

Thrall



Thrall (Risen)

Medium-size Undead

Hit Dice:	1/2d12 (3 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	12 (+2 natural)
Attacks:	Bite +1 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 10, Dex 10, Con —, Int 2, Wis 10, Cha 4
Skills:	Listen +3, Spot +3
Feats:	Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Climate/Terrain:	Any
Organization:	Any
Challenge Rating:	½
Alignment:	Usually neutral evil
Advancement:	1–2 HD (Medium-size)

Thrall (Slave)

Medium-size Undead

Hit Dice:	½d12 (3 hp)
Initiative:	N/A
Speed:	30 ft.
AC:	12 (+2 natural)
Attacks:	N/A
Damage:	N/A
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead
Saves:	Fort +0, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con —, Int —, Wis 10, Cha 4

Climate/Terrain:	Any
Organization:	Any
Challenge Rating:	¼
Alignment:	Usually neutral
Advancement:	1–2 HD (Medium-size)

Thrall (Warrior)

Medium-size Undead

Hit Dice:	1d12 (6 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	18 (+1 Dex, +2 natural, +5 breastplate)
Attacks:	Longsword, battleaxe, or heavy mace +1 melee
Damage:	Longsword, battleaxe, or heavy mace 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, +2 turn resistance
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 10, Dex 12, Con —, Int 6, Wis 10, Cha 6
Skills:	Climb +0, Hide +0, Listen +3, Move Silently +1, Spot +3
Feats:	Improved Initiative, Lightning Reflexes, Weapon Focus (longsword, battleaxe or heavy mace)

Climate/Terrain:	Any
Organization:	Any
Challenge Rating:	¼
Alignment:	Usually lawful evil
Advancement:	2–4 HD (Medium-size)



The art of necromancy becomes a morbid fascination for the majority of its practitioners. It is not to be taken lightly, and I trust that all who read this consider at length and with prudence the information I am about to present.

The "rise" of glyph magic—if you'll pardon the epigram—has enabled those who dabble in the dark art a way to create a different breed of unliving. Most of you have at least heard of these abominations, if not encountered them. They are called thralls—a newly extensive class of undead of varying levels of ability, power, and intellect, which I will endeavor to cover shortly.

First, each and every thrall has one particular thing in common—that is, the way they are created. This amalgam of necromancy and glyph magic can be simple or complex depending on the creator's ability and desire. To create a thrall, a necromancer needs to assemble the required body parts and enchant them, laying glyphs of power on the collected bones and even the flesh, if applicable. Many of the basic types are the simple skeleton guard, which has only a few of the most modest glyphs, while a necromancer's master creation is normally covered from head-to-foot in arcane tattoos yielding terrible powers. It is the glyph magic that determines the thrall's characteristic; it appears the body type is incidental. A "fresh" thrall is by no means any better than one crafted from aged bones, for it is the glyphs that make all the difference.

There are families of glyphs that determine the thrall's strength, its combat skill, its resistance to clerical turning, a wide host of its various other attributes, even its intellect. A necromancer with a skilled eye might be able to determine much of an individual thrall's capability by seeing the symbols

laid upon it. New glyphs spied on a vanquished foe can be examined and possibly added to a necromancer's own library. Laying a glyph on a thrall is a procedure very akin to any enchanter imbuing a magical item. It takes a great deal of time, and burns much of the caster's will and energy, taking life from the caster and depositing it into the source.

Despite the unusual method of their creation, thralls are still undead. They are subject to the same rules. They can be turned, rebuked, or controlled, as any other undead. The strength of the glyphs determines how hard they are to turn and dispel—not the shape of the body.

It is my understanding there are six basic types of thralls—risen, slaves, warriors, lieutenants, bane thralls, and skarlocks—but, as stated, how thralls are constructed can vary, and every thrall is as unique as the necromancer that created it.

Risen are the simplest possible thrall; if the source materials are fresh they bear a resemblance to zombies; if old, skeletons. They only dimly perceive their surroundings—these risen—and they are driven by all undead's ancient hate for anything living. They do not understand orders or perform useful work—all they can do is simply wander about in misery, attacking the living whenever they encounter them. Skilled necromancers have little use for such unsophisticated ser-

vants. Usually these are the invention of untrained dab-

blers and necromantic apprentices.

Next are slaves, a step above the risen in complexity. Slaves are near-mindless automata. They can be given simple verbal orders, which they will follow without question. They are,

for the most part, unaware of their environment, and are incapable of discriminating between other beings. I have had occasion to closely

scrutinize this type of thrall, for

one can walk right up next to it and be ignored entirely. They seem to have no perception of anything living besides their creator.

Unlike slaves, thrall warriors are quite aware of the living. These are the basic combat troops, slow-witted, but smarter than the slaves; they can easily perceive their surroundings, form simple plans, and work together to execute them. Warriors communicate somehow through hissing, teeth clacking, and slow



Thralls



Thrall (Lieutenant)

Medium-size Undead

Hit Dice:	2d12 (13 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	18 (+1 Dex, +2 natural, +5 breastplate)
Attacks:	Greataxe or greatsword +2 melee
Damage:	Greataxe 1d12+1; or greatsword 2d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, +2 turn resistance
Saves:	Fort +0, Ref +3, Will +3
Abilities:	Str 12, Dex 13, Con —, Int 9, Wis 10, Cha 8
Skills:	Climb +2, Hide +2, Listen +5, Move Silently +2, Sense Motive +2, Spot +5
Feats:	Improved Initiative, Lightning Reflexes, Weapon Focus (greataxe or greatsword)
Climate/Terrain:	Any
Organization:	Any
Challenge Rating:	1
Alignment:	Usually lawful evil
Advancement:	3–5 HD (Medium-size)

Thrall (Bane Thrall)

Medium-size Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	20 (+3 natural, +7 half-plate)
Attacks:	Greataxe or heavy flail +4 melee
Damage:	Greataxe 1d12+3; or heavy flail 1d10+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, +2 turn resistance, dark sbroud
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con —, Int 9, Wis 10, Cha 8
Skills:	Climb +2, Hide +1, Listen +3, Move Silently +1, Sense Motive +2, Spot +7
Feats:	Improved Initiative, Lightning Reflexes, Weapon Focus (greataxe or heavy flail)
Climate/Terrain:	Any
Organization:	Any
Challenge Rating:	3
Alignment:	Usually lawful evil
Advancement:	5–7 HD (Medium-size)

Analysis of the Gorv's specimens indicates a high degree of necromantic skill.

