the dome are heavily sprayed with acid, inflicting 4d10 points of acid damage (Reflex DC 21 half). On each round of digestion following the 4th, all items within the dome risk dissolving. Attended or magical items can make DC 21 Fortitude saves to survive; determine which of a character's items are affected as if rolling a natural 1 on a saving throw against a magical attack. The save DCs are Constitution-based and include the blessed ring's Ability Focus feat.

When the dome recedes after 8 hours, no trace is left of anything digested by the blessed ring.

**Soul Sense (Su):** Five minutes after its dome is formed, the blessed ring uses this ability to determine the alignment of everyone within it and whether or not they are pure of heart. If

it detects any evil-aligned creatures, the blessed ring attempts to digest its contents. It is possible to fool the ring with spells such as *undetectable alignment*.

## Demiurge

### Medium Undead (Incorporeal)

**Hit Dice:** 8d12 (52 hp)

**Initiative:** +6

**Speed:** Fly 40 ft. (good) (8 squares)

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

**Base Attack/Grapple:** +4/–

**Attack:** Incorporeal touch +6 melee (1d4 cold)

**Full Attack:** Incorporeal touch +6 melee (1d4 cold)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Chill, soul touch, transfixing gaze

**Special Qualities:** Darkvision 60 ft., incorporeal traits, spell resistance 20, undead traits, unnatural aura, susceptibility

to iron

**Saves:** Fort +2, Ref +4, Will +8

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

**Skills:** Diplomacy +6, Hide +13, Intimidate +12, Listen +15, Search +12, Sense Motive +11, Spot +15, Survival +8 (+10 following tracks)

**Feats:** Alertness<sup>B</sup>, Blind-Fight, Combat Reflexes, Improved Initiative

**Environment:** Any hills and mountains

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-24 HD (Medium)

**Level Adjustment:** –

The demiurge is the undead spirit of an evil human returned from the grave with a wrathful vengeance against all living creatures that enter its domain. The demiurge is very territorial, usually haunting an area of up to three square miles from its place of death. The demiurge has a sunken nose, hollow eye sockets, and sickly, pale white, semi-transparent flesh. Its hair is unkempt and dirty, and its clothes are nothing more than rags that hang loosely from its translucent form.

A demiurge is about the size of a human and is weightless due to its incorporeality. Demiurges speak Common and Abyssal.

### Combat

A demiurge attempts to transfix the most powerful opponent in combat. Having successfully done so, it uses its soul touch ability to disperse of such creatures and any others remaining. If it fails to transfix an opponent or is faced with overwhelming odds, it flees, seeking to attack at a later time.

**Chill (Su):** The touch of the demiurge brings the cold of the grave, dealing 1d4 points of cold damage to a living creature touched.

**Soul Touch (Su):** By making a successful melee touch attack against an opponent of Large size or smaller, a demiurge can move through that foe's body, forcing that creature to succeed on a DC 18 Fortitude save or die as the unnatural shock of unlife permeates its soul. If the save succeeds, that opponent cannot be affected by that demiurge's soul touch ability for 24 hours. The save DC is Charisma-based.

**Transfixing Gaze (Su):** Held (as the *hold person* spell) for 1 minute, range 30 feet; Will DC 18 negates. The save DC is Charisma-based.

**Susceptibility to Iron (Ex):** A cold iron weapon affects a demiurge as if it were a ghost touch weapon.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a demiurge at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

# Electrohydra (5 headed)

## Huge Magical Beast

**Hit Dice:** 5d10+25 (52 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), swim 20 ft. (4 squares)

**Armor Class:** 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

**Base Attack/Grapple:** +5/+18

**Attack:** Bites +8 melee (1d10+5)

**Full Attack:** 5 bites +8 melee (1d10+5)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Breath weapon

**Special Qualities:** Can't be tripped, darkvision 60 ft., immunity to electricity,

low-light vision, scent

**Saves:** Fort +9, Ref +5, Will +2

**Abilities:** Str 21, Dex 12, Con 20, Int 3, Wis 12, Cha 12

**Skills:** Listen +7, Spot +7

**Feats:** Combat Reflexes, Power Attack

**Environment:** Temperate or warm hills and mountains

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** –

**Level Adjustment:** –

Also occasionally referred to as a 'behydra,' the electrohydra is a magical crossbreed combining traits of hydrae and behirs. An electrohydra has as many heads as its hydra progenitor; from its behir progenitor it gains a total of eight legs and the ability to generate the electrical breath weapon that gives the creature its name. Electrohydra scale coloration tends toward the ultramarines and deep blues commonly found in behirs, while the creature's eyes retain the amber colour associated with hydrae. Like other hydrae, electrohydrae are about 20 feet long and weigh about 4,000 pounds.

## Combat

Electrohydrae can attack with all of their heads at no penalty, even if they move or charge during the round.

An electrohydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must hit the monster's

neck with a slashing weapon and deal damage equal to the electrohydra's original hit point total, divided by its original number of heads, in one blow. Any excess damage is lost. A severed head dies and a natural reflex seals the neck shut to prevent further blood loss. The electrohydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.

**Breath Weapon (Su):** 20-foot line, once every 10 rounds, damage 3d6 electricity, Reflex half (DC is 10 + 1/2 hydra's original number of heads + electrohydra's Con modifier). All heads breathe in the same round, each one doing the above listed damage.

**Skills and Feats:** Electrohydrae have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. An electrohydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

## Flora and Fauna

**Honey mushroom:** One of three kinds of fungi that give off light at night. Mountain people called the glowing mushrooms "fox fire" for their green phosphorescence. The name for the honey mushroom comes from the cap, which is honey colored. But the glow comes from rootlike filaments called mycelia, which grow into rotting logs or tree stumps. The wood itself often appears to glow.

# Haklaa

## Large Magical Beast

**Hit Dice:** 8d10+16 (60 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

**Base Attack/Grapple:** +8/+16

**Attack:** Claw +11 melee (2d6+4/19-20)

**Full Attack:** 2 claws +11 melee (2d6+4/19-20)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Augmented critical, rage

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +8, Ref +7, Will +3

**Abilities:** Str 19, Dex 12, Con 15, Int 2, Wis 13, Cha 6

**Skills:** Climb +5, Hide +1, Jump -2, Listen +6, Spot +6

**Feats:** Alertness, Improved Bull Rush, Power Attack

**Environment:** Any mountains

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 9–14 HD (Large); 15–16 HD (Huge)

**Level Adjustment:** –

Haklaa are chitin-covered predators who use their vicious claws to bring down prey. Haklaa resemble enormous bipedal beetles standing nearly ten feet tall. Its eyes are red and bulbous, and its horizontally-aligned teeth gleam with acridly pungent saliva. Its muscular brown body is covered by a shiny, blue-black carapace, from which small horns grow around the legs and shoulders.

The chitin covering a haklaa's forearms extends into foot-long curved blades; in addition to the claws' uses in combat, the curve allows a haklaa to pool water in its claws to carry to its lair and feed to its young. A haklaa's fingers are short and inflexible, used mainly for holding food.

Slow to move due to the chitin around their legs, haklaa compensate for their lack of speed with their ferocity. Haklaa consider any creature larger than a goat and smaller than themselves to be prey, and a haklaa who has recently fed continues to hunt, dragging corpses back to its cave for later feeding. Haklaa caves are uniformly filthy and nauseous, piled high with the bones and decaying remains of past victims.

Though haklaa spend most of their lives prowling mountains in search of food, they will wander some distance if they have trouble locating prey. This occurs most frequently in winter, and is unaffected by what food may remain in a haklaa's cave. The urge to hunt occasionally brings haklaa into humanoid settlements, where they slaughter all creatures they can find before dragging the bodies home.

Haklaa reproduce asexually, each laying a single egg every five years, and live for an average

of twenty years. Haklaa hatch after three months, remaining in the lair until they reach maturity after another fifteen months. A haklaa's claws grow continuously throughout its life span, kept sharp through beatings against rocks and trees. The scars left by this practice are the primary sign explorers look for when determining the limits of a haklaa's territory.

Haklaa stand between 8 and 10 feet tall and weigh over 1,000 pounds.

## Combat

A haklaa will fight to the death during a hunt or in self-defense, regardless of the capabilities of its foes. Though a haklaa never flees, it will pursue a fleeing creature if not defending its territory against other opponents.

**Augmented Critical (Ex):** Haklaa threaten a critical hit on a natural attack roll of 19-20, dealing double damage on a successful critical hit.

**Rage (Ex):** A haklaa that takes damage in combat flies into a berserk rage on its next turn, clawing madly until either it or its opponent is dead. An enraged haklaa gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

## Haklaa Chitin Armor

Craftsmen prize the haklaa's carapace for its potential to be worked into armor equivalent to half-plate, but weighing only 30 pounds. Haklaa chitin armor costs 900 gp and has a Craft (armorsmithing) DC of 17. This armor is rare both due to the skill required to craft it and the danger inherent in acquiring the carapace.



# H'Liblika

## Large Magical Beast

**Hit Dice:** 5d10+20 (47 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares), climb 20 ft. (4 squares)

**Armor Class:** 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +5/+13

**Attack:** Claw +8 melee (1d6+4)

**Full Attack:** 2 claws +8 melee (1d6+4) and bite +6 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 1d6+2, trip

**Special Qualities:** Damage reduction 10/magic and cold iron, darkvision 60 ft., low-light vision, scent

**Saves:** Fort +8, Ref +7, Will +1

**Abilities:** Str 18, Dex 16, Con 18, Int 4, Wis 10, Cha 10

**Skills:** Balance +9, Climb +12, Hide +3\*, Jump +8, Listen +2, Move Silently +9, Spot +2

**Feats:** Multiattack, Stealthy

**Environment:** Temperate and cold hills and mountains

**Organization:** Solitary, pair, or pride (3-6)

**Challenge Rating:** 6

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

**Alignment:** Usually neutral

**Advancement:** 6-10 HD (Large), 11-15 HD (Huge)

**Level Adjustment:** –

The h'liblika is a deviation from the normal mountain cat. Its claws have become falcon-like talons, used to rip into its prey, climb mountains, and hang from cliff sides in preparation to pounce. Its black-spotted hide is especially resistant to normal weapons and natural attacks. Its azure eyes gleam in the moonlight.

### Combat

**Improved Grab (Ex):** To use this ability, a h'liblika must hit with its bite attack or both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a h'liblika charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d6+2.

**Trip (Ex):** A h'liblika that hits with its bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the h'liblika.

**Skills:** A h'liblika has a +4 racial bonus to Balance, Hide, and Move Silently checks. \*In rocky or mountainous terrain, the Hide bonus improves to +12.

H'liblikas have a +8 racial bonus on Climb checks. A h'liblika can always choose to take 10 on Climb checks, even if rushed or threatened.

### H'Liblika Hide

The hide of a dead h'liblika can be crafted into a powerful protective garment. The craftsman must have at least 6 ranks in Craft (armorsmithing) or Craft (leatherworking). Creating a suit of h'liblika hide armor is just like crafting masterwork hide armor, except that the craftsman must use a knife or dagger with a +3 or better enhancement bonus to cut the hide.

H'liblika armor has the following statistics: Armor Bonus +4; Maximum Dex Bonus +4; Armor Check Penalty -2; Arcane Spell Failure 20%; Speed 20ft./15 ft.; Weight 25 lbs. Additionally, the hide provides its wearer damage reduction 3/magic or cold iron. It is considered medium armor, and sells for 8,165 gp.

# Iceglare Serpent

**Medium Magical Beast (Cold, Reptilian)**

**Hit Dice:** 10d10 (55 hp)

**Initiative:** +2

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

**Armor Class:** 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

**Base Attack/Grapple:** +10/+10

**Attack:** Bite +11 melee (1d6)

**Full Attack:** Bite +11 melee (1d6) or slam +10 melee (1d4)

**Space/Reach:** 5 ft. (coiled)/5 ft

**Special Attacks:** Chilling gaze

**Special Qualities:** Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire

**Saves:** Fort +7, Ref +11, Will +3

**Abilities:** Str 11, Dex 14, Con 11, Int 3, Wis 10, Cha 10

**Skills:** Hide +7\*, Jump +4, Listen +2, Spot +8, Swim +10

**Feats:** Alertness, Combat Reflexes, Lightning Reflexes, Weapon Focus (bite)

**Environment:** Cold desert and hills

**Organization:** Solitary, pair, or brood (3-5)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Medium); 21-30 HD (Large)

**Level Adjustment:** –

Iceglare serpents are arctic reptiles distantly related to the basilisk. The serpentine creature grows up to twelve feet long, although it is difficult to tell given how it coils upon itself over and over. Vestigial wings, arms and legs can be seen upon its sinuous length and a sharp fin extends along its spine. An iceglare serpent is about 12 feet long and weighs about 1,800 pounds.

## Combat

Iceglare serpents are fearless hunters, and they generally attack anything of Large size or smaller. The iceglare serpent's dread gaze makes it one of the most feared predators of the arctic. The serpent lies in wait for prey and then slams into opponents with its bony head or bites, followed by an attempt to lock eyes with the injured victim. The serpent can then devour the frozen morsel.

**Chilling Gaze (Su):** Paralyzed for 2d4 hours, range 30 feet; Fortitude DC 15 negates. Assuming a paralyzed victim is not eaten, he takes 2d10 points of cold damage when the paralysis wears off and is considered to be suffering from hypothermia (see DMG, Chapter 8, "Cold Dangers"). The save DC is Charisma-based.

**Skills:** An iceglare serpent has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

\*An iceglare serpent's white hide and ability to stay perfectly still grant it a +8 racial bonus to Hide checks in snowy or icy areas.

## Flora and Fauna

**Skunk cabbage:** A plant that produces a poison that causes paralysis, sometimes death. It warns off would-be predators with its foul stench. Skunk cabbage sprouts early in the spring, producing its own heat. During the 12-14 days of flowering, the skunk cabbage produces enough heat to stay 36°F above the ambient temperature. It is not uncommon to find budding skunk cabbages on snow-covered ground with the snow melted around them.

# Lifegiver Goat

## Medium Magical Beast

**Hit Dice:** 8d10+48 (92 hp)

**Initiative:** +3

**Speed:** 60 ft. (12 squares)

**Armor Class:** 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

**Base Attack/Grapple:** +8/+13

**Attack:** Gore +13 melee (2d8+7 [ram] or 2d6+7 [ewe])

**Full Attack:** Gore +13 melee (2d8+7 [ram] or 2d6+7 [ewe])

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Powerful charge (ram only)

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., fast healing 2, immunity to poison and disease, lifegiver milk (ewe only), low-light vision

The lifegiver goat has the sturdy build of a bighorn sheep, but its pelt seems almost to shine with health and vitality. A massive pair of horns curves backward from its skull.

The lifegiver goat gets its name from the curative properties of its milk. Whether these goats gained this property through magical experimentation or divine intervention is unknown.

Small villages and tribes occasionally manage to acquire a lifegiver ewe (and sometimes its mated ram). Unfortunately, lifegiver goats have never successfully bred in captivity. Therefore, the goats are treated among the village or tribe's most important possessions, hidden and guarded from others who would no doubt desire the goat's milk for their own.

Lifegiver goats mate for life. They generally give birth to one or two lambs, which reach maturity in about 8 years.

A lifegiver goat stands about 4 feet tall at the shoulder. Rams can weigh up to 300 pounds, while ewes typically weigh about 160-200 pounds.

**Saves:** Fort +14, Ref +9, Will +5

**Abilities:** Str 20, Dex 16, Con 23, Int 2, Wis 12, Cha 12

**Skills:** Balance +4, Intimidate +4 (ram only), Jump +20, Listen +3, Sense Motive +4 (ewe only), Spot +3

**Feats:** Great Fortitude, Improved Natural Attack (gore), Iron Will

**Environment:** Temperate and warm mountains

**Organization:** Pair or family (3-4)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Medium); 17-24 HD (Large)

**Level Adjustment:** –

## Combat

The lifegiver ewe fights only to defend any lambs she might have. The ram, however, is rather belligerent, and he does his best to defend his ewe (and any lambs) from anyone he deems a threat. He rarely fights to the death; if his opponents retreat, he is content to let them withdraw.

**Powerful Charge (Ex):** A lifegiver ram deals 4d8+14 points of damage when it makes a charge.

**Lifegiver Milk (Su):** The milk of a lifegiver ewe has many beneficial effects. One draught cures 5 points of damage and 2 points of ability damage to any one score, neutralizes any nonmagical poisons in the bloodstream, and cures any nonmagical diseases that the target may be suffering. An ewe can be milked for three draughts each day, but she can spare only one draught if she's currently nursing a lamb. Taking any more affects the lamb's growth adversely.

## Livestone

### Large Ooze

**Hit Dice:** 5d10+35 (62 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares)

**Armor Class:** 9 (-1 size), touch 9, flat-footed 9

**Base Attack/Grapple:** +3/+12

**Attack:** Slam +7 melee (1d8+7)

**Full Attack:** Slam +7 melee (1d8+7)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Engulf, improved grab, solidify

**Special Qualities:** Blindsight 60 feet, immunity to petrification, ooze traits  
**Saves:** Fort +8, Ref +1, Will -4  
**Abilities:** Str 20, Dex 10, Con 24, Int -, Wis 1, Cha 1  
**Skills:** Hide -4\*, Jump -1  
**Feats:** -  
**Environment:** Any hills and mountains

**Organization:** Solitary or group (2-5)  
**Challenge Rating:** 6  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 6-10 HD (Large); 11-15 HD (Huge)  
**Level Adjustment:** -

A livestone is a strange species of ooze that can solidify itself into a consistency that very closely resembles that of stone. In its solidified form, a livestone is indistinguishable from a normal boulder or slab of rock. No one is quite sure from where livestones originated, but ancient legends say that the dwarves accidentally unleashed these horrors on the surface world by digging into their subterranean lairs. Eventually, some livestones found their way to the surface.

Livestones are incredibly long-lived, solidifying and entering a form of hibernation and remaining that way indefinitely until a food source wanders too near. It has a simple chameleon-like ability to mimic local stone by ingesting a small sample and adjusting its own color and texture to match. A hibernating livestone can become covered in moss and lichens to further the deception. A typical livestone is 10 feet across and weighs about 8,000 pounds.

*Combat*

Livestones generally attack from ambush, waiting for a potential meal to pass before flowing into their ooze form and rushing up to engulf the prey. If the surprise attack fails, a livestone resorts to hammering with pseudopods. When attacking in this manner, a livestone will solidify the tip of the pseudopod and strike with a hammer-like blow. A livestone's usual tactic is to solidify the half of its body facing the prey and then send hard-tipped pseudopods out from behind this shield.

**Engulf (Ex):** A livestone can simply mow down Medium or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The livestone merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the livestone, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a

success, they are pushed back or aside (opponent's choice) as the livestone moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

A livestone that has engulfed an opponent can instantly solidify its form, dealing 8d6 points of crushing damage per round to the trapped victim. An engulfed opponent takes 1 point of damage per round as the livestone consumes it (unless the livestone solidifies itself). An engulfed creature can be freed by killing the livestone or through the casting of stone to flesh or similar magic (this deals 1d6 points of damage per caster level to the livestone and automatically ejects an engulfed victim).

**Improved Grab (Ex):** To use this ability, a livestone must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to engulf its opponent.

**Solidify (Ex):** A livestone can solidify all or parts of itself into a material with the hardness and consistency of solid rock. A solidified part of a livestone has a hardness of 8 and a break DC of 50. A livestone can effect the solidification as a free action. An opponent attacking a livestone must succeed on a DC 19 Reflex save each time his attack hits. If the save fails, the livestone actually solidified the portion of its body at the instant it was hit, thus applying its hardness rating of 8 to any damage received. A livestone cannot attack if its entire form is solidified. The save DC is Constitution-based.

**Blindsight (Ex):** A livestone's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Skills:** \*A livestone has a +12 racial bonus to Hide checks in stony areas. If the livestone solidifies its entire form while in stony areas, the Hide bonus increases to +20.

# Nephilim

## Large Giant

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +4

**Speed:** 30 ft. in chainmail (6 squares); base speed 40 ft. (8 squares)

**Armor Class:** 23 (-1 size, +2 Dex, +5 natural, +5 chainmail, +2 heavy wooden shield), touch 11, flat-footed 21

**Base Attack/Grapple:** +6/+15

**Attack:** Longsword +10 melee (2d6+5/19-20) or composite longbow (+5 Str bonus) +9 ranged (2d6+5/x3)

**Full Attack:** Longsword +10/+5 melee (2d6+5/19-20) or composite longbow (+5 Str bonus) +9/+4 ranged (2d6+5/x3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rock throwing, spell-like abilities

Nephilim stand 8 to 8 ½ feet tall but are wiry of build, with few weighing much more than 350 pounds. Their facial features and skin, hair and eye color vary as much as those of humans, but most have what has been described as a lustrous, almost shining quality to their skin and a fiery light in their eyes. Nephilim are extremely long-lived, with some of them being said to reach 1,000 years old. Legend has it that the nephilim are a people of divine, magical origin. Some say they were the children of one of the gods but fell from grace, others that their true ancestry is demonic. In any case, when their ancestors came to the material plane they turned their backs on gods and devils alike.

The nephilim are a people of extremes - strong emotions, strong loyalties, strong beliefs. Very few are content to sit around and wait for something to happen to them. They go out actively seeking adventure, and in the areas they are encountered they will often find their way to positions commanding human armies or leading human mercenary groups.

Most are fighters, and while the equipment portrayed here is typical, they will purchase or otherwise acquire for themselves the best armor and weaponry available. They take a delight in beauty, and so their wealth is almost always in the form of jewelry, art objects, or masterwork and other fine-quality weapons. Mundane objects will be carried in large belt pouches, or occasionally backpacks if need be.

## Combat

Nephilim are expert tacticians and will use whatever weapons and other advantages are available to them. When they have decided on war, they attack uncompromisingly, rarely taking prisoners or showing mercy in battle. Though they will accept an honest and complete surrender, they

**Special Qualities:** Low-light vision, rock catching

**Saves:** Fort +9, Ref +6, Will +4

**Abilities:** Str 20, Dex 19, Con 17, Int 15, Wis 14, Cha 17

**Skills:** Bluff+ 11 or Diplomacy +11, Climb +15, Intimidate +13, Listen +12, Sense Motive +6, Spot +12

**Feats:** Combat Expertise, Dodge, Point Blank Shot

**Environment:** Any hills and mountains

**Organization:** Solitary, family (2-4 plus 25% chance of 1-3 humans or elves), or tribe (41-50, plus 1-3 sorcerers of 3rd-6th level, plus 1-4 greater nephilim including one 6-10th level fighter leader, plus 25% chance of 3-12 humans or elves)

**Challenge Rating:** 6

**Treasure:** No coins; double goods; double items

**Alignment:** Usually chaotic good or chaotic evil

**Advancement:** By character class

**Level Adjustment:** +5

will not usually be willing to negotiate or parlay within a combat, and woe betide the foe that feigns surrender only to later betray the nephilim. Nephilim are courageous to the point of heroism and will have no hesitation in fighting to the death if it will achieve their ends, but they have no wish to throw their lives away unnecessarily and will use the Combat Expertise feat and defensive fighting if need be to keep themselves alive against hard-hitting opponents. The outsized composite longbows favored by nephilim have a range increment of 140 feet. Nephilim occasionally make use of war chariots.

**Rock Throwing (Ex):** The range increment is 120 feet for a nephilim's thrown rocks. It uses both hands when throwing a rock.

**Spell-Like Abilities:** 3/day—*charm person* (DC 14), *comprehend languages*; 2/day—*daze monster* (DC 15), *eagle's splendor*; 1/day—*daylight, heroism*. Caster level 10th. The save DCs are Charisma-based.

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

**Skills:** A nephilim has a +8 racial bonus on either Bluff or Diplomacy checks, as chosen by the nephilim.

## Tactics Round-by-Round

*Round 0: Heroism.*

*Round 1: Charm person against the most*

powerful-looking opponent if facing more than three enemies, or *daze monster* if not. Alternatively, *daylight* if facing an enemy likely to be badly affected by it.

*Round 2:* Full attack in melee or ranged combat depending on range, either attacking the dazed opponent or attempting to combine forces

with the charmed opponent to flank another character.

*Round 3:* Full attack against an injured enemy.

*Round 4:* Repeat from round 1, using a different spell-like ability if the initial one proved entirely ineffective.

## Royal Salamander

**Medium Elemental (Extraplanar, Fire)**

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares)

**Armor Class:** 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +4/+5

**Attack:** Slam +6 melee (1d6+1 plus 1d6 fire)

**Full Attack:** 2 slams +6 melee (1d6+1 plus 1d6 fire)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Burn, spell-like abilities, summon elemental

**Special Qualities:** Change shape, darkvision 60 ft., elemental traits, immunity to fire, telepathy 100 ft., vulnerability to cold

**Saves:** Fort +3, Ref +7, Will +2

**Abilities:** Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 14

**Skills:** Bluff +6, Craft (armorsmithing, blacksmithing or weaponsmithing) +2, Hide +4, Intimidate +6, Jump +5, Sense Motive +2, Spot +2, Tumble +4

**Feats:** Ability Focus (burn), Improved Initiative, Weapon Finesse

**Environment:** Elemental Plane of Fire (warm desert and mountains)

**Organization:** Solitary or gang (2-8)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +6

Royal salamanders consider themselves the ‘true’ salamanders, looking at the outsiders of the same name with derision. It is a testament of the royal salamanders’ power that they can summon and subjugate the outsiders, and tensions are always high. Royal salamanders are humanoid torches, their clothing made of coloured flame and their words coming out with smoke. These elementals have volatile tempers and spend their energy in exquisite works of art or in devastating acts of destruction.

In addition to the standard languages, royal salamanders speak Draconic and Ignan.

### Combat

Royal salamanders love to fight, and throw themselves into battle with joyous abandon. They are quick and strong and prefer unarmed combat to using weapons, as every limb is capable of dealing great damage. If losing ground, a royal salamander will back off and unleash its spell-like abilities.

**Burn (Ex):** A royal salamander’s slam attack deals bludgeoning damage plus fire damage from the elemental’s flaming body. Those hit by a royal salamander’s slam attack must also succeed on a DC 16 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a royal salamander with natural weapons or unarmed attacks take fire damage as though hit by the elemental’s attack, and also catch fire unless they succeed on a Reflex save.

**Spell-Like Abilities:** At will—*flare* (DC 12); 3/day—*burning hands* (DC 13), *detect magic*, *heat metal* (DC 14); 2/day—*daylight*, *flame arrow*; 1/week—*fire storm* (DC 20). Caster level 6th. The save DCs are Charisma-based.

**Summon Elemental (Sp):** Once per day a royal salamander can attempt to summon 1d4 Medium fire elementals with a 35% chance of success, or one lesser phoenix or an average salamander with no chance of failure. This ability is the equivalent of a 5th-level spell.

**Change Shape (Su):** Higher elementals can assume at will a humanoid form while visiting other Planes. This form resembles the elemental’s features in flesh, acting more like a suit for Material plane visits than a disguise. This ability allows only one specific humanoid form, and higher elementals have access to all of their powers in any of their forms.

The humanoid form of a royal salamander is a human with red or coppery blonde hair. Additionally, a royal salamander can take the shape of a fiery lizard of Small size. All of its stats and powers remain the same, except for a +1 size bonus to AC and attack rolls.

# Shrieking Troll

## Large Giant

**Hit Dice:** 6d8+36 (63 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +4/+14

**Attack:** Claw+10 melee (1d6+6) or bite +9 melee (1d6+6)

**Full Attack:** 2 claws +10 melee (1d6+6) and bite +4 melee (1d6+3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d6+9, shriek

**Special Qualities:** Blur, darkvision 90 ft., low-light vision, regeneration 5, scent

**Saves:** Fort +11, Ref +4, Will +1

**Abilities:** Str 23, Dex 14, Con 23, Int 7, Wis 9, Cha 8

**Skills:** Listen +3, Spot +4

**Feats:** Ability Focus (shriek), Power Attack, Weapon Focus (claw)

**Environment:** Any hills and mountains

**Organization:** Solitary or gang (2-5)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 7-12 HD (Large)

**Level Adjustment:** —

A particularly fearsome breed of troll known as shrieking trolls are famous for their wailing battle cry, which can terrify their foes. They are also capable of bursts of evasive action so effective they seem ethereal. These traits make shrieking trolls useful as shook troops that can close quickly on their enemies and reduce them to cowering wrecks. In their natural element they terrorize travelers and small settlements.

## Combat

Shrieking trolls attack without warning, fear or hesitation, but also with no subtlety. They charge straight at their opponents, trusting to their strength and battle cry to lay low their targets.

**Rend (Ex):** If a shrieking troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Shriek (Su):** Three times per day, a shrieking troll can let out its distinctive cry, which can inspire

dread in those that hear it. When a shrieking troll shrieks, all creatures within 30 feet must succeed on a DC 16 Will save or be shaken for 2d6 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

**Blur (Ex):** Once per day as a free action, a shrieking troll may perform an evasive maneuver that distorts and blurs its form. This effect grants the shrieking troll concealment (20% miss chance). A shrieking troll must move from one space to another every round this effect is active (including the round it is initiated), and the effect ends when the shrieking troll stops moving or after five rounds, whichever comes first.

**Regeneration (Ex):** Fire and acid deal normal damage to a shrieking troll.

If a shrieking troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

# Sync

## Medium Monstrous Humanoid (Shapechanger)

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

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

**Base Attack/Grapple:** +8/+10

**Attack:** Longsword +10 melee (1d8+2/19-20) or repeating light crossbow +10 ranged (1d8/19-20)

**Full Attack:** Longsword +10/+5 melee (1d8+2/19-20) or repeating light crossbow +10/+5 ranged (1d8/19-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Sync

The sync are a supernatural race of shapechanging humanoids. The natural form of a sync is that of a slender human with a completely blank, featureless face. It is only this face that ever changes shape, mimicking the faces of the sync's opponents in battle.

A sync is the perfect duelist, able to synchronize to its foe's skills in combat, and many kings and villains keep one on hand as their champion, to defend them from challenges and slights of honor. Others hire them on as mercenaries, although the payment they demand may be difficult for good-aligned creatures to accept.

A sync stands about 5-1/2 to 6 feet tall and weighs between 150-200 pounds. Syncs are mute, but they seem to understand Common and other humanoid tongues.

### Combat

A sync is a deceptive opponent, and it is best to kill one as quickly as possible. At first a sync appears weak, using its Combat Expertise feat to tease its opponents while defending itself during the first few rounds of combat. A sync always directs its attacks at one opponent, never wavering in its decision until its chosen target is dead or impossible to follow. As it fights, the sync slowly gets more and more deadly, often deceptively so. If it survives past the first few rounds, the sync almost never loses.

A sync is even more effective in a group, where its nature may not be revealed until several rounds have passed. Opponents may note its changing face and the fact that it seems to be moving faster and faster each round. In a group made up entirely of syncs, each sync chooses a different target.

**Special Qualities:** Darkvision 60 ft., fast healing 5, spell resistance 20

**Saves:** Fort +5, Ref +8, Will +9

**Abilities:** Str 14, Dex 14, Con 16, Int 15, Wis 17, Cha 12

**Skills:** Balance +4, Disguise +6, Hide +7\*, Jump +9\*, Listen +8, Move Silently +7\*, Search +7, Spot +8, Survival +3 (+5 following tracks), Swim +6\*, Tumble +9\*

**Feats:** Combat Expertise, Improved Disarm, Improved Initiative

**Environment:** Temperate hills

**Organization:** Solitary or team (2-16)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** By character class

**Level Adjustment:** +4

**Sync (Su):** The sync is extremely skilled in adapting itself to its opponents. At the beginning of each turn the sync spends in melee, its Strength and Dexterity scores increase by 2, up to a maximum of +30. Consequentially, its bonus on attack rolls, AC, damage, Reflex saves, and all skills marked with an \* increases by 1 each round. These bonuses remain as long as the sync attacks or is attacked by the same target each round, and the sync does not attack another target. Once its opponent is killed or escapes, the sync reverts to its original statistics. Additionally, in the first 5 rounds of combat, the face of the sync gradually transforms into that of its target.

This effect can be dispelled, although the spell resistance of the sync must still be breached. Treat this ability as a spell with a caster level equal to the sync's Hit Dice. Dispelling the sync only returns the creature to its original state, and does not prevent it from using this ability again on the following round.

**Skills:** Skills marked with an \* are subject to the sync's sync ability.

### Sync Society

Sync society is a mysterious and hidden affair. No one knows where they come from or how they originated. Syncs simply arrive singly or in groups and offer their services for sale. They typically submit to contracts of five years in length, after which they take their payment and return from whence they came. Syncs rarely if ever take money in return for their services. Typically they are paid with the children of their masters. Most people believe that these children are transformed into syncs through strange magics, rumor having it that syncs cannot breed by normal means. Most masters provide their syncs with magical weapons and armor as part of the contract.



# Valikir

## Huge Magical Beast

**Hit Dice:** 8d10+40 (84 hp)

**Initiative:** +2

**Speed:** 10 ft. (2 squares), fly 80 ft. (average)

**Armor Class:** 14 (-2 size, +2 Dex, +4 natural), touch 10, flat-footed 12

**Base Attack/Grapple:** +8/+23

**Attack:** Claw +13 melee (2d4+7)

**Full Attack:** 2 claws +13 melee (2d4+7) and bite +8 melee (2d6+3)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** –

**Special Qualities:** Darkvision 60 ft., low-light vision

Valikiri are birds of prey that nest in caves high in the mountains. Valikiri resemble enormous hawks, 30 feet long from beak to tail, with 60-foot wingspans, and weighing nearly 6,000 pounds. Their feathers range from black to pure white, marked with strange patterns around their necks and wing tips. Their beaks are shining yellow or black, identical in color to their talons. They mature in about thirty months, and live for nearly forty years.