N.P.



gestures, but this manner of speech has yet to be deciphered by any modern scholar.

Lieutenants are much like the warriors, but the applied glyph magic imparts this breed of thrall with an uncanny intellect heretofore unseen in the basic convention of necromantic art. They speak the language of the warriors, yet are also able to understand the language of men, and I have encountered lieutenants on two separate occasions that were capable of speaking some limited Cygnaran. The lieutenants coordinate the efforts of the other lesser thralls, issuing orders, and I've even witnessed them come to the aid of their comrades in peril.

Similar to lieutenants in wit are the bane thralls, but they are far more powerful in the physical sense. These abominations are used primarily as undead shock troops and guardians of most prized possessions or dark secrets. The tendency among necromancers is to encase the bane thralls in heavy armor—half-plate seems to be the most common. The trademark of this type of thrall, aside from being of sturdier make, is a dreadfully



dark pall their very being emanates; this pall has both demoralizing and anti-healing characteristics. I have experienced the touch of this hair-raising gloom, and it is very cold and quite unpleasant.

Skarlocks are the nastiest thrall I've encountered, for they are a spellcasting thrall generally considered a necromancer's masterpiece. Skarlocks have the ability to cast any spell their master knows, given that the power is bequeathed unto them by virtue of inscribing the necessary runes. They are capable of more reasoning and cohesive thought than all other thralls com-

bined, and I reason this is likely so a skarlock properly knows how to position its magic to have the most damaging effects on its adversaries. I have witnessed four of these creatures—speaking to each other in a series of clicks and hisses I have come to call thrallspeak—simultaneously toss bolts of light, flame, and acid in a concentrated effort against one mighty barbarian chieftain, laying this opponent low before he swung his axe even once.

Thus far, these are the varieties of thrall I have had occasion to encounter in my travels, not to say this is the full menagerie. Necromancers are ever wary, tirelessly combing the realms, probing for new and deadlier types of glyph

magic, and I have no illusions that there are other types of thrall beings not recorded here. Anyone who has proof of other kinds is welcome to pay me a visit at the university; even necromancers are welcome, but best leave your skarlocks outside.

Combat

Those thralls that are capable of combat generally only do so at the bidding of their creator or if a specific set of circumstances (dictated by the creator) occurs.

Slave thralls are incapable of combat, and any attackers will easily cut them down. The uncontrolled risen will attack any living beings in their vicinity, seeking only to destroy

all life they encounter.

Bane Thrall

Dark Shroud (Su): Bane thralls constantly exude an aura of nigh-tangible gloom in a 10-foot radius around them. Those that enter a bane thrall's dark shroud receive a -1 circumstance penalty to all attacks, saves, and checks and cannot regain hit points or ability score points by any means while within the shroud.

THRALLS



Thrall (Skarlock)

Medium-size Undead

Hit Dice: 6d12 (39 hp)

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

Speed: 30 ft.

AC: 16 (+1 Dex, +5 natural)

Attacks: Slam +3 melee

Damage: Slam 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Undead, +2 turn resistance, spells

Saves: Fort +2, Ref +5, Will +5

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

Skills: Climb +6, Concentration +8, Hide +4, Listen +3, Move Silently +6, Search +4, Spellcraft +8, Spot +5

Feats: Improved Initiative, Lightning Reflexes, Combat Casting

Climate/Terrain: Any

Organization: Any

Challenge Rating: 4

Alignment: Usually lawful evil

Advancement: 7–9 HD (Medium-size)



Seek professional help in dealing with the likes of these! VGP

SKARLOCK

Spells: A skarlock can be imbued with the ability to cast any 0–2nd-level spell its creator knows, casting the spell as a 6th-level sorcerer. Any spells imbued are used up once the skarlock casts them and must be re-imbued by their creator.

Sample Skarlock Spell Roster:

0-level: *daze, detect magic, flare, mage hand, open/close, ray of frost.*

1st-level: *burning hands, cause fear, chill touch, mage armor, magic missile, ray of enfeeblement, shocking grasp.*

2nd-level: *flaming sphere, Melf's acid arrow, scare, spectral hand, summon swarm.*

Legends & Lore

COMMON: Thralls are rune-covered undead creatures that are created by necromancers for a variety of foul purposes.

UNCOMMON: Thralls are not the mindless undead that you may believe. Many thralls are given intelligence on par with most living people.

RARE: Some thralls have supernatural abilities and can cast spells like wizards.

OBSCURE: It is thought that if one were to somehow remove the runes from a thrall that it would be rendered inert, but the marks set themselves deeply into flesh and bone.

Treasure

The only treasure commonly found on thralls is that which they carry. This is normally mundane arms and armor, but can be more substan-



tial in that the more intelligent thralls are capable of wielding offensive magic items.

HOOKS

The PCs are hired to investigate a local necromancer's abode that seems to be the source of the undead plaguing a nearby settlement and surrounding forest. Unknown to the townsfolk, the necromancer is long dead and his most prized creation, a skarlock, has taken on the role of master of the tower. The skarlock is now gathering the other remaining thralls (mostly warriors and a few lieutenants) about him to destroy the nearby town, for he needs gruesome supplies. Can the PCs defeat this enterprising thrall and his servants before they descend upon the town and destroy its inhabitants?

NEW FEAT

Create Thrall

You can create various forms of thralls.

Prerequisite: Arcane spellcaster level 9th+, access to the *animate dead* arcane spell.

Benefit:

You can create any thrall whose prerequisites you meet. Creating a thrall takes one day for each Hit Die the thrall possesses. You must spend 5 XP per hp of the thrall to be created. The material

components for thrall creation include, but are not limited to, the dead remains of the being to be animated and an arcane concoction that is used to mark the body with the necessary runes and sigils. These components incur a monetary cost of 5 gp per hit point of the thrall.

You can increase a thrall's Hit Dice, abilities, and special abilities/qualities by spending an additional XP amount equal to the total XP spent for the base thrall divided by the number of hit dice of the base thrall. The exact effects of increasing or changing a thrall's special attacks or qualities are subject to the DM's discretion.