A valikir never strays far from its cave, hunting nearby birds, fish, and mammals. Why valikiri nest in caves is unknown, but some sages believe that they were driven from cliffside nests by ancient predators, and sought out caves for added shelter.

Valikiri can be trained as mounts, and are very loyal to their masters. Most trained valikiri were taken from their nests as eggs or chicks, and moved to large stables with others of their kind. They are a sign of power for the cities they serve, but due to the high cost required to capture and feed them, only wealthy cities can afford to keep even one.

## Combat

When not hunting, valikiri keep to themselves and do not attack unless threatened or starving. In battle, they swoop down from above, striking with their beaks and talons. When engaging a group of adversaries, a valikir will try to snatch a single opponent. Instead of dropping the opponent, the valikir will often pin it to the ground in order to use all of its attacks.

**Snatch (Ex):** A valikir can use its Snatch feat on opponents of up to Medium size.

**Skills:** Valikiri have a +4 racial bonus on Spot checks.

**Saves:** Fort +11, Ref +8, Will +4

**Abilities:** Str 25, Dex 15, Con 20, Int 2, Wis 14, Cha 10

**Skills:** Hide -6, Jump -5, Listen +7, Spot +12

**Feats:** Flyby Attack, Snatch, Wingover

**Environment:** Any mountains

**Organization:** Solitary or pair

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Huge); 17-24 HD (Gargantuan)

**Level Adjustment:** +11\* (mount)

## Training a Valikir

A valikir requires training before it can bear a rider in combat. Training a valikir requires six weeks of work and a DC 25 Handle Animal check. Riding a valikir requires an exotic saddle. A valikir can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Valikiri trained for combat are worth 8,000 gp apiece on the open market. Professional trainers charge 6,000 gp to rear or train a valikir.

\*A paladin of sufficiently high level can take a valikir as a mount, but the character is treated as 11 levels lower for the purposes of determining the valikir's characteristics and special abilities.

**Carrying Capacity:** A light load for a valikir is up to 1,064 pounds; a medium load, 1,065-2,132 pounds; and a heavy load, 2,133-3,200 pounds. A valikir can drag 16,000 pounds.

## Valikir Items

Valikir feathers are excellent for fletching. For purposes of determining creation time and raw materials cost, the masterwork component of an arrow or bolt made from a valikir feather costs only 3 gp, instead of 6 gp. A valikir has 10d20 feathers suitable for fletching.

Valikir flesh is edible, but poisonous (ingested DC 19, initial and secondary damage 1d4 Strength and 1d4 Constitution), and must be cooked at a high temperature to make safe. Valikir meat which has not been cooked sufficiently causes violent illness.

Valikir blood can be used to counteract poison, as well. For purposes of determining creation time and raw materials cost, a dose of antitoxin created with valikir blood costs 25 gp, instead of 50 gp. A single valikir has enough blood to create 50 doses of antitoxin, but the blood becomes useless after a week unless properly cooled.

# Vipercoil

## Medium Construct

**Hit Dice:** 10d10+20 (75 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 19 (-1 Dex, +10 natural), touch 9, flat-footed 19

**Base Attack/Grapple:** +7/+13

**Attack:** Slam +13 melee (2d8+6 plus poison)

**Full Attack:** 2 slams +13 melee (2d8+6 plus poison)

**Space/Reach:** 5 ft./10 ft.

**Special Attacks:** Entrancement, poison

**Special Qualities:** Construct traits, damage reduction 5/adamantine, darkvision 60 ft.,

immunity to magic, low-light vision

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

**Abilities:** Str 23, Dex 9, Con –, Int –, Wis 11, Cha 1

**Skills:** Jump +0

**Feats:** –

**Environment:** Temperate or warm forests, hills, and marshes

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Large); 21-30 HD (Huge)

**Level Adjustment:** –

Vipercoils are masses of writhing snakes, bound together through magic in a vaguely humanoid shape. Although individual snakes look like they are attempting to free themselves from the mass, the mass of snakes move together as a singularity.

Vipercoils are a form of golem, often created by snake cults. They are used as both guardians and assassins. A vipercoil stands roughly 7 feet tall and weighs almost 500 pounds. Vipercoils cannot speak, although it can emit a cacophony of hisses.

## Combat

Being non-intelligent constructs, vipercoils pursue their opponents with frightening determination. Their potent venom and entrancement effect tend to quickly finish off all enemies.

**Entrancement (Su):** The slithering, coiled snakes that comprise a vipercoil's body have a hypnotic effect on those viewing their writhing forms. Upon seeing a vipercoil, all creatures must succeed on a DC 15 Will save or be dazed for 1d3 rounds after which the victim must save again if it views the vipercoil again. Opponents who successfully save cannot be affected by the same vipercoil's entrancement ability for 24 hours. The save DC is Constitution-based.

**Poison (Ex):** Slam, Fortitude DC 15; initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

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

A *calm animals* spell slows a vipercoil (as the *slow* spell) for 2d4 rounds, with no saving throw.

A *charm animal* spell deals 1d6 points of damage to it.

A *dominate animal* spell deals 2d6 points of damage to it plus 1d2 points of Strength damage.

A *summon nature's ally* spell used to summon vipers heals 4 points of damage for every 1 Hit Die of vipers summoned and commanded to join the vipercoil's body. If the amount of healing would cause the vipercoil to exceed its full normal hit points, it gains any excess as temporary hit points.

## Construction

A vipercoil's body is made from 500 living tiny vipers. A vipercoil costs 65,000 gp to create, which includes 1,000 gp for the serpents. Assembling the body requires a DC 15 Craft (leatherworking) check or a DC 15 Heal check.

CL 15th; Craft Construct, *dominate animal*, *poison*, *reincarnate*, caster must be at least 15th level; Price 131,000 gp; Cost 65,000 gp + 1,100 XP.

# Bicephalous Troll

## Large Giant

**Hit Dice:** 9d8+54 (94 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

**Armor Class:** 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +6/+16

**Attack:** Claw +11 melee (1d4+6) or club +11 melee (1d8+6)

**Full Attack:** 2 claws +11 melee (1d4+6) and 2 bites +6 melee (1d8+3) or 2 clubs +11/+6 melee (1d8+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d6+9

**Special Qualities:** Darkvision 90 ft.,

lowlight vision, regeneration 5, scent

**Saves:** Fort +12, Ref +5, Will +4

**Abilities:** Str 23, Dex 14, Con 22, Int 6, Wis 9, Cha 8

**Skills:** Listen +7, Search +4, Spot +7

**Feats:** Alertness, Improved Initiative, Iron Will, Power Attack

**Environment:** Cold and temperate hills, mountains, and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** —

That a bicephalous troll's parentage includes an ettin is made obvious by the creature's two functional heads. These two-headed trolls often have brownish tones to their skin mottling, but otherwise conform to the standard troll physiology. They can be found living with normal trolls, ettins or off on their own.

## Combat

A bicephalous troll attacks with either two claws and two bites, or with up to two clubs. When biting, each head attacks the same victim, but a two-headed troll can attack two different foes with its arms without an off-hand penalty, as each arm can be 'targeted' by a different head.

These crossbreeds have a much weaker form of regeneration that heals damage but cannot rejoin severed limbs.

**Rend (Ex):** If a bicephalous troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a bicephalous troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature cannot reattach a severed member.

**Skills:** A bicephalous troll's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

# Bonechewer

## Large Dragon

**Hit Dice:** 8d12+24 (76 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), fly 60 ft. (average) (12 squares)

**Armor Class:** 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

**Base Attack/Grapple:** +8/+17

**Attack:** Tail slam +12 melee (1d6+5) or bite +12 melee (2d6+5)

**Full Attack:** Tail slam +12 melee (1d6+5) or bite +12 melee (2d6+5) and 2 claws +7 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Bonespew, snatch, trip

**Special Qualities:** Blindsight 120 ft., immunity to sleep and paralysis, scent

**Saves:** Fort +9, Ref +7, Will +8

**Abilities:** Str 21, Dex 12, Con 16, Int 5, Wis 14, Cha 10

**Skills:** Climb +13, Hide +5\*, Listen +16, Move Silently +14

**Feats:** Flyby Attack, Improved Initiative, Wingover

**Environment:** Any mountains and underground

**Organization:** Solitary, pair, or colony (5-10, plus 1-4 hatchlings, plus 1-6 eggs)

**Challenge Rating:** 7

**Treasure:** Standard coins, double goods (gems only) standard items

The bone chewer is a breed of dragon found in mountainous regions. Named after its nasty habit of chewing on the bones of its prey, this dragon forms a sticky paste from the ground bone, which it uses as a breath weapon, immobilizing creatures in its path.

As mounts, bonechewers are usually found only amongst the most martial and disciplined of subterranean races. Providing the creature with skeletons could be a problem though, especially for a paladin.

*Combat*

A bonechewer can spit out a paste called bonespew, made of stomach excretions and ground bone. A bonechewer can use this attack as many times per day as it likes, though it can only hold enough material for three uses at once.

A bonechewer must devour full skeletons to replenish its supply, and it takes a full round for a bonechewer to consume a Medium skeleton. It takes 5 minutes to digest this bone material, and a Medium skeleton provides enough material to replenish one use of its bonespew attack.

**Bonespew (Ex):** A bonechewer can spit out a 60-foot cone of paste once per round. Creatures within the cone must succeed on a DC 17 Reflex save or the paste anchors them in place, allowing no movement. The save DC is Constitution-based. A bonechewer can project its bonespew three times before emptying its throat-sac.

An entangled creature can escape with a DC 17 Escape Artist check or break free with a DC 21 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Bonespew hardens immediately on contact, and has 15 hit points and hardness 7.

**Snatch (Ex):** A bonechewer can choose to start a grapple when it hits with a tail slam attack, as a free action without provoking an attack of opportunity. If a bonechewer gets a hold on a Medium or Small creature, it can make an automatic claw attack and squeezes each round for automatic tail slam damage. A bonechewer can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung

**Alignment:** Usually neutral

**Advancement:** 9-16 HD (Large), 17-24 HD (Huge)

**Level Adjustment:** –

creature travels 1d6x10 feet, and takes 1d6 points of damage per 10 feet traveled. If a bonechewer flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

**Trip (Ex):** A bonechewer that hits with its tail slam attack can attempt to trip the opponent (+17 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the bonechewer. A bonechewer cannot make a trip attack in any round that it has used its tail as part of a snatch maneuver.

**Skills:** A bonechewer has a +5 racial bonus on Listen and Move Silently checks.

\* A bonechewer receives a +5 racial bonus on Hide checks in areas of low-light or darkness.

*Training a Bonechewer*

Although intelligent, a bonechewer requires training before it can bear a rider in combat. To be trained, a bonechewer must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly bonechewer requires six weeks of work and a DC 25 Handle Animal check. Riding a bonechewer requires an exotic saddle. A bonechewer can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. When a bonechewer is forced into an open area, a rider takes a -2 penalty to all Ride checks, due to the affect open spaces have upon the beast's Blindsight and nerves.

A paladin of 9th level or higher can select a bonechewer as his special mount. Apply a -4 adjustment to the paladin's level for purposes of determining the mount's characteristics and special abilities.

Bonechewer eggs are worth 6,000 gp apiece on the open market while young are worth 9,000 gp each. Professional trainers charge 3,000 gp to rear or train a bonechewer.

**Carrying Capacity:** A light load for a bonechewer is up to 459 pounds; a medium load, 460-918 pounds; and a heavy load, 919- 1380 pounds. A bonechewer can carry up to its Medium load and still fly.

# Dracolisk

## Medium Dragon

**Hit Dice:** 6d12+18 (57 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 20 (-1 Dex, +11 natural), touch 9, flat-footed 20

**Base Attack/Grapple:** +6/+12

**Attack:** Bite +12 melee (1d8+6)

**Full Attack:** Bite +12 melee (1d8+6) and 2 claws +7 melee (1d4+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Breath weapon, petrifying gaze

**Special Qualities:** Darkvision 60 ft., immunity to energy, low-light vision

The vicious dracolisk is a rare crossbreed of dragon and basilisk. This six-foot-long draconic creature has forward-curving horns and a crest that runs from the back of its head to the lower portions of its neck. Its scales are dull black. Eerie, deep-socketed eyes peer out from its skull-like head, glowing with a pale green light.

No one is quite sure how the dracolisk species came to be, but all who have encountered it are well aware of its lethality. There is believed to be one species of dracolisk for every species of dragon. Thus far, however, most dracolisks encountered have been of the black variety. Large dracolisks have wings, but the smaller varieties do not. At first glance, a dracolisk appears to be a juvenile dragon of whatever color its dragon parent was—but thanks to the petrifying gaze it inherited from its basilisk parent, most who encounter a dracolisk never get a second glance.

Dracolisks speak Draconic, although poorly due to their low intelligence. A dracolisk is about 6 feet long with a 5- to 7-foot-long tail. It weighs about 300 pounds.

## Combat

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

**Saves:** Fort +10, Ref +4, Will +6

**Abilities:** Str 23, Dex 8, Con 17, Int 4, Wis 12, Cha 12

**Skills:** Hide +8, Jump +0, Listen +14, Spot +14

**Feats:** Alertness, Blind-Fight, Great Fortitude

**Environment:** Any land and underground

**Organization:** Solitary or colony (3-6)

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Medium); 13-18 HD (Large)

**Level Adjustment:** –

**Breath Weapon (Su):** A dracolisk's breath weapon depends on the color of its chromatic dragon parent, as summarized on the table below. Regardless of its type, a dracolisk's breath weapon is usable once per day, deals 6d8 damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a dracolisk's dragon parent and breath weapon randomly, roll 1d10 and consult the table below.

| 1d10 | Dragon Parent | Breath Weapon              |
|------|---------------|----------------------------|
| 1-6  | Black         | 60-foot Line of acid       |
| 7    | Blue          | 60-foot Line of lightning  |
| 8    | Green         | 30-foot Cone of gas (acid) |
| 9    | Red           | 30-foot Cone of fire       |
| 10   | White         | 30-foot Cone of cold       |

**Petrifying Gaze (Su):** Turn to stone permanently, range 30 feet; Fortitude DC 14 negates. The save DC is Charisma-based.

**Immunity to Energy (Ex):** A dracolisk is immune to the same energy type as its breath weapon.

**Skills:** Dracolisks receive a +2 racial bonus to Listen and Spot checks.

# Giant Troll

## Large Giant

**Hit Dice:** 8d8+48 (84 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +6/+17

**Attack:** Claw +12 melee (1d6+7) or greatclub +13 melee (2d8+10)

**Full Attack:** 2 claws +12 melee (1d6+7) or greatclub +13/+8 melee (2d8+10)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d6+10

**Special Qualities:** Darkvision 90 ft., low-light vision, regeneration 5, scent

**Saves:** Fort +12, Ref +3, Will +3

**Abilities:** Str 24, Dex 12, Con 22, Int 6, Wis 9, Cha 10

**Skills:** Climb+10, Listen +5, Spot +5

**Feats:** Alertness, Iron Will, Weapon Focus (greatclub)

**Environment:** Any hills, mountains, and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** +6

Giant trolls are the result of a union between a standard troll and a hill giant. They retain the trollish physiology in most respects, but giant trolls have blunt teeth like their hill giant parents and thus do not bite in combat. Their lumpy skin is mottled reddish brown. Giant trolls stand over 10-ft. tall, and are occasionally found ruling a clan of normal trolls. This is one of the few times that a male might be found in the role of clan chieftain. Giant trolls are often found wielding huge greatclubs instead of relying upon their claws in battle, but a giant troll without a weapon has no problem reverting to type.

## Combat

**Rend (Ex):** If a giant troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a giant troll.

If a giant troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

# Flora and Fauna

**Sundew:** Small jewel-like plants that eat insects. They bloom into a radiant circle covered with oval glands that shimmer like nectar-covered lollipops. These glands are actually covered with sticky glue that trap insects, like a natural flypaper. Once the insect is trapped, the glands become tentacles, pulling the insect toward the center of the sundew, where the glands secrete acid and enzymes. After the insect is liquefied, the glands absorb the broth.

# Gnarl

## Large Monstrous Humanoid

**Hit Dice:** 10d8+50 (95 hp)

**Initiative:** +8

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 23 (-1 size, +4 Dex, +10 natural), touch 13, flat-footed 19

**Base Attack/Grapple:** +10/+21

**Attack:** Claw +16 melee (1d6+7)

**Full Attack:** 2 claws +16 melee (1d6+7) and bite +14 melee (2d6+3)

**Space/Reach:** 10 ft./10 ft. (15 ft. with claws)

**Special Attacks:** Improved grab

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +8, Ref +11, Will +7

**Abilities:** Str 24, Dex 18, Con 20, Int 8, Wis 11, Cha 6

**Skills:** Climb +16, Hide +3\*, Jump +12, Listen +4, Move Silently +7\*, Spot +5

**Feats:** Alertness, Combat Reflexes, Improved Initiative, Multiattack

**Environment:** Temperate mountains

**Organization:** Solitary or hunting party (2-5)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 11-20 HD (Large); 21-30 HD (Huge)

**Level Adjustment:** +2

About the size of a large horse, a gnarl has thick scaly skin and a bony exoskeleton that gives it a skeletal appearance. A gnarl uses its long arms to grab its prey. Local folklore has played heavily on this trait, leading to tales of gnarls leaving their nests to wander into villages at night, reaching into windows and plucking babies from their cribs. Trails that pass through gnarl territory are quite feared and notorious for disappearances and grisly encounters. Guides typically ask for more than the standard rate to take a party through an area infested with the beasts.

A gnarl is about 7 feet tall and weighs about 2,250 pounds. Gnarls speak Giant.  
Combat

A gnarl only likes to enter combat with the element of surprise. A gnarl normally nests above a mountain trail, wall, or ledge waiting for travelers to walk by. Once in place and secure, a gnarl can sit unmoving for hours on end as it waits for its prey to approach. Against unwary foes, a gnarl typically attacks unarmored or lightly armored creatures first, thereby preserving future opportunities for a quick escape against heavily armored foes. When faced with more cautious prey, a gnarl is much more opportunistic. Caravans and other travelers have reported seeing their scouts attacked and carried away by the creature. A gnarl is more than likely to resort to quick attack and retreat tactics when faced with an overwhelming number of enemies.

A gnarl's first attack is to strike with both claws as it grabs an opponent and lifts it to its mouth. The arms of the gnarl average 12 feet in length, making it difficult for other allies of target prey below to get at the gnarl to help their friend in distress. The gnarl then eats the unfortunate victim

and scampers off to the safety of its nest to digest its meal.

Gnarls are deadly when attacking from above in treacherous terrain. They often perch on a ledge above a narrow mountain path, preferably in a location that would require some type of climbing skill to close within 10 feet of its nest. This makes it difficult for heavily armored (and typically better armed) opponents to make quick work of the gnarl.

Another particularly dastardly trick used by gnarls is to hide on one side of a high wall, with prey on the other. When the prey is distracted, perhaps even attacked by other creatures, the gnarl reaches over the wall and grabs a random victim, lifting it up over the wall to the other side.

When in a dungeon environment, a gnarl resorts to its base tactics of attacking from above where creatures can't effectively get at it. A simple hole in the ceiling provides the security and opportunity a gnarl prizes, allowing it to strike with surprise and grab a target, while the rest of the group tries to figure out a way to reach their comrade.

**Improved Grab (Ex):** To use this ability, a gnarl must hit a smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, the gnarl typically lifts victims into the air.

**Skills:** Gnarls have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

\*Gnarls have a +8 racial bonus on Hide and Move Silently checks while in mountainous or hilly terrain.

## Gnarl Society

The society of the gnarl is cruel and primitive. They are xenophobic and view other races only as food. Gnarl make their lairs in shallow caves, usually on rocky cliff faces and stony crags. These lairs are usually not far from the gnarls' favorite hunting spot and littered with the bones and other remains of their victims. Gnarl caves almost always contain a smattering of crude art on the walls. This art is usually done in blood or charcoal, and typically depicts scenes

## Griffock

### Huge Magical Beast

**Hit Dice:** 12d10+48 (114 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares), fly 60 ft. (good) (12 squares)

**Armor Class:** 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

**Base Attack/Grapple:** +12/+26

**Attack:** Bite +16 melee (2d8+6) or claw +16 melee (2d4+6)

**Full Attack:** Bite +16 melee (2d8+6) and 2 claws +14 melee (2d4+3)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** –

**Special Qualities:** Darkvision 60 ft., low-

Those who have seen a griffock fill the sky with its presence rarely forget the sight. A typical adult measures 20-ft. from beaks to tail, with a wingspan of nearly 30-ft, and it strikes a majestic profile in flight. Reclusive in the wild, though, griffock try to hide their lairs in the mountains or jungle habitats they call home. But their size makes them hard to miss and their utility as beasts of burden makes them a valuable prize for those ambitious enough to capture them.

A griffock can carry up to 2,000 lbs. of cargo on its broad flat back. Its load has to be strapped down with greatest of care and distributed low across its back so that it will not spill if the creature has to make any sharp maneuvers. If handled properly, however, they can move large amounts of cargo across difficult terrain much more quickly than surface-based means of transportation.

Griffocks are expensive to acquire and even more troublesome to maintain, since they require a lot of living space and prodigious amounts of forage. They can also prove temperamental

from the hunt. Although gnarl spellcasters are unheard of, the gnarl believe in symbolic magic: by drawing a picture of themselves catching their prey, they hope to make the scene become reality.

Gnarls are territorial and live in structured family groups led by the strongest female. Males are sent out to hunt and retrieve prey, while females are cast out of the family once they reach maturity. These females presumably either find other families to mate into, or they strike out on their own. It is these itinerant gnarl that are often seen in villages late at night, stealing children to survive.

light vision

**Saves:** Fort +12, Ref +7, Will +4

**Abilities:** Str 22, Dex 8, Con 18, Int 2, Wis 10, Cha 6

**Skills:** Listen +9, Spot +10

**Feats:** Alertness, Flyby Attack, Multiattack, Run, Wingover

**Environment:** Any mountain or warm forest

**Organization:** Solitary or flock (2-7)

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 13-24 HD (Huge)

**Level Adjustment:** —

in difficult situations, military and civilian establishments who value speed over expense will still refuse to do without them.

### Combat

To guide a trained griffock, its handler applies pressure to the sides, top and underside of its head with a long stick looped around their wrist. The griffock moves following the direction and force of the stick, pressing the top of their head causes them to descend, while applying more pressure causes the creature to dive, for example. Under duress, however, they tend to value self preservation over obedience. Whenever a griffock is damaged in combat it is thereafter treated as an untrained mount until it is out of reach of whatever damaged it. Then, the rider may make a DC 20 Ride check to re-establish control over the creature.

Griffock are normally stolid creatures that do not like to fight. If attacked, they will defend themselves with their enormous beak and claws. A handler must succeed on a DC 20 Ride skill check if it wishes its griffock to initiate combat.



# Hiroe

## Large Giant

**Hit Dice:** 12d8+48 (102 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares)

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

**Base Attack/Grapple:** +9/+21

**Attack:** Slam +16 melee (1d6+8)

**Full Attack:** 2 slams +16 melee (1d6+8)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Bellow

**Special Qualities:** Low-light vision, tongues

**Saves:** Fort +12, Ref +6, Will +9

**Abilities:** Str 26, Dex 11, Con 19, Int 18, Wis 16, Cha 16

Hiroe are a race of giants that inhabit rolling hills and rugged mountains. They are the quintessential “gentle giants” who see their role in the environment as protector and keeper. Hiroe are usually simply dressed.

Hiroe are talented craftspeople, usually making items of jade or wood. They are often found meditating or sculpting trees, much like humans shape bonsai. Hiroe that follow a divine path often shave their head and wear simple robes, and choose natural or animistic deities/domains.

A hiroe stands over 10 feet tall and weighs over 1,000 pounds. Hiroe speak Giant, Elven, and Sylvan.

### Combat

A hiroe tends to avoid confrontation, finding it discordant with the harmony of nature.

# Ioun Sentinel

## Diminutive Construct

**Hit Dice:** 4d10 (22 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), fly 50 ft. (good)

**Armor Class:** 28 (+4 size, +3 Dex, +11 natural), touch 17, flat-footed 25

**Base Attack/Grapple:** +3/-11

**Attack:** Eye ray +10 ranged touch or rake +5 melee (1)

**Full Attack:** Eye rays +10 ranged touch or 8 rakes +5 melee (1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Eye rays, *rainbow pattern*, *suggestion*

**Special Qualities:** All-around vision, construct traits, damage reduction 10/magic, darkvision

**Skills:** Craft (any two) +19, Hide -4, Jump +12, Knowledge (nature) +19, Knowledge (religion) +19, Listen +10, Spot +11, Survival +18 (+20 aboveground)

**Feats:** Combat Expertise, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes

**Environment:** Temperate or warm forests, hills or mountains

**Organization:** Solitary or family (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral good

**Advancement:** By character class

**Level Adjustment:** +4

Typically, a hiroe relies on bellowing to scare away opponents. If that doesn't work, it typically runs, not out of cowardice, but merely to avoid the conflict in the first place. However, if the assailant is intent on harming the hiroe, its family or friends, or is inherently unnatural, the giant will attack using powerful fist blows.

**Bellow (Ex):** As a standard action, a hiroe can yell with such ferocity that any opponent within 50 feet must make a DC 19 Will save or become frightened for 1d4 rounds. Creatures allied with the hiroe must make a DC 19 Will save or suffer a -2 penalty to all skill and attack rolls for one round. The save DC is Charisma-based.

**Tongues (Su):** Through a gift of the gods, all hiroe can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

60 ft., fly, immunity to magic, low-light vision, *scrying*, telepathy 100 ft.

**Saves:** Fort +3, Ref +4, Will +6

**Abilities:** Str 6, Dex 16, Con -, Int 14, Wis 16, Cha 16

**Skills:** Balance +5, Hide +15, Jump +0, Listen +7, Search +13, Spot +14, Survival +6 (+8 following tracks), Tumble +10

**Feats:** Great Fortitude, Iron Will

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Usually neutral evil

**Advancement:** 5-12 HD (Diminutive)

**Level Adjustment:** -

Ioun sentinels are often found dormant, as they require at least eight ioun stones to be within 100 ft. of them to activate. In its dormant form, the body of the ioun sentinel acts as a crystal hypnosis ball, implanting suggestions in its user to find enough ioun stones so that the sentinel might complete itself. Once there are eight or more ioun stones within 100 feet, the ioun sentinel may instantly take control of all such ioun stones and come to life. An active ioun sentinel appears as a floating crystalline orb circled by multi-hued ioun stones that trace orbits around the central sphere. Each ioun stone serves as a "secondary eye" for the ioun sentinel. The ioun sentinel's eye ray attacks and magic immunities depend on the number and nature of its ioun stone secondary eyes.

Although it takes eight ioun stones to activate a dormant ioun sentinel, once activated, it will stay active until all of its secondary eyes are destroyed or until its central eye is destroyed. Grabbing an ioun stone does not stop it from functioning as an eye, but each may be targeted and destroyed individually (AC 24, 10 hp, hardness 5). If the central eye is destroyed, any remaining ioun stones that had served as secondary eyes are drained of power and become dull gray.

An ioun sentinel is about 6 inches in diameter and weighs 7 pounds. Ioun sentinels do not speak, but can communicate telepathically.

### Combat

Below is a list of possible ioun stones the ioun sentinel may possess as its secondary eyes and their effects. Either select or roll randomly the secondary eyes the sentinel possesses. The sentinel will have one HD for every 2 secondary eyes it controls. It may possess multiple secondary eyes of the same type.

**Eye Rays (Su):** Each secondary eye capable of producing an eye ray may do so once per round as a free action. The freedom of its orbiting eyes permits the ioun sentinel to aim any number of eyes simultaneously in any direction. Where applicable, each eye's effect resembles a spell cast by a 13th-level caster. Each eye ray has a range of 150 feet and a save DC of 15. The save DCs are Charisma-based. The possible eye rays include:

**Ability Damage:** These eye rays deal 1d6 points of ability damage to a living foe unless the victim succeeds at a Fortitude save. This damage heals at a rate of one point per hour of rest and has no chance of becoming permanent.

**Absorption:** The ioun sentinel may draw spells or spell-like abilities into itself, as per a *rod of absorption*. Depending on the type and number of ioun stones, it may absorb spells up to 4th level (pale lavender) for 20 spell levels per day or up to

8th level (lavender and green) for 50 spell levels per day.

**Blindness:** The target must succeed on a Fortitude save or be affected as though by the spell.

**Doom:** The target must succeed on a Will save or be affected as though by the spell.

**Color Spray:** This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell.

**Magical Hand:** This works like the spell.

**Nonlethal Damage:** These eye rays deal 1d6 points of nonlethal damage of the appropriate type. Nonlethal damage from starvation or thirst cannot be recovered until the character gets food or water, as needed. Low oxygen nonlethal damage heals normally.

**Stored Spells:** The last spells stored in the vibrant purple ioun stone (up to 6 spell levels) may be used as a magical ray or to affect the ioun sentinel itself. One spell-like effect may be used each round and works just like the spell, except it follows the rules for a ray where applicable.

**Rainbow Pattern (Su):** The continual and scintillating orbits of an ioun sentinel's revolving eyes create a rainbow pattern as per the spell (caster level 13th). The effect is always centered on the ioun sentinel itself.

**Suggestion (Su):** Whether dormant or active, an ioun sentinel may use its central eye to implant a *suggestion* once per round (caster level 13th). The suggestion is given telepathically and is therefore not language-dependent.

**All-Around Vision (Ex):** Ioun sentinels are exceptionally alert and circumspect. Their many eyes give them a +4 bonus to Spot and Search checks, and they can't be flanked.

**Flight (Su):** An ioun sentinel may fly magically as the spell at will, at a speed of 50 feet. This magical flight also grants it a permanent *feather fall* effect (as the spell) with personal range.

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

An ioun sentinel is affected normally by any attack that specifically affects objects or crystalline creatures. Additionally, an ioun beholder is affected by mind-affecting spells and abilities, even though as a construct it would normally be immune to such effects.

An antimagic effect renders an ioun sentinel dormant for 3d6 rounds or as for the duration of the effect, whichever is longer, with no saving throw.

**Scrying (Su):** At will, an ioun sentinel may scry as the *scrying* spell (caster level 13th).

| 1d20  | Ioun Eye Color  | Effect Type  | Effect                                       |
|-------|---|--------------|--|
| 1     | Dull gray   | eye ray      | <i>Mage hand</i>                             |
| 2     | Dusty rose  | eye ray      | <i>Color spray</i>                           |
| 3     | Clear   | eye ray      | 1d6 nonlethal damage (starvation and thirst) |
| 4     | Pale blue   | eye ray      | 1d6 Strength damage                          |
| 5     | Scarlet and blue  | eye ray      | 1d6 Intelligence damage                      |
| 6     | Incandescent blue   | eye ray      | 1d6 Wisdom damage                            |
| 7     | Deep red  | eye ray      | 1d6 Dexterity damage                         |
| 8     | Pink  | eye ray      | 1d6 Constitution damage                      |
| 9     | Pink and green  | eye ray      | 1d6 Charisma damage                          |
| 10    | Dark blue   | eye ray      | <i>Blindness</i>                             |
| 11    | Vibrant purple  | eye ray      | Stored spells (6 levels)                     |
| 12    | Iridescent  | eye ray      | 1d6 nonlethal damage (low oxygen)            |
| 13    | Pale green  | eye ray      | <i>Doom</i>                                  |
| 14    | Pearly white  | Fast healing | Recover 1 hp per round                       |
| 15    | Pale lavender   | absorption   | Absorb spells up to 4th level                |
| 16    | Lavender and green  | absorption   | Absorb spells up to 8th level                |
| 17-20 | Dull gray unless a dull gray has already been rolled in which case reroll |              |  |

## Lava Ooze

### Huge Ooze (Fire)

**Hit Dice:** 8d10+48 (92 hp)

**Initiative:** -5

**Speed:** 20 ft. (4 squares)

**Armor Class:** 3 (-2 size, -5 Dex), touch 3, flat-footed 3

**Base Attack/Grapple:** +6/+23

**Attack:** Slam +13 melee (2d6+13 plus 2d6 fire)

**Full Attack:** Slam +13 melee (2d6+13 plus 2d6 fire)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Constrict 2d6+13 plus 2d6 fire, fire touch, improved grab

**Special Qualities:** Blindsight 60 ft.,

immunity to fire, ooze traits, split, vulnerability to cold

**Saves:** Fort +8, Ref -3, Will -3

**Abilities:** Str 28, Dex 1, Con 23, Int -, Wis 1, Cha 1

**Skills:** -

**Feats:** -

**Environment:** Warm mountain and underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9 -16 HD (Huge)

**Level Adjustment:** -

Lava ooze lives near latent sources of heat, like volcanoes and fissures. Bright red in color and burning to the touch, the lava ooze can even live in molten rock unnoticed until it extends its fire touch.

### Combat

**Constrict (Ex):** A lava ooze deals automatic slam and fire damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the lava ooze's fire touch.

**Fire Touch (Ex):** A lava ooze is made entirely of a very hot substance; it melts and burns any material it touches, but does not affect stone. Any melee hit or constrict attack deals fire damage, and the opponent's armor and clothing suffer the same amount of damage unless they succeed on DC 20 Reflex saves. A metal or wooden weapon that strikes a lava ooze also takes damage unless it succeeds on a DC 20 Reflex save. The save DCs are Constitution-based.

The ooze's fire touch deals 1d6 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Improved Grab (Ex):** To use this ability, a lava ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the

grapple check, it establishes a hold and can constrict.