Thrall Type	Prerequisite
Risen	Caster level 9th
Slave	Caster level 9th
Warrior	Caster level 10th
Lieutenant	Caster level 10th
Bane thrall	Caster level 11th
Skarlock	Caster level 13th



THRULLG



Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	2 claws +8 melee, bite +6 melee
Damage:	Claw 2d4+4, bite 1d8+2 and absorb magic
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, absorb magic
Saves:	Fort +7, Ref +5, Will +0
Abilities:	Str 19, Dex 13, Con 17,

Int 10, Wis 8, Cha 7

Skills:	Climb +10*, Hide +4, Search +6, Spot +9*
Feats:	Multiattack

Climate/Terrain:	Usually underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)



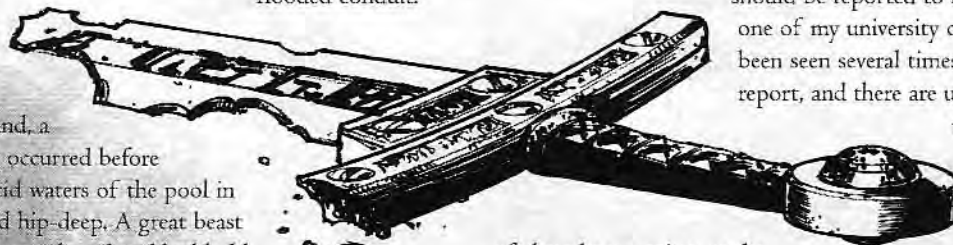
The thrullg is a beast once encountered by a close friend and associate of mine, Mitchel Filkins of the Corvis city watch. One foggy night, Filkins was busy pursuing a known Gertens errand-boy, who was running a cache of blasting powder filched from a nearby alchemist, when the lad ducked into a sewer inlet. Familiar with the dangers of the Undercity, Filkins was hesitant to give chase, but give chase he did. The pursuit endured for some time before the miscreant plunged through a hole rent in the wall of a particularly large tunnel that opened into a large, flooded conduit.

Just as it seemed that Filkins had the malfasant in hand, a terrible frothing occurred before them in the placid waters of the pool in which they stood hip-deep. A great beast erupted from the muck and grabbed hold of the boy. With arms like corded wood it tore him to shreds, at the same time snatching the small cask the boy had strapped to his back with two tentacle-like appendages protruding from its head. As it smashed the lad's pulped body into the brickwork of the sewer wall, its tentacles probed all over the cask, gently crushing the wood as if it seemed afraid to spill any of the contents. It appeared to be feeding on the blast powder! Its body heaved in some kind of ecstasy as it (I have come to surmise) absorbed the magic from the powder. This "feeding frenzy" gave Filkins all the time he needed to

get the bloody hell out of there.

As he witnessed the beast in sputtering torchlight and he himself was quaking in fear, Filkins could only relate to me the following: it stood a good eight feet tall, perhaps more, and was vaguely reptilian in appearance. Its hide is greenish in color, and the palms of its claws and undersides of its tentacles were covered in saucer-shaped discs. Whether these help the creature in climbing vertical surfaces or might somehow be a part of its feeding process is open to speculation.

This beast should be avoided at all costs. Any sightings should be reported to myself or to one of my university colleagues. It has been seen several times since Filkins' report, and there are undoubtedly many more left unreported. I sincerely hope that only one



of these beasts exists, as the prospect of a nest of such monsters dwelling under our noses is enough to frighten even the boldest among us.

Combat

The thrullg attacks primarily to defend its nest, when hunting, or in the presence of magical auras.

Improved Grab (Ex): To use this ability, the thrullg must hit with a claw attack.



Absorb Magic (Su): Upon latching onto its target, the thrullg pulls the victim into its toothy jaws for a bite attack and wraps its tentacles around the victim (if he/she is a spellcaster), or the tentacles search over the victim's entire person looking for a source of magic. Often, if no source is found, the thrullg will purposefully drop the victim in favor of another. This attack has the following effects:

- A magic item with charges in contact with the thrullg's tentacles loses 1d4 charges upon initial contact and every round thereafter.

- A magic item without charges in contact with the thrullg's tentacles will have its powers negated as long as it remains in contact with the tentacles and for 1d4 rounds afterward.

- If a character in contact with a tentacle attempts to use a potion or scroll, the effects do not take effect until 1d4 rounds after the character breaks contact with the tentacle.

- Artifacts do not operate while in contact with the thrullg's tentacles and for 1 round after breaking contact.

- Spellcasters lose one random prepared spell upon initial contact with the tentacles. Each round the spellcaster remains in contact with the tentacles, they lose an additional random spell.

Skills: *The thrullg receives a +3 racial bonus to Spot checks due to its keen eyesight and a +5 racial bonus to Climb checks due to the multitude of suckers on its hands and tentacles.

Treasure

Many interesting items can be found in the thrullg's nest. Nothing magical will ever be found, however, as the thrullg will have already drained all such items. If it is captured or slain, the thrullg itself will garner the attention of scholars and wizards.

HOOKS

A wealthy political emissary from abroad has lost an ancient magical artifact, and he believes it to be lost somewhere in the Corvis Undercity. What he doesn't know is that the artifact is resting safely in the depths of the thrullg's gullet, where the thrullg has been feeding off of it like an ever-lasting gobstopper. When the emissary hires the PCs to retrieve it, they find that they'll need to cut the thrullg's belly open to get it out. Good luck and remember to bring a sharp knife!

"Lost my man Anders to that damn thing—popped his head like a cherry, it did, right before me eyes!"—Selar, Griffon officer, regarding the thrullg

Tomb Maiden



Large Construct		Saves:	<i>Fort +3, Ref +2, Will +3</i>
Hit Dice:	<i>10d10 (55 hp)</i>	Abilities:	<i>Str 25, Dex 10, Con —,</i>
Initiative:	<i>+0</i>		<i>Int —, Wis 11, Cha 1</i>
Speed:	<i>30 ft. (can't run)</i>		
AC:	<i>26 (-1 size, +17 natural)</i>	Climate/Terrain:	<i>Any land</i>
Attacks:	<i>Huge halberd +13/+8 melee</i>	Organization:	<i>Solitary</i>
Damage:	<i>Huge halberd 2d8+10</i>	Challenge Rating:	<i>6</i>
Face/Reach:	<i>5 ft. by 5 ft./10 ft.</i>	Alignment:	<i>Always neutral</i>
Special Qualities:	<i>Construct, damage reduction 10/+1</i>	Advancement:	<i>11–20 HD (Large); 21–30 HD (Huge)</i>



In appearance, a tomb maiden resembles an armored human woman, except that the woman is roughly 9 feet tall and constructed of iron. Tomb maidens theoretically are a precursor to the more cunning iron maidens, and they are only found in the most ancient and undisturbed crypts. They fight to protect the contents of said crypt, guarding it with absolute vigilance, often wielding enormous halberds but occasionally employing other large weaponry.