**Split (Ex):** Slashing and piercing weapons deal no damage to a magma ooze. Instead the creature splits into two identical oozes, each with half of the original's current hit points (round down). An ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

## Mason Troll

**Large Giant (Earth)**

**Hit Dice:** 10d8+60 (105 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 24 (-1 size, +15 natural), touch 9, flat-footed 24

**Base Attack/Grapple:** +7/+17

**Attack:** Claw +12 melee (1d6+6)

**Full Attack:** 2 claws +12 melee (1d6+6) and bite +10 melee (1d6+3)

**Space/Reach:** 10 ft/10 ft.

**Special Attacks:** Rend 2d6+9

**Special Qualities:** Darkvision 90 ft., low-light vision, perfect camouflage, regeneration 5, scent, stone mason

**Saves:** Fort +13, Ref +3, Will +4

**Abilities:** Str 23, Dex 11, Con 23, Int 6, Wis 9, Cha 6

**Skills:** Hide -4 (+16 standing still near stone), Jump +10, Listen +5, Spot +6

**Feats:** Alertness, Iron Will, Multiattack, Track

**Environment:** Any mountains

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** +5

Mason trolls are a specialized species of trollkind that make their home in the high slopes of the mountains. Lurking along passes, trails, and other commonly traveled areas, these brutes lie in wait for innocent victims to blunder into their traps. While mason trolls have been known to collect shiny rocks and glittering jewels, most of them attack their victims for food or the sheer joy of inflicting pain.

A mason troll is a tall, thick-bodied creature with a body that resembles a stone statue carved to duplicate a mundane troll's form. While not very intelligent, these creatures are crafty and they use their coloration and stone bodies to blend into cliffs and rock formations. Even observant rangers and scouts can easily overlook a mountain troll lurking in rocky areas.

A typical adult mason troll stands 10 feet tall and weighs 550 pounds. Mason trolls speak Giant.

### Combat

Invariably, mason trolls attack from ambush. Only puny victims that seem to be easy targets draw a direct attack from these beasts. Using their unique coloration, mason trolls wait motionless besides a path. When a victim walks by, the troll leaps forward to attack with its claws and fangs. As creatures with a close connection to the Elemental Plane of Earth, mason trolls have an innate ability

to bend and twist stone like soft clay. They use this ability to weaken bridges, cause avalanches or rock slides, and form cunning niches from where they can launch their ambushes.

**Rend (Ex):** If a mason troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Perfect Camouflage (Ex):** When a mason troll stands perfectly still, it is almost indistinguishable from the stone around it. While in this state, the troll gains a +20 competence bonus to Hide checks.

**Regeneration (Ex):** Fire and acid deal normal damage to a mason troll. If a mason troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Stone Mason (Su):** Mason trolls have a natural affinity for rock. With a mere touch, they can bend and mold stone to fit their needs. In a more intelligent, less violent race's hands this ability could lead to useful tools and items, but the simple, vicious mason trolls use their talent to weaken bridges, build cave networks, and carve hidden spots where they can lurk to ambush travelers. This ability functions as a *stone shape* spell (caster level 5th), and is usable once per day.

**Large Giant****Hit Dice:** 10d8+50 (95 hp)**Initiative:** +0**Speed:** 35 ft. (7 squares)**Armor Class:** 20 (-1 size, +8 natural, +3 hide), touch 9, flat-footed 20**Base Attack/Grapple:** +7/+19**Attack:** Spear +15 melee (2d6+12/x3) or greatclub +14 melee (2d8+12) or heavy pick +14 melee (1d8+8/x4) or spear +7 ranged (2d6+8/x3)**Full Attack:** Spear +15/+10 melee (2d6+12/x3) or greatclub +14/+9 melee (2d8+12) or heavy pick +14/+9 melee (1d8+8/x4) or spear +7/+2 ranged (2d6+8/x3)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Spear throwing**Special Qualities:** Darkvision 60 ft., low-light vision, regeneration 5**Saves:** Fort +12, Ref +3, Will +3**Abilities:** Str 26, Dex 10, Con 20, Int 8, Wis 10, Cha 17**Skills:** Climb +9, Jump +10, Spot +10**Feats:** Cleave, Great Cleave, Power Attack, Weapon Focus (spear)**Environment:** Any hills and mountains**Organization:** Solitary or band (6-9)**Challenge Rating:** 7**Treasure:** Standard**Alignment:** Often chaotic evil**Advancement:** 11-20 HD (Large)**Level Adjustment:** +8

The qor are a race of giants who were once enslaved, but have since revolted and become their own people. They are fiercely independent and arrogant. Qor often bear tattoos of their tribal associations on their yellow-green skin. Those who lived through their days of enslavement may still have their number branded into their shoulders.

Although smaller than their cousins the hill giant, qor were bred for strength and are thus even more powerful than their larger brethren.

Adults are about 9-1/2 feet tall and weigh about 900 pounds. Qor speak Giant.

*Combat*

The qor are devastating in combat. Wielding simple weapons like clubs, spears, or the picks they used as slaves, the qor do phenomenal damage, usually crushing their opponent's skull with a single blow. Bred to be resistant to poisons and possessing the troll's magnificent regeneration, the qor were trained by their enslavers to be excellent

warriors, and have passed that knowledge onto those born since their revolt. They have learned the advantages of attacking in groups. The spears of the qor serve much same purpose as a hill giant's thrown rocks, but qor spears are much more accurate and lethal than simple thrown stones.

Combat usually begins with three qor throwing spears at their opponents from 250 feet away, incurring a -2 penalty for range. Once their opponent closes to within 100 feet or so, the qor back off, leading their prey to an ambush where another three qor await.

**Spear throwing (Ex):** Qor wield spears sized for Large creatures. Spears thrown by the qor have a range increment of 140 feet, and a x3 critical multiplier.

**Regeneration (Ex):** Fire and acid deal normal damage to a qor. If a qor loses a limb or body part, the lost portion regrows in 3d6 minutes. The qor can reattach the severed member instantly by holding it to the stump.

# Scalrath, Minor

## Large Magical Beast

**Hit Dice:** 9d10+54 (103 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares), swim 30 ft.

**Armor Class:** 20 (-1size, +2 Dex, +9 natural), touch 11, flat-footed 18

**Base Attack/Grapple:** +9/+19

**Attack:** Bite +14 melee (2d6+6 plus 1d6 acid)

**Full Attack:** Bite +14 melee (2d6+6 plus 1d6 acid) and 2 claws +9 melee (1d6+3) or bite +14 melee (2d6+6 plus 1d6 acid) and tail +9 melee (2d6+3)

**Space/Reach:** 10 ft/5 ft.

**Special Attacks:** Acidic spittle, improved grab, pounce, rake 1d8+3

**Special Qualities:** Darkvision 60 ft., immunity to poison, minor-light vision, scent, spell resistance 16

**Saves:** Fort +12, Ref +8, Will +3

**Abilities:** Str 22, Dex 15, Con 23, Int 7, Wis 11, Cha 13

**Skills:** Climb +7, Hide +2, Jump +18, Listen +5, Move Silently +4, Spot +5, Swim +14, Survival +3\*

**Feats:** Improved Natural Attack (bite, tail), Power Attack, Run

**Environment:** Any hills and mountains

**Organization:** Pair, kennel (3-5), pack (6-10), or herd (11-30)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 10-18 HD (Large); 19-27 HD (Huge)

**Level Adjustment:** -

Minor scalraths look like reptilian lions with a ruff of writhing snaky tendrils in place of a mane. Although they only vaguely resemble one another, minor scalraths are relatives of the major scalraths (page ??). They follow the commands of major scalraths without question to the best of their abilities.

Minor scalraths are 6 to 8 feet long and weigh 400 to 600 pounds. They speak the language of scalraths, a hissing derivation of Infernal.

## Combat

Minor scalraths are malicious brutes that seem to take exceptional pleasure in ripping living creatures apart with their teeth and claws. They stalk their prey for as long as they can, seeking to leap on victims from above, often only when they think they've escaped. A minor scalrath typically focuses its claws and bite on one opponent, not relenting until it has felt its victim die in its jaws; it reserves its tail attack for those trying to flank it.

When they hunt in packs, minor scalraths demonstrate great cunning, actively seeking out spellcasters, archers and other ranged combatants. (They even leap over the heads of defenders to do so.) If directed by a major scalrath, minor scalraths are capable of fulminating complicated plans, though their natural impatience can sometimes hinder their efficiency.

**Acidic Spittle (Ex):** A minor scalrath's saliva is remarkably acidic, quickly dissolving organic material and metal. Indeed, the beast is

effectively capable of chewing through iron bars. Its bite attack deals acid damage; on a successful critical hit with its bite, the acid damage increases to +2d10.

The scalrath's acidic saliva deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a DC 20 Reflex save. The acid cannot harm stone. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a minor scalrath must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a minor scalrath charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +10 melee, damage 1d8+3.

**Skills:** A minor scalrath has a +4 racial bonus on Jump, Listen, and Spot checks, and a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*It also has a +4 racial bonus on Survival checks when tracking by scent.

# Shedu

## Large Magical Beast

**Hit Dice:** 9d10+27 (76 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), fly 60 ft. (average)

**Armor Class:** 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +9/+18

**Attack:** Hoof +13 melee (1d6+5)

**Full Attack:** 2 hooves +13 melee (1d6+5)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Psionics

**Special Qualities:** Darkvision 60 ft., *ethereal jaunt*, low-light vision, spell resistance 16, telepathy 100 ft.

**Saves:** Fort +9, Ref +7, Will +8

A shedu is a winged horse with a wide, almost dwarf-like head. Its hair is wide, curly and braided. The short, coarse hair covering its horse-like torso is brown, as is its beard and mustache. Large, brown-feathered wings protrude from its shoulders.

Shedu are good creatures that roam the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Shedus aid good creatures in need and never knowingly associate with evil creatures. Shedus are on good terms with lammasu and ki-rin.

The coloration of a shedu's hair is usually either black or brown. All shedus wear mustaches and beards. Shedus are about 9 feet long and weigh about 600 pounds. Shedus speak Auran, Celestial, and Common.

# Skyspark

## Huge Animal

**Hit Dice:** 12d8+84 (138 hp)

**Initiative:** +8

**Speed:** 20 ft. (4 squares), fly 80 ft. (average)

**Armor Class:** 18 (-2 size, +4 Dex, +6 natural), touch 12, flat-footed 14

**Base Attack/Grapple:** +9/+25

**Attack:** Claw +15 melee (2d6+8)

**Full Attack:** 2 claws +15 melee (2d6+8) and bite +10 melee (2d6+4)

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

**Special Attacks:** Snatch

Skysarks are predatory birds with a wide hunting ground. This mammoth raptor has an iridescent, feathery coat that seems to change color with the angle of the sunlight. Its talons and beak appear razor-sharp. These birds earn their

**Abilities:** Str 21, Dex 12, Con 17, Int 16, Wis 16, Cha 17

**Skills:** Concentration +15, Diplomacy +5, Hide -3, Knowledge (arcana) +15, Listen +15, Sense Motive +15, Spot +15

**Feats:** Blind-Fight, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Power Attack

**Environment:** Any warm hills and mountains

**Organization:** Herd (2-8)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 10-18 HD (Large); 19-27 HD (Huge)

**Level Adjustment:** –

## Combat

Shedus rarely enter combat, but always come to the aid of good creatures in need. Shedus relentlessly attack evil on sight, using a combination of their hooves and psionics.

**Psionics (Sp):** At will—*astral projection*, *charm monster* (DC 17), *detect evil*, *detect good*, *detect thoughts* (DC 15), *polymorph*. Caster level 12th. The save DCs are Charisma-based.

**Ethereal Jaunt (Su):** A shedu can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 18th).

**Special Qualities:** Keen scent, low-light vision

**Saves:** Fort +15, Ref +12, Will +5

**Abilities:** Str 26, Dex 18, Con 24, Int 2, Wis 13, Cha 9

**Skills:** Hide -4, Jump +2, Listen +11, Spot +10

**Feats:** Alertness, Flyby Attack, Improved Initiative, Snatch, Wingover

**Environment:** Temperate mountains

**Organization:** Solitary

**Challenge Rating:** 7

**Advancement:** 13-24 HD (Huge); 25-36 HD (Gargantuan)

**Level Adjustment:** –

name from their ability to smell blood from great distance, much like sharks do in the water.

A skysark is 24 to 32 feet long and has a wingspan of 40 feet or more. It weighs over a ton.

## Combat

Upon smelling blood, a skyshark will race to the source, attempting to snatch prey and carry it off to kill at its leisure. Most prey dies from being lacerated by its sharp beak, but those that don't are often dropped from a great height, only to be snatched up again. Against a large group, a skyshark will make flyby attacks with its talons,

# Soul Eater

**Medium Outsider (Extraplanar)**

**Hit Dice:** 10d8+20 (65 hp)

**Initiative:** +10

**Speed:** Fly 100 ft. (perfect)(20 squares)

**Armor Class:** 24 (+6 Dex, +8 natural), touch 16, flat-footed 18

**Base Attack/Grapple:** +10/+11

**Attack:** Claw +16 melee (1d6+1 plus soul drain)

**Full Attack:** 2 claws +16 melee (1d6+1 plus soul drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Soul drain

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., find target, immunities, link with caster

**Saves:** Fort +9, Ref +13, Will +7

**Abilities:** Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11

Soul eaters resemble a billowing cloud of inky darkness. Two long, pale white arms protrude from the cloud, each ending in a clawed hand. Soul eaters are summoned to the Material Plane for one purpose — to slay living creatures. When given a target, they can track it unerringly. Soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the very soul of a living target.

A soul eater is about 6 feet tall and weighs only 100 pounds. A soul eater understands any language, but never speaks.

## Combat

The soul eater attacks with two ghostly claws in each round. It attacks until either it or its target is defeated or slain.

**Soul Drain (Su):** A successful hit with a claw attack deals 1d6 points of Wisdom damage to a living creature. A creature brought to Wisdom 0 dies and cannot be returned to life by any means (save for a deity's intervention) as the soul eater devours the victim's soul.

**Find Target (Sp):** When ordered to locate a living creature, a soul eater does so unerringly, as though guided by *discern location*. The caster

eventually snatching up the most wounded member of the group.

**Keen Scent (Ex):** A skyshark can notice creatures by scent in a 180-foot radius and can smell blood or rotting meat at a range of up to three miles.

**Snatch (Ex):** A skyshark can use its Snatch feat against creatures up to one size category smaller than itself.

**Skills:** Balance +8, Diplomacy +2, Escape Artist +19, Hide +19\*, Jump +3, Knowledge (the planes) +14, Listen +13, Move Silently +19, Search +14, Sense Motive +13, Spot +13, Survival +0 (+2 following tracks, +2 on other planes), Tumble +19, Use Rope +6 (+8 bindings)

**Feats:** Dodge, Improved Initiative, Flyby Attack, Weapon Finesse

**Environment:** Plane of Shadow

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Medium); 21-30 HD (Large)

**Level Adjustment:** –

who summoned the soul eater must know the designated target's name.

**Link with Caster (Ex):** When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed, die soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by the creature it is summoned to kill, it returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster. If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters the plane the caster is on, the link is immediately reconnected and the soul eater moves at full speed toward the caster's current location.

**Immunities:** A soul eater is immune to poison, sleep, paralysis, and stunning. It is not subject to extra damage from critical hits.

**Skills:** \*The soul eater has a +10 racial bonus on all Hide checks when in areas of darkness or smoke.



# Undead Stalker

## Large Aberration

**Hit Dice:** 9d8+45 (85 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +6/+16

**Attack:** Claw +11 melee (2d4+6)

**Full Attack:** 2 claws +11 melee (2d4+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Devour soul, energy drain, ghost touch

**Special Qualities:** Damage reduction 15/ magic or silver, darkvision 60 ft., disjoin spirit, photophobia, undead qualities

Undead stalkers are large, humanoid monsters that feed on the living and the undead alike. This nine-foot-tall creature's skin is deep crimson, lined with bulging veins, and every inch of its hulking frame is etched with corded muscles. Its arms end in dangerous four-clawed hands, and its large head bears glowing eyes and a maw filled with shining teeth. Its thick black hair is greasy and unkempt, and takes on a purplish sheen under moonlight. It stinks of carrion, and its movements are accompanied by the sound of its rushing blood.

Undead stalkers are nocturnal, and even at night or when underground they keep to shadows. They spend their days in dark holes and subterranean chasms, and while their favored hunting grounds are forests and mountainsides, they can be found in any environment. Cunning and cruel, they seek out intelligent and magical creatures, devouring their souls after killing them. But undead stalkers ignore all other potential meals in favor of undead, whenever possible. They gain great strength from negative energy, and the desire to consume undead creatures seems to be the driving force of their existence. Undead stalkers hunt relentlessly until dawn, when they hastily retreat to their lairs. It is unknown why they despise sunlight, as it appears to only repulse, rather than harm them.

An average undead stalker stands 9 feet tall and weigh roughly 600 pounds. Undead stalkers speak no languages.

## Combat

Undead stalkers enjoy toying with adversaries, often preparing primitive traps and ambushes. They almost never retreat from battle, focusing on killing one enemy at a time.

**Saves:** Fort +8, Ref +4, Will +5

**Abilities:** Str 22, Dex 12, Con 20, Int 6, Wis 9, Cha 11

**Skills:** Climb +7, Hide +5, Jump +10, Listen +2, Move Silently +6, Spot +2

**Feats:** Alertness, Lightning Reflexes, Power Attack, Stealthy

**Environment:** Any forests, hills, mountains, and underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 10-18 HD (Large)

**Level Adjustment:** –

An undead stalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Devour Soul (Su):** An undead stalker devours the souls of creatures it kills with its claws. A creature whose soul has been devoured cannot be raised or resurrected until its soul is freed. A *limited wish*, *miracle*, or *wish* frees the soul, as does the death of the undead stalker.

**Energy Drain (Su):** An undead stalker that hits with both claw attacks tears at the spiritual "membrane" that protects its opponent's soul. The victim receives 1d4 negative levels. The Fortitude save to remove a negative level has a DC of 14. The save DC is Charisma-based. For each such negative level bestowed, the undead stalker gains 5 temporary hit points.

**Ghost Touch (Su):** An undead stalker's claws deal damage normally against incorporeal creatures. An incorporeal creature's 50% chance to avoid damage does not apply to attacks with an undead stalker's claws. When an undead stalker is incorporeal, its claws deal damage against corporeal creatures normally, and it retains its natural armor bonus to AC.

**Disjoin Spirit (Su):** Once per day as a standard action, an undead stalker can use the negative energy it has collected to take on spirit-form, leaving its body behind. The spirit appears as a ghostly version of the undead stalker, and gains all the traits of incorporeal creatures, but can use its ghost touch ability to affect corporeal creatures and objects normally. As it loses its Strength score, the undead stalker's attack bonus with its claws changes to +6, but the stalker ignores material armor not made of force and lacking the ghost touch quality. It also gains a +1 deflection bonus to AC.

While the stalker is in spirit-form, its body lies unconscious. Damage taken by either the spirit or the body injures both, and the death of the body destroys the spirit. The undead stalker can merge with its body once again by touching it as a move action, but it automatically rejoins its body after a number of minutes spent incorporeal equal to its Constitution modifier.

**Photophobia (Ex):** In sunlight or when within the radius of a *daylight* spell, an undead stalker must succeed on a DC 15 Will save or

become frightened until it reaches a dark or shadowy area. Even if the undead stalker succeeds, it must repeat the save every minute it stays in the light.

**Undead Qualities (Ex):** Undead stalkers share certain traits with undead. They are not subject to ability drain or energy drain, they are healed by negative energy (such as *inflict* spells), and they take damage from positive energy (such as *cure* spells).

## Vulcanid

**Large Elemental (Extraplanar, Fire)**

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +4

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (-1 size, +8 natural), touch 9, flat-footed 17

**Base Attack/Grapple:** +6/+13

**Attack:** Slam +8 melee (2d6+4 plus 1d6 fire)

**Full Attack:** Slam +8 melee (2d6+4 plus 1d6 fire)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Gout of flame

**Special Qualities:** Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, spell resistance 16, vulnerability to cold

**Saves:** Fort +5, Ref +6, Will +1

**Abilities:** Str 16, Dex 11, Con 17, Int 2, Wis 8, Cha 3

**Skills:** Hide +2, Listen +7, Move Silently +3, Spot +1

**Feats:** Alertness, Improved Initiative, Stealthy

**Environment:** Elemental Plane of Fire

**Organization:** Solitary or swarm (2-12)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** –

Vulcanids are troubling pests that hail from the Elemental Plane of Fire. This fiery creature vaguely resembles a wolf, but is nearly as large as a horse. It appears to be formed completely of cooling magma, and its eyes and mouth flicker with flame.

Drawn to the Material Plane through elemental vortices that develop in areas of extreme volcanic activity, vulcanids seek out organic matter to burn and devour. Like simple animals, they hunt and attack creatures to satisfy their hunger, not out of a sense of malice. Vulcanids are aggressive hunters who treat all targets as potential meals, making it equally likely a swarm of vulcanids attacks a blue dragon as a small group of halflings. Hunting far from their home plane, they lack the experience and intelligence to focus on appropriate targets.

A vulcanid is about 9 feet long and weighs only four pounds. Vulcanids do not speak or understand any language.

### Combat

Like most wild animals, vulcanids employ limited tactics in stalking their prey. Usually, a vulcanid finds a stone bridge or other safe path across a lava-flooded area and waits there to ambush travelers and animals. A vulcanid opens its attack with a gout of flame, then rushes forward to overwhelm the nearest opponent.

**Gout of Flame (Ex):** Once every five rounds, a vulcanid can expel a roaring gout of fire and lava in a 60-foot cone. All creatures within this area must make a DC 17 Reflex save or suffer 6d6 points of fire damage. Those that succeed suffer half damage. Furthermore, the area of this attack is left covered in a boiling mass of superheated slime. A creature that ends its action in this area must make a DC 17 Fortitude save or suffer 2d6 points of fire damage. This fiery goo burns away four rounds after the vulcanid uses this ability. The save DCs are Constitution-based.

# wailhaunt

**Large Elemental (Air, Earth, Extraplanar)**

**Hit Dice:** 7d8+14 (45 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), fly 60 ft. (good) (12 squares)

**Armor Class:** 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

**Base Attack/Grapple:** +5/+13

**Attack:** Claw +8 melee (2d4+4 plus elemental disjunction)

**Full Attack:** 2 claws +8 melee (2d4+4 plus elemental disjunction) and 2 wing slams +3 melee (1d6+2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Elemental disjunction

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity

Formed amid the caress of earth and the howl of air, wailhaunts are elemental spirits forever in motion. Wailhaunts resemble enormous spectral bats with birdlike talons and humanoid faces. Their bodies are shimmering and translucent, almost gossamer for all their strength. Each glows with a colored aura that dims when the wailhaunt is injured. Their fronts are covered in taut skin over visible bone, but their backs bear scattered feathers and jewels. Depending on their place of origin, wailhaunts' heads have more or less bestial features—many resemble beautiful humans or elves, while others have traits of bats, birds, or worms.

Wailhaunts move swiftly and gracefully, flipping and twirling in the air as easily as they charge forward. As they fly, the air hisses and roars and howls around them, the sound changing according to their moods and personalities. Wailhaunt flocks fly through deep canyons and enormous underground caverns—places where air flows through canals of earth. They take sustenance from these flights, and only rarely leave their homes. According to wailhaunt myth, the first of their race were the unwanted progeny of powerful air and earth elementals, but now wailhaunts seem to spring to life spontaneously: every few decades, a flock will gather in a place where winds are particularly violent, and adopt a wailhaunt who flashes into existence. Wailhaunts usually die after a few centuries when they are caught in a place without wind, but their maximum life span is unknown. Wailhaunts speak Auran and Terran, in voices accompanied by—and sometimes indistinguishable from—the sounds of wind.

## Combat

Wailhaunts try to stay out of reach of their opponents, swooping down, raking with their claws,

to acid, electricity, and sonic, many voices, vulnerability to silence

**Saves:** Fort +7, Ref+10, Will +3

**Abilities:** Str 18, Dex 17, Con 14, Int 12, Wis 13, Cha 16

**Skills:** Craft (any one) +8, Listen +8, Move Silently +12, Spot +8

**Feats:** Flyby Attack, Lightning Reflexes, Wingover

**Environment:** Elemental planes of Air and Earth

**Organization:** Solitary or flock (4-12)

**Challenge Rating:** 7

**Treasure:** Standard coins; double goods (gems only); standard items

**Alignment:** Usually chaotic neutral

**Advancement:** 8-14 HD (Large); 15-21 HD (Huge); 22-28 HD (Gargantuan)

**Level Adjustment:** —

and then flying away again. Most wailhaunts flee if hard-pressed, sometimes preparing an ambush elsewhere to try to gain an advantage. A wailhaunt's natural weapons, as well as any weapons it wields, are treated as magic weapons for the purpose of overcoming damage reduction.

**Elemental Disjunction (Su):** A creature hit by a wailhaunt's claw attack must succeed on a DC 16 Fortitude save or have its ability to interact with the elements interfered with, becoming separated from either air or earth (50% chance) for 2d4 rounds. The save DC is Charisma-based. A *dispel magic* spell targeting the affected creature ends the effect prematurely. A creature cannot be disjoined from its own subtype, instead suffering 2d8 points of damage.

**Air:** The creature is unable to interact with air and cannot breathe. The creature must make a DC 10 Constitution check. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the creature fails one of these Constitution checks, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it suffocates. In addition, the creature cannot make noise, as if affected by a *silence* spell.

**Earth:** The creature and its equipment become ethereal (as an *ethereal jaunt* spell), unable to interact with material objects.

**Many Voices (Ex):** A character must succeed on a DC 15 Listen check to distinguish wailhaunt voices from their windy background. One successful check allows a character to understand any number of wailhaunts during a given encounter.

**Vulnerability to Silence (Ex):** A wailhaunt affected by a *silence* spell cannot fly.

# Yowl

## Large Magical Beast

**Hit Dice:** 9d10+9 (58 hp)

**Initiative:** +9

**Speed:** 15 ft. (3 squares), fly 75 ft. (average)

**Armor Class:** 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14

**Base Attack/Grapple:** +9/+18

**Attack:** Talon +13 melee (1d4+5)

**Full Attack:** 2 talons +13 melee (1d4+5) and 2 shreds +11 melee (4d8+2) and bite +11 melee (2d4+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Dust, snatch

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +7, Ref +13, Will +3

**Abilities:** Str 21, Dex 21, Con 13, Int 2, Wis 10, Cha 7

**Skills:** Hide +1, Jump -1, Listen +4, Spot +8

**Feats:** Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Snatch<sup>B</sup>

**Environment:** Temperate hills and mountains

**Organization:** Solitary, pair, or flock (3-8)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 10-18 HD (Large); 19-27 HD (Huge)

**Level Adjustment:** –

The yowl is an enormous armored flying beast, resembling a beetle. It has ten arms that it uses to catch its prey, two with talons to snatch its victims from the ground, and eight ending in long blades, which it uses to slice its victims to shreds. It also has a large pair of mandibles that it uses to bite and grip its prey. In addition, it dusts its victims with a powdery spore, which causes them to grow slowly weaker. Although it is not very intelligent, it knows how to use this ability, and follows weakened creatures for miles until they collapse, unable to defend themselves from the monster.

Yowls live high in the hills and mountains in nests unreachable by flightless creatures, and they are most effective where there is little cover, such as on a precarious mountain road, high above the tree line. The remains of their victims lie scattered in these nests, or on the ground below.

Evil creatures often train yowls as mounts or use them as siege weapons. If the yowl has any poison left when it is defeated, its spore sack can be removed with a successful DC 25 Survival or Heal check. A failure on this roll means the spore sack is punctured, and the poison is released into the air. If the sack is removed properly, its poison can be used for any number of nefarious purposes.

A typical yowl is about 9-1/2 feet long and weighs about 1,800 pounds.

## Combat

Despite its ferocity, a yowl is rather cowardly. A yowl's typical method of attack is to fly above creatures and dust them with its spores. After doing this, it flies high in the sky and circles, out of range, waiting for its victims to grow weak. Once it sees its prey stumble, it swoops from the sky and snatches the weakened creature from the ground. At this point it attacks only with its talons and mandibles. Once it gets a hold, it dispatches a creature with its shred and bite attacks before

carrying it away to be devoured in peace. If it is hungry, and its prey does not appear to be weakening, it eventually swoops down anyway and attempts to carry one of the creatures off.

**Dust (Ex):** Three times per day as a standard action, the yowl can spray a poisonous dust on its victims that saps the strength of creatures. The spray has a range of 50 feet and can cover a 20-foot by 40-foot area. Any creature in the area must succeed on a DC 15 Fortitude save or suffer 1d6 points of Strength damage. After 1 hour, and every 10 minutes thereafter until a second hour has passed, another save is required to prevent 1d4 points of Strength damage. Despite the poisonous dust's unusual characteristics, delay poison, neutralize poison, and similar effects work normally on afflicted characters. The save DC is Constitution-based.

**Snatch (Ex):** A yowl can use its Snatch feat against opponents one or more sizes smaller than itself. It normally shreds a snatched victim with its claws, but it may drop a creature that proves particularly troublesome.

## Training a Yowl

A yowl requires training before it can bear a rider in combat. Yowl hatchlings can be trained as aerial mounts; adult yowl are too dangerous to train. A yowl reaches maturity in about one year. Training a yowl requires six weeks of work and a DC 25 Handle Animal check. Rearing a hatchling requires a DC 29 Handle Animal check.

Riding a yowl requires an exotic saddle. A yowl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Carrying Capacity:** A light load for a yowl is up to 459 pounds; a medium load, 460-918 pounds; and a heavy load, 919-1,380 pounds. A yowl can drag 6,900 pounds.

# Aurumvorax

## Small Magical Beast

**Hit Dice:** 12d10+24 (90 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), swim 10 ft.

**Armor Class:** 20 (+1 size, +2 Dex, +7 natural), touch 13, flat-footed 18

**Base Attack/Grapple:** +12/+12

**Attack:** Bite +16 melee (2d4+4/19-20)

**Full Attack:** Bite +16 melee (2d4+4/19-20) and 6 claws +13 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Improved grab

**Special Qualities:** Damage reduction 10/piercing or slashing, darkvision 60 ft., immunity to gasses and poison, low-light vision, resistance to fire 20, scent

**Saves:** Fort +10, Ref +10, Will +5

**Abilities:** Str 18, Dex 14, Con 14, Int 2, Wis 12, Cha 1

**Skills:** Hide +7, Listen +10, Spot +10, Swim +12

**Feats:** Alertness, Improved Critical (bite), Multiattack, Power Attack, Weapon Focus (bite)

**Environment:** Temperate forests, hills and plains

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** 50% standard

**Alignment:** Always neutral

**Advancement:** 13-24 HD (Small); 25-36 HD (Medium)

**Level Adjustment:** –

The aurumvorax is a small, feral, eight-legged wolf-like creature with bright golden fur. Its claws end in razor-sharp, copper colored nails. Its eyes are silver with gold pupils. Small whiskers and hairs near its face are bronze in color.

The aurumvorax (also called the golden gorger) is an extremely vicious creature. It attacks any living prey within its territory (and its territory often extends up to 1 mile in all directions away from its lair).

The aurumvorax is 3 feet long and weighs about 45 pounds.

## Combat

The aurumvorax attacks by biting a foe. An aurumvorax that grabs its prey with its jaws does not release the hold until either it or its prey is dead.

**Improved Grab (Ex):** To use this ability, an aurumvorax must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, dealing automatic bite damage each round it maintains the hold. While holding a victim in its powerful jaws, the aurumvorax gains a +4 bonus to its attack rolls when using its claws against a grappled opponent.

**Skills:** An aurumvorax has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## Flora and Fauna

**Waterfalls:** Abrupt descent of a stream. While waterfalls vary in size and ferocity, a common phenomenon in waterfalls is undercutting. Undercutting occurs when the rock underneath the surface is softer than the rock on top. The turbulence of the falling water erodes at the softer rock, leaving the ledge of the waterfall unsupported. It will eventually fracture and place the waterfall further upstream.

# Fog Giant

## Large Giant

**Hit Dice:** 12d8+48 (102 hp)

**Initiative:** -1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 21 (-1 size, -1 Dex, +3 studded leather, +10 natural), touch 8, flat-footed 21

**Base Attack/Grapple:** +9/+20

**Attack:** Greatclub +16 melee (2d8+10) or rock +7 ranged (2d6+7)

**Full Attack:** Greatclub +16/+11 melee (2d8+10) or rock +7 ranged (2d6+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rock throwing, spell-like abilities

**Special Qualities:** Low-light vision, rock catching

Quicker-witted and equally mean cousins of hill giants, fog giants have menaced settled peoples living in fertile mountain valleys for uncounted generations. Their name, used initially by their victims and gradually appropriated by themselves, derives from their favored tactic of raiding at dawn, using heavy morning fog as cover. In addition to their tactics, fog giants also possess the rudimentary ability to manipulate the weather, as can the larger and fairer species of giant.

Fog giants are marked by their low brooding foreheads, heavily protruding lower lip and grey skin. They wear crudely studded, piecemeal, leather armor. Adult fog giants usually reach 11-ft. in height and weigh about 1,200 lbs. They can live to be 200 years old.

A fog giant's bag usually contains 1d4 throwing rocks, 1d4+4 mundane items and the giant's personal treasure. When raiding, however, a fog giant may choose not to carry his treasure with him, after all it will need as much space as possible to bring back all their newly acquired loot.

Fog giants speak Giant and Common.

## Combat

Unlike other giants, fog giants show no marked preference for rock throwing. They have the ability to do so and will throw in a pinch, but they prefer to burst out of the fog, initiating a close-quarters fight with their surprised enemies. They usually wield greatclub, but also fight with greatswords or great-axes. They carry a few rocks

**Saves:** Fort +12, Ref +3, Will +4

**Abilities:** Str 25, Dex 9, Con 19, Int 10, Wis 10, Cha 17

**Skills:** Climb +12, Jump +16, Listen +9, Spot +9

**Feats:** Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub)

**Environment:** Any hill and mountain

**Organization:** Solitary, gang (2-5), or band (6-9 plus 35% non-combatants plus 12-30 dire wolves, 2-4 ogres and 12-22 orcs)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +6

with them, which they use mainly to discourage pursuers and cover their withdrawal once they have looted and pillaged to their heart's content.

**Rock Throwing (Ex):** The range increment is 120 feet for a fog giant's thrown rocks. It uses both hands when throwing a rock.

**Spell-Like Abilities:** 2/day—*obscuring mist*; 1/day—*fog cloud*. Caster level 7th.

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

**Skills:** The skill modifiers given in the statistics block include a -1 armor check penalty for wearing studded leather.

## Fog Giant Society

Fog giants tend to organize themselves into tribes the size of an extended family. If encountered in their mountain layers, they tend to be wary of outsiders, as they are conscious of retribution for their raids. However, neighboring tribes trade and ally with each other, sometimes striking up impressively extensive alliances for the benefit of all.

# Gorgimera

## Large Magical Beast

**Hit Dice:** 10d10+40 (95 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares), fly 50 ft. (poor)

**Armor Class:** 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +10/+18

**Attack:** Bite +13 melee (2d6+4)

**Full Attack:** Bite +13 melee (2d6+4) and bite +13 melee (1d8+2) and butt +13 melee (1d8+2) and 2 claws +11 melee (1d6+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Breath weapons

**Special Qualities:** Darkvision 60 ft., low-light vision, scent

**Saves:** Fort +11, Ref +8, Will +4

**Abilities:** Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10

**Skills:** Hide +2, Jump +8, Listen +7, Spot +7

**Feats:** Alertness, Hover, Multiattack, Power Attack

**Environment:** Any mountain and underground

**Organization:** Solitary or pair

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 11-20 HD (Large); 21-30 HD (Huge)

**Level Adjustment:** +3 (cohort)

The gorgimera has the hindquarters of a metallic-scaled bull and the forequarters of a great lion. It has leathery dragon wings and three heads: a deep navy blue bull with glowing red eyes and silver horns, a maneless lion, and a fierce dragon.

A gorgimera is a relative of the chimera, but bears the head and hindquarters of a gorgon rather than a goat. A gorgimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A gorgimera's dragon head might be black, blue, green, red, or white. Gorgimeras can speak Draconic, but seldom do.

## Combat

The gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

**Breath Weapons (Su):** The gorgimera has two breath weapons, one from the dragon's head and one from the gorgon's head.

*Dragon Head:* A gorgimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a gorgimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.

*Gorgon Head:* 30-foot cone, once every 1d4 rounds (but no more than twice per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

To determine a gorgimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

**Skills:** The gorgimera's three heads give it a +2 racial bonus to Listen and Spot checks.

| 1d10 | Head Color | Breath Weapon             |
|------|------------|---------------------------|
| 1-2  | Black      | 40-foot Line of acid      |
| 3-4  | Blue       | 40-foot Line of lightning |
| 5-6  | Green      | 20-foot Cone of acid      |
| 7-8  | Red        | 20-foot Cone of fire      |
| 9-10 | White      | 20-foot Cone of cold      |

# Quickwood

## Huge Plant

**Hit Dice:** 7d8+35 (66 hp)

**Initiative:** -1

**Speed:** 10 ft. (2 squares)

**Armor Class:** 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

**Base Attack/Grapple:** +5/+22

**Attack:** Root +13 melee (1d2+9 and grapple)

**Full Attack:** 8 roots +13 melee (1d2+9 and grapple) and bite +10 melee (4d6+4)

**Space/Reach:** 15 ft./20 ft.

**Special Attacks:** Fear, improved grab

**Special Qualities:** Darkvision 120 ft., link with oak, low-light vision, plant traits, resist fire, spell absorption, tremorsense 60 ft.

**Saves:** Fort +10, Ref +1, Will +4

**Abilities:** Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

**Skills:** Listen +14, Search +11, Spot +14

**Feats:** Alertness, Multiattack, Weapon Focus (root)

**Environment:** Temperate forests, hills, and mountains

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 8-14 HD (Huge); 15-21 HD (Gargantuan)

**Level Adjustment:** -

Quickwoods appear as nothing more than common oak trees. Closer inspection (at a distance of 10 feet or less) reveals a human-like visage embedded in the trunk. Quickwoods are indistinguishable from normal oak trees at a distance of 30 feet or more. Quickwoods rarely move, but when they do, they slowly pull themselves along with their roots.

A quickwood is about 30 feet tall, with a 3 foot diameter trunk. It weighs about 5,500 pounds. Quickwoods speak Sylvan.

## Combat

Quickwoods like to use their linking ability to spy on potential enemies before attacking. When an opponent moves in range, the quickwood lashes out with its roots, grabbing an opponent and pulling it in for a bite attack. The many branches that protrude from a quickwood are very rigid and almost immobile and thus unsuited for combat.

**Fear (Su):** The quickwood can use absorbed spell energy (see spell absorption below) to create an area of fear as a free action in a 10-foot radius per level of the spell absorbed. Creatures within the area must succeed on a DC 14 Will save or become panicked for 2d6 rounds. Whether or not the save is successful, an affected creature is immune to the same quickwood's fear ability for 24 hours. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, a quickwood must hit an opponent of Large size or smaller with a root attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can make an immediate bite attack.

**Link with Oak (Su):** As a standard action, a quickwood can use surrounding oak trees to see, hear, and smell. At any one time, the quickwood can use a number of oak trees equal to its HD and within 360 feet. The quickwood is completely aware of its current surroundings and can break the link as a free action. It can reestablish a broken link as a standard action. This ability allows the quickwood to ascertain its surroundings over a much greater distance. The affected oak takes on a human visage akin to the quickwood (Spot check at DC 20 to notice the human visage).

**Resist Fire (Ex):** As a standard action, the quickwood can cause its trunk and roots to perspire. This grants the quickwood resistance to fire 20 for 1 minute.

**Spell Absorption (Su):** Any time the quickwood succeeds on a saving throw against a spell, it absorbs the spell's energy. It stores this energy and can release it as a fear effect (see the text above). A quickwood can store this absorbed energy for one week for each HD the quickwood possesses.



# Scorpion Guard

## Large Aberration

**Hit Dice:** 8d8+16 (52 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares)

**Armor Class:** 22 (-1 size, +1 Dex, +6 banded mail, +6 natural), touch 10, flat-footed 21

**Base Attack/Grapple:** +6/+14

**Attack:** Claw +9 melee (2d6+4) or longsword +9 melee (2d6+4/19-20)

**Full Attack:** 2 claws +9 melee (2d6+4) and tail +7 melee (1d6+2 plus poison) or longsword +9/+4 melee (2d6+4/19-20) and tail +7 melee (1d6+2 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Aura of fear, constrict 4d6+8, death gaze, improved grab, poison

**Special Qualities:** Damage reduction 10/+2, darkvision 60 ft., resistance to acid 15, cold 15,

Scorpion guards have the torsos of men mounted on the bodies of giant scorpions. The human half is typically armored in a banded mail shirt and armed with a gleaming bronze longsword.

Scorpion guards are said to watch over the road to Shamash, the land of the Babylonian sun god. They are fearless defenders, totally obedient to their cause and to the gods whom they serve. Scorpion guards may be summoned through *lesser planar ally* spell.

## Combat

**Aura of Fear (Su):** A scorpion guard continually radiates a 60-foot radius aura of fear. Creatures within the area must succeed on a DC 15 Will save every round or become panicked for 2d4 rounds. Creatures that succeed on the saving throw are shaken while within the radius of the aura, and

and fire 15, spell resistance 20

**Saves:** Fort +4, Ref +5, Will +8

**Abilities:** Str 19, Dex 17, Con 15, Int 14, Wis 14, Cha 12

**Skills:** Climb +8, Hide +10, Intimidate +12, Jump +8, Listen +10, Sense Motive +12, Spot +10

**Feats:** Alertness, Multiattack, Power Attack

**Environment:** Temperate and warm hills and mountains

**Organization:** Solitary or pair

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** –

are thereafter immune to that scorpion guard's aura for 24 hours. The save DC is Charisma-based.

**Constrict (Ex):** A scorpion guard deals automatic claw damage with a successful grapple check.

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 15 negates. This is a full-round action that can be used once per day, and affects a single creature. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, a scorpion guard must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Poison (Ex):** Injury, Fortitude DC 16, initial and secondary damage 1d8 Str. The save DC is Constitution-based.

# Sentinel Noose

## Medium Aberration

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +5

**Speed:** 45 ft. (9 squares), climb 30 ft., fly 90 ft. (good)

**Armor Class:** 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +4/+6

**Attack:** Tentacle +6 melee (1d3+2)

**Full Attack:** 6 tentacles +6 melee (1d3+2)

**Space/Reach:** 5 ft./10 ft.

**Special Attacks:** Constrict, death touch,

enervation gaze, improved grab, leech field, spell-like abilities

**Special Qualities:** Darkvision 120 ft., flight, necromantic immunity, unusual anatomy

**Saves:** Fort +4, Ref +3, Will +8

**Abilities:** Str 15, Dex 12, Con 15, Int 18, Wis 17, Cha 17

**Skills:** Climb +10, Concentration +8 (+12 casting defensively), Craft (alchemy) +6, Hide +9, Jump +6, Knowledge (arcana) +9, Listen +9, Move Silently +9, Search +10, Spellcraft +12, Spot +9, Survival +9 (+11 following tracks)

**Feats:** Combat Casting, Flyby Attack, Improved Initiative

**Environment:** Any mountain and underground

**Organization:** Solitary, pair, or covey (3-5)

**Challenge Rating:** 8

**Treasure:** Double standard

**Alignment:** Usually neutral evil

**Advancement:** 7-12 HD (Large)

**Level Adjustment:** –

The sentinel noose is a mottled green and brown fleshy blob, about 4 feet in diameter. It bears a single three-foot-long eyestalk sporting a large, unblinking eye. Six tentacles, each nearly ten feet long, protrude from various parts of the bulbous body. They hover in the air, waiting to ensnare their prey.

The sentinel noose lurks in caverns and rocky outcroppings. Sentinel nooses understand Undercommon but cannot speak.

### Combat

Sentinel nooses prefer to attack by surprise and at a distance. They usually hang from cavern ceilings and other hard-to-reach places, using their spell abilities and gaze attack to weaken their opponents. If opponents close to melee distance, the suspended sentinel noose strikes with its tentacles, attempting to grab opponents and lift them into the air, hanging them until they are dead. It also uses its horrible death touch on the most formidable opponent near it. Sentinel nooses often have an entourage of undead servants, and they always have a pre-planned means of escape.

**Constrict (Ex):** On a successful grapple check, a sentinel noose deals 1d3+2 points of damage. Since it wraps its tentacle around the victim's neck, a creature held by a sentinel noose cannot speak or cast spells with verbal components. A sentinel noose attacking from above its opponents will also lift its constriction victims a few feet off the floor.

**Death Touch (Su):** Once per day, one round after making a successful grapple attack on an opponent, a sentinel noose can deliver a death effect similar to the spell *slay living*. The victim must succeed on a DC 16 Fortitude save or be instantly slain. On a successful save, the victim suffers 3d6+6 points of damage instead. The save DC is Charisma-based.

**Enervation Gaze (Su):** This functions as an *enervation* spell (caster level 6th, 30 feet. Fort DC 16 negates), except the victims gain 2d4 negative levels and sentinel noose does not gain hit points from energy drains caused by its gaze attack. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, a sentinel noose must hit with a tentacle attack against a Large or smaller creature. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or use its death touch ability on the following round. The sentinel noose has a +2 circumstance bonus for each tentacle holding the opponent.

**Leech Field (Su):** Twice per day, a sentinel noose can generate a shimmering purple haze spreads in a 10-foot-radius. All living creatures (other than the sentinel noose) within the leech field take 3d6 points of damage. A successful DC 16 Fortitude save halves the damage.

Each point of damage inflicted by the leech field heals the sentinel noose up to its normal maximum, with any excess gained as temporary hit points that last for one hour. A sentinel noose may not absorb temporary hit points in excess of its normal maximum hit points (39 temporary hit points for a typical sentinel noose). Even if the sentinel noose cannot absorb more hit points, however, targets still take full damage.

If any undead are caught within the area of leech field, the sentinel noose takes damage (DC 16 Fortitude save for half). All undead in the leech field split evenly as healing any damage that the sentinel noose takes. This effect can cure them up to their full normal hit points, but it does not provide any temporary hit points. The sentinel noose takes this damage before it absorbs any hit points from living creatures that are also caught in the leech field, and if the damage reduces the sentinel noose to less than 0 hit points, it does not absorb hit points from the living targets as normal. The save DCs are Charisma-based.

**Spell-like Abilities:** At will—*cause fear* (DC 14), *disrupt undead* (+5 ranged touch), *inflict minor wounds* (DC 13), *ray of enfeeblement* (+5 ranged touch); 3 times/day—*animate dead*, *enervation* (+5 ranged touch), *ghoul touch* (DC 15), *spectral hand*, *vampiric touch* (+6 melee touch). Caster level 8th. The save DCs are Charisma-based. (save DC 13 + spell level).

**Flight (Su):** A sentinel noose is affected by a permanent *fly* spell. This is a supernatural ability that does not function in areas where magic is suppressed or negated (like an antimagic field).

**Necromantic Immunity (Su):** A sentinel noose is immune to necromantic spells and death effects, except that it still receives any beneficial effects from its own necromantic spell-like abilities.

**Unusual Anatomy (Ex):** Sentinel nooses have no rear or side and cannot be flanked.

**Skills:** A sentinel noose receives a +8 racial bonus to Spot skill checks. A sentinel noose has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

# Shadow Stalker

## Large Magical Beast

**Hit Dice:** 6d10+30 (63 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

**Base Attack/Grapple:** +6/+14

**Attack:** Claw +10 melee (1d6+4)

**Full Attack:** 2 claws +10 melee (1d6+4) and bite +4 melee (1d8+2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, pounce, rake 1d8+2

**Special Qualities:** Chameleon power, darkvision 60 ft., psionics, low-light vision, scent

The shadow stalker looks like a large black panther, nearly nine feet long. Its golden eyes are the only light spots on its night-black body. Shadow stalkers are cunning predators. They are known by many names, including ghost cat, gato del diablo, forest spectres, and other similar monikers because they appear to attack from nowhere. Tribal legends say that you can only catch a glimpse of the shadow stalker just before it sinks its fangs into your throat.

Shadow stalkers dark-colored fur and propensity for hiding in the deepest shadows are what give the shadow stalkers their name. They are carnivorous creatures with a taste for large game animals (unfortunate and stupid adventurers may be considered game animals), and they often found lie in wait for their prey on large tree limbs. To bring down extremely large prey, they often cooperate with one another.

Shadow stalkers dwell as solitary creatures, in mated pairs, or as a part of a larger pack of four to nine creatures. Because of the stalkers' size and food requirements, it is rare to encounter packs with more than nine members. A single alpha female, who generally has one main male consort and one or two stringers (in case her consort is killed), dominates the pack. Mating occurs once a year and produces one or two cubs, although triplets do occasionally occur. The big cats are territorial by nature, and their territory spans several miles.

Shadow stalker cubs are highly prized as potential familiars and can command as much as 7,500 gp for one in good health. Wealthy magic wielders or mage guilds often employ adventuring parties to procure living cubs for training as familiars.

Shadow stalkers average 9 to 10 feet in length and weigh around 600 lbs. Shadow stalkers speak Common and occasionally Dryad, Elven, or Sylvan.

**Saves:** Fort +10, Ref +8, Will +2

**Abilities:** Str 18, Dex 16, Con 20, Int 10, Wis 10, Cha 6

**Skills:** Climb +8, Hide +7, Jump +8, Listen +9, Move Silently +7, Spot +5

**Feats:** Combat Reflexes, Improved Initiative, Weapon Focus (claw)

**Environment:** Temperate forests, hills or mountains

**Organization:** Solitary, pair, or pack (3-9)

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 7-12 HD (Large), 13-18 HD (Huge)

**Level Adjustment:** –

## Combat

Shadow stalkers are highly intelligent and often use the terrain to their attack advantage. Even when at rest, they choose high hills or tall trees to gain better leverage.

Shadow stalkers use their chameleon abilities to camouflage themselves while they lie in wait for their prey to come within striking distance. Their highly refined sense of smell alerts them to the presence of approaching food. Once it spots its quarry, a shadow stalker uses its psionic ability to turn invisible. As soon as the cat strikes and becomes visible, it switches to its psionic displacement ability to reduce the risk of being struck by its target.

Multiple packs often work together to bring down large quarry. Usually, one cat distracts the prey by allowing itself to be seen from a distance. While the prey focuses on the decoy, the other shadow stalkers simultaneously attack the prey from one or more sides. The visible cat only joins in on the kill if necessary.

**Improved Grab (Ex):** To use this ability, a shadow stalker must hit with its bite or claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a shadow stalker charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Atk +10 melee, dam 1d8+2.

**Chameleon Power (Sp):** A shadow stalker can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

**Psionics (Sp):** At will—*displacement*; 2/day—*invisibility*. Caster level 6th.

**Skills:** Shadow stalkers receive a +4 racial bonus on Hide, Move Silently, and Spot checks.

# Vapor Bore

## Large Magical Beast

**Hit Dice:** 8d10+24 (68 hp)

**Initiative:** +8

**Speed:** 40 ft. (8 squares)

**Armor Class:** 20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16

**Base Attack/Grapple:** +8/+17

**Attack:** Claw +12 melee (1d8+5)

**Full Attack:** 4 claws +12 melee (1d8+5) and tendril mass +10 melee (improved grab)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Charisma drain, improved grab, infuse, psychic wave

**Special Qualities:** Blindsight 300 ft., scent, telepathy 300 ft.

**Saves:** Fort +9, Ref +10, Will +4

The vapor bore is a highly-intelligent, telepathic cat roughly the size of a tiger. It is camouflaged, and has six legs and no eyes or mouth. It “sees” entirely with telepathy and its sense of smell. The creature has no normal digestive tract, and feeds by devouring the personality of other life forms. It affixes its tendrils to the victim’s head to extract his energy, healing itself in the process. Victims drained in this way have no natural will, and become withdrawn into a catatonic state.

A vapor bore collects creatures that it has fed upon, creating a small army to do its bidding. The vapor bore is able to give direct commands to all of its minions that are in range of its telepathy. Any minions wandering out of range continue to obey the last command given to them. This also happens if the vapor bore commanding them is killed or rendered unconscious. Vapor bores also have excellent natural hunting skills and are adept at tracking prey, hiding, and stealth.

Vapor bores stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. A vapor bore can communicate telepathically with all creatures within 300 feet that have a language.

## Combat

The vapor bore is extremely efficient in melee combat. Its typical strategy is to use its Hide and Move Silently skills to get the jump on its enemies. Once in attack range, it uses its psychic wave to stun opponents; it then enters melee, going after the strongest characters first. If its chosen victim is stunned, it attacks with its tendrils directly; otherwise, the vapor bore attacks with its claws and attempts to grab and hold the target.

If the victim is not easily grappled, the vapor bore attacks to subdue with its claws until

**Abilities:** Str 20, Dex 18, Con 17, Int 21, Wis 14, Cha 25

**Skills:** Diplomacy +18, Hide +11\*, Intimidate +18, Jump +9, Listen +13, Move Silently +15, Search +16, Survival +13 (+15 following tracks)

**Feats:** Improved Initiative, Multiattack, Track

**Environment:** Any forests, hills, and mountains

**Organization:** Solitary, escorted (1 plus 1-20 minions), or pack (2-4 plus 10-60 minions)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** 9-16 HD (Large); 17-24 HD (Huge)

**Level Adjustment:** –

the victim is unconscious, at which point it moves in with its tendrils. If the fight is going badly, it attempts another psychic wave attack. If it runs out of wave attacks and the fight is still not going well, it attempts to flee into the wilderness. The vapor bore’s goal is to satiate itself, which is actually accomplished when it has drained 8 Charisma points. Everything after that is just dessert.

If a vapor bore already has minions when encountered, it has its minions attack opponents first to subdue them before moving in to feed. Minions can be any creatures with a Charisma score, but are typically humanoid. Since minions have no sense of self-preservation, they are ferocious fighters, attacking in a berserk rage with no fear.

**Charisma Drain (Su):** By attaching its tendrils to a living victim with a successful grapple check, a vapor bore deals 1d8 points of Charisma drain. On each such successful attack, the vapor bore gains 5 temporary hit points.

**Improved Grab (Ex):** To use this ability, a vapor bore must hit a smaller opponent with its tendril mass attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain Charisma.

**Infuse (Su):** Once a victim’s Charisma is reduced to 0, the victim falls into a catatonic state. If the vapor bore then makes another grapple check, it can restore 1 point of Charisma to its victim by suffering 1 point of Charisma damage itself, essentially seating its own will in the victim’s body. The victim is now an extension of the vapor bore, and does its bidding (as if affected by a *dominate monster* spell, but only able to receive commands while within 300 feet), which is usually to attack on its new master’s behalf.

The victim remains under the control of the vapor bore until the vapor bore is killed, after which the victim's Charisma drain converts to Charisma damage and begins healing normally. Once the victim has regained at least 1 Charisma point, the victim makes a DC 10 Charisma check each day. Success means the victim regains control of his own body, and ceases obeying the vapor bore's final orders.

**Psychic Wave (Su):** Three times per day, a vapor bore can emit a psychic wave attack. The attack affects all creatures (except other vapor bores) within 15 feet. An affected creature must succeed on a Will save (DC 21) or be stunned for 1d6 rounds. The save DC is Charisma-based.

## Wolf-in-sheep's-clothing

### Medium Aberration

**Hit Dice:** 9d8+18 (58 hp)

**Initiative:** +4

**Speed:** 5 ft. (1 square)

**Armor Class:** 15 (+5 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +6/+9

**Attack:** Tentacle +10 melee (1d4+3)

**Full Attack:** 7 tentacles +10 melee (1d4+3) and bite +4 melee (2d4+1)

**Space/Reach:** 5 ft./5 ft. (10 ft. with tentacle)

**Special Attacks:** Constrict 1d4+3, improved grab

**Special Qualities:** All-around vision, darkvision 60 ft., lure-growth

**Saves:** Fort +5, Ref +3, Will +8

The wolf-in-sheep's clothing is perhaps the single strangest monster sages have cataloged to date. It appears as a gray-brown tree stump about 3-4 feet in diameter. Two 10-foot long eyestalks protrude from the creature's base. Each eyestalk is brownish-green in color and is topped by a violet flower-like eye. Seven to ten root tentacles, black-brown in color, give the monster its means of locomotion. Its mouth is located on its trunk-like body and appears to be nothing more than a deep scar, except when the creature opens it. The mouth is lined with razor-sharp and jagged greenish-white teeth. Its strangest and perhaps deadliest characteristic is its ability to "sprout" a growth on its top that resembles a small furry animal (such as

Psychic wave is a mind-affecting effect.

**Blindsight (Su):** A vapor bore senses its surroundings through telepathy and smell with a range of 300 feet, even seeing through objects and walls. Beyond that range, it is considered blinded. The vapor bore cannot determine color of any sort. A vapor bore is invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

**Skills:** \*Due to its camouflaged coat, a vapor bore has a +8 racial bonus on Hide checks when hiding in its natural environment. White vapor bores are designed to hide in snow, yellow in the desert, striped in foliage, black in shadows, and so on.

**Abilities:** Str 17, Dex 10, Con 15, Int 6, Wis 14, Cha 8

**Skills:** Hide +12\*, Listen +4, Search +2, Spot +8

**Feats:** Ability Focus (lure-growth), Alertness, Improved Initiative, Weapon Focus (tentacle)

**Environment:** Any temperate land and underground

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 10-18 HD (Medium); 19-27 HD (Large)

**Level Adjustment:** –

a rabbit or squirrel). The wolf-in-sheep's clothing uses this ability to lure in its prey, when it strikes with deadly force and aim.

A wolf-in-sheep's-clothing cannot speak, but understands Undercommon.

### Combat

The wolf-in-sheep's-clothing uses its lure-growth ability to draw in prey. When a creature moves within 10 feet of the wolf-in-sheep's-clothing, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 20). Severed tentacles grow back in 1d4 weeks.

An opponent can attack a wolf-in-sheep's-clothing's tentacles with a sunder attempt as if they were weapons. A wolf-in-sheep's-clothing's tentacles have 10 hit points each. If a wolf-in-sheep's-clothing is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a wolf-in-sheep's-clothing's tentacles deals 5 points of damage to the creature. A wolf-in-sheep's-clothing usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d4 weeks.

**Constrict (Ex):** On a successful grapple check, a wolf-in-sheep's-clothing deals 1d4+3 points of damage.

**Improved Grab (Ex):** To use this ability, a wolf-in-sheep's-clothing must hit an opponent of Large size or smaller with a tentacle attack.

It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A wolf-in-sheep's-clothing automatically hits a held opponent with its bite attack each round it maintains the hold.

**All-Around Vision (Ex):** The wolf-in-sheep's-clothing's 7-foot long eyestalks allow it to look in any direction, give them a +4 racial bonus to Search and Spot checks. A wolf-in-sheep's-clothing cannot be flanked.

**Lure-Growth (Ex):** This ability allows the wolf-in-sheep's-clothing to sprout a small furry animal to lures in its prey. A creature viewing the growth can attempt a DC 15 Will save to detect the deception. The save DC is Charisma-based.

**Skills:** \*A wolf-in-sheep's-clothing has a +8 racial bonus to Hide checks when in wooded surroundings.

## Azure Greathawk

### Large Magical Beast

**Hit Dice:** 16d10 (88 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), fly 170 ft. (poor)

**Armor Class:** 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12

**Base Attack/Grapple:** +16/+21

**Attack:** Beak +16 melee (2d6+1)

**Full Attack:** Beak +16 melee (2d6+1) and 2 talons +11 melee (1d8)

**Space/Reach:** 10 ft./5 ft. (10 ft. with beak)

**Special Attacks:** Chaos effects

**Special Qualities:** Darkvision 60 ft., low-light vision, spell resistance 18

**Saves:** Fort +10, Ref +14, Will +10

**Abilities:** Str 12, Dex 18, Con 10, Int 13, Wis 17, Cha 19

**Skills:** Hide +0, Jump -5, Listen +24, Search +20, Spot +24

**Feats:** Alertness, Dodge, Hover, Iron Will, Mobility, Wingover

**Environment:** Any temperate or warm hills and mountains

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 17-32 HD (Large); 33-48 HD (Gargantuan)

**Level Adjustment:** –

### Combat

Azure greathawks rarely need to enter combat, but they use their sharp beaks and terrible talons to great effect if they must.

**Chaos Effects (Su):** Whenever an azure greathawk flies overhead, one of the following eight effects occurs (See chart of following page).

The azure greathawk is a mighty bird with a wingspan of nearly twenty feet. Its feathers are sky-blue, and strange things seem to follow in its wake. These majestic avians seem to appear out of nowhere high in the sky and then disappear into the horizon after flying overhead.

An azure greathawk is 12 feet long with a wingspan of up to 20 feet, and weights up to 650 pounds. Although intelligent, azure greathawks do not speak, although they understand Auran.

## Azure Greathawk Chaos Effects

| 1d8 | Effect  |
|-----|---|
| 1   | <b>Bend Starlight/Sunlight:</b> At night, the stars in the heavens appear to bend, twist, rotate and otherwise change position, such that travelers cannot use them to determine direction. In daylight hours, the sun itself appears to change position in the sky, moving higher or lower, or to an illogical point in the heavens (due north, for example). This warp remains in effect until the next dawn or dusk.   |
| 2   | <b>Windstorm:</b> The winds howl, slowly at first, then gain in intensity. In the first round after the greathawk's passing, the winds are strong; in the second round, they become severe; in the third round, they become a windstorm; and in the fourth round, they are hurricane-force winds. This intensity of wind lasts for 3d4 rounds, after which time the winds die down at the same rate they increased (one level of intensity per round), until they return to their starting state. For information on wind effects, see Weather in Chapter 3 of the DMG.                     |
| 3   | <b>Spectral Flash:</b> Multi-colored lightning fills the skies overhead, blinding all who fail a DC 18 Fortitude save For 3d4x10 minutes. The save DC is Constitution-based.  |
| 4   | <b>Desert Wind:</b> A dry thirst grips the throats of those beneath the azure greathawk, affecting them as if they had gone too long without water. All affected creatures must make a DC 22 Fortitude save or take 1d6 points of nonlethal damage and become fatigued. Creatures who make the saving throw are entirely unaffected, while those who fail are considered to have taken thirst damage (see Starvation and Thirst in Chapter 3 of the DMG), and must drink at least 3 gallons of water and rest for 1 hour to be rid of the fatigued condition. The save DC is Charisma-based |
| 5   | <b>Relocate:</b> All creatures and small landmark items (boulders, trees, etc.) in the vicinity safely teleport from 200 to 1,600 feet in a random direction (roll 1d8: 1 = north, 2 = northeast, 3 east, etc.), as if by means of the dimension door spell (caster level 20th). Relocated creatures never arrive inside a solid object, and do not risk being transported to the Astral Plane.   |
| 6   | <b>Luck:</b> The azure greathawk flies upon the winds of fortune, and fortune brings success or failure. Each creature that views the azure greathawk for one full round gains a +2d6-7 morale modifier to attack rolls, saves, and checks for the remainder of the day.  |
| 7   | <b>Contentedness:</b> A sense of well-being affects anyone who views the greathawk for one full round. Natural healing rates double, only half the usual rations need be consumed to fill one's belly, and sleeping times are halved for the next week.   |
| 8   | <b>Wealth:</b> Gold dust falls from the greathawk's wing tips, but this disappears as it strikes the ground. Anyone in the area with a suitable container may make a Dexterity check to collect the gold dust as it falls. A creature can collect an amount of gold dust equal in value to its Dexterity check result x 3 gp. Once the dust has been caught in this way, it becomes permanent and will not disappear if it thereafter touches the ground.   |

# Caprinedrom

## Large Magical Beast

**Hit Dice:** 6d10+30 (63 hp)

**Initiative:** +4

**Speed:** 50 ft. (10 squares)

**Armor Class:** 17 (-1 size, +5 natural, +3 deflection), touch 12, flat-footed 17

**Base Attack/Grapple:** +6/+10

**Attack:** Gore+5 melee (1d8)

**Full Attack:** Gore +5 melee (1d8)

**Space/Reach:** 10 ft/5 ft.

**Special Attacks:** Sleep, spells, turn undead 6/day (+3, 2d6+9, 6th)

**Special Qualities:** Darkvision 60 ft., gift of sustenance, immunities, low-light vision

**Saves:** Fort +10, Ref +5, Will +6

**Abilities:** Str 10, Dex 10, Con 20, Int 17, Wis 18, Cha 17

**Skills:** Concentration +14 (+18 casting defensively), Diplomacy +14, Hide -4, Jump +8, Listen +15, Sense Motive +12, Spot +15

**Feats:** Alertness, Combat Casting<sup>B</sup>, Empower Spell, Improved Initiative

**Environment:** Temperate hill and mountains

**Organization:** Herd (21-40, plus one patriarch with 8 HD and 12-18 kids with 2-4 HD)

**Challenge Rating:** 9 (10 for patriarch or chief wife)

**Treasure:** Standard

**Alignment:** Always neutral good

**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

**Level Adjustment:** -

Caprinedroma are goat-like creatures that live on grassy knolls and mountain valleys, usually in a herd lead by a patriarch. It has a thick pelt, grand forked horns, and cloven hooves that shine like precious metal. Male caprinedroma are polygamists, having three to six wives.

Caprinedroma are considered a good luck omen to travelers. Most caprinedrome worship a dream deity and help others creatures achieve a dreamlike state of slumber.

An adult male caprinedrom stands over 6 feet tall at the shoulder and measures 9 feet in length. It weighs about 1,000 pounds. Caprinedroma speak Celestial, Common, Dwarven, and Sylvan.

## Combat

Caprinedroma have special powers related to sleep and dreams. The following powers are ones that caprinedroma may perform for any traveler who meets them on their native terrain.

**Sleep (Su):** Caprinedroma grant the gift of sleep to all travelers who request it. This sleep lasts for 8 hours, and those receiving this slumber drowsily bow to the grass. The sleep heals 1d4 hit points and revitalizes the recipient completely, eradicating all fatigue. Those who have come on a special pilgrimage to a temple and made sacrifices to their god may be granted prophetic dreams, giving them a hint of some future event of particular importance to them. Caprinedroma may bestow this gift at will. If pressed, an caprinedrom

may use this power against hostile targets, which must succeed at a DC 16 Will save to resist falling asleep. The save DC is Charisma-based.

**Spells:** The patriarch and his chief wife cast divine spells as 9th-level clerics with access to the Air, Animal, Good, Luck, Magic, and Trickery domains. Additionally, they are able to spontaneously cast spells from these domains, "losing" a prepared spell to cast a spell of equal level from the domain spell lists. They do not gain the domain powers of any of these domains.

*Typical Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level):* 0-*detect magic, guidance, mending, read magic, resistance, virtue*; 1st-*bless, calm animals\**, *detect evil, divine favor, remove fear, sanctuary*; 2nd-*aid\**, *augury, make whole, silence, status, zone of truth*; 3rd-*create food and water, dispel magic, helping hand, nondetection\**, *prayer*; 4th-*discern lies, divine power, holy smite\**, *sending*; 5th-*dispel evil spell resistance\**. \*Domain spell.

**Turn Undead (Su):** Caprinedroma turn undead as 6th-level clerics.

**Gift of Sustenance (Sp):** Once per day, a caprinedrom can create enough food and water for one person for one day. This otherwise functions as the *create food and water* spell (caster level 6th).