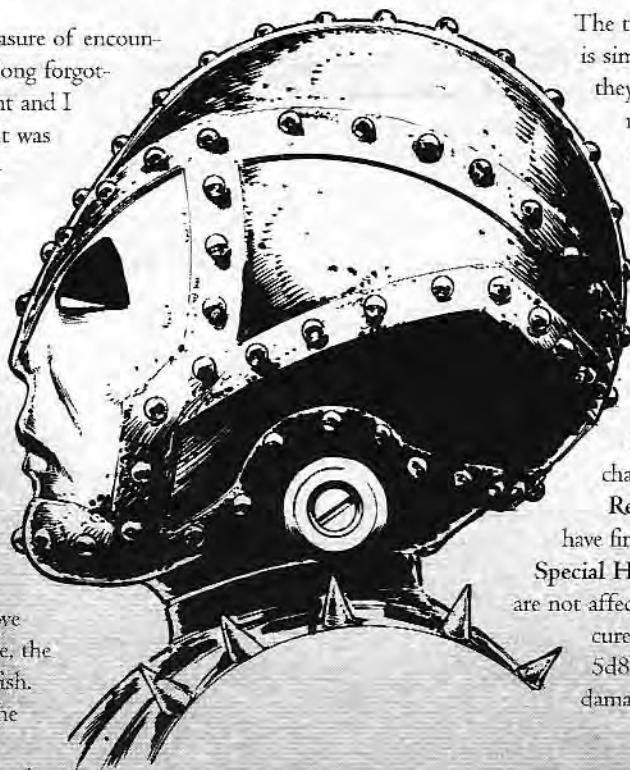
Some time ago, I had the displeasure of encountering one of these constructs in a long forgotten Cygnaran sepulcher. My assistant and I had just penetrated what we thought was the last chamber in a series of dust-choked burial vaults. As I carefully cleared away the dust and cobwebs from what appeared to be the epitaph of Lady Methilde of Llorvast, a great crack appeared in the wall in which the tribute to the lady had been inscribed. All at once, the wall exploded in a thundering surge of debris, a huge halberd suddenly protruding from the dust and darkness. One swing of that massive polearm, and my poor assistant Jek was impaled. Suspended several feet above me on the end of the maiden's blade, the poor sod flailed about like a great fish. As the construct began to remove the expired Jek from the end of its weapon, I took the opportunity to make

good my escape. I was not eager to share Jek's fate. There was quite a bit of running that followed, and eventually I once more saw the light of day. Evidently, the tomb maiden's pursuit had ended, since it never followed me out of the crypt.

Combat

The tomb maiden's battle strategy is simple: attack all intruders until they stop moving or leave the maiden's assigned area. Tomb maidens have the same level of understanding as a common steamjack; they understand the language of their creator, they understand simple instructions, and they have a firm enough grasp on their surroundings to avoid damaging their charges and their charges' possessions.

Resistances (Ex): Tomb maidens have fire and electrical resistance 20.
Special Healing (Ex): Tomb maidens are not affected by heal spells. Mending cures 1 hp. Fabricate cures 5d8+5 hp. Iron body cures all damage done to a tomb maiden.



Legends & Lore

COMMON: None.

UNCOMMON: Tomb maidens are archaic mechanical constructs created to guard crypts.

RARE: Tomb maidens are ancient predecessors to the far more canny iron maidens.

OBSCURE: A vanishing breed, most tomb maidens that adventurers encounter have succumbed to the damaging effects of time and rust. A functioning tomb maiden will never leave its assigned area.



Treasure

Though often rusty, a tomb maiden's iron remains may be salvageable. A relatively intact tomb maiden may fetch a hefty sum from collectors or from a university. There is also the matter of the tomb maiden's charges and their interred wealth. Tomb maidens were only utilized as guardians for the most affluent of families, and any who manage to dispatch the maiden will almost certainly have a vast amount of riches at their disposal.

Hooks

A collector or professor from Corvis University hires the PCs to retrieve for him an intact tomb maiden. Their wealthy benefactor wishes to study and/or display the ancient mechanical construct and will go to any lengths to have the maiden brought back to him. The tomb maiden, however, is not so willing to comply.

When speaking with High Prelate Darnas of Corvis, I recently came to my attention that some associates of his had an encounter with Tomb Maidens in a previously forgotten army crypt in the Dragonspine Peaks. These are from a different period of construction than any I have seen personally, and I am quite eager to inspect them myself. I'll need to question those adventurers, and see if I can find that tomb of theirs.

Totem Hunter



<i>Large Monstrous Humanoid</i>	
Hit Dice:	10d8+30 (75 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 ft.
AC:	15 (-1 size, +4 Dex, +2 natural); plus magical armor
Attacks:	By weapon +12/+7 melee; or 2 claws +12 melee
Damage:	By weapon; or claw 1d6+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spells, spell-like abilities, magic items, detect target, cry of the hunter
Special Qualities:	Designate target, totem reaping
Saves:	Fort +6, Ref +11, Will +11

Abilities:	Str 17, Dex 18, Con 17, Int 15, Wis 18, Cha 15
Skills:	Concentration +10, Intuit Direction +6, Knowledge (arcana) +8, Listen +10, Move Silently +13, Spot +9, Search +10, Wilderness Lore +7
Feats:	Alertness, Blind-Fight, Silent Spell, Still Spell, Track
Climate/Terrain:	Any
Organization:	Solitary or band (2-5)
Challenge Rating:	11
Alignment:	Usually lawful neutral
Advancement:	10-20 HD (Large)



Our parents have told us all stories of stalking boogey men when we were young, and most of us learned to ignore these tales. I wish I could say that such stories were pure fantasy, but there are boogey men out there... and they're hunting us all. No one knows their true name, though they've been dubbed the totem hunters. These foreign beings stalk the world of Caen hunting for trophies to take back to their homeland. Legend would hold these hunters as diabolically evil, but I have found that they are something far worse... they're utterly indifferent. The totem hunter stalks the land like it was a bread basket hunting man and beast alike, as if they were one and the same.