**Immunities (Su):** Caprinedroma are immune to mind-influencing spells and abilities; they are affected by sleep and paralysis only if they choose to be.



# Cave Giant

## Huge Giant

**Hit Dice:** 12d8+72 (126 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18

**Base Attack/Grapple:** +9/+25

**Attack:** Gargantuan greatclub +16 melee (4d8+12) or slam +15 melee (1d6+8)

**Full Attack:** Gargantuan greatclub +16/+11 melee (4d8+12) or slam +15 melee (1d6+8)

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

**Special Attacks:** Improved grab, pound, trample 2d6+12

**Special Qualities:** Low-light vision, oversized weapon

**Saves:** Fort +14, Ref +5, Will +6

**Abilities:** Str 26, Dex 12, Con 23, Int 4, Wis 11, Cha 10

**Skills:** Climb +15, Hide -7, Listen +4, Spot +4

**Feats:** Diehard, Endurance, Iron Will, Power Attack, Weapon Focus (greatclub)

**Environment:** Any hills or mountains

**Organization:** Gang (2-5) or clan (6-9 adults plus 35% noncombatants)

**Challenge Rating:** 9

**Treasure:** 50% standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +4

The cave giant is massive stocky, pot-bellied creature with black scraggly hair streaming down over its shoulders. Its skin is gray, mottled here and there with blotches of brown and black. Its face has a bulbous nose between glaring eyes with thick, bushy eyebrows. Two tusk-like teeth extend down over its lower lip, causing it to drool almost constantly.

Cave giants are the dumber, stronger cousins of hill giants. Cave giants live in small communal bands of no more than twelve individuals, with a single male leader that is usually stronger and certainly meaner than all others. They often take up residence in large hill or mountain caves, foraging for food such as mountain goats, bears, and wayward explorers. Extremely primitive and simple-minded, cave giants have no real concept of fire or creature comforts, so they eat their food raw.

Adults are about 20 feet tall and weigh about 12,000 pounds. The typical cave giant speaks Giant and no other languages.

## Combat

The cave giants are not rock-throwers like many of their brethren, but they are quite skilled at combat with their huge greatclubs. They take great glee in pounding humans into paste, and then eating the paste.

**Improved Grab (Ex):** To use this ability, the cave giant must hit an opponent up to two sizes smaller with its slam attack. It can then attempt to

start a grapple as a free action without provoking attacks of opportunity. If it wins the check, it establishes a hold and can pound.

**Pound (Ex):** A cave giant that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+12 points of bludgeoning damage to the victim. In addition, the opponent must make a successful DC 24 Fortitude save or be stunned for one round. A cave giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

**Trample (Ex):** A cave giant can trample creatures one category size smaller than itself as a standard action that deals 2d6+12 points of crushing damage. Opponents who do not make attacks of opportunity against the cave giant can attempt a DC 24 Reflex save to halve the damage. The save DC is Strength-based.

**Oversized Weapon (Ex):** A cave giant wields a greatclub (big enough for Gargantuan creatures) without penalty.

## Cave Giants as Characters

Cave giant leaders are barbarians or adepts. Cave giant clerics have access to two of the following domains: Chaos, Earth, Trickery or War.

# Forest Mimic

## Huge Plant (Shapechanger)

**Hit Dice:** 10d8+40 (85 hp)

**Initiative:** +2

**Speed:** 0 ft.

**Armor Class:** 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18

**Base Attack/Grapple:** +7/+24

**Attack:** Slam +14 melee (2d6+9)

**Full Attack:** 4 slams +14 melee (2d6+9) and bite +9 melee (3d6+4)

**Space/Reach:** 15 ft./20 ft.

**Special Attacks:** Constrict 1d8+9, improved grab, paralysis, swallow whole

**Special Qualities:** Damage reduction 3/slashing, low-light vision, mimic shape,

plant traits, tremorsense 60 ft.

**Saves:** Fort +11, Ref +5, Will -2

**Abilities:** Str 29, Dex 15, Con 18, Int -, Wis 1, Cha 8

**Skills:** Disguise +7

**Feats:** Improved Natural Attack (slam)<sup>B</sup>

**Environment:** Any plains, forests, hills, mountains, and marshes

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** 25% standard

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Huge); 21-30 HD (Gargantuan)

**Level Adjustment:** -

The forest mimic is a massive fungus that grows deep underground, usually in wooded areas; only a small bit of the creature actually protrudes above ground. The bit of the forest mimic that extends out of the ground mimics the look of a rotten old hollow stump grown over with crumbling bark, vines, rusts, or other forest litter. The stump always has four long tentacles around its perimeter that are disguised as roots. The remainder is a bloated, stinking, cylindrical mass of black fungus that patiently undulates under the dirt.

## Combat

When a creature comes within the forest mimic's reach, it lashes out with its tentacle-roots and tries to consume the target whole. If the only creature that comes near is too large to eat, the forest mimic will ignore it (unless it attacks the forest mimic).

**Constrict (Ex):** A forest mimic deals 1d8+9 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a forest mimic must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A forest mimic can also use its improved grab ability on a slam attack. If it wins the grapple check, it establishes a hold, and can either constrict or pick up the opponent, transferring it to the mouth as a free action, automatically dealing bite damage.

**Swallow Whole/Paralysis (Ex):** A forest mimic can try to swallow a grabbed opponent by

making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 19 Fortitude save or be paralyzed for 3d6 rounds by the forest mimic's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed victim that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed victim can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the interior (AC 15). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Huge forest mimic's interior can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

**Mimic Shape (Ex):** A forest mimic can alter the top few feet of itself to assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as general shape of a hollow stump, usually matching itself to the colors and textures of nearby trees. The creature cannot substantially alter its size, though. A forest mimic's body is soft and highly pliable, no matter what appearance it might present. Anyone who examines the forest mimic can detect the ruse with a successful Spot check opposed by the forest mimic's Disguise check. Of course, by this time it is generally far too late.

**Skills:** A forest mimic has a +8 racial bonus on Disguise checks.

# Greater Shedu

## Large Magical Beast

**Hit Dice:** 14d10+70 (147 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares), fly 80 ft. (average)

**Armor Class:** 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +14/+25

**Attack:** Hoof +20 melee (1d6+7)

**Full Attack:** 2 hooves +20 melee (1d6+7)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Psionics

**Special Qualities:** Darkvision 60 ft., *ethereal jaunt*, low-light vision, *magic circle against evil*, spell resistance 16, telepathy 100 ft.

**Saves:** Fort +14, Ref +12, Will +10

**Abilities:** Str 24, Dex 12, Con 20, Int 18, Wis 18, Cha 20

**Skills:** Concentration +23, Diplomacy +7, Hide -3, Jump +11, Knowledge (arcana) +21, Listen +21, Sense Motive +21, Search +21, Spot +21, Survival +4 (+6 following tracks)

**Feats:** Blind-Fight, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Lightning Reflexes, Power Attack

**Environment:** Any warm land

**Organization:** Solitary, pair, or troupe (greater shedu plus 2-5 shedu)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 15-28 HD (Large); 29-42 HD (Huge)

**Level Adjustment:** –

The greater shedu has the brown body of a horse, the wings of an eagle, and the head of a human with wide, squat features. It has straight braided black hair, beard, and mustache.

Greater shedus resemble their weaker cousins, the shedu (pg 142). The greater shedu has the brown body of a horse, the wings of an eagle, and the head of a human with wide, squat features. It has straight braided black hair, beard, and mustache. Like their relatives, they are good creatures that roam the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Greater shedus aid good creatures in need and never knowingly associate with evil creatures. Greater shedus are on good terms with lammasu, shedus, and ki-rin.

Greater shedu are about 10 feet long and weigh about 700 pounds. Greater shedus speak Auran, Celestial, Common, and Draconic.

## Combat

Greater shedus attack evil creatures using their fore-hooves and psionics. If encountered with other shedus, a greater shedu acts as a leader, directing its lesser cousins as they battle their foes.

**Psionics (Sp):** At will—*astral projection*, *charm monster* (DC 19), *detect evil*, *detect good*, *detect magic*, *detect thoughts* (DC 17), *dominate monster* (DC 24), *hypnotic pattern* (DC 17), *invisibility*, and *polymorph*. Caster level 16th. The save DCs are Charisma-based.

**Ethereal Jaunt (Su):** A greater shedu can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 18th).

**Magic Circle against Evil (Su):** A *magic circle against evil* effect always surrounds a greater shedu (caster level 14th). (The defensive benefits from the circle are not included in the stat block.)

# Hephaestan

**Huge Outsider (Evil, Fire, Lawful, Native)**

**Hit Dice:** 8d8+40 (76 hp)

**Initiative:** -1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 18 (-2 size, +10 natural), touch 8, flat-footed 18

**Base Attack/Grapple:** +8/+25

**Attack:** Warhammer +15 melee (3d6+13/19-20x3)

**Full Attack:** Warhammer +15/+10 melee (3d6+13/19-20x3)

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

**Special Attacks:** Radiant heat

**Special Qualities:** Curse item, damage reduction 10/silver, darkvision 60 ft., forge magic item, immunities, immunity to fire, vulnerability to cold

**Saves:** Fort +11, Ref +5, Will +9

**Abilities:** Str 29, Dex 9, Con 20, Int 14, Wis 16, Cha 13

**Skills:** Appraise +13(+15 armor, weapons, or metal items), Concentration +16, Craft (armorsmithing) +13, Craft (metalworking) +13, Craft (weaponsmithing) +13, Diplomacy +3, Hide -9, Jump +13, Knowledge (arcana) +13, Listen +14, Sense Motive +14, Spellcraft +13, Spot +14

**Feats:** Cleave, Improved Critical (warhammer), Power Attack

**Environment:** Any mountains or underground

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** Triple standard

**Alignment:** Always lawful evil

**Advancement:** 9-16 HD (Gargantuan)

**Level Adjustment:** -

Hephaestans are a breed of master smiths that live in mountainous regions and underground. They are vaguely humanoid, standing more than fifteen feet tall. Their thick stony skin is wrought with little fissures that release waves of heat. Preferring solitude, hephaestans have refined their skill in metalworking to a fine art and even have the capability to craft magical items.

Legends tell of the arrival of these massive giants from a massive volcanic eruption that ripped a portal to the Elemental Plane of Fire. Others place their origins as constructs given life by an evil deity of fire and craftsmanship, sent to the Material Plane to spread evil through the forging of magical items. Whether either is true is probably known only by the hephaestans.

A hephaestan stands about 15 feet tall and weighs 6,000 pounds. Hephaestans speak Ignan, Terran, and Undercommon.

## Combat

Hephaestans generally avoid combat whenever possible, but when forced, they fight using their huge iron hammers, overcoming combatants with powerful blows and the incredible heat radiating from their bodies.

A hephaestan's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Radiant Heat (Ex):** A hephaestan radiates heat at all times, but when angered, its heat rages with the intensity of a furnace. Opponents within 15 feet of a hephaestan must make a DC 19 Fortitude save each round or suffer 1d6 points of fire damage. Additionally, any non-magical weapon that strikes a hephaestan and does damage suffers 1d4 points of fire damage itself from the heat. The save DC is Constitution-based.

**Curse Item (Su):** A hephaestan can be persuaded to create items for individuals in exchange for quantities of workable metals — typically twice as much as is necessary to forge the item in question. The hephaestan follows specifications to the letter, and if the individual is not extremely specific as to the characteristics of the item, the hephaestan lays a curse upon it during the creation process. Such items follow all the normal guidelines for cursed magic items.

**Forge Magic Item (Ex):** Although not a spellcaster, a hephaestan can create any item or construct as though it had the necessary feats and prerequisite spells or other requirements.

**Immunities (Ex):** Immune to poison, sleep, paralysis, drowning and disease. Not subject to ability damage, energy drain or any attack that must target a living victim.

# Moon Dog

**Medium Outsider (Extraplanar, Good)**

**Hit Dice:** 9d8+18 (58 hp)

**Initiative:** +6

**Speed:** 50 ft. (10 squares); 30 ft. on two legs

**Armor Class:** 22 (+2 Dex, +10 natural), touch 12, flat-footed 20

**Base Attack/Grapple:** +9/+13

**Attack:** Bite +14 melee (1d8+6)

**Full Attack:** Bite +14 melee (1d8+6)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Bay, shadow weave, spell-like abilities, trip

**Special Qualities:** Damage reduction 10/evil, darkvision 120 ft., *dispel magic*, immunity to fear, keen senses, lick, *plane shift*, scent, spell resistance 16

The moon dog is a large wolfhound from the outer planes (believed to originate on the Blessed Fields of Elysium). Their fur is mottled black fur, and their forepaws are prehensile and resemble human hands. Though moon dogs can move on two legs in a bipedal fashion, most do not do so, preferring the speed and grace they gain by moving on all fours. Their long triangular heads are pierced by wide eyes with amber pupils.

Moon dogs often enter the Material Plane when evil has grown to an immeasurable level in an area. Otherwise, they are found in the employ of deities, solars, planetars, and the most powerful devas.

Moon dogs stand about 3 feet tall at the shoulder and weigh 200 pounds. Moon dogs speak Celestial.

## Combat

A moon dog attacks with its powerful bite. If faced by particularly powerful or evil opponents, the moon dog opens combat with its bay attack. Moon dogs' prehensile hands could facilitate the use of weapons, though none have ever been encountered wielding such items.

A moon dog's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

**Bay (Su):** The moon dog can use its bay once per round to produce one of the following effects. Each effect resembles a spell (caster level 12th). All have a save DC of 16. The save DCs are Charisma-based.

**Fear:** All creatures, except other good-aligned outsiders, within a 300-foot spread must succeed on a Will save or be affected as though by *fear*. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that moon dog's bay ability for 24 hours.

**Saves:** Fort +8, Ref +8, Will +9

**Abilities:** Str 18, Dex 15, Con 15, Int 15, Wis 16, Cha 14

**Skills:** Concentration +14, Diplomacy +14, Hide +16, Jump +4 (+12 on all fours), +14, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +21, Move Silently +16, Sense Motive +15, Spot +21, Survival +15 (+17 on other planes)\*

**Feats:** Alertness, Improved Initiative, Stealthy, Weapon Focus (bite)

**Environment:** Any good-aligned plane

**Organization:** Solitary, pair, or pack (6-11)

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral good

**Advancement:** 10-18 HD (Medium); 19-27 HD (Large)

**Level Adjustment:** –

**Dispel Evil:** This effect works like the spell, except that it targets one creature within 100 feet.

**Dismissal:** This effect works as the spell, except that it targets one creature with 9 HD or less.

**Shadow Weave (Su):** When in shadows, a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* (caster level 12th, Will DC 16 negates). Any good-aligned creature in the area of the shadow weave will be affected as though by protection from evil (caster level 12th). The shadow weave is a full round action, and the moon dog may take no other action while using it.

**Spell-Like Abilities:** 3/day—*disguise self*, *mirror image*; 1/day—*dancing lights*, *darkness*, *fog cloud*, *greater invisibility*, *light*, *nondetection*, *shades* (DC 21). Caster level 12th. The save DCs are Charisma-based.

The following abilities are always active on the moon dog, as the spells (caster level 12th): *detect evil*, *detect magic*, and *see invisibility*. They can be dispelled, but the moon dog can reactivate them as a free action.

**Trip (Ex):** A moon dog that hits with a bite attack can attempt to trip its opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the moon dog.

**Dispel Magic (Su):** Once per day, a moon dog can use *dispel magic* (caster level 12th). Doing so forces the moon dog from the Material Plane back to its own plane of origin.

**Keen Senses (Ex):** A moon dog sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Lick (Su):** By licking a target, the moon dog may use one of the following abilities. Each is usable at will by the moon dog, but only once per day per recipient, and each ability resembles the spell of the same name (caster level 12th): *cure light wounds*, *delay poison*, *remove disease*.

**Plane Shift (Sp):** A moon dog can enter the Astral Plane, Ethereal Plane, or Material Plane. It

is otherwise similar to the spell of the same name (caster level 12th).

**Wild Empathy (Ex):** This ability works like the druid's wild empathy class feature, except that a moon dog has a +6 racial bonus on the check.

**Skills:** Moon dogs have a +4 racial bonus to Listen and Spot checks. \*It also has a +4 racial bonus on Survival checks when tracking by scent.

## Neak-ta

**Medium Fey (Earth, Incorporeal)**

**Hit Dice:** 10d6+10 (45 hp)

**Initiative:** +7

**Speed:** Fly 30 ft. (perfect) (6 squares)

**Armor Class:** 19 (+3 Dex, +6 deflection), touch 19, flat-footed 16

**Base Attack/Grapple:** +5/-

**Attack:** Incorporeal touch +8 melee touch (1d6 Charisma drain)

**Full Attack:** Incorporeal touch +8 melee touch (1d6 Charisma drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Charisma drain, spell-like abilities, summon spirits of the dead

**Special Qualities:** Damage reduction 10/cold iron, incorporeal traits, low-light vision,

possess rup

**Saves:** Fort +4, Ref +10, Will +9

**Abilities:** Str -, Dex 16, Con 12, Int 13, Wis 14, Cha 22

**Skills:** Diplomacy +21, Gather Information +21, Intimidate +19, Knowledge (local) +14, Listen +17, Sense Motive +15, Spot +17

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

**Environment:** Any hills or mountains

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Usually lawful neutral

**Advancement:** 11-30 HD (Medium)

**Level Adjustment:** -

Neak-ta are incorporeal fey that live in a rock, statues, or formation. When a neak-ta materializes, it appears as a white-robed humanoid with delicate features and a beautiful face. Neak-ta are generally benevolent so long as the nearby villagers make regular offerings at to their home. If the offering of food and incense are please, the Neak-ta may be inclined to offer villages are advice or bestow favor upon the villagers.

Few have seen the Neak-ta outright. When the Neak-ta wish to interact with humanoids, they possess a willing medium, often a wise woman of the village.

A Neak-ta is about 5-1/2 feet tall. It is weightless due to its incorporeal nature. Neak-ta speak Common, Sylvan, and Terran, but can only do so through a rup (see below).

### Combat

Neak-ta rarely engage in combat. Their incorporeal form allows them to sink into the earth or their home object. They are only roused to action when sacrifices are lacking or their territory is threatened. In those cases, neak-ta use their spell-like abilities like *earthquake* to frighten their foes away. If all else fails, they summon ghostly aid and attack with their incorporeal touch. Those that flout the spiritual order by not offering sacrifice suffer

the loss of the personal power via the Neak-ta's Charisma drain.

**Charisma Drain (Su):** Living creatures hit by a Neak-ta's incorporeal touch take 1d6 points of Charisma drain. On each such successful attack, the Neak-ta gains 5 temporary hit points.

**Possess Rup (Su):** Neak-ta possess a medium, an older woman known as a rup, when they want to talk to or heal mortals. The neak-ta enters the body of the rup and speaks through her. While the rup is possessed, the neak-ta can cast its healing spells. Neak-ta cannot force possession on an unwilling subject. Rup are usually village wise women and often members of the adept class.

**Spell-Like Abilities:** At will—*cure serious wounds\** (DC 19), *remove disease\**, *soften earth and stone*; 3/day—*control weather*, *dispel magic*, *neutralize poison\** (DC 20), *spike stones* (DC 20); 1/day—*earthquake* (DC 24), *remove blindness/deafness\**, *remove curse\**. Caster level 14th. The save DCs are Charisma-based. \*Spells marked with an asterisk can only be cast while the neak-ta possesses a rup.

**Summon Spirits of the Dead (Sp):** Once per day, a neak-ta can automatically summon 1d6 ghosts. The DM determines the CR of the ghosts summoned.

# Phantom Argent Cougar

**Large Magical Beast (Psionic)**

**Hit Dice:** 12d10+60 (126 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares)

**Armor Class:** 20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

**Base Attack/Grapple:** +12/+22

**Attack:** Claw +18 melee (1d8+6)

**Full Attack:** 2 claws +18 melee (1d8+6) and bite +12 melee (1d6+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, pounce, psi-like abilities, rake 1d8+3

**Special Qualities:** Darkvision 60 ft., low-light vision, pack leader

**Saves:** Fort +13, Ref +14, Will +6

**Abilities:** Str 23, Dex 22, Con 20, Int 9, Wis 15, Cha 16

**Skills:** Balance +14, Hide +12, Jump +18, Listen +8, Move Silently +15, Spot +8

**Feats:** Alertness, Power Attack, Quicken Spell-Like Ability (daze monster), Stealthy, Weapon Focus (claw)

**Environment:** Warm or temperate forests and mountains

**Organization:** Solitary, pair, or pack (1-2 phantom argent cougars plus 2-5 argent cougars)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** 13-24 HD (Large)

**Level Adjustment:** +5 (cohort)

The beast looks something like the predatory puma of the woods, but it is as big as a tiger and has a glistening silver coat. It moves with preternatural grace and intelligence.

The phantom argent cougar is an especially old and experienced argent cougar from pure ancient bloodlines. Their pelts are almost pure silver, and they are said to move as silently as ghosts. They are found as solitary individuals or as leaders of a pack of normal argent cougars.

Phantom argent cougars stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. Although intelligent, phantom argent cougars do not speak.

## Combat

Phantom argent cougars use their mindlink power to coordinate their attacks with the rest of the pack. When a group attacks, the phantom argent cougar generally dazes the prey with its quickened daze monster ability while closing in with the rest of the pack to pounce and then rake the dazed foe.

**Improved Grab (Ex):** To use this ability, a phantom argent cougar must hit with both claw attacks. It can then attempt to start a grapple

as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a phantom argent cougar charges a foe, it can make a full attack, including two rake attacks.

**Psi-Like Abilities:** At will—*bite of the wolf*, *burst*, *catfall*, *know direction and location*, *mindlink* (with other argent cougars only); *3/day—create sound*, *disable* (DC 14), *inflict pain* (DC 15), *psionic daze* (DC 14), *read thoughts* (DC 15). Manifest level 12th. The save DCs are Charisma-based.

**Rake (Ex):** Attack bonus +18 melee, damage 1d8+3.

**Pack Leader (Su):** Any argent cougar that is a member of a phantom argent cougar's mindlink gains a +1 morale bonus on all saving throws, attack rolls, and skill checks. If the phantom argent cougar is slain while the mindlink is active, this +1 morale bonus changes to a -1 morale penalty that lasts for 24 hours.

**Skills:** Phantom argent cougars have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Jump checks.

# Thundershrike

## Huge Magical Beast

**Hit Dice:** 13d10+65 (136 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 70 ft. (average)

**Armor Class:** 19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17

**Base Attack/Grapple:** +13/+29

**Attack:** Claw +19 melee (1d8+8)

**Full Attack:** 2 claws +19 melee (1d8+8) and bite +15 melee (2d6+4)

**Space/Reach:** 15 ft/10 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Darkvision 60 ft, low-light vision

**Saves:** Fort +13, Ref +10, Will +7

**Abilities:** Str 26, Dex 15, Con 20, Int 13, Wis 17, Cha 17

**Skills:** Concentration +13, Hide -6, Jump +2, Knowledge (nature) +13, Listen +14, Spellcraft +5, Spot +20, Survival +9 (+11 aboveground)

**Feats:** Alertness, Flyby Attack, Hover, Snatch, Weapon Focus (bite)

**Environment:** Temperate mountains

**Organization:** Solitary or pair

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 14-26 HD (Huge); 27-39 HD (Gargantuan)

**Level Adjustment:** -

A thundershrike is an eagle-like raptor, perhaps in some way related to rocs. This majestic bird is brightly colored, with feathers ranging from black and gray to red and yellow. Its beak is golden.

Riding the winds with its massive wings spread wide, the thundershrike is thought by some cultures to be a herald of the gods of the thunderstorms. Thundershrike are often found in the company of storm giants. Thundershrikes get their name from their habit of taking to the air during powerful storms. Wind and rain follow the wings of a thundershrike. Often worshipped by barbarians and other wilderness dwellers, the thundershrikes are a proud species that view all that they survey as their territory. Although they keep their nests in isolated aeries in the high mountains, thundershrikes can range several hundred miles in search of food.

Thundershrikes mate for life, and females usually lay a clutch of 2d4 eggs in the spring. The eggs hatch in the late summer during the height of the storm season. Young remain in the nest for several months before venturing out on their own in the world.

A typical thundershrike is 15 feet long, with a wingspan of upwards of 40 feet and weighs about 4,000 pounds. Thundershrikes speak Common and Auran.

## Combat

Unless it is on the hunt, a thundershrike is content to ride the winds and generally leave other creatures alone. If hunting, the thundershrike attacks any creature of Large or smaller size that appears tasty.

A thundershrike opens combat with its lightning bolts before swooping or diving at a foe. It rarely lands during melee, preferring to attack from the air, using its spell-like abilities, and its snatch and hover to pick up and separate multiple foes. Female or mated thundershrikes will fight to the death to defend their nest or young.

**Spell-Like Abilities:** At will—*gust of wind* (DC 15); 2/day—*lightning bolt* (DC 16); 1/day—*control weather*. Caster level 13th. The save DCs are Charisma-based.

**Skills:** Thundershrikes have a +4 racial bonus on Spot checks.



# Alaihar

## Small Dragon (Fire)

**Hit Dice:** 12d12+24 (102 hp)

**Initiative:** +8

**Speed:** 20 ft. (4 squares), fly 90 ft. (average)

**Armor Class:** 21 (+1 size, +4 Dex, +6 natural), touch 15, flat-footed 17

**Base Attack/Grapple:** +12/+11

**Attack:** Bite +16 melee (2d4+3)

**Full Attack:** Bite +16 melee (2d4+3) and 2 claws +11 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Breath weapon, frightful presence, spells

**Special Qualities:** Immunity to fire, immunity to sleep and paralysis, keen senses, spell resistance 23, telepathy 100 ft., vulnerability to cold

**Saves:** Fort +10, Ref +12, Will +13

Alaihar are magical birds that breathe fire. This splendid creature's body is barely over one foot high, but its enormous tail stretches another five feet. Its feathers are soft and thickly-layered, ranging from blue and deep purple to red and yellow. They shine with a metallic luster, and grow pale at its crest. Its head is small, ending in a long beak with the same orange coloration as its talons. Golden scales stretch across its back and shoulders, and two long tail feathers dangle behind the bulk of its tail, each more than three feet long and tipped with white.

Alaihar catch waterfowl from streams and lakes for food, sometimes supplementing their diets with fruit. They nest alone in shallow caves and atop bluffs. Alaihar can live for up to 800 years, but most are slain before that time by hunters (as trophies, or for sale to spellcasters) or evil creatures. Alaihar able to find others of their kind usually mate once during their lives, raising between one and three hatchlings for several decades before moving on.

Alaihar are noble, proud, and clever. Though they live relatively solitary lives, they have an affinity for humans and can develop strong bonds of friendship with them over the course of years. Utterly loyal and valued companions, alaihar cannot abide evil, and require honesty and virtue in their associates. Generally, only young alaihar go out of their way to combat darkness; older alaihar tend to have a more relaxed view of life, enjoying time as it passes, understanding the impermanence of all things, and maintaining patience with other beings while trying to set examples for them.

**Abilities:** Str 16, Dex 18, Con 15, Int 19, Wis 20, Cha 19

**Skills:** Bluff +15, Climb +7, Concentration +13 (+17 casting defensively), Craft or Knowledge (any two) +13, Decipher Script +10, Diplomacy +18, Disguise +6 (+8 acting), Heal +12, Hide +13, Intimidate +14, Jump -6, Listen +15, Move Silently +13, Search +12, Sense Motive +12, Spellcraft +12, Spot +15, Survival +10 (+12 following tracks), Swim +7

**Feats:** Combat Casting, Eschew Materials, Flyby Attack, Improved Initiative, Wingover  
**Environment:** Temperate and warm forests and mountains

**Organization:** Solitary or pair

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 13-24 HD (Small); 25-36 HD (Medium)

**Level Adjustment:** -

A typical alaihar weighs about 8 lbs. Alaihar speak Draconic and communicate telepathically.

## Combat

Though not usually aggressive, an alaihar is extremely dangerous if forced to defend itself. A typical alaihar flies out of reach of its enemies, using spells and its breath weapon to fight from a distance. It uses its great speed to flee if necessary, only using its beak and claws when trapped.

**Breath Weapon (Su):** 40-foot cone, three times per day, damage 8d10 fire, Reflex DC 18 half. The save DC is Constitution-based.

**Frightful Presence (Su):** As a standard action, an alaihar can magically induce ancestral memories of dragons in foes with fewer HD than itself within 120 feet. A potentially affected creature that succeeds on a DC 20 Will save becomes immune to that alaihar's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Alaihar ignore the frightful presence of other alaihar. The save DC is Charisma-based.

**Spells:** An alaihar casts spells as an 8th-level sorcerer, and can also cast spells from the Good and Law domains as arcane spells.

*Typical Sorcerer Spells Known (6/7/7/6/4, caster level 8th):* 0—*daze* (DC 14), *detect magic*, *light*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*burning hands* (DC 15), *identify*, *obscuring mist*, *shield*, *silent image* (DC 15); 2nd—*calm emotions* (DC 16), *invisibility*, *see invisibility*; 3rd—*clairaudience/clairvoyance*, *dispel magic*; 4th—*polymorph*.

**Keen Senses (Ex):** An alaihar sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision with a range out to 120 feet.

### *Physiological uses*

Alaihar corpses can be utilized in a number of ways. An alaihar's scales can be used for the creation of armor or a Medium or smaller shield in the same manner as a dragon's. The eye of an alaihar, when used as a material component in a

spell with the good, fire, or law descriptor, empowers (as the metamagic feat) the spell. Each eye can be used 1d4 times before its magic is lost. Alaihar feathers can be used in fletching, and for purposes of determining creation time and raw materials cost, the masterwork component of an arrow or bolt made with an alaihar feather costs only 3 gp, instead of 6 gp. An alaihar has 4d10 feathers suitable for use in fletching.

## Anzu

### **Huge Magical Beast**

**Hit Dice:** 16d10+96 (184 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), fly 80 ft. (average) (16 squares)

**Armor Class:** 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20

**Base Attack/Grapple:** +16/+30

**Attack:** Bite +20 melee (2d8+6)

**Full Attack:** Bite +20 melee (2d8+6) and 2 claws +18 melee (1d6+3)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Improved grab, pounce, rake 1d6+3, spell-like abilities

**Special Qualities:** Damage reduction 10/magic and silver, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and fire 10, scent, spell resistance 25

Anzu are griffon-like creatures with leonine upper bodies, eagle-like wings and talons on their lower bodies. The deities of Sumerian, Babylonian, and Persian pantheons employ anzu as guardians. Anzu are normally faithful creatures, but while renowned as guardians, they sometimes covet what they guard a little too fiercely.

Anzu on the mortal planes are always summoned, although they sometimes find ways around their magical servitude and can be found living free in the wild. These free anzu are somewhat less benign than most guardians. They prefer to live in high places, with tops of ziggurats and temples favored over natural formations. When a temple is unavailable, they try to build their own crude versions.

Free anzu are sometimes the objects of local veneration by small cults, who bring them sacrifices of meat and wine, which they enjoy. Anzu also enjoy frightening and intimidating mortals, even when they have no interest in hurting them.

**Saves:** Fort +16, Ref +12, Will +9

**Abilities:** Str 22, Dex 15, Con 22, Int 12, Wis 18, Cha 16

**Skills:** Jump +20, Intimidate +24, Listen +20, Spot +25

**Feats:** Alertness, Deflect Arrows B Dodge, Flyby Attack, Multiattack, Power Attack, Skill Focus (intimidate)

**Environment:** Temperate and warm hills and mountains

**Organization:** Solitary or pair

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Usually neutral good

**Advancement:** 17-32 HD (Huge); 33-48 HD (Gargantuan)

**Level Adjustment:** –

### *Combat*

**Improved Grab (Ex):** To use this ability, an anzu must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If an anzu charges a foe, it can make a full attack, including two rake attacks. An anzu can use this maneuver as part of a diving or leaping charge.

**Rake (Ex):** Attack bonus +18 melee, damage 1d6+3.

**Spell-Like Abilities:** 3/day—*magic aura, misdirection*; 1/day—*arcane mark, discern location, instant summons, teleport object* (DC 20). Caster level 16th. The save DCs are Charisma-based.

**Skills:** Anzu receive a +4 racial bonus on Jump and Spot checks.

# Crelith

**Huge Outsider (Chaotic, Good, Native, Psionic)**

**Hit Dice:** 10d8+20 (65 hp)

**Initiative:** +8

**Speed:** 10 ft. (2 squares), fly 60 ft. (good)

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

**Base Attack/Grapple:** +10/+21

**Attack:** Claw +11 melee (2d4+3)

**Full Attack:** 2 claws +11 melee (2d4+3) and bite +9 melee (1d8+1)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Molt, psi-like abilities

**Special Qualities:** Blindsight 100 ft., immunity to fire, spell resistance 22, telepathy 100 ft.

**Saves:** Fort +9, Ref +11, Will +8

Creliths are rare, sightless birds, harbingers of change and violence in the name of good. An average crelith is about 20 feet long from beak to tail, and sports a 35-foot wingspan. The crelith is a massive, thin-bodied avian whose body is covered in brilliant golden-bronze feathers dappled with black along its wispy tail. Its lithe neck stretches into a long, bronze beak. Dark feathers edged with a ruddier bronze cover the areas where its eyes should be. Male creliths stop growing after a century, but females seem to have no limit on their size.

Creliths live in enormous nests atop bluffs, mountains, and ancient trees. They are occasionally seen eating fish, small mammals, and reptiles, but many scholars believe they have no actual need for nourishment. They are highly intelligent and magical, and spend much of their time traveling the world and combating evil. They swoop down to assist armies, seek out evil wizards in their towers, and battle monstrous creatures in their lairs. They consider themselves forgers of the future, scouring evil from the world to allow good creatures to build a better one. Zealots, they believe that while only deeply malevolent individuals truly deserve death, those caught between themselves and their enemies are owed little sympathy. Innocent casualties are unfortunate, they say, but an occasional necessity for crafting a more beautiful future. They recognize nobility when they see it, and refuse (whenever possible) to fight other good beings, but they are obstinate and hot-tempered. Creliths disdain those who spend time mourning the losses of the past or studying history instead of working toward a better tomorrow.

The first creliths were born from falling meteorites, shards of destruction from above. The

**Abilities:** Str 16, Dex 19, Con 15, Int 15, Wis 12, Cha 20

**Skills:** Autohypnosis +14, Bluff +10, Concentration +12, Diplomacy +12, Disguise +5 (+7 acting), Hide -4, Intimidate +17, Jump -9, Knowledge (any two) +14, Knowledge (nobility and royalty) +9, Knowledge (psionics) +12, Listen +12, Psicraft +17, Search +7, Sense Motive +7, Survival +10 (+12 following tracks)

**Feats:** Flyby Attack, Improved Initiative, Multiattack, Wingover

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always chaotic good

**Advancement:** 11–20 HD (Huge); 21–30 HD (Gargantuan)

**Level Adjustment:** –

violence of their creation is assumed to be the reason for their aggressive nature, and is reaffirmed in each generation. When a crelith believes itself to be too mired in its past and memories to continue fighting, it soars as high as it can. Eventually, it bursts into flame, and explodes in a dazzling display of ruby and gold fire. The falling sparks that reach the ground transform into newborn creliths, gifted with intelligence, but not experience.

Creliths communicate telepathically.

## Combat

Creliths engage in combat joyously, using their abilities to great effect. Most protect themselves with inertial armor early on, diving upon their enemies and unleashing their fiery blasts before flying out of reach again. They try to down their opponents with tornados when surrounded, and use fiery disincorporation as a last resort.

**Molt (Su):** By furiously flapping its wings, a crelith can dislodge its feathers. The crelith's inherent magic allows it to imbue these feathers with one of two effects.

**Fiery Blast:** The crelith's feathers glow with ruby light, blasting forward in a 20-foot line. Creatures in the path of the line suffer 6d8 points of fire damage and 4d8 points of damage is resulting directly from divine power (and therefore not subject to being reduced by resistance to fire-based attacks). On a successful DC 17 Reflex save, a creature takes one-half damage from each effect. The save DC is Constitution-based.

**Tornado:** The crelith's feathers swirl in a 10-foot-radius cloud around it. All creatures and objects in the area suffer the effects of a windstorm, and take 4d8 points of damage from the striking feathers.

**Psi-Like Abilities:** At will—*astral traveler* (DC 16), *aura sight* (80-ft. cone\*), *burst*, *inertial armor* (+11 AC\*), *read thoughts* (DC 17), *synesthete*, *telekinetic thrust* (500 lb., DC 18\*), *trace teleport* (range 250 ft.\*); 3/day—*body*

*adjustment* (heal 6d12\*), *energy conversion*; 1/day—*fiery disincorporation* (+2 Will bonus\*). Manifest level 15th. The save DCs are Charisma-based.

\*Includes augmentation for the creolith's manifest level.

# Cyrrivosk

## Huge Magical Beast

**Hit Dice:** 10d10+60 (115 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), burrow 20 ft., swim 10 ft.

**Armor Class:** 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18

**Base Attack/Grapple:** +10/+28

**Attack:** Bite +18 melee (2d8+10/19-20)

**Full Attack:** 3 bites +18 melee (2d8+10/19-20)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Breath weapons, improved grab, swallow whole

**Special Qualities:** Darkvision 60 ft., immunity to acid, cold, and fire, low-light vision, tremorsense 60 ft.

**Saves:** Fort +13, Ref +9, Will +3

**Abilities:** Str 30, Dex 14, Con 23, Int 3, Wis 10, Cha 10

**Skills:** Climb +13, Hide -6, Listen +7, Spot +7, Swim +18

**Feats:** Alertness, Cleave, Improved Critical (bite), Power Attack

**Environment:** Any hills, plains and underground

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** No coins; double goods (gems only); standard items

**Alignment:** Always chaotic neutral

**Advancement:** 11-20 HD (Huge); 21-30 HD (Gargantuan)

**Level Adjustment:** -

A cyrrivosk is huge three-headed worm bearing draconic blood. Each head has a breath weapon and has a different coloring depending on its element of choice: black for acid, red for fire, and white for cold. Despite its three heads, a cyrrivosk only has one stomach, which it fills by swallowing its prey whole. Although the cyrrivosk is not intelligent, its instincts keep it well fed.

A cyrrivosk is about 35 feet long, 5 feet in diameter, and weighs about 7,500 pounds. Cyrrivosks do not speak.

## Combat

A cyrrivosk hides beneath the earth until it senses creatures above the ground, then attacks to surprise its prey. It typically begins combat by breathing acid at its enemies. It holds its fire and ice attacks in reserve for prey too powerful to kill with its bite attacks. If a cyrrivosk is still threatened after biting and breathing three times on its prey, it typically burrows back into the ground, rarely fighting to the death.

**Breath Weapons (Su):** A cyrrivosk has three breath weapons, each of which is usable once per hour. Its right head can breathe a 20-foot line of cold that deals 10d6 points of cold damage. The left head can breathe a 20-foot cone of fire that deals 10d6 points of fire damage. The center head of a cyrrivosk can breathe a 40-foot line of acid that deals 10d4 points of acid damage. A

successful DC 21 Reflex save halves the damage from any of the breath weapons. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a cyrrivosk must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Swallow Whole (Ex):** A cyrrivosk can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the cyrrivosk's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge cyrrivosk's interior can hold 2 Large, 4 Medium, 8 Small, 16 Tiny, or 32 Diminutive or smaller opponents.

**Skills:** A cyrrivosk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

# Headsmen Swine

## Large Magical Beast

**Hit Dice:** 15d10+45 (127 hp)

**Initiative:** +1

**Speed:** 80 ft. (16 squares)

**Armor Class:** 24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23

**Base Attack/Grapple:** +15/+23

**Attack:** Gore+18 melee (2d6+4/19-20 plus vortal tusks)

**Full Attack:** Gore +18 melee (2d6+4/19-20 plus vortal tusks) and 2 hooves +16 melee (1d6+2) or bite +18 melee (1d8+4) and 2 hooves +16 melee (1d6+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Trample 1d8+6, vortal tusks

**Special Qualities:** Damage reduction 20/magic, darkvision 60 ft, fast healing 5, low-

light vision, scent, spell resistance 21

**Saves:** Fort +14, Ref +10, Will +7

**Abilities:** Str 18, Dex 13, Con 17, Int 2, Wis 14, Cha 9

**Skills:** Hide -3, Jump +24, Listen +8, Spot +8, Survival +8

**Feats:** Cleave, Dodge, Great Fortitude, Improved Natural Attack (gore), Multiattack, Power Attack

**Environment:** Temperate or warm forests or mountains

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always lawful neutral

**Advancement:** 16-30 HD (Large); 31-45 HD (Huge)

**Level Adjustment:** –

The headsmen swine is an enormous boar with a black-bristled hide covered in hundreds of old scars. Its eyes are wild and bloodshot, and a pair of wicked tusks juts up from its lower jaw. Each tusk is more than foot long, gleams like polished ivory and is sharper than a sword.

Enormous boars that terrorize forests and mountains, headsmen swine are a bane to hunters and travelers. Even more aggressive than the already ferocious normal boars, headsmen swine seem to particularly hate hunters, and single them out of a group.

These monstrous boars get their name from their wickedly keen tusks, which can sever an opponent's head clean off. Their bristled hide has the consistency of metal and even resists spells.

Headsmen swine are about 12 feet long and weigh nearly 2,000 pounds.

## Combat

The headsmen swine is a veritable killing machine, attacking intruders on its territory

without provocation or warning. If fighting more than one opponent, it tramples one and slashes the other with its tusks and forehoofs. It is swift for its size, and the thickness of its gristly hide allows it to shrug off most blows. Headsmen swine are known to recover from seemingly mortal wounds, track their attackers, and exact revenge.

**Trample (Ex):** Reflex DC 21 half. The save DC is Strength-based.

**Vortal Tusks (Ex):** Upon a successful critical hit, the headsmen swine's gore attack severs the opponent's head (if it has one) from its body. Some creatures, such as many abominations and all oozes, have no heads; others such as golems and undead creatures (besides vampires) are not affected by the loss of their head. Most other creatures, however, die when their heads are cut off. The headsmen swine's critical threat range is 19-20 with its tusks. The headsmen swine may not employ its Cleave feat when it kills an enemy in this fashion.

# Luniathan

**Huge Outsider (Evil, Native)**

**Hit Dice:** 18d8+108 (189 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares), fly 40 ft. (average)

**Armor Class:** 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22

**Base Attack/Grapple:** +18/+38

**Attack:** Morningstar +28 melee (3d6+12) or boulder +18 ranged (2d8+12)

**Full Attack:** Morningstar +28/+23/+18/+13 melee (3d6+12) or boulder +18/+13/+8/+3 ranged (2d8+12)

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

**Special Attacks:** Spell-like abilities

**Special Qualities:** Breathless, darkvision 60 ft., *displacement*, immunity to cold and poison, outsider traits, see in darkness, *spell turning*, telepathy 100 ft.

**Saves:** Fort +17, Ref +13, Will +15

**Abilities:** Str 35, Dex 14, Con 22, Int 17, Wis 18, Cha 17

A luniathan is a fifteen-foot-tall creature with pale, blubbery skin and almost no hair. It is basically humanoid in shape, although its face is more rotund, with a deep crevasse for its eyes. Luniathans are believed to have originated on a moon of a Material Plane world. They have since migrated to the world to spread evil and mischief. Luniathans prefer the solitude of mountainous regions but are devilishly mischievous when they seek company.

A luniathan stands fifteen feet tall and weighs 2,500 pounds. Luniathans speak Abyssal, Common, Giant, and Infernal.

## Combat

Despite a luniathan's great physical power, it prefers trickery to direct confrontation. A luniathan generally attempts to remain unseen via invisibility and uses illusions to dispose of intruders quickly.

A luniathan's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** At will—*deeper darkness*, *detect good*, *detect invisibility*, *detect magic*, *dispel magic*, *faerie fire*, *invisibility*, *silence* (DC 15), *silent image* (DC 14). 3/day—*dimension door* (DC 16), *insanity* (DC 20), *major image* (DC

*Skills:* Concentration +27, Hide +23, Jump +16, Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (the planes) +24, Move Silently +23, Perform (oratory) +24, Perform (sing) +24, Listen +25, Spellcraft +26, Spot +25, Survival +4 (+6 aboveground, +6 on other planes)

**Feats:** Combat Reflexes, Flyby Attack, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*dimension door*, *dispel magic*, *invisibility*)

**Environment:** Cold or temperate mountains

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** Double standard

**Alignment:** Always neutral evil

**Advancement:** 19-36 HD (Huge); 37-54 HD (Gargantuan)

**Level Adjustment:** –

16), *freezing sphere* (DC 19), *project image* (DC 20), *scrying* (DC 17). 1/day—*reverse gravity* (DC 19), *shadow walk* (DC 20). Caster level 18th. The save DCs are Charisma-based.

**Breathless (Ex):** Luniathans do not breathe, so they are immune to drowning, suffocation, and attacks that require inhalation (such as some types of poisons).

**Displacement (Su):** A light-bending glamour continually surrounds a luniathan, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the luniathan by some means other than sight. A *true seeing* effect allows the user to see the luniathan's position, but *see invisibility* has no effect.

**See In Darkness (Su):** Luniathans can see perfectly in darkness of any kind, even *deeper darkness* spells.

**Spell Turning (Su):** A luniathan turns the first 10 spell levels directed at it each round, as though under the effects of a *spell turning* spell (caster level 18th).

**Skills:** A luniathan has a +8 racial bonus on Hide checks, thanks to its displacement ability.

# Mangabangabana

## Medium Aberration

**Hit Dice:** 10d8+16 (61 hp)

**Initiative:** +1

**Speed:** 15 ft. (3 squares), fly 90 ft. (clumsy) (18 squares)

**Armor Class:** 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +7/+9

**Attack:** Club +9 melee (1d6+2)

**Full Attack:** Club +9/+3 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Nauseating gaze, spells

**Special Qualities:** Darkvision 60 ft., flight, spell resistance 18

**Saves:** Fort +5, Ref +4, Will +7

**Abilities:** Str 15, Dex 12, Con 14, Int 15, Wis 7, Cha 20

The mangabangabana (mahn-gah-bahn-gah-BAH-nah), also known as the androanzi (ahn-droh-AHN-zee) or hai-huri (heye-HOO-ree), are a race of humans suffering under an ancient curse that separated them into two.

The mangabangabana's appearance is startling, to say the least. The creature appears to be human, but looks like it has been cut in half lengthwise. As a result, it only has one eye, one arm, and one leg. The part of its body where the cut appears to be is exposed raw flesh, and is always wet and oozing, though the injury does not bleed or cause the creature any discomfort. All male mangabangabana are "right handed," and all female mangabangabana are "left handed."

These creatures are cannibals, and especially enjoy feeding upon children. Many families use tales of these creatures to reinforce to their children the necessity of staying indoors at night.

## Combat

Mangabangabana prefer to attack with spells, but will resort to a club or other blunt instrument if its opponent is resistant to magic. Because a mangabangabana only has one hand, it cannot cast spells while holding a weapon unless it prepares the spell using its Still Spell feat.

**Skills:** Balance +7, Bluff +10,

Concentration +10, Diplomacy +10, Jump -8, Knowledge (arcana) +7, Intimidate +10, Listen +3, Sense Motive +4, Sleight of Hand +4, Tumble +6, Spellcraft +8, Spot +3

**Feats:** Blind-Fight, Combat Casting, Iron Will, Still Spell

**Environment:** Warm mountains

**Organization:** Solitary, group (3-18), or clan (6-36)

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +3

**Nauseating Gaze (Su):** Nauseated for 2d4 rounds, 30 feet, Fortitude DC 20 negates. The save DC is Charisma-based.

**Spells:** A mangabangabana can cast arcane spells as an 8th-level wizard. A typical mangabangabana has access to the following spells: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*burning hands, grease, magic missile, obscuring mist, silent image, sleep, ventriloquism*; 2nd—*alter self, darkness, detect thoughts, protection from arrows, resist energy, scare*; 3rd—*deep slumber, hold person, nondetection, ray of exhaustion, water breathing*; 4th—*confusion, fear, phantasmal killer, stoneskin*. The save DCs are Intelligence-based.

*Typical Wizard Spells Prepared* (4/5/4/3/2; save DC 12 + spell level); 0—*daze* (x2), *flare, open/close*; 1st—*grease, magic missile, obscuring mist, sleep, ventriloquism*; 2nd—*alter self, darkness, protection from arrows, scare*; 3rd—*hold person, nondetection, water breathing*; 4th—*confusion, stoneskin*.

**Flight (Su):** While it can awkwardly hop around on one leg, the mangabangabana prefers to move through the air, using its supernatural powers to propel itself.

# Storm Brigand

**Large Elemental (Air, Extraplanar)**

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares), fly 60 ft. (good)

**Armor Class:** 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19

**Base Attack/Grapple:** +9/+17

**Attack:** Stormhammer +13 melee (2d8+8/19-20x3 plus 2d6 electricity)

**Full Attack:** Stormhammer +13/+8 melee (2d8+8/19-20x3 plus 2d6 electricity)

**Space/Reach:** 10 ft/10 ft.

**Special Attacks:** Beacon of lightning, lightning bolts, stormhammer

**Special Qualities:** Damage reduction 5/-, darkvision 60 ft., elemental traits, spell resistance 20

**Saves:** Fort +9, Ref +11, Will +6

**Abilities:** Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 16

**Skills:** Hide -1, Listen +17, Spot +17

**Feats:** Flyby Attack, Improved Critical (stormhammer), Improved Initiative, Power Attack, Weapon Focus (stormhammer)

**Environment:** Elemental Plane of Air

**Organization:** Solitary or war band (2-10)

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 13-24 HD (Large); 25-36 HD (Huge)

**Level Adjustment:** -

Storm brigands are malicious raiders from the Elemental Plane of Air who love to cause havoc and spread misery across the world's mountain ranges. They appear as spectral, 10-foot tall barbarian warriors clad in furs, leather, chainmail, and other similar warlike garb. In battle, they fight with massive, enchanted hammers they carve from a metal found on the Elemental Plane of Air, rumored to be the solid form of wind and electricity. Their massive hammers are bright-blue and crackle with electricity.

On their home plane, storm brigands are wild marauders and conquerors. They soar upon the winds in longships perched on the backs of giant, flying lizards. While they are capable of flight, they rely on these transports to carry the treasure and loot they claim from their victims. The Dukes of Air hate them with a passion, and a state of war has long existed between the air elemental kingdoms and the storm brigand raiders that prowl their borders. The few that journey to the Material Plane come seeking easy pickings, preferably poorly-armed merchant caravans bearing the gold and jewels they so strongly covet.

A typical storm brigand is 10 feet tall and weighs only 3 pounds. Storm brigands speak Auran.

## Combat

In battle, storm brigands prefer to attack from above, since residents of the Material Plane are not always canny enough to look for an attack from the air. They use their beacon of lightning ability

to blast their enemies with lightning and scatter them with strong gusts of wind. If possible, a storm brigand attacks near a cliff or pit into which the winds it calls can push its foes. Otherwise it wades into combat with its stormhammer, starting first with the weakest-looking enemies it can find and finishing with the most powerful.

**Beacon of Lightning (Su):** When fighting beneath the open sky, the storm brigand can call down the wrath of wind and storm. By spending a full-round action to slam the ground repeatedly with its stormhammer, the storm brigand generates a powerful, localized storm that scatters its foes with mighty winds and pummels them with searing bolts of lightning. All creatures within 60 ft. of the storm brigand suffer 10d6 points of electricity damage from lightning bolts that rain from the sky. A successful DC 19 Reflex save halves this damage. Furthermore, all creatures within 100 ft. of the storm brigand must make a DC 19 Strength check or be blown 30 ft. directly away from the brigand. Creatures forced into solid objects by this effect suffer 3d6 points of damage. A storm brigand may use this ability once every 10 rounds. The save and check DCs are Charisma-based.

**Lightning Bolts (Ex):** Storm brigands carry jagged darts forged from raw lightning bolts in their belts. In battle, they fling these items at their enemies as a lightning bolt (caster level 10th, Reflex DC 16 halves). A storm brigand carries a maximum of four bolts and replenishes its supply at a rate of one per day. The save DC is Charisma-based.



**Stormhammer (Ex):** Storm brigands fight with massive sledgehammers forged from a bright, blue metal mined from the Elemental Plane of Air. A stormhammer is a two-handed martial weapon that deals 2d8 points of damage when sized for a Large creature. These weapons are carved with lightning bolts along their hafts and heads, and when wielded by a storm brigand they crackle with lightning. In the hands of a storm brigand, a stormhammer functions as a +2 weapon

## White Pudding

### Huge Ooze

**Hit Dice:** 10d10+40 (95 hp)

**Initiative:** -5

**Speed:** 20 ft. (4 squares), climb 20 ft.

**Armor Class:** 3 (-2 size, -5 Dex), touch 3, flat-footed 3

**Base Attack/Grapple:** +7/+18

**Attack:** Slam +8 melee (2d6+4 plus 2d6 acid)

**Full Attack:** Slam +8 melee (2d6+4 plus 2d6 acid)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Acid, constrict 2d6+4 plus 2d6 acid, improved grab

**Special Qualities:** Blindsight 60 ft.,

that deals an additional 2d6 points of electricity damage. Through a special ritual, the stormhammer is bound to the storm brigand. The creature cannot put it down or allow another creature to take it, nor can they be disarmed. It becomes a permanent extension of the storm brigand. When the storm brigand is defeated, this weapon disappears in a puff of blue smoke. A storm brigand can call forth or stow its stormhammer within its body as a move action.

camouflage, split, ooze traits

**Saves:** Fort +7, Ref -2, Will -2

**Abilities:** Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

**Skills:** Climb +11

**Feats:** -

**Environment:** Any cold land and underground

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11-20 HD (Huge); 21-30 HD (Gargantuan)

**Level Adjustment:** -

A variety of the black pudding, the white pudding is found only in cold, frigid lands. It is white in color and uses this to its advantage by ambushing its prey.

The typical white pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

### Combat

White puddings attack by grabbing and constricting their prey. A motionless white pudding waits for its prey to move within range before striking.

**Acid (Ex):** The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 19 Reflex saves. A metal or wooden weapon that strikes a white pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 20 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Constrict (Ex):** A white pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

**Improved Grab (Ex):** To use this ability, a white pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Camouflage (Ex):** Since a white pudding looks like normal snow when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the ooze.

**Split (Ex):** Slashing and piercing weapons deal no damage to a white pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills:** A white pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

# Crimson Moth

## Huge Vermin

**Hit Dice:** 16d8+80 (152 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 60 ft. (average) (12 squares)

**Armor Class:** 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 20

**Base Attack/Grapple:** +12/+28

**Attack:** Slam +18 melee (1d10+8)

**Full Attack:** 2 slams +18 melee (1d10+8)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Blood drain, improved grab, lightning wings, pounce

**Special Qualities:** All-around vision, damage reduction 10/bludgeoning,

darkvision 60 ft., fast healing 5, uncanny dodge

**Saves:** Fort +15, Ref +7, Will +6

**Abilities:** Str 26, Dex 15, Con 20, Int —, Wis 13, Cha 5

**Skills:** —

**Feats:** Flyby Attack<sup>B</sup>

**Environment:** Any land

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 17-32 HD (Huge); 33-48 HD (Gargantuan)

**Level Adjustment:** —

Crimson moths are blood-eating insects that grow to enormous heights. Their blood thirst drives them to attack the living and dead alike, laying waste with little warning. Crimson moths nest in remote places, and their cocoons are sought after, said to have the strength of steel.

## Combat

Like all vermin, crimson moths have no intelligence. This means they fight by instinct alone. Natural predators, crimson moths stalk their prey and then pounce. A crimson moth tries to pin a foe and then draw out its blood, draining the opponent of precious vitae through its proboscis. If opposition is too stiff, they break off from combat and fly away in search of easier prey.

**Blood Drain (Ex):** A crimson moth can drain blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d6 points of Constitution damage each round the pin is maintained.

**Improved Grab (Ex):** To use this ability, a crimson moth must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood.

**Lightning Wings (Sp):** A crimson moth's wings generate electricity during flight. Once per minute, a crimson moth can discharge a wild surge of electrical power that functions as a *chain lightning* spell (caster level 16th, save DC 13). The save DC is Charisma-based.

**Pounce (Ex):** If a crimson moth charges a foe, it can make a full attack.

**All-Around Vision (Ex):** A crimson moth's many eyes give it a +2 racial bonus on Spot and Search checks, and it can't be flanked.

**Uncanny Dodge (Ex):** The compound eyes of a crimson moth allow it to see in every direction, and its antennae provide a heightened sense of smell. Thus, a crimson moth retains its Dexterity bonus to AC when flat-footed.

# Rom

## Large Undead (Incorporeal)

**Hit Dice:** 14d12 (91 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares), fly 60 ft. (perfect) (12 squares)

**Armor Class:** 18 (-1 size, +4 Dex, +5 deflection), touch 18, flat-footed 14

**Base Attack/Grapple:** +7/-

**Attack:** Greatclub +10 incorporeal melee touch (2d8 plus 1d6 Constitution drain) or incorporeal rock +10 incorporeal ranged touch (2d8 plus 1d4 Constitution drain)

**Full Attack:** Greatclub +10/+5 incorporeal melee touch (2d8 plus 1d6 Constitution drain) or incorporeal rock +10/+5 incorporeal ranged touch (2d8 plus 1d4 Constitution drain)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Constitution drain, incorporeal rock throwing

**Special Qualities:** +4 turn resistance, darkvision 60 ft., daylight powerlessness, incorporeal rock catching, incorporeal traits, undead traits, unnatural aura

**Saves:** Fort +4, Ref +8, Will +9

**Abilities:** Str -, Dex 18, Con -, Int 10, Wis 10, Cha 20

**Skills:** Hide +10\*, Intimidate +16, Listen +13, Search +11, Spot +13, Survival +10 (+12 following tracks)

**Feats:** Combat Reflexes, Dodge, Point Blank Shot, Precise Shot, Quick Draw

**Environment:** Warm mountains and underground

**Organization:** Solitary, gang (2-5), or mob (7-12)

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** By character class

**Level Adjustment:** -

The rom are a race of ghostly stone giants. In an ancient mythic battle between the dwarves and the rom, the rom all perished in a massive cave-in. The rom have haunted the dwarves ever since. Rom appear as transparent stone giants, and seem to be filled with a never-ending rage. Virtually every encounter with a rom ends in violence.

### Combat

Rom initiate combat without warning, hurling endless ghostly rocks at foes from a safe distance. In melee, a rom uses a ghostly greatclub that drains Constitution from its victims with every hit. Because of the brutal nature of rom, its ability to catch incorporeal rocks is more useful than it might otherwise be since violence frequently erupts between them.

**Constitution Drain (Su):** Any opponent touched by a rom's greatclub or its thrown rock must make a Fortitude save DC 22 or take 1d6 (greatclub) or 1d4 (rock) points of Constitution drain. The save DC is Charisma-based. Unlike many undead that cause ability drain, rom cannot create spawn.

**Incorporeal Rock Throwing (Su):** Rom can throw rocks just as a giant can. The rocks thrown by a rom are incorporeal, and the rom can produce them out of thin air. The range increment is 120 feet for a rom's thrown rocks.

**Daylight Powerlessness (Ex):** Rom are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A rom caught in sunlight cannot attack and can take only one standard or move action each round.

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

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a rom at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Skills:** \*A rom gains a +8 racial bonus on Hide checks in rocky terrain.

# Lacertrasher

## Huge Aberration

**Hit Dice:** 15d8+75 (142 hp)

**Initiative:** +5

**Speed:** 5 ft. (1 square), fly 40 ft. (average)

**Armor Class:** 31 (-2 size, +1 Dex, +2 natural), touch 9, flat-footed 30

**Base Attack/Grapple:** +11/+27

**Attack:** Bite +17 melee (2d8+12/19-20)

**Full Attack:** Bite +17 melee (2d8+12/19-20)

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

**Special Attacks:** Flailing fury

**Special Qualities:** Blindsight 200 ft., darkvision 60 ft., magnetic perception, spell resistance 18

**Saves:** Fort +10, Ref +6, Will +9

**Abilities:** Str 27, Dex 12, Con 21, Int 4, Wis 10, Cha 14

**Skills:** Hide -7, Listen +9, Survival +13

**Feats:** Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Track

**Environment:** Any plains, hills or underground

**Organization:** Solitary or pair

**Challenge Rating:** 12

**Treasure:** Double standard (metal objects and coins only)

**Alignment:** Always chaotic neutral

**Advancement:** 16-30 HD (Huge)

**Level Adjustment:** -

A lacertrasher is a terrible entity magically bred long ago with the sole purpose of causing great damage on the battlefield. It is a metallic ball roughly fifteen feet in diameter, and its outer casing has knobs and ridges, etched with fault lines and a gaping maw full of metallic teeth. Ridged and spiked tentacles shoot out of the fault lines, revealing a hidden compartment within the its body.

Although their original creators are long gone and the secrets to creating them gone as well, lacertrashers continue to lurk in areas of frequent conflicts, hoping to take part in battles to sate their never-ending fury. They hoard coins and metallic items, but for what reason sages can only speculate.

A lacertrasher is about 15 feet in diameter and weighs 5,000 pounds. Lacertrashers speak rudimentary Common.

## Combat

Created to be a weapon of war, the lacertrasher is a fierce, if not very bright, opponent. It always engages in combat, roaring and biting, and if it has several opponents near it unleashes its flails.

**Flailing Fury (Ex):** Once every 1d4 rounds, as a full-round action, the lacertrasher can separate the metal plates that cover its body, releasing

dozens of metallic tentacles tipped with blades, barbs, and spikes. In that round the tentacles flail in every direction, striking and tearing apart every being in a 30-foot radius. The lacertrasher makes a single melee attack at its highest attack bonus against every creature in the area of effect and anyone struck takes 2d12+8 points of slashing damage. For the duration of the flailing fury, ranged attacks suffer a -8 penalty against the lacertrasher as missiles are batted aside by the whirling tentacles. However, the lacertrasher's natural armor is halved (effective AC of 20) during the flailing fury as its armored hide has been opened to unleash the tentacles.

**Blindsight (Ex):** The lacertrasher is blind, but it can sense objects and living beings by their particular electromagnetic fields in a 200-foot radius.

**Magnetic Perception (Ex):** The whole body of the lacertrasher is very sensitive to electromagnetic fields, and it can discern the position and condition of every metal object in a 200-foot radius. This gives the creature an uncanny sense of orientation, and a +4 racial bonus on Survival checks.

# Lord of Dream

**Large Outsider (Chaotic, Evil, Native)**

**Hit Dice:** 12d8+24 (78 hp)

**Initiative:** +6

**Speed:** 10 ft. (2 squares)

**Armor Class:** 8 (-1 size, -1 Dex), touch 8, flat-footed 8

**Base Attack/Grapple:** +12/+14

**Attack:** Spell +10 melee touch or spell +11 ranged touch

**Full Attack:** Spell +10 melee touch or spell +11 ranged touch

**Space/Reach:** 5 ft./10 ft.

**Special Attacks:** *Improved dominate person*

**Special Qualities:** Darkvision 60 ft., enter dream, illusion spells, speed of thought, telepathy 100 ft.

**Saves:** Fort +10, Ref +7, Will +13

**Abilities:** Str 6, Dex 8, Con 15, Int 23, Wis 20, Cha 26

**Skills:** Bluff +22, Concentration +16 (+20

casting defensively), Craft (alchemy) +20, Decipher Script +20, Diplomacy +26, Disguise +8 (+10 acting), Hide -5, Intimidate +24, Jump -14, Knowledge (arcana) +20, Knowledge (religion) +20, Knowledge (the planes) +20, Listen +19, Search +20, Sense Motive +19, Spellcraft +22 (+24 scrolls), Spot +19, Survival +5 (+7 following tracks, +7 on other planes), Use Magic Device +22 (+26 scrolls)

**Feats:** Combat Casting, Greater Spell Focus (illusion), Maximize Spell, Quicken Spell, Spell Focus (illusion)

**Environment:** Any mountains

**Organization:** Solitary (unique)

**Challenge Rating:** 12

**Treasure:** Double standard plus *Orb of Contemplation*

**Alignment:** Lawful evil

**Advancement:** –

**Level Adjustment:** –

The Lord of Dream is a twisted form whose physical frailty is only compensated for his knowledge and mental abilities. This misshapen humanoid stands half again as tall as a human. His spine is curved around so that his head is naturally level to his feet. His mottled skin and patchy hair add to the spectacle of his stilted movement.

The Lord of Dream hides himself away in the mountains, building his own personal lair with the blood and sweat of his enslaved minions. Eight fire giants and six iron golems guard the Lord of Dream's lair. There are others whom the Lord of Dream enslaved to defend his lair, although they do so in a less than spirited manner, having lost their free will years ago.

The Lord of Dream stands 9 feet tall and weighs 500 pounds. The Lord of Dream speaks Celestial, Draconic, Infernal, and Ignan, and can communicate telepathically with any creature that has a language.

## Combat

The Lord of Dream only uses spells in combat. He would not even consider a physical attack.

**Improved Dominate Person (Sp):** The Lord of Dream can use *improved dominate person* once per month on someone who is sleeping. This spell functions as *dominate person* but with a permanent duration and a limitless range. The Lord of Dream can use this ability on anyone he has successfully scryed for more than six hours. The target must make a DC 24 Will save. Success means the target

has hideous nightmares, but cannot remember them once awake. Failure means the target wakes up normally and studiously prepares for a long journey. She is compelled to travel to the Lord of Dream's lair, although she does not consciously know the way. The save DC is Charisma-based.

**Enter Dream (Su):** The Lord of Dream can enter the dreams of anyone he has scryed upon by concentrating for a full hour. The target is allowed an unconscious save against DC 24. If she succeeds, nothing happens. If she fails, the Lord of Dream can control the sleeper's dream, appear in whatever form it wishes, and communicate with the sleeping target. When the target wakes, she remembers everything she dreamed that night. The Lord of Dream uses this ability on those who attempt to interfere with his machinations.

**Illusion Spells:** While within his lair, the Lord of Dream gains spellcasting abilities, exclusively from the school of Illusion, as a 12th-level wizard. The Lord of Dream may prepare any spell from the Illusion school when preparing his daily spells.

*Typical Wizard Spells Prepared (4/6/6/5/4/4/3; save DC 16 + spell level, illusion save DC 18 + spell level):* 0–*ghost sound* (4); 1st–*color spray* (2), *disguise self*, *magic aura*, *silent image*, *ventriloquism*; 2nd–*blur*, *invisibility*, *mirror image* (3), *misdirection*; 3rd–*displacement* (3), *major image* (2); 4th–*greater invisibility*, *phantasmal killer*, *rainbow pattern*, *shadow conjuration*;

5th—*dream*, maximized *mirror image*, *nightmare*, *shadow evocation*; 6th—*mislead*, quickened *invisibility*, *shadow walk*.

**Speed of Thought (Ex):** The Lord of Dream may apply his Intelligence modifier instead of his Dexterity modifier to initiative checks.