I am one of the few who has witnessed one of these creatures and lived to speak of it. They are humanoid, but very tall and muscular. Their skin is a dank lavender-blue with white patches, and their heads are bald with long plain faces. All totem hunters are masters of the mystical arts, and they wield strange magical creations. I have also witnessed with my own eyes their ability to draw powers from their victims and turn around and use them themselves. They are expert stalkers, and once they've chosen a target, they don't relent (this I must regretfully say I've also witnessed). However, they do seem to bear an unusual sense of honor and a strong sense of ritual.

Yet there is more to this tale. In my travels I once met a

man who claimed to have been to the totem hunters' home city. He said that it was on a continent far to the south of Immoren, and he boasted that he was the only captive ever to escape. The whole place he reported to be a mining operation that funneled into a large, self-contained city. There were many of these creatures there, and the ones known to our realm were very different from many of the others, who seemed only to be simple laborers.

There they practiced strange things, and the man was privy to a bizarre society that was clearly very complex. He did not discover the nature of their hunts in our realm, but he boasted that it was little more than sport to them. He of course claimed to be the ultimate sportsman, in that he outwitted them. However, I must say that this man's testimony was highly suspect, as I discovered him raving insane in an abandoned ruin, and madmen do tell strange tales...

Combat

Totem hunters are cunning and intelligent combatants. They hunt for sport, choosing their targets carefully and pursuing them relentlessly (though never fighting to the death). They hunt either alone or in small packs, and they have been known to make any region their hunting ground and any creature their target (the more challenging, the more appealing). They tend to

Totem Hunter



rely on their magic items, although once they've begun totem reaping, they will heavily rely on their gained powers. They supplement this with spell use where necessary. Most prey is hunted to the death, although live creatures are occasionally taken. Although they seem to understand Cygnaran (and other dominant humanoid tongues), they never parley or negotiate with a target, even when defeated.

Spells: In addition to their spell-like abilities, all totem hunters have the capabilities of 8th-level wizards. They tend to make their spell selections from the Evocation and Enchantment schools, preferring spells that assist a hunt.

Spell-like Abilities: 3/day—*darkness, detect magic, light, mage hand, arcane mark, read magic*. These abilities are as spells cast by an 8th-level wizard (save DC 14 + spell level).

Magic Items: Totem hunters *always* hunt equipped with magical items, which may run the full gamut of power. They typically employ at least one form of

weapon, one form of armor (usually not a full suit, however), one wand or rod, and any number of other items.

Designate Target (Su): When it embarks on a hunt the totem hunter designates ahead of time just what it is hunting. This is done by a strange ritual, whereby it writes alien symbols across its chest and armor in its own blood. It has no effect in and of itself, but it designates who or what other abilities will affect. The totem hunter may designate targets simply by race, or they may choose individuals instead. If an individual is targeted, then the totem hunter must know of the individual and have a good idea of its location; if a racial type is designated, then the hunter need only that it exists and

Totem Hunter



Totem hunter
weapons

what in general it looks like. The only thing that may shield a creature from this ability is a worn charm (non-magical) crafted from any body part of a totem hunter that the wearer defeated in combat.

Detect Target (Su): At will the totem hunter is able to detect any creature that has been designated as a target. It functions identically to *detect animals and plants*, except that it affects targets only (and is, naturally, not restricted to just animals and plants).

Cry of the Hunter (Su): Totem hunters may release a booming yet shrill cry that inspires terror in any creature designated as a target. It functions identically to *fear*.

Totem Reaping (Su): The hunter also has the ability to gain strength and additional abilities by beheading targeted victims and usurping their fading life energy. When embarking on a hunt the totem hunter designates three levels of targets: primary, secondary, and tertiary. The primary target may have any CR, but the secondary target must have a CR of 4 greater than the primary's, and the tertiary must have a CR of 8 greater than the primary's. There is a fourth level—master totem—but it may be designated at any time during the hunt; its CR must be 12 greater than the primary's.

After the totem hunter kills 3 of the primary targets, it gains a +3 morale bonus to attack, AC, damage, saves, and skill checks; it also gains one of the target's extraordinary, supernatural, or spell-like abilities (within reason; DMs may rule that some may not apply; note that the abilities of PC classes and prestige classes may not be gained). The totem hunter may use this ability just as the original creature did, although it is considered to be fully rested and recharged for the ability's purposes; the ability is also now considered supernatural regardless of what type it was before.

After the totem hunter kills 9 of its secondary targets it gains an additional +3 morale bonus as well as one of the secondary creature's abilities, just as above. After the totem hunter kills 27 of its tertiary targets (likely a difficult task), it gains an additional +3 morale bonus as well as another ability as above. If the hunter has targeted a master totem, it may now attempt to kill it.

If successful it enters into a state of supreme actualization. It gains no additional morale bonus, however it does gain the use of all (yes, *all*) extraordinary, supernatural, and spell-like abilities of all (yes, *all*) of the designated targets it has killed. It then goes on a supreme killing rampage. Should it fail to kill at least 12 creatures of CR level equal to or

greater than its master totem, then when it comes down off its high it suffers 8 negative levels as the forces it was manipulating dishonor it (it is generally considered better to die trying than to return unsuccessful and suffer the dishonor and loss of ability). These levels may not be regained.

It should be noted that it is extremely rare for a totem hunter to embark upon a master totem hunt. Most do it only once in their lifetime, and most die in the process. Those that come home successful are revered as supreme icons in their society—the absolute greatest honor a totem hunter can hope to achieve.

These bonuses last for ten days, however this ten day period is renewed each time a designated target is killed. It may be maintained indefinitely, however the totem hunter suffers temporary ability loss of 1 point of Strength for each day past 30. These return at a rate of 1/day once the hunt has ended. Should a hunter kill its master totem, ten days is all it has; it may not be renewed further.