## Phoenix

### Huge Magical Beast

**Hit Dice:** 16d10+112 (200 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), fly 80 ft. (average) (16 squares)

**Armor Class:** 27 (-2 size, +3 Dex, +16 natural), touch 11, flat-footed 24

**Base Attack/Grapple:** +16/+36

**Attack:** Claw +26 melee (2d6+12)

**Full Attack:** 2 claws +26 melee (2d6+12) and bite +24 melee (2d8+6)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Glorious dance, pyre

**Special Qualities:** Darkvision 60 ft., low-light vision, luminous

**Saves:** Fort +17, Ref +13, Will +11

The phoenix is a heron of enormous size, the prince of birds to which all other birds pay homage. Its red and purple plumage (highlighted by occasional tongues of flame coming out from beneath the feathers) is glorious beyond compare. Its nest is composed of the finest woods. Even its droppings are precious. Its dance is the most beautiful sight that the Egyptians gods permit to exist in the world.

The phoenix is not a predator; it only fights in self-defense or when an obviously hostile intruder gets too close to its nest. Some seek the phoenix for its treasures; others seek it just so they can behold it.

The phoenix dwells in high hills, sometimes close to flaming mountains, where its dance is said by some to cause earthquakes. A phoenix's natural lifespan is 1000 years.

### Combat

**Glorious Dance (Su):** A phoenix may spend a full round action dancing in place, fanning its feather flames with its wings. This dance is so beautiful that creatures with 8 Hit Dice or less that come within 30 feet of the dancing phoenix must succeed on a DC 33 Will save or die, and any creature between 8–16 Hit Dice must succeed on

**Orb of Contemplation:** This large crystal, roughly six feet across, is mounted on an ornate silver mantle in one room of the Lord of Dream's lair. With it, the Lord of Dream can sry to scour the planes for prospective servants who can aid him. The Orb functions as a crystal ball with true seeing. The *Orb of Contemplation* is a major artifact. CL 20th; Weight 7 lbs.

**Abilities:** Str 34, Dex 16, Con 24, Int 10, Wis 22, Cha 40

**Skills:** Listen +16, Perform (dance) +36, Spot +16

**Feats:** Dodge, Flyby Attack, Mobility, Multiattack, Snatch, Skill Focus (perform [dance])

**Environment:** Temperate and warm mountains

**Organization:** Solitary or pair

**Challenge Rating:** 12

**Treasure:** No coins; double goods (gems only); no items

**Alignment:** Always neutral

**Advancement:** 17-32 HD (Huge); 33-48 HD (Gargantuan)

**Level Adjustment:** –

a DC 33 Will save or be affected as if by the *slow* spell as long as the phoenix dances. Those with more than 16 Hit Dice are immune to this effect. While it is dancing, the flames serve as a fire shield that protects from fire-based attacks (caster level 20th). The save DC is Charisma-based.

**Pyre (Su):** When a phoenix dies, the flames that constantly surround it expand and intensify to consume its body. Everything within 120 feet takes 16d6 points of fire damage (Reflex DC 25 half); neither evasion nor improved evasion help reduce this damage. The save DC is Constitution-based.

A full 24 hours after its death, a new phoenix rises from the ashes of the old. It then encases the ashes of its predecessors in a beautifully ornate golden egg of myrrh and flies away to far away lands, placing it at the altar of a god of the sun. The egg is worth a great fortune, but anyone interrupting the journey of the new phoenix becomes the victim of a curse so powerful that most mortal spellcasters aren't capable of removing it.

**Luminous (Su):** A phoenix constantly radiates a rosy dawn light in a 200-foot radius, which casts no shadows. No magical spell or force short of a god's power can dispel the light of a phoenix.

# Scalrath, Major

## Medium Monstrous Humanoid

**Hit Dice:** 9d8+45 (85 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), swim 30 ft.

**Armor Class:** 19 (+2 Dex, +7 natural), touch 12, flat-footed 17

**Base Attack/Grapple:** +9/+12

**Attack:** Scimitar +13 melee (1d6+3/18-20 and poison) and 8 snake bites +7 melee (1 per snake, and poison)

**Full Attack:** Scimitar +11/+6 melee (1d6+3/18-20 and poison) and scimitar +11 melee (1d6+1/18-20 and poison) and 8 snake bites +7 melee (1 per snake and poison)

**Space/Reach:** 5 ft./5 ft. (snakes 10 ft.)

**Special Attacks:** Snakes, poison, spells

**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., immunity to paralysis, poison, and sleep, resistance to cold 20, spell

resistance 15

**Saves:** Fort +8, Ref +8, Will +8

**Abilities:** Str 17, Dex 15, Con 20, Int 15, Wis 15, Cha 17

**Skills:** Bluff +8, Concentration +14, Craft (alchemy) +6, Decipher Script +5, Diplomacy +5, Disguise +13 (+15 acting), Hide +6, Intimidate +5, Knowledge (arcana) +9, Listen +7, Search +7, Spellcraft +11, Spot +7, Swim +11

**Feats:** Alertness, Extend Spell, Two-Weapon Fighting, Weapon Focus (scimitar)

**Environment:** Any hills and mountains

**Organization:** Solitary, pair, or cabal (3-5)

**Challenge Rating:** 12

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** 10-18 HD (Medium)

**Level Adjustment:** —

Scalraths are an evil, snakelike race of creatures that are rumored to be related to medusas. Major scalraths look like clean-shaven, seemingly hairless humanoids until their chests split open, revealing a twisting mass of serpents whose fangs drip with poison. Scalraths come in two varieties: minor and major. Both are potentially birthed from the same clutch of eggs, and males of both subspecies can fertilize females of both subspecies.

A typical major scalrath is 5 to 7 feet tall and about the same weight as a human. Major scalraths speak Common, Undercommon, and Scalrath, a hissing derivation of Infernal.

## Combat

Major scalraths usually try to conceal their true nature if at all possible. They typically fight with weapons and spellcasting as if they were human, even to the point of adopting popular skirmish tactics. If there is no way to prevent their nature from being revealed, however, they pull their bellies open to bite at opponents with their serpentine heads.

Their lairs are often defended with traps, magical and otherwise, as well as a kennel of minor scalraths.

**Poison (Ex):** Injury, Fortitude DC 17; initial and secondary damage 1d8 Constitution. This poison is alchemically distilled from the scalraths' own snake venom. The save DC is Constitution-based.

If a victim is bitten by multiple snakes during the same round, the DC for the saving

throw increases by 1 for each bite after the first. For example, a creature bitten by four snakes in the same round would have to make a DC 18 Fortitude save for the second bite, DC 19 for the third bite, and DC 20 for the fourth bite. However, Constitution damage from multiple bites does not stack, meaning that the most Constitution damage a victim can suffer from the snakebites is 16 points (8 of which must be inflicted as secondary damage). Major scalrath venom is considered a natural poison for the purposes of certain creatures' poison immunity (such as major-level druids, etc.).

A major scalrath can also alchemically distill a poison from its own venom to use to coat its weapons. The initial and secondary damage is lessened to 1d4 Constitution.

**Snakes (Ex):** An average major scalrath has 10 to 15 poisonous snakes attached to its spine inside its abdomen. It can strike with up to 8 snakes at once; these serpents can be severed if specifically targeted with a slashing weapon (AC 20, 10 hp). A scalrath can regrow severed snakes in 1d4+4 days. These snakes attack as their own entities, acting independently from the major scalrath. Thus, should a major scalrath be rendered unconscious, the snakes are still active (though if the major scalrath dies, the snakes perish as well).

**Spells:** A major scalrath casts arcane spells as a sorcerer (caster level equals scalrath's Hit Dice). They favor spells that in some way diminish, pain,

or warp their opponents, often tending toward Necromancy or Transmutation spells.

*Typical Sorcerer Spells Known* (6/7/7/7/4 per day, caster level 9th; save DC 13 + spell level): 0—*acid splash, arcane mark, daze, detect magic, detect poison, mage hand, read magic, touch of fatigue*; 1st—*chill touch, expeditious retreat, mage armor, magic weapon, ray of enfeeblement*; 2nd—*bear's endurance, cat's grace, mirror image, scorching ray* (4); 3rd—*fly, haste, vampiric touch*; 4th—*bestow curse, enervation*.

## Stone Slider Ghoul

**Medium Undead**

**Hit Dice:** 15d12 (97 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares)

**Armor Class:** 23 (+3 Dex, +6 natural, +4 masterwork chain shirt), touch 13, flatfooted 20

**Base Attack/Grapple:** +7/+11

**Attack:** +1 *greatsword* +12 melee (2d6+7/

19-20) or claw +11 melee (1d6+4)

**Full Attack:** +1 *greatsword* +12/+7 melee

(2d6+7/19-20) or 2 claws +11 melee (1d6+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** *Desecrate*, leech life, rebuke

undead, spell-like abilities

**Special Qualities:** +4 turn resistance, damage

reduction 5/good and magic, darkvision 60

ft., incorporeality, servant of undeath, spell

resistance 16, undead traits

**Saves:** Fort +5, Ref +8, Will +11

**Abilities:** Str 18, Dex 17, Con —, Int 17, Wis

14, Cha 20

This being seems to be a simple ghoul or some other such undead, although one clad in fine armor and wearing expensive jewelry.

### Combat

A stone slider ghoul uses incorporeality to slide into the ground, then rise up amidst enemy troop formations, wreck havoc, and slip once again back into the ground. Enemies who approach the ghoul are weakened by its leech strength ability. The stone slider ghoul usually fights with a unit of lesser undead such as zombies, skeletons, or ordinary ghouls, using spell-like abilities to deal with enemies who remain while healing its undead minions. A stone slider ghoul's natural weapons, as well as any weapons it wields, are treated as evil-aligned and magic for the purpose of overcoming damage reduction.

**Spell Resistance (Ex):** A major scalrath has spell resistance equal to 11 + half its Hit Dice (15 for a typical major scalrath).

**Skills:** A major scalrath has a +2 racial bonus on Knowledge (arcana), Search, and Spellcraft checks, as well as a +6 racial bonus on Disguise checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Skills:** Appraise +12, Balance +11, Concentration +14, Climb +12, Intimidate +23, Jump +12, Listen +20, Move Silently +11, Search +12, Spot +20, Swim +13

**Feats:** Combat Casting, Dodge, Extra Turning,

Improved Initiative, Mobility, Spring Attack

**Environment:** Any land and underground

**Organization:** Solitary, pair, clique (3-5),

detachment (6-10, plus each Gormul ghoul is

normally accompanied by 15+ HD worth of

undead such as skeletons, zombies, ghouls, or

ghasts)

**Challenge Rating:** 12

**Treasure:** No coins, double goods (gems and

jewelry); standard items

**Alignment:** Always lawful evil

**Advancement:** 16-30 HD (Medium); 31-45

HD (Large)

**Level Adjustment:** —

**Desecrate (Su):** The stone slider ghoul permanently radiated a *desecrate* effect, as the spell (caster level equals the ghoul's HD), in a 30-foot radius.

**Leech Life (Su):** Any living being within 30 feet of a stone slider ghoul must make a DC 22 Fortitude save each round or take 1 point of Strength damage. For every additional stone slider ghoul within 30 feet of each other, the leech life radius of each is extended by 10 feet. Thus, if 2 stone slider ghouls are within 30 feet of one another, both have their radius extended to 40 feet. If 5 stone slider ghouls are all within 30 feet, each has this effect extended to a 70-foot radius. In any case, a creature within overlapping radii need only save once each round.

A creature whose Strength score is reduced to 0 by this ability and then dies rises upon the following midnight as a ghoul.



**Rebuke Undead (Su):** Stone slider ghouls can rebuke or command undead as evil clerics (effective cleric level equals the ghoul's HD). Due to their Extra Turning feat, they may do so 12 times per day.

**Spell-Like Abilities:** At will—*command undead* (DC 17), *ghoul touch* (DC 17); 3/day—*control undead* (DC 22), *mass inflict light wounds*

## Summit Sentinel

**Large Outsider (Earth, Native)**

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (-1 size, +8 natural), touch 9, flat-footed 17

**Base Attack/Grapple:** +12/+23

**Attack:** Slam +18 melee (2d6+7)

**Full Attack:** 2 slams +18 melee (2d6+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, power throw, spell-like abilities

**Special Qualities:** Damage reduction 5/—, darkvision 60 ft., outsider traits, spell resistance 22

**Saves:** Fort +13, Ref +8, Will +10

Summit sentinel are fifteen-foot tall, faceless stone statues to guard the planar gates that appear when the junction of earth elemental energies (in the form of titanic mountains) intersects with the howling wind elemental energies of the upper atmosphere. These shimmering portals are gateways between the material plane and almost any point across the outer planes, allowing travel of incredible distances in an instant.

To watch these gateways and prevent their abuse, the elemental lords created the summit sentinels. These faceless stone statues carved from the mountain's living rock stand at the gates to prevent mortals from accessing the realms beyond too easily. The gates are so durable that no method has yet been found to destroy them. Many epic tales tell of heroes who had to find a gateway and defeat the summit sentinels watching it in order to complete their quest.

Summit sentinels owe allegiance to the elemental lords who, through a compact with the gods, crafted them to watch the mountain portals. They restrain all other creatures from entering or leaving the gates. While the sentinels may not be powerful enough to hamper all who would use the passages, their defeat or destruction soon draws the attention of the elemental lords who, depending on

(DC 20); 1/day—*unholy aura* (DC 23). Caster level 15th. The save DCs are Charisma based.

**Incorporeality (Su):** As a standard action, a stone slider ghoul may make itself and all of its equipment incorporeal. Becoming material again is a free action.

**Servant of Undeath (Ex):** Stone slider ghouls cannot be controlled, though they can be turned, destroyed, or rebuked.

**Abilities:** Str 24, Dex 10, Con 20, Int 6, Wis 14, Cha 14

**Skills:** Climb +22, Concentration +20, Hide +11, Listen +19, Move Silently +15, Spot +19

**Feats:** Alertness, Blind-Fight, Improved Sunder, Power Attack, Quicken Spell-Like Ability (obscuring mist)

**Environment:** Any mountains

**Organization:** Solitary or guard detail (2-6)

**Challenge Rating:** 12

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 13-24 HD (Large); 25-36 HD (Huge)

**Level Adjustment:** —

the nature of the infraction, may send stone giants, xorn, or other creatures to avenge their loss.

A typical summit sentinel stands 15 feet tall and weighs 5,000 pounds. Summit sentinels speak Terran.

### Combat

In battle, a summit sentinel relies on its spell-like and combat abilities in equal measure. It prefers to guard narrow mountain passes near cliffs and other sharp drops, allowing it to maximize its power throw ability. With its Blind-Fight feat, it usually uses obscuring mist to provide itself with cover and force its enemies to fight at a disadvantage. Once its opponents are lured in close, it uses blade barrier to separate them or keep them at a distance and animate objects to quickly produce some useful allies.

**Improved Grab (Ex):** To use this ability, a summit sentinel must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can use its power throw ability on its next action.

**Power Throw (Ex):** If a summit sentinel makes a successful grapple check against a held opponent, it may pick up its opponent and throw him. A sentinel can throw an opponent up to 100

feet; for every full 100 pounds the creature weighs, reduce this distance by 10 feet. A thrown creature takes 1d6 points of damage for every 10 feet it travels in addition to any falling damage it may suffer. Summit sentinels usually attempt to throw their opponents off cliffs, into pits, or towards other spots that can remove them from the battle.

## Ungroton

### Large Construct

**Hit Dice:** 16d10+30 (118 hp)

**Initiative:** -1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 28 (-1 size, -1 Dex, +20 natural), touch 8, flat-footed 28

**Base Attack/Grapple:** +12/+26

**Attack:** Slam +21 melee (2d10+10)

**Full Attack:** 2 slams +21 melee (2d10+10)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Adhesive orb

**Special Qualities:** Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, weapon adhesion

**Spell-like Abilities:** At will—*cause fear* (DC 13), *command* (DC 13), *obscuring mist*; 3/day—*air walk*, *greater command* (DC 17), *hold person* (DC 15), *invisibility purge*, *silence* (DC 14); 1/day—*animate objects*, *blade barrier* (DC 18), *harm* (DC 18). Caster level 12th. The save DCs are Charisma-based.

**Saves:** Fort +5, Ref +4, Will +5

**Abilities:** Str 31, Dex 9, Con —, Int —, Wis 11, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Any mountain and underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 17-32 HD (Large)

**Level Adjustment:** —

Crafted from an unusual combination of tar and rock, the ungroton appears as a roughly humanoid creature standing eight feet tall and weighing 500 pounds. Globes of sticky black tar connect its rocky appendages to its nearly cylindrical torso. Although largely humanoid in appearance, two curved stone horns protrude from its forehead, just above its two black eyes of smoldering tar. Unlike most golems, ungrotons possess a fluid gait and are able to run, a by-product of its adhesive tar joints.

### Combat

Although rarely seen, the fearsome presence of an ungroton strikes fear in even the bravest combatants. Nonetheless many opponents marvel at the creature's remarkable grace, a stark contrast to the rigid mobility of most golems.

**Adhesive Orb (Su):** As a standard action, an ungroton can hurl a two-foot diameter orb of hot, sticky tar at a single target up to 20 feet away. This strikes as a ranged touch attack and deals 1d6+10 points of damage plus 1d6 points of fire damage. Furthermore, the tar adheres to the target's armor, causing the target to be entangled for 2d6 rounds.

**Immunity to Magic (Ex):** An ungroton is immune to any spell or spell-like ability that

allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *shatter* spell inflicts 3d6 points of damage to an ungroton, with no saving throw.

A *transmute rock to mud* spell slows an ungroton (as the *slow spell*) for 2d4 rounds with no saving throw, while *transmute mud to rock* heals 5d6 of its lost hit points.

**Weapon Adhesion (Ex):** The thick tar that composes an ungroton acts as a powerful adhesive, holding fast items that touch it. A weapon that strikes an ungroton is stuck fast unless the wielder succeeds on a DC 18 Reflex save. Prying off a stuck weapon requires a DC 18 Strength check. The save and check DCs are Constitution-based.

### Construction

An ungroton's construction requires 1,000 pounds of rock and 250 pounds of tar. The materials to construct the body cost 2,500 gp. Creating the body requires a DC 19 Craft (sculpting) check or a DC 19 Craft (stonemasonry) check.

CL 16th; Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, *web*, *caster* must be at least 16th level; Price 145,000 gp; Cost 75,000 gp +1,800 XP.

# Alruui

## Huge Magical Beast

**Hit Dice:** 20d10+40 (150 hp)

**Initiative:** +8

**Speed:** 30 ft. (6 squares), fly 150 ft. (average)

**Armor Class:** 21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17

**Base Attack/Grapple:** +20/+33

**Attack:** Bite +23 melee (2d8+5)

**Full Attack:** Bite +23 melee (2d8+5) and 2 claws +18 melee (2d6+2)

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

**Special Attacks:** Frightful presence

**Special Qualities:** Damage reduction 5/magic, immunity to fear, keen vision, ward

**Saves:** Fort +14, Ref +16, Will +5

**Abilities:** Str 20, Dex 18, Con 15, Int 7, Wis 9, Cha 23

**Skills:** Hide -4, Listen +10, Search +3, Spot +10\*

**Feats:** Alertness, Flyby Attack, Hover, Improved Natural Attack (bite, claw), Improved Initiative, Power Attack

**Environment:** Temperate forests and mountains

**Organization:** Solitary, pair, or flight (5-8)

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Usually neutral good

**Advancement:** 21-40 HD (Huge); 41-60 HD (Gargantuan)

**Level Adjustment:** —

The alruui, or “wardhawk” as its name means in elven, is a magnificent raptor found in temperate forests and mountains. Wardhawks are fond of elves, and often work with them as mounts, protectors, and sentinels. An alruui is a fearless combatant, willing to take on even dragons that threaten its allies or others of its kind.

A wardhawk stands about 15 feet tall when perched, has a wingspan of up to 30 feet, and weighs about 1,500 pounds. Wardhawks speak Elven.

### Combat

In combat, an alruui is unrelenting, descending in a whirlwind of claws and fury.

**Frightful Presence (Ex):** An alruui is a creature of sublime beauty, capable of inspiring fear in its opponents whenever it attacks, charges, or flies overhead. Creatures within 210 feet having fewer

Hit Dice than the alruui must succeed at a DC 26 Will save to avoid this effect. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. The save DC is Charisma-based.

**Keen Vision (Ex):** An alruui sees three times as well as a human in low-light conditions and four times as well in normal light. Wardhawks have darkvision to 120 feet.

**Ward (Su):** Once per day, as a standard action, an alruui is capable of erecting an aura of protection around itself and any riders. A radiant sphere encircles it, granting the alruui a +16 deflection bonus to AC. Any creature(s) riding the alruui also gain this benefit. The ward lasts for 1 minute.

**Skills:** \*Wardhawks receive a +16 racial bonus on Spot checks in daylight.

## Flora and Fauna

**Blood flower:** A milkweed whose sap is lethal to insects. It secretes a milky rubbery liquid when its leaves or stems are damaged. It also attracts bees with its fragrant nectar and traps them in a chamber. The strong bees escape, but not before the blood flower drops its pollen sac.

# Gallows Tree

## Huge Plant

**Hit Dice:** 16d8+96 (168 hp)

**Initiative:** +5

**Speed:** 20 ft. (4 squares)

**Armor Class:** 24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23

**Base Attack/Grapple:** +12/+30

**Attack:** Slam +21 melee (2d6+10/19-20x2)

**Full Attack:** 6 slams +21 melee (2d6+10/19-20x2)

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

**Special Attacks:** Create gallows tree zombie, gallows tree zombies, improved grab

**Special Qualities:** Damage reduction 10/magic and slashing, low-light vision, plant traits, resistance to fire 10, tremorsense 60 ft.

The gallows tree is a massive, tall tree with thick branches from which hang several humanoid corpses tightly secured by their necks with greenish-brown ropes. Its canopy is thick and busy, and its trunk is mottled brown.

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of the creature.

A gallows tree is at least 30 feet tall and weighs over 5,000 pounds. Gallows trees, though intelligent, do not speak any language.

## Combat

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches or attempts to grab the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain targets are dragged close to the tree, sliced open, and their innards devoured by the tree's roots.

**Saves:** Fort +16, Ref +6, Will +7

**Abilities:** Str 30, Dex 12, Con 23, Int 10, Wis 14, Cha 6

**Skills:** Hide -7, Jump +4, Listen +21, Move Silently +20

**Feats:** Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)

**Environment:** Temperate and warm forest, hill, marsh, and plains

**Organization:** Grove (1 gallows tree, plus 6-11 gallows tree zombies)

**Challenge Rating:** 13

**Treasure:** 50% standard

**Alignment:** Always neutral

**Advancement:** 17-24 HD (Huge); 25-48 HD (Gargantuan)

**Level Adjustment:** –

**Create Gallows Tree Zombie (Su):** When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

**Gallows Tree Zombie (Ex):** Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry (p. 75) for details.

**Improved Grab (Ex):** To use this ability, a gallows tree must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic slam damage each round the hold is maintained.

**Tremorsense (Ex):** Gallows trees can automatically sense the location of anything within 60 feet that is in contact with the same vegetation that the tree is touching.

# King of the Tengu

## Medium Monstrous Humanoid

**Hit Dice:** 16d8+48 (120 hp)

**Initiative:** +8

**Speed:** 30 ft. (6 squares), fly 90 ft. (poor)

**Armor Class:** 20 (+4 Dex, +6 natural), touch 14, flat-footed 16

**Base Attack/Grapple:** +16/+20

**Attack:** Katana (masterwork bastard sword) +22 melee (1d10+8/19-20) or claw +20 melee (1d6+4)

**Full Attack:** Katana (masterwork bastard sword) +22/+17/+12/+7 melee (1d10+8/19-20) or 2 claws +20 melee (1d6+4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Battle cry, spells

**Special Qualities:** Change shape, darkvision 60 ft., deflect arrows, weapon mastery

**Saves:** Fort +8, Ref +14, Will +11

**Abilities:** Str 18, Dex 18, Con 16, Int 15, Wis 13, Cha 16

The king of the tengu is a hybrid of a man and a bird. He bears a raven's head, a falcon's talons, and a humanoid's frame although he often polymorphs into a human shape while wandering the landscape.

The king of the tengu prefers isolated places of natural beauty, like a mountain lake or an uninhabited glade. When he does interact with society, his blade skills and entourage of warriors often speak first.

The king of the tengu stands nearly 7 feet tall and weighs 225 pounds. The king of the tengu speaks Abyssal, Auran, and Common.

### Combat

The king of the tengu is much like his many loyal followers: a master of disguise and trickery, and an expert swordsman. He prefers duels to massed battles, and uses his Spring Attack ability to strike and run. If forewarned, he uses defensive magics such as *shield*, *stoneskin*, and *resist energy* spells to ward off weapons and magical attack.

**Battle Cry (Su):** Every other round, the king of the tengu can release his battle cry as a free action. This powerful squawk functions as a shout spell (caster level 12th).

**Change Shape (Su):** The king of the tengu can assume the shape of any humanoid or oni (such as an ogre mage). In humanoid or oni form, the king of the tengu loses its natural attacks. The

**Skills:** Appraise +7 (+9 weapons), Balance +9, Bluff +8, Concentration +14, Craft (weaponsmithing) +17, Diplomacy +7, Disguise +8 (+10 acting), Gather Information +8, Hide +9, Intimidate +10, Listen +6, Search +7, Sense Motive +6, Spellcraft +7, Spot +6, Survival +1 (+3 following tracks)

**Feats:** Combat Expertise<sup>B</sup>, Combat Reflexes<sup>B</sup>, Deflect Arrows<sup>B</sup>, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (katana), Weapon Specialization (katana)<sup>B</sup>, Whirlwind Attack

**Environment:** Temperate and cold mountains and forests

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Chaotic evil

**Advancement:** –

**Level Adjustment:** –

king of the tengu can remain in its humanoid or oni form until it chooses to assume a new one. A change in form cannot be dispelled, but the king of the tengu reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

**Spells:** The king of the tengu casts spells as a 12th-level sorcerer. He prefers spells that trick and confuse his enemies. A typical spell list mostly includes spells from the Enchantment, Illusion, and Transmutation schools, although he also has one or two damaging spells in his repertoire for situations that require them.

*Typical Sorcerer Spells Known (6/7/7/6/5/3 per day, caster level 12th; save DC 13 + spell level):* 0–*daze, detect magic, ghost sound, light, mage hand, message, open/close, read magic, touch of fatigue*; 1st–*charm person, mage armor, magic missile, shield, true strike*; 2nd–*bear's endurance, bull's strength, cat's grace, mirror image, resist energy*; 3rd–*displacement, haste, greater magic weapon, keen edge*; 4th–*confusion, greater invisibility, stoneskin*; 5th–*feblemind, hold monster*; 6th–*greater heroism*.

**Deflect Arrows:** With a weapon in his hands, the king of the tengu can use his Deflect Arrows feat to deflect a number of ranged attacks directed at him equal to 1 plus his Dexterity modifier. Without a weapon, he is limited to deflecting just one ranged attack per round as granted by the feat.

**Weapon Mastery:** Because of his incredible affinity for weapons, the king of the *tengu* receives more feats than usual, somewhat like fighters. He gains the Weapon Focus (katana) and Weapon

Specialization (katana) feats as bonus feats.

**Skills:** The king of the *tengu* is a master swordmaker. He gains a +10 racial bonus on all Craft (weaponsmithing) skill checks.

## Wispheri

### Gargantuan Giant

**Hit Dice:** 20d8+140 (230 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 20 (-4 size, +2 Dex, +12 natural), touch 8, flat-footed 18

**Base Attack/Grapple:** +15/+42

**Attack:** Greatclub +26 melee (4d8+22)

**Full Attack:** Greatclub +26/+21/+16 melee (4d8+22)

**Space/Reach:** 20 ft./20 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** *Blink*, damage reduction 10/magic, low-light vision, spell resistance 23

**Saves:** Fort +19, Ref +10, Will +10

**Abilities:** Str 40, Dex 14, Con 25, Int 17, Wis 15, Cha 18

The wispheri are all that remain of a cursed people, a race of men who grew so large that they began dissolving into mist.

The wispheri say that they were once human, and their heritage is obvious at a glance. Wispheri appear as men and women dressed in ragged robes, with slate-gray skin and dark hair. A wispheri's body, along with anything he carries, intermittently fades and dissolves into pale yellow mist. The mist maintains the features of the giant for a moment before dispersing, then coalesces to form the wispheri again. The transformation is not harmful to the wispheri, who forms solidly on the Ethereal Plane when the mist disperses. There, the process reverses and repeats itself—the wispheri dissolves, forms on the Material Plane, then begins to dissolve again. A wispheri must be careful when traveling ethereally, to avoid forming inside an object on returning to the Material Plane.

Wild animals, from either the Ethereal or Material Plane, compose the wispheri diet. Though they can live to be over 500 years old, wispheri grow larger and disincorporate more often as they age, and most dissolve completely before reaching

**Skills:** Balance +7, Climb +20, Concentration +22 (+26 casting defensively), Craft or Knowledge (any one) +21, Craft (alchemy) +21, Hide -10, Jump +23, Knowledge (arcana) +23, Listen +10, Spellcraft +23, Spot +10

**Feats:** Combat Casting, Greater Spell Penetration, Iron Will, Lightening Reflexes, Quicken Spell-Like Ability (enlarge person, reduce person), Spell Penetration

**Environment:** Any mountains

**Organization:** Solitary or family (2-5 plus 1 wizard of 7th-12th level)

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Often lawful neutral

**Advancement:** By character class  
**Level Adjustment:** –

400. Regardless of how they die, all wispheri turn to mist upon death.

Most wispheri stand just over 60 feet tall and weigh 75,000 pounds or more.

Wispheri speak Common, Giant, and Draconic. Wispheri following certain lines of arcane research also speak Auran.

### Combat

Wispheri use their fading abilities and magic to disorder opponents. An outmatched wispheri in battle may turn ethereal and withdraw, then later return ready for a second assault. Against most enemies, however, size alone is enough to make a wispheri a deadly threat.

**Spell-Like Abilities:** At will—*air walk*, *enlarge person* (DC 15), *ethereal jaunt*, *feather fall*, *fog cloud*, *gaseous form*, *reduce person* (DC 17), *whispering wind*; 1/day—dimension door. Caster level 15th. The save DCs are Charisma-based.

**Blink (Su):** A wispheri is continually affected as by a *blink* spell (caster level 20th). The wispheri has no control over this ability.

**Spell Resistance (Ex):** A wispheri cannot lower his or her spell resistance voluntarily.

# Q'tsal

**Medium Outsider (Chaotic, Evil, Extraplanar)**

**Hit Dice:** 14d8+28+3 (94 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), fly 30 ft. (good)

**Armor Class:** 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

**Base Attack/Grapple:** +14/+18

**Attack:** Claw +18 melee (1d10+4)

**Full Attack:** 6 claws +18 melee (1d10+4)

**Space/Reach:** 5 ft/5 ft.

**Special Attacks:** Death scream, psionics, q'tsal technology (effector)

**Special Qualities:** Darkvision 60 ft., flight, immunity to illusions and sonic, mind sight, q'tsal technology (stimpack), susceptibility to magic, telepathy 100 ft.

**Saves:** Fort +11, Ref +12, Will +11

Q'tsal are bizarre natives of the Astral Plane. It is bipedal with six arms, each ending in retractable claws. It has no discernable eyes or ears. Its skin is hairless, rubbery, and pale green. These alien entities spend much of their time experimenting with bizarre technology. They are scientists and explorers, although their methods are cruel and uncaring towards other creatures. They also possess powerful psionic abilities. Q'tsal have a fondness for the taste of goat.

A q'tsal stands about 6-1/2 feet tall and weighs 250-300 pounds. Q'tsal communicate telepathically.

## Combat

Typically, a q'tsal attempts to first use its effector on a subject. If this fails, it uses its psychic abilities. Q'tsal rarely use their arms to attack, although they will if other methods prove ineffective.

The q'tsal have several psionic abilities (death scream, flight, mind sight, psionics and telepathy) of an alien nature. These are non-magical and, as such, cannot be dispelled or affected by anti-magic spells.

A q'tsal's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Death Scream (Ex):** When killed, a q'tsal releases a devastating psychic scream that deals 5d10 points of damage to every living creature within 100 feet (Will half DC 19). Psionic

**Abilities:** Str 19, Dex 17, Con 15, Int 18, Wis 11, Cha 9

**Skills:** Concentration +19, Craft (q'tsal technology) +21, Diplomacy +1, Heal +15, Hide +20, Intimidate +16, Knowledge (psionics) +21, Knowledge (q'tsal science) +21, Knowledge (the planes) +21, Listen +17, Move Silently +20, Psicraft +23, Spot +17, Survival +0 (+2 on other planes)

**Feats:** Combat Expertise, Dodge, Iron Will, Mobility, Toughness

**Environment:** Astral Plane

**Organization:** Solitary, scouting party (3-5), or expeditionary force (15-30)

**Challenge Rating:** 14

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 15-18 HD (Large)

**Level Adjustment:** –

creatures take double damage on a failed save, and normal damage on a successful save. This attack also alerts all q'tsal within a one-mile radius of their comrade's death. The save DC is Constitution-based.

**Psionics (Sp):** 3/day—*cause fear* (DC 10), *dominate person* (DC 14), *enthrall* (DC 11), *insanity* (DC 16); 1/day—*dimension door* (DC 13), *phantasmal killer* (DC 13). Caster level 10th. The save DCs are Charisma-based. (DC 9 + the spell's level).

**Q'tsal Technology:** The technology employed by these aliens is bizarre and almost unrecognizable as machinery. Smooth silver metals twisted into odd shapes with lights and tubes protruding from them, the devices operate only for the q'tsal and will not function for members of other races. Because of the science used to power these effects, they cannot be dispelled. The four most commonly encountered devices are the effector, the shield, the communicator, and the stimpack.

**Effector:** The q'tsal effector is both weapon and scientific tool. It functions as a telekinesis spell (sustained force only, caster level 12th); no attack roll is necessary. With the effector, the q'tsal can lift up to 300 lbs. up to 20 feet in the air from a range of 880 feet as an attack action. After the effector immobilizes a creature, it automatically attempts to dissect the victim while alive. Functioning as a *finger of death* spell, the victim is allowed a DC 20 Fortitude save. If the save

fails, the victim shudders for a moment then splits open; organs, muscles and tendons still hovering in the air, displayed for the effector to record. If the victim makes its saving throw, it takes 3d6+14 points of damage, and falls to the ground. The effector cannot target it again.

**Shield:** The shield is a simple device which protects the q'tsal against all ranged attacks. The shield is always active, and grants the q'tsal the benefits of an *entropic shield* spell with unlimited duration.

**Communicator:** The communicator allows the q'tsal to broadcast their telepathy to other q'tsal holding communicators. The range is unlimited.

**Stimpack:** The stimpack is a small subdermal device. It automatically cures 4d8+8 points of damage if the q'tsal loses half its hit points or more. This is a free action and functions even if the q'tsal is unconscious. The stimpack can only be used once.

## Volcano Giant

### Huge Giant (Earth, Fire)

**Hit Dice:** 17d8+102 (178 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 23 (-2 size, +1 Dex, +12 natural, +2 leather), touch 9, flat-footed 22

**Base Attack/Grapple:** +12/+31

**Attack:** Gargantuan longspears +21 melee (4d6+16/x3) or rock +12 ranged (2d8+11 plus 1d6 Fire)

**Full Attack:** Gargantuan longspears +21/+16/+11 melee (4d6+16/x3) or rock +12 ranged (2d8+11 plus 1d6 fire)

**Space/Reach:** 15 ft./15 ft. (20 ft. with longspears)

**Special Attacks:** Breath weapon, rock throwing, trample 2d6+16

**Special Qualities:** Immunity to fire, low-light vision, oversized weapon, rock catching, *stone shape*, vulnerability to cold

**Flight (Ex):** A q'tsal can *fly* as the spell (caster level 11th) as a free action.

**Mind Sight (Ex):** The q'tsal can see in any darkness, even that created by *deeper darkness* spells, as well as sense all life and movement in 300 feet. This vision does not confer detail—a q'tsal could not read a book, for instance—but they can recognize their opponents by “tasting” their minds. A q'tsal usually does not need to make Spot or Listen checks to pinpoint the location of a living creature with an Intelligence score within 60 feet. A q'tsal's mind sight ability can penetrate barriers, including rock and metal. A *mind blank* spell or similar mental barrier can block mind sight.

**Susceptibility to Magic (Ex):** The q'tsal are a non-magical race. They suffer a -2 penalty to all saves against non-illusion and non-sonic magical effects.

**Saves:** Fort +16, Ref +6, Will +7

**Abilities:** Str 32, Dex 12, Con 22, Int 10, Wis 11, Cha 11

**Skills:** Climb +19, Intimidate +11, Jump +21, Knowledge (volcanism) +10, Spot +5

**Feats:** Awesome Blow, Cleave, Great Cleave, Improved Sunder, Iron Will, Power Attack

**Environment:** Warm mountains

**Organization:** Solitary, gang (2-5) or band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus 1 adept or sorcerer of 3-5th level plus 3-8 fire lizards); or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 fire lizards)

**Challenge Rating:** 14

**Treasure:** Standard

**Alignment:** Often chaotic neutral

**Advancement:** By character class

**Level Adjustment:** +6



Volcano giants make their homes in the many twisting caves and subterranean rooms of volcanic cones, enlarging and reinforcing them for comfort and convenience. This towering 18-foot tall barrel-chested giant has brown hair and dark amber eyes. Its skin is leathery and reddish-brown, while its hair looks wiry. Clothing for a volcano giant usually consists of little more than a simple wrap of fire lizard skin. A volcano giant wears ornaments made of bone, shell, and obsidian, and their general culture and society is similar to that of humanoid civilizations on tropical islands. Such island societies often get along well with local tribes of volcano giants, engaging in trade and peacefully coexisting. When a tribe of volcano giants form an allegiance with a human tribe, the giants warn the humans of possible eruptions of their volcano to allow them time to escape the eruption.

Although volcano giants can be described as good-natured and peaceful people, their demeanor can change quickly. At a real or imagined affront, a volcano giant can erupt with a passion that is rivaled only by the fire and fury of the volcano in which it lives.

Volcano giants feel that their shadow is actually their soul, and do not tolerate any creature that dares to trod upon it.

A volcano giant is 18-feet tall and weighs close to 14,000 pounds. The typical volcano giant speaks Giant and Ignan.

### Combat

Volcano giants usually use Gargantuan longspear in combat. They are fierce and brave warriors, not backing down from any adversary. Many choose to open combat with their breath weapon so as to soften up their foes before attacking.

**Breath Weapon (Su):** Three times per day, a volcano giant can exhale a cloud of warm and sulfuric gas in a 30-foot cone. Affected creatures must make a successful DC 24 Fortitude save or take a -4 circumstance penalty on attack rolls,

checks and saves for 1 minute (10 rounds) due to fits of coughing and choking. The save DC is Constitution-based.

**Trample (Ex):** A volcano giant can trample creatures one category size smaller than itself as a standard action that deals 2d6+16 points of crushing damage. Opponents who do not make attacks of opportunity against the volcano giant can attempt a DC 29 Reflex save to halve the damage. The save DC is Strength-based.

**Rock Throwing (Ex):** Adult volcano giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A volcano giant can hurl rocks of 60 to 80 pounds (Medium objects). A volcano giant's thrown rocks have a range increment of 110 feet. As a full-attack action a volcano giant can reach into an open source of flowing lava, pull out a semi-solidified blob of molten rock, and throw it. Such a missile deals normal rock damage plus an extra 1d6 points of fire damage per round for 1d4+1 rounds if it hits.

**Oversized Weapon (Ex):** A volcano giant wields a two-handed longspear (big enough for Gargantuan creatures) without penalty.

**Rock Catching (Ex):** A volcano giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

**Stone Shape (Sp):** Once per day, a volcano giant can create an effect identical to a *stone shape* spell (caster level 17th).

### Volcano Giants as Characters

Volcano giants favored class is fighter. Leaders are usually fighters. Clerics are called shamans and are usually adepts. Clerics can choose two of the following domains: Air, Fire, Earth, and Destruction.

## Mountain Giant

### Huge Giant

**Hit Dice:** 25d8+175 (287 hp)

**Initiative:** -2

**Speed:** 40 ft. in hide armor (8 squares); base speed 50 ft. (10 squares)

**Armor Class:** 30 (-2 size, -2 Dex, +20 natural, +4 hide armor), touch 6, flat-footed 30

**Base Attack/Grapple:** +18/+42

**Attack:** Greatclub +32 melee (3d8+24/19-20) or rock +14 ranged (3d8+16)

**Full Attack:** Greatclub +32/+27/+22/+17 melee (3d8+24/19-20) or rock +14 ranged (3d8+16)

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

**Special Attacks:** Rock throwing

**Special Qualities:** Low-light vision, rock catching

**Saves:** Fort +21, Ref +6, Will +8

**Abilities:** Str 43, Dex 6, Con 25, Int 5, Wis 6, Cha 13

**Skills:** Climb +25, Jump +21, Listen +10, Spot +10

**Feats:** Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatclub), Improved Sunder, Iron Will, Power Attack

**Environment:** Any mountains and underground

**Organization:** Solitary, pair, or family (2-4 plus 50% non-combatants)

**Challenge Rating:** 15

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** –

Mountain giants closely resemble hill giants, but are far larger. If anything they are even stockier of build and more ape-like in proportion than their smaller cousins. Their hair is usually dark and shaggy, and their features crude, rugged and bulbous, with sloping foreheads, protruding eyebrow ridges and great ham-like fists. They dress in many layers of extremely thick hides, which are usually left untanned and replaced periodically once they rot completely. Mountain giants seem to be ravenously hungry all the time, eating vast quantities of mountain goats or other wild herbivores when they cannot get their hands on their preferred food, human travelers.

Mountain giants average some 30 feet tall and 50,000 to 60,000 pounds weight. They can live considerably longer than their hill giant cousins, up to 300 years.

Other than their size and primitive appearance, mountain giants' primary notable characteristic is their inordinate stupidity. Whether due to many generations of strength making them unsuited to solving any problem that cannot be dealt with by a few blows of a great tree-trunk club, or simple laziness, mountain giants are even less willing and able to think than most other giants—even hill giants. One of the reasons they are so scarce is that they are such easy prey for anyone with even a few more wits than the norm—many a clever child has outthought a mountain giant, usually to the point of causing the latter's death.

Many mountain giants carry bags, holding around 2d6 rocks and 1d4+4 mundane items plus the giant's personal wealth, though those who live in family groups may store much of their wealth in the home cave or other lair.

### *Combat*

Mountain giants are somewhat cowardly and prefer to avoid combat if outnumbered. Self-preservation is important to them, and they have at least some understanding of their own stupidity in comparison to that most cunning of foes, mankind. For this reason a mountain giant or family will prey on lone travelers or groups of two or three, but will rarely make a deliberate attack on such a potentially formidable foe as a party of adventurers. Their cavernous underground lairs though will usually be protected with mighty barriers and provided with large caches of throwing rocks for easy defense.

**Rock Throwing (Ex):** The range increment is 160 feet for a mountain giant's thrown rocks. It uses both hands when throwing a rock.

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

**Skills:** A mountain giant has a +4 racial bonus on Climb checks, due to its long years of experience clambering up and down its rocky home. The skill modifiers given in the statistics block include a -3 armor check penalty for wearing hide armor.

# Furysus

**Huge Magical Beast (Cold)**

**Hit Dice:** 20d10+140 (250 hp)

**Initiative:** +0

**Speed:** 80 ft. (16 squares)

**Armor Class:** 24 (-2 size, +16 natural), touch 8, flat-footed 24

**Base Attack/Grapple:** +20/+41

**Attack:** Bite +31 melee (2d8+13)

**Full Attack:** Bite +31 melee (2d8+13) and 2 claws +26 melee (2d6+6)

**Space/Reach:** 15 ft/10 ft.

**Special Attacks:** Improved grab

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., eye of the storm, frost pelt, immunity to cold, low-light vision, scent, vulnerability to fire

**Saves:** Fort +19, Ref +12, Will +8

**Abilities:** Str 37, Dex 10, Con 25, Int 18, Wis 15, Cha 15

**Skills:** Hide +15\*, Jump +33, Listen +27, Move Silently +23, Spot +27, Survival +25, Swim +36

**Feats:** Alertness, Blind-Fight, Cleave, Great Cleave, Improved Natural Attack (bite), Power Attack, Run

**Environment:** Cold mountains

**Organization:** Solitary

**Challenge Rating:** 16

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 21-40 HD (Huge); 41-60 HD (Gargantuan)

**Level Adjustment:** –

Furysuses, or blizzard bears as they are more commonly known, are magical guardians of snow-covered mountains, serving nature deities and other champions of the natural world. The massive creature resembles an albino bear. Crystals of blue ice glitter in its thick pelt, and its claws look like blue steel. Ice-blue eyes peer with keen intelligence from its broad, furred skull.

Those who tread lightly in the region may receive aid from a blizzard bear, whether it in the form of helping them regain their bearings in a disorienting snowstorm or finding shelter from a powerful blizzard. Those who do not respect the natural terrain and its inhabitants may face the terrible wrath of a blizzard bear.

A typical blizzard bear is nearly 20 feet long and weighs close to 15,000 pounds. Furysuses speak Common and Sylvan.

## Combat

Furysuses are awesome creatures in battle, attacking opponents from amid a magical blizzard that freezes limbs and blinds eyes. Weapons that strike the furysus are rimed with layers of ice that weigh them down and potentially shatter them. The blizzard bear's immense strength and fearsome teeth allow it to bite through the thickest armor as though it were mere cloth.

**Improved Grab (Ex):** To use this ability, a furysus must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

**Eye of the Storm (Su):** A severe blizzard surrounds a furysus in a radius of 1d3 miles at any given time. This includes extreme cold (below 0 oF), strong winds (25-30 mph), and heavy snowfall (1d6 inches per hour). Characters and creatures not protected from exposure risk hypothermia and frostbite, and also suffer the following penalties and effects: Vision is reduced to one-quarter; speed is reduced to half; -2 to melee attack rolls, and ranged attacks become impossible (except siege weapons, which suffer a -4 penalty to attacks); -8 to Listen, Search, and Spot checks; and Tiny or smaller creatures must make a DC 10 Fortitude save or be knocked down (or blown back 1d6x10 feet if flying). See DMG, Chapter 3, "Weather" and Chapter 8 "Cold Dangers" for more information regarding these conditions.

Furysuses themselves never suffer any of the above penalties or effects associated with snowstorms.

**Frost Pelt (Su):** The wielder of any weapon that strikes a furysus must succeed on a DC 27 Reflex save or the weapon becomes rimed with ice, imposing a -1 circumstance penalty on subsequent attack rolls with that weapon. This modifier is cumulative with each successful attack the character makes against the furysus. Any amount of ice accumulated in this way can be broken away from the weapon as a full-round action. The save DC is Constitution-based.

**Skills:** \*A furysus's white hide grants it a +12 racial bonus to Hide checks in snowy or icy areas.

# Megalotroll

## Huge Giant

**Hit Dice:** 20d8+140 (230 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares)

**Armor Class:** 29 (-2 size, +1 Dex, +20 natural), touch 9, flat-footed 28

**Base Attack/Grapple:** +15/+31

**Attack:** Claw +21 melee (2d4+8/19-20) or bite +21 melee (1d10+8)

**Full Attack:** 2 claws +21 melee (2d4+8/19-20) and bite +19 melee (1d10+4)

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

**Special Attacks:** Rend 4d4+12

**Special Qualities:** Darkvision 120 ft., low-light vision, regeneration 10, scent

**Saves:** Fort +19, Ref +9, Will +7

**Abilities:** Str 27, Dex 12, Con 24, Int 10, Wis 9, Cha 10

**Skills:** Climb +22, Jump +12, Listen +17, Spot +17

**Feats:** Alertness, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

**Environment:** Any mountains and aquatic

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 16

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

**Level Adjustment:** —

The existence of the megalotroll is mere rumor, with tales accounting of a physiology identical to that of a normal troll except for sheer size. Its attacks and tactics would be the same, although even more deadly coming from such a huge monster. Sailor's tales speak of aquatic versions looking like enormous marine scraggs. They stand at least 20 feet tall and are attributed with even more powerful regenerative abilities than normal trolls.

## Combat

**Rend (Ex):** If a megalotroll hits with both claw attacks, it latches onto the opponent's body

and tears the flesh. This attack automatically deals an additional 4d4+12 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a megalotroll.

If a megalotroll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

## Aquatic Megalotrolls

Megalotrolls that have adapted to living in the ocean have the aquatic subtype, and have a swim speed of 40 feet and are found only in aquatic environments.

# Flora and Fauna

**Southern flying squirrel:** The smallest and only nocturnal tree squirrel. It is grayish-brown on top and white on its belly. The flying squirrel does not truly fly, but glides through the air, up to 80 yards (meters) or more, from the top of one tree down to the trunk of another. It flies with its legs outstretched and the fold of skin between foreleg and hindleg acting as a combination parachute and sail (or glider wing). While gliding, it can turn or change its angle of descent. Just before landing, it drops its tail and lifts its forequarters, slackening the flight skin, which then serves as an air brake. It lands very lightly on all four feet, and at once scurries around to the other side of the tree trunk, in case a predator has followed its flight. Agile and extremely surefooted aloft, it is relatively clumsy on the ground. The most carnivorous of the tree squirrels, the Southern Flying Squirrel feeds on nuts, acorns, seeds, berries, fungi, lichens, birds and their nestlings and eggs, some insects, and sometimes other vertebrates, including carrion. Flying squirrels will gnaw bark from maple trees and drink the sap, and also eat moths that come to the sap to feed.

# Ferrous Giant

## Huge Giant

**Hit Dice:** 25d8+250 (362 hp)

**Initiative:** +0

**Speed:** 50 ft. (10 squares)

**Armor Class:** 31 (-2 size, +18 natural, +5 breastplate), touch 8, flat-footed 31

**Base Attack/Grapple:** +18/+41

**Attack:** Greataxe (or greatsword) +31 melee (6d6+22/19-20x3 greataxe or 6d6+22/17-20x2 greatsword) or slam +31 melee (1d6+15)

**Full Attack:** Greataxe (or greatsword) +31/+26/+21/+16 melee (6d6+22/19-20x3 greataxe or 6d6+22/17-20x2 greatsword) or 2 slams +31 melee (1d6+15)

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

**Special Attacks:** Improved grab, pound, spell-like abilities, trample 2d6+22

**Special Qualities:** Damage reduction 15/cold iron, ferrous mind, immunity to fire, low-light vision, oversized weapon

**Saves:** Fort +24, Ref +8, Will +12

**Abilities:** Str 40, Dex 10, Con 30, Int 14, Wis 14, Cha 14

**Skills:** Concentration +32, Craft (weaponsmithing) +32, Craft (any one) +28, Jump +23, Listen +22, Spot +22

**Feats:** Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (greatsword or greataxe), Iron Will, Mighty Blow, Power Attack, Skill Focus (Craft [weaponsmithing])

**Environment:** Temperate and warm hill and mountains

**Organization:** Solitary or family (2-4 plus 35% noncombatants plus 1 cleric or druid of 9th-12th level)

**Challenge Rating:** 17

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +6

The great ferrous giant appears as a humanoid composed of flexible and bendable iron. This great metallic giant stands over twenty feet tall. It has dark ruddy skin, long black hair and beard, and green eyes. It wears furs and an iron breastplate, and wields a massive iron greataxe.

Though it is often mistaken for a construct, it is in fact a very intelligent giant. A ferrous giant makes its home deep within a secluded mountain range. Its lair is often a deep cave or cavern or a gigantic castle constructed of iron and built into the face of a mountain.

Ferrous giants are generally solitary creatures, rarely interacting or dealing with other races, including other giants. Though not on bad terms with other giants, they simply have no interest in dealing with them. Ferrous giants spend most of their days hunting (deer, moose, boar, elk) and foraging or crafting exquisite weapons of iron. Some particularly sociable ferrous giants (a rare occurrence to be assured) set up a trading operation with a nearby town or city, exchanging weapons for whatever might interest the giant (food, iron, money, etc.).

The typical ferrous giant stands 20 feet tall and weighs about 12,000 pounds. The typical ferrous giant speaks Giant, Common, and at least two other languages.

## Combat

In melee, the ferrous giant uses its enormous iron greataxe or greatsword to bash or cleave its opponents. If disarmed, or if it is feeling particularly vile, a ferrous giant can pummel a foe with its massive fists. When fighting smaller foes, the ferrous giant often opens combat by trampling its foes or grabbing them and flinging them aside. Particularly noisome opponents are scooped up and pounded into the ground. The ferrous giant uses its heat metal ability in combat to heat the armor of its opponents and burn its foes.

**Improved Grab (Ex):** To use this ability, the ferrous giant must hit an opponent up to two sizes smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can pound.

**Pound (Ex):** A ferrous giant that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+22 points of bludgeoning damage to the victim. In addition, the opponent must make a successful DC 37 Fortitude save or be stunned for one round. A ferrous giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

**Spell-Like Abilities:** At will—*heat metal* (DC 14), *levitate* (iron or steel objects or creatures only, including itself); 1/day—*wall of iron* (DC 18). Caster level 15th. The save DCs are Charisma-based.

**Trample (Ex):** A ferrous giant can trample creatures one category size smaller than itself as a standard action dealing 2d6+22 points of crushing damage. Opponents who do not make attacks of opportunity against the ferrous giant can attempt a DC 37 Reflex save to halve the damage. The save DC is Strength-based.

## Rime Giant

**Huge Giant (Cold)**

**Hit Dice:** 22d8+154 (253 hp)

**Initiative:** +3

**Speed:** 40 ft. in chainmail (8 squares); base speed 50 ft. (10 squares)

**Armor Class:** 27 (-2 size, -1 Dex, +13 natural, +7 +2 *chainmail armor*), touch 7, flat-footed 27

**Base Attack/Grapple:** +16/+36

**Attack:** Greataxe +27 melee (4d6+18/x3 and icicles) or spear +13 ranged (3d6+12/x3 and icicles)

**Full Attack:** Greataxe +27/+22/+17/+12 melee (4d6+18/x3 and icicles) or spear +13/+8/+3/-2 ranged (3d6+12/x3 and icicles)

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

**Special Attacks:** Control ice, icicles, rock throwing, spear returning, spell-like abilities

**Special Qualities:** Cold empathy, immunity to cold, low-light vision, rock catching, spear catching, vulnerability to fire

**Saves:** Fort +20, Ref +8, Will +8

**Abilities:** Str 35, Dex 8, Con 24, Int 13, Wis 12, Cha 15

Rime giants closely resemble their smaller cousins the frost giants, with snow-white skin and icy blue hair and eyes. Rime giants though are an older, mightier and more magical race. Adult males stand fully 22 feet tall, weigh upwards of 14,000 pounds and are strongly built, yet without the savage and brutal appearance of frost or hill giants. They can live to be up to 700 years old.

Rime giants consider themselves to be the earthly servants of certain grim and evil deities of the ice and snow. They are utterly opposed to the gods of the humans and other creatures from the warm lands, regarding slaying such folk—and, if

**Ferrous Mind (Ex):** Ferrous giants are immune to mind-affecting spells and abilities.

**Oversized Weapon (Ex):** A ferrous giant wields a greatsword or greataxe (big enough for Gargantuan creatures) without penalty.

### *Ferrous Giants as Characters*

Ferrous giant shamans are usually adepts or druids. Clerics can choose two of the following domains: Earth, Fire, Knowledge, and Sun.

**Skills:** Climb +23, Hide +2\*, Jump +12, Listen +18, Move Silently +10\*, Spot +18

**Feats:** Alertness, Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (greataxe)

**Environment:** Any cold hills, mountains, and underground

**Organization:** Solitary, pair, family (2-4 plus 50% non-combatants) or clan (21-30 led by a 5th-10th level barbarian, plus an adept, cleric or sorcerer of 4th-8th level, plus 35% non-combatants, plus 1-4 juvenile white dragons plus 75% chance of 5-50 frost giants, plus 50% chance of 2-20 hill giants, plus 50% chance of 3-30 trolls, plus 25% chance of 2-12 ogres, plus 25% chance of 2-12 ettins)

**Challenge Rating:** 17

**Treasure:** Standard

**Alignment:** Often chaotic evil

**Advancement:** By character class

**Level Adjustment:** —

possible, their gods—as a sacred duty. The more the rime giants can spread both their foul doctrines and the physical presence of the vast glaciers they inhabit, the more their gods will favor them.

Most rime giants are heavily armed and armored to ensure they will be effective in carrying out their gods' wishes. Their armor is usually a very thick hauberk of riveted iron mail so close-set that the links appear to stand out almost perpendicular to the wearer's body, making him very nearly impregnable to attack from human blades and arrows. They bear massive greataxes that look to be capable of slicing through several

foes at one stroke, and this turns out to be true in practice also. For long-range combat they hurl similarly enormous spears, up to fifteen feet long and over two inches wide, with the spearhead alone often being longer than the arming swords of lesser races.

Rime giants usually wear several large belt-pouches or satchels, rather than shouldering sacks like their frost giant cousins. Most carry between four and eight spears under one mighty arm and the enormous axe over the other shoulder. Other than these, one large satchel will contain 3d4 mundane items and one or more belt-pouches will hold the giant's treasure hoard.

### Combat

Rime giants attack with a deadly combination of melee combat, thrown weaponry, and spell-like abilities. They will happily use ambushes, trickery and other supposedly unscrupulous tactics, taking a great delight in defeating an opponent any way possible, though they do not shirk from toe-to-toe melee combat when necessary. The massive spears these creatures favor have a range increment of 140 feet when thrown by a rime giant.

**Control Ice (Su):** Rime giants have an astonishing degree of control over fallen snow and ice, including the capability to melt, re-freeze, and shape it selectively and more or less at will. In game terms, this is very much like the effects of either *soften earth and stone* or *stone shape* (Caster level 12th), depending on the rime giant's intent, but targeting ice and snow rather than stone or earth. For example, the rime giant could soften ice into near-freezing water or slush, causing anyone standing on it to sink in; or he could use ice shape to seal off or create an icy tunnel. In the right place, at the Games Master's discretion, this ability could also be used to start an avalanche of great icy boulders, doing 6d6 damage to any creatures in a 30-foot wide section of mountainside or hillside (Reflex save halves). Used gradually, over many months and even years, control ice can extend the boundaries of tundra terrain or even glaciers over more human-friendly terrains, slowly covering the world with ice just as the rime giants wish. Using Control Ice is a standard action, but it can be performed an unlimited number of times per day.

**Icicles (Su):** Any piercing or slashing weapon wielded or hurled by a rime giant deals additional, painful damage, as jagged, stabbing icicles spread out throughout the wound from its ice-cold blade. Any creature hit by such an attack takes 2d10 points of cold damage (Fortitude DC 28 half). A creature that fails the Fortitude save is also stunned for 1d6 rounds. The save DC is Constitution-based.

**Rock Throwing (Ex):** The range increment is 140 feet for a rime giant's thrown rocks. It uses both hands when throwing a rock.

**Spear Returning (Ex):** With the same movement in which he caught a weapon hurled at him, a rime giant may spin round, throwing it back at its original wielder. Once per round, a rime giant who has just caught a thrown weapon may use it to make an attack at his highest attack bonus as a free action.

**Spell-Like Abilities:** At will—*chill touch* (DC 13), *obscuring mist*; 3/day—*fog cloud*, *gust of wind* (DC 14); 1/day—*control weather*, *ice storm*, *wall of ice* (DC 16). Caster level 12th. The save DCs are Charisma-based.

Rime giants have a number of spell-like abilities, but these may be used only when the rime giant is in an environment with a temperature of below 40 degrees Fahrenheit (5 degrees Celsius).

**Cold Empathy (Ex):** A rime giant can use body language, vocalizations, and demeanor to improve the attitude of creatures with the Cold subtype, due to the rime giant's readily apparent role as an archetype of the powers of cold and ice, along with training since childhood in the particular modes of communication of every Cold-subtype creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The rime giant rolls 1d20 and adds its Hit Dice and its Charisma modifier to determine the cold empathy check result. This ability functions otherwise as the Wild Empathy ability of druids and rangers.

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

**Spear Catching (Ex):** A rime giant's war training allows him to catch spears, axes, or other weapons hurled at him. Once per round, a rime giant that would normally be hit by any thrown weapon can catch it as a free action. The giant must be aware of the attack and not flat-footed.

**Skills:** A rime giant has a +4 racial bonus on Climb checks, as it spends much of its time in mountain fortresses or multi-leveled underground ice caves. The skill modifiers given in the statistics block include a -4 armor check penalty for wearing +2 chainmail.

\*A rime giant has a +4 racial bonus on Hide and Move Silently checks when in cold regions, as a result of its snowy coloration and familiarity with the terrain.

### *Tactics Round-by-Round*

The rime giant begins combat using its ranged weaponry to determine the opposition's strength, only moving onto its more powerful spell-like abilities if they show few ill-effects from the first round of spear-throwing. Often a rime giant will use its fog cloud or obscuring mist before combat begins, if it has spotted its opponents before they spotted it, and indeed many inhabitants of mining communities and isolated hill villages do not realize that the unseasonal mists rolling down from the peaks are but the first sign of an imminent rime giant attack. Note that the tactical summary below assumes that the rime giant is in an environment below 40 degrees Fahrenheit, so as to have the full use of its spell-like abilities; if

not, it will concentrate on thrown javelins and melee attacks as appropriate.

**Round 0:** *Fog cloud* or *obscuring mist* if undetected by opponents, or *wall of ice* and retreat if faced with overwhelmingly powerful opposition.

**Round 1:** Volley of spears.

**Round 2:** *Gust of wind* to knock opponents to their deaths, if on appropriate terrain (e.g. an icy mountainside); if not, *ice storm* against as many foes as possible, ready another spear.

**Round 3:** Second volley of spears if available, otherwise go straight to round 4 tactics.

**Round 4:** Additional spell-like ability as appropriate—*ice storm* if still available, *gust of wind* if not.

**Round 5:** *Wall of ice* to either retreat or divide front rank of opponents from their comrades, then close to melee range.

**Round 6 and beyond:** Full melee attack.

## *Flora and Fauna*

**Mountain Formation:** There are three ways for natural mountain formation. The first method is the collision of tectonic plates. Whenever a continental plate meets an oceanic plate, the continental plate pushes the oceanic plate underneath it because continental material is less dense. This collision, known as subduction, thrusts the continental plate upward and creates mountains. At the same time, subduction forces the oceanic plate downward, creating subduction zones, the deepest of which are called trenches. As the oceanic plate moves down, oceanic material re-melts and often works its way to the continental surface, forming volcanoes. When two continental plates collide, known as suturing, both crustal plates resist subduction, but eventually one yields, forming massive mountains. Continental collisions don't form volcanic ranges, but they create many shallow-focus earthquakes.

The second method is through vulcanism, the movement of magma from the interior of a planet to the exterior. Although volcanoes are spectacular and dangerous, they are not very good mountain builders. Mountains chains built predominately by volcanic activity are usually shorter (in length and height) than mountains built in plate collision. Dome mountains are an example of volcanically-formed mountains, where large bodies of slow-moving magma pushes upward into the crust of the earth and forms between horizontal layers of preexisting rock. The magma is so thick that it resists flowing. Meanwhile more viscous magma feeds into the mushroom-shaped dome and forces the thick magma upward.

The third method is rifting, where tectonic plates are drifting apart and forming new crustal material. Divergent boundaries are highly volcanic areas, and they form rift valleys lined with mountains when a continental plate splits. Divergent boundaries are responsible for breaking Earth's Pangea around 200-135 million years ago, sending the pieces adrift into their current locations.



# Slorath

## Gargantuan Magical Beast (Cold)

**Hit Dice:** 20d10+140 (250 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares), burrow 10 ft.

**Armor Class:** 25 (-4 size, +3 Dex, +16 natural), touch 9, flat-footed 22

**Base Attack/Grapple:** +20/+42

**Attack:** Bite +26 melee (2d8+15)

**Full Attack:** Bite +26 melee (2d8+15)

**Space/Reach:** 30 ft. (coiled)/15 ft.

**Special Attacks:** Paralyzing gaze, spell-like abilities

**Special Qualities:** Darkvision 60 ft, immunity to cold, low-light vision, spell resistance 32, vulnerability to fire

The great sloraths are found only in the coldest and most desolate regions, though close enough to civilization to hunt and stage raids against humanoid settlements. The slorath looks like a massive viper with glossy-white scales and a blue-white underbelly. Its mouth lacks a viper's fangs, but is lined with sharpened teeth. It has a long, slender and icy blue flickering tongue. Its eyes are greenish-blue with vertical-slit pupils.

Highly intelligent and aware, the slorath is a fierce predator that defends its hunting ground with precision tactics and power. Small villages within a slorath's territory sometimes strike deals with these creatures; offering sacrifices in return for the protection the slorath can offer.

Slorath are generally nocturnal carnivores, existing on a diet of white dragons, polar bears, and barbegazi (pg.16). They are particularly fond of white dragon meat and often go out of their way to hunt such creatures. Frost giants often strike deals with sloraths so it is not uncommon for the two to be encountered together working toward a common goal.

Sloraths average about 40 feet long, though adventurers have reported seeing one such creature well over 100 feet long. As a slorath ages, its scales become darker, changing from glossy-white to dull white.

Slorath lairs are either enormous tunnels deep under the ice and snow or abandoned white dragon lairs. Encounters are almost always with a solitary creature. In rare instances young sloraths or eggs might be found in a lair. Young slorath resemble their parent in all respects. Slorath eggs are stark white in color.

Slorath speak Draconic, Giant, and Common.

**Saves:** Fort +19, Ref +17, Will +10

**Abilities:** Str 31, Dex 17, Con 24, Int 14, Wis 14, Cha 14

**Skills:** Concentration +27, Hide +3\*, Listen +24, Search +22, Spot +24, Survival +2 (+4 following tracks)

**Feats:** Ability Focus (paralyzing gaze, paralyzing ray), Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

**Environment:** Cold hills and mountains

**Organization:** Solitary

**Challenge Rating:** 18

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 21-40 HD (Gargantuan); 41-60 HD (Colossal)

**Level Adjustment:** -

## Combat

A slorath usually begins an encounter by hiding under the snow waiting for prey to wander by, or by lying unmoving on the snow itself where its coloration offers it camouflage against the white background. When prey moves within range, the slorath attacks, using its bite and gaze attacks. Those attempting to avoid its gaze witness the slorath project its gaze as a ray of blue energy.

Continued aggression against a slorath results in it unleashing a cone of cold or ice storm on its foes. If faced with particularly powerful foes, it uses its ice storm and glacial storm spell-like abilities. A slorath does not fight to the death (unless defending its young) and flees if combat goes against it.

**Paralyzing Gaze (Su):** The eyes of a slorath paralyze any creature that meets its gaze. Paralysis lasts 1d6+4 rounds (DC 24 Fortitude negates). The save DC is Charisma-based.

**Paralyzing Ray (Su):** A slorath can release a ray of paralysis to a range of 30 feet. This requires a ranged touch attack (+19 ranged touch). If successful, the creature struck must succeed on a DC 24 Fortitude save or be paralyzed (as above). After using its gaze attack in this manner, a slorath cannot use its paralyzing gaze for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks). The save DC is Charisma-based.

**Spell-Like Abilities:** 3/day—*cone of cold* (DC 17), *freezing sphere* (DC 18), *ice storm*; 1/day—*glacial storm* (as *meteor storm*, but deals cold damage) (DC 21). Caster level 12th. The save DCs are Charisma-based.

**Skills:** \* A slorath has a +10 racial bonus on Hide checks in its native environment.

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