Treasure

The magical items that the totem hunters carry are quite valuable, however the means of recharging them is foreign (thus it can't be done by common magical means). All items lose their magical qualities within 6d6 days of the hunter's death. Despite this, they are quite handy to adventurers in action, and they are valued by scholars interested in studying the foreign craftsmanship.

Legends & Lore

COMMON: None.

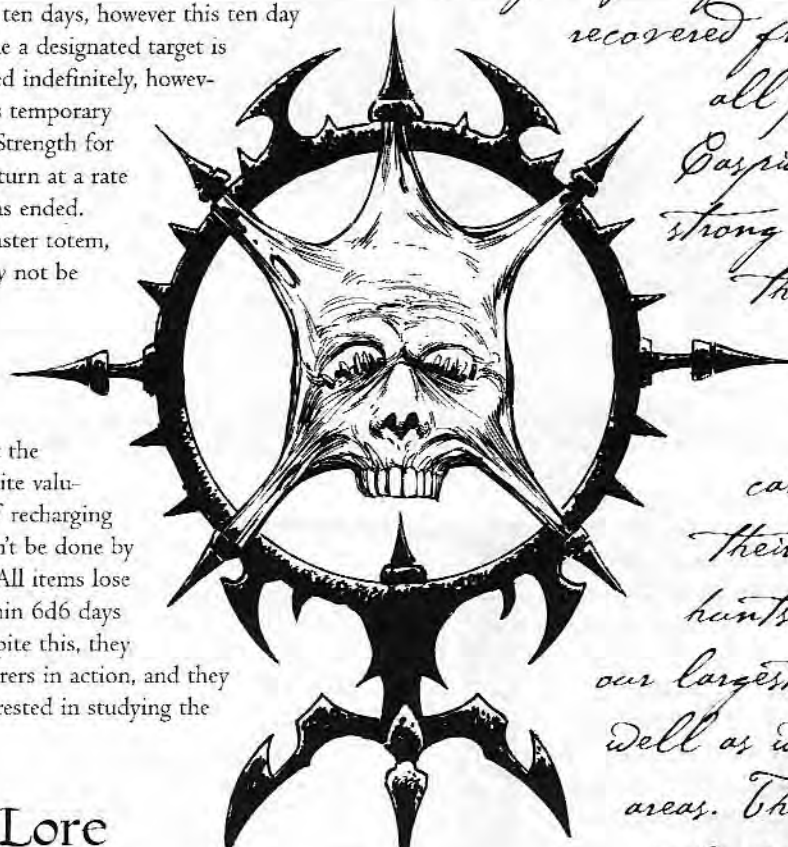
UNCOMMON: Totem hunters are fearless stalkers that commonly hunt humans.

RARE: Totem hunters hunt humans and other creatures for sport. They are intelligent and technologically advanced.

OBSCURE: The totem hunters are effectively sportsmen from a foreign society with a city located on a deep southern continent. They are also known to go on drawn out, grand hunts that last for weeks and span the entire continent and beyond.

HOOKS

Totem hunters enjoy great challenges in their hunts, and thus often choose adventurers and sometimes even whole adventuring parties as their targets. In such situations, it is usually kill or be killed for the prey, as the totem hunters are unrelenting opponents. Characters may also be enlisted to defend someone targeted by a totem hunter.



This grisly artifact was recovered from, of all places, Gaspra! It is strong evidence that the

totem

hunters

carry out

their ritual

hunts within

our largest cities as

well as woodland

areas. The grisly

artifact is now

kept in the Sanctum, where

it has allegedly become a

matter of religious debate - for

what reasons I cannot guess.

NCP

Trapperkin



Small Fey (Grymkin)

Hit Dice:	5d6+5 (20 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., burrow 5 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)
Attacks:	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d4, bite 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trapperkin's croon, trapping ways
Special Qualities:	Craft secret way
Saves:	Fort +2, Ref +7, Will +5
Abilities:	Str 7, Dex 16, Con 12,

Int 12, Wis 12, Cha 16

Skills:	Bluff +7, Craft (woodworking) +9, Escape Artist +7, Hide +11, Move Silently +6, Perform (chant) +11, Search +5, Spot +5
Feats:	Improved Initiative, Weapon Finesse (bite), Weapon Finesse (claw)
Climate/Terrain:	Any
Organization:	Solitary, gang (2-4), or coven (5-10)
Challenge Rating:	5
Alignment:	Always neutral evil
Advancement:	6-10 HD (Small)



Khador is a rough place with a rich culture. The people there respect the supernatural with an awe and reverence that we often forget in kingdoms like Cygnar. During my travels through Khador I studied the grymkin with a Tazchla by the name of Vlad Szekta. Tazchloi are basically traveling teachers, with a mix of priest and warrior thrown in for good measure. The knowledge he imparted to me has saved my skin more than once when dealing with the grymfolk. It was while under his tutelage that I first encountered the trapperkin.

During our travels we came upon a village that was having a serious problem. Czerbolge it was called, a fishing village close to the border of Llael and Khador. Tragically, a half dozen of the village's children had gone missing in the space of two months, snatched away while the village was asleep. One child's locket had been found in a stream near the woods. In another case a strange doll was left behind in a baby's crib. The village elders suspected a witch or demon. But then Vlad and I found the tunnels.



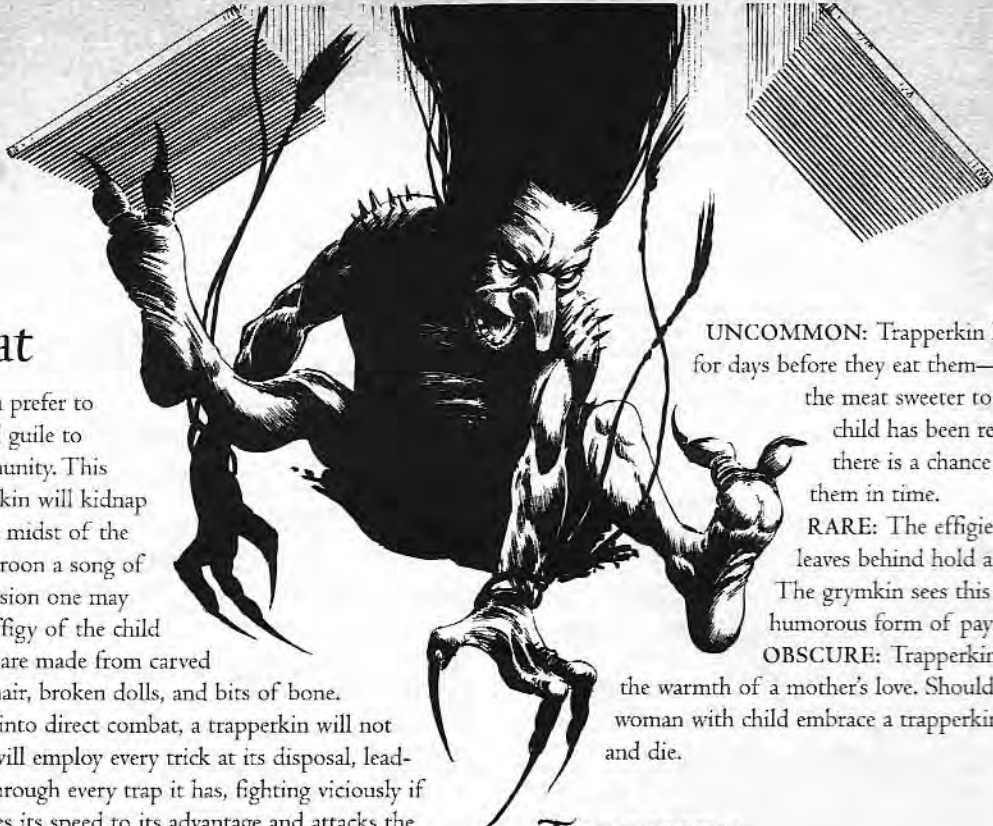
Trapperkin use cleverly crafted trap doors to sneak into homes. They can riddle a village with tunnels that lead to each door.

The grymkin use these passages to travel freely and unseen, as well as to transport captured victims. Although nearly undetectable, we found one with the use of magic. The tunnels proved to us that a trapperkin was responsible for the missing children.

By the time we had tracked it down, we both had scratches and bruises from its various traps. Twice its snares nearly cost me my life, and Tazchla Vlad almost lost a hand. We killed it, but tragically it was too late for the children. You see, it eats what it steals.

The trapperkin has a rat-like face, with beady black eyes and sharp buckteeth. They're usually hunchbacks, standing two to three feet tall. Older stories and rhymes warn that their claws can cut moonlight, and their teeth are made of iron. I know for a fact its bite is damn sharp, though its teeth are not actually iron.

Their lairs are usually small hut-like structures, dug under the boles of trees, buildings, or in tunnels and warrens. Trapperkin in a city might take advantage of small crawlspaces or abandoned sections of buildings. Their lairs are gruesome places, part pantry and part trophy room, all full with the smell of death.



Combat

Trapperkin prefer to use stealth and guile to invade a community. This breed of grymkin will kidnap children in the midst of the night as they croon a song of sleep. On occasion one may leave a cruel effigy of the child behind. These are made from carved wood, rotten hair, broken dolls, and bits of bone.

If pressed into direct combat, a trapperkin will not hold back. It will employ every trick at its disposal, leading pursuers through every trap it has, fighting viciously if it has to. It uses its speed to its advantage and attacks the eyes and hands of its opponents.

Trapperkin's Croon (Su): The trapperkin's soft lullaby transforms regular sleep into a deeper sleep that one cannot be roused from. It has an 80-foot area of affect. Sleepers may make a single Will save (DC 16) to maintain a regular sleep. If they fail, they cannot be roused from sleep by any means (including taking damage) for 1d4 hours. The trapperkin must make a successful Perform roll (DC 15 + total levels of creatures affected) in order to use this ability. Anyone who is awake simply hears a soft crooning, pleasant to the ears.

Trapping Ways (Sp): 2/day—*detect snares and pits, entangle, invisibility to animals, pass without trace*; 1/day—*snare, spike growth, wood shape*. These are as the spells cast by a 5th-level druid (save DC 13 + spell level).

Craft Secret Way (Su): Doors shaped by the trapperkin are incredibly hard to detect (DC 25). These doors can be affected by any spells that affect or detect doors or portals. Only trapperkin may open them without magic, although the doors can be destroyed to reveal the passages beyond. They have the same hardness and properties as the wall or floor they are part of.

Legends & Lore

COMMON: The trapperkin hunts children. It eats them and makes leather from their skin.

UNCOMMON: Trapperkin hold children for days before they eat them—terror makes the meat sweeter to them. If a child has been recently taken there is a chance you can get to them in time.

RARE: The effigies a trapperkin leaves behind hold a secret treasure. The grymkin sees this as a cruel and humorous form of payment.

OBSCURE: Trapperkin cannot bear the warmth of a mother's love. Should a mother or a woman with child embrace a trapperkin, it will wither and die.

Treasure

The effigies crafted by a trapperkin are macabre forms of payment. Within the hollow belly of a trapperkin doll is a shimmering pearl-like stone worth 100 to 1000 gp. The pearl has to be torn out, and the doll emits a small whimpering cry as this is done.

A trapperkin paw will grant a +10 aptitude bonus to Search checks to find secret doors on a single person once per month. The hand has to be properly treated and cured. The Craft Wondrous Item feat, 125 gp, and 25 XP are required to do this. These paws are worth 500 gp.

Hooks

A noble family's young daughter has been stolen away while they slept. Many indications point to this as an act by a rival family, but something doesn't add up. No ransom has been offered, and no acknowledgement of the deed has been made. In fact, the rival family seems to be missing a child as well. The children, who are actually held in a trapperkin lair, do not have much time left. It is up to the characters to discover the true nature of their abduction and save them before it is too late.

TROLLS



Troll: Large Monstrous Humanoid (Troll)

Hit Dice: 5d8+35 (57 hp)

Initiative: +3 (+3 Dex)

Speed: 40 ft.

AC: 18 (-1 size, +3 Dex, +6 natural)

Attacks: 2 slams +10 melee, bite +5 melee; or Huge greataxe +10 melee

Damage: Slam 1d6+6, bite 1d8+3; or Huge greataxe 2d8+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Darkvision 60 ft., poison resistance 10, regeneration 7, scent, spawn whelps

Saves: Fort +10, Ref +7, Will +2

Abilities: Str 22, Dex 16, Con 24, Int 7, Wis 6, Cha 8

Skills: Hide +4, Intimidate +4, Listen +3, Spot +3

Feats: Endurance, Great Fortitude

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-6)

Challenge Rating: 6

Alignment: Usually neutral evil

Advancement: By character class

Whelp, Mature: Medium-size Monstrous Humanoid (Troll)

Hit Dice: 3d8+12 (25 hp)

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

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d4+4, bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., poison resistance 5, regeneration 4, scent

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

Abilities: Str 19, Dex 13, Con 18, Int 5, Wis 4, Cha 6

Skills: Hide +6, Listen +2, Spot +1

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-6)

Challenge Rating: 3

Alignment: Usually neutral evil

Advancement: 4-6 HD (Medium-size)

Whelp, Immature: Small Monstrous Humanoid (Troll)

Hit Dice: 1d8+3 (7 hp)

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

Speed: 20 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: 2 claws +4 melee; or bite +4 melee

Damage: Claw 1d4+3, bite 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., poison resistance 3, regeneration 3, scent

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

Abilities: Str 17, Dex 13, Con 16, Int 4, Wis 4, Cha 6

Skills: Hide +5, Spot +1

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-6)

Challenge Rating: 1

Alignment: Usually neutral evil

Advancement: Mature whelp



Of all the creatures I've had the pleasure of studying in the Iron Kingdoms, trolls have been some of the most interesting. Even as a boy, where most people saw only a race of dimwitted brutish barbarians, I saw a complex and highly developed social creature. I remember the pygmy trolls that I studied and even briefly fell in with before venturing off to become a ranger in the military. The things stunk like the depths of Urcaen, but wallowing in the mud as an adopted member of their clan was something I'll never forget.

There are many more breeds out there, however, than just those simple pygmy trolls. They are found in all parts of Caen, having adapted to virtually every climate. There are four primary species of troll, with many related subspecies, and one major species of "untroll," so to speak, that bears mentioning as well.

The most civilized form of troll is the trollkin, and they boast a level of refinement that I doubt any other trolls will reach. Although many of our cultures are prejudiced towards them, I have found them capable of a peaceful coexistence with most other peoples—a peace that the trollkin are sometimes denied out of that prejudice. I

once survived a brawl with legendary trollkin commander Baldemar Berg, and in my youth I was



Standard troll

entranced by the angelic singing of the trollkin performer Felda Kuonadra, who sang at a pub near the university. Both were greater legends than many I have met among human lands.

The most basic family unit is the kith, and most trollkin societies are clans, which is a collection of related kiths. Several neighboring clans make up a kreil, which is ruled over by the elder kith, more formally called the Circle of Stones. Most trollkin speak a dialect of Molgur called Molgur-trul, although their increase in trade has prompted them to adopt human tongues, such as Cygnaran, as well.

Among trolls and dire trolls, one seldom finds true clans and never a kreil (although related kith still band together in times of strife). When among pygmy trolls, one is always dealing with a clan. Most other trolls simply speak Molgur-trul.

Trollkin boast one other notable sociological feature—the trollshen. The closest word for translating this would be brotherhood or perhaps fellowship. In its basest form, it is a band of male trolls who have yet to establish their own kiths, although in modern trollkin society these have become far more refined and developed. Most trollshen are accepted parts of the community, providing communal living for their members and selling some kind of service such as carpentry or stone working. Unfortunately some of these fraternities are composed of thugs and hooligans, and these trollkin gangs are the scourge of the roads in some areas (and have earned trollkin an undeserved bad reputation among some neighboring cultures).

Bloodline is of paramount importance to any troll. Trollkin have by far the clearest records of and make the most distinction between their bloodlines, and one will find that most clans consist of a single bloodline. Intermarriages do occur, but not in any fashion humankind is used to. Trollkin also have a practice of blood-bonding, called kulgat, whereby they make a cut in one's hand, then one in their own, and bring the two together so that the two individuals become blood brothers. This bond causes slight physiological changes in the recipient that other trollkin can pick up on (by scent, taste—yes they will pick you up and lick your arm—as well as a general feel). This bond is granted rarely, though the recipient is honored as a full member of the kreil once it is. I can speak of this bond firsthand, as I received it for the services I did a dear trollkin friend and his kith. The fellowship it has brought me has saved my life on several occasions (and gotten me invited to a number of raucous family feasts as well, let me tell you!).

Trolls and dire trolls trace their bloodlines through the passing on of bloodstones, which are simply family heirlooms bearing their blood name (signified usually by a single rune), although in recent years I have seen many turn to denoting their bloodlines through ancestral tattoos—a common art form

TROLLS



<i>Dire Troll</i>	
<i>Huge Monstrous Humanoid (Troll)</i>	
<i>Hit Dice:</i>	11d8+110 (159 hp)
<i>Initiative:</i>	+3 (+3 Dex)
<i>Speed:</i>	40 ft.
<i>AC:</i>	21 (-2 size, +3 Dex, +10 natural)
<i>Attacks:</i>	Gargantuan greataxe +17/+12/+7 melee; or rock +12 ranged
<i>Damage:</i>	Gargantuan greataxe 2d12+12; rock 2d6+8
<i>Face/Reach:</i>	10 ft. by 5 ft./15 ft.
<i>Special Qualities:</i>	Darkvision 90 ft., poison resistance 15, regeneration 15, scent, spawn whelps
<i>Saves:</i>	Fort +13, Ref +10, Will +4
<i>Abilities:</i>	Str 27, Dex 16, Con 30, Int 5, Wis 5, Cha 10
<i>Skills:</i>	Intimidate +12*, Listen +5, Spot +5
<i>Feats:</i>	Cleave, Great Cleave, Power Attack
<i>Climate/Terrain:</i>	Any land and underground
<i>Organization:</i>	Solitary or pair, plus 1-4 whelps
<i>Challenge Rating:</i>	11
<i>Alignment:</i>	Usually chaotic evil
<i>Advancement:</i>	12-20 HD (Huge); 21-25 HD (Gargantuan)



among all trolls, though perfected by trollkin. Even pygmy trolls instinctually stick to their bloodlines; rarely have I ever

seen any crossbreeding among subspecies.

Trolls are renowned for their regeneration powers. Even pygmy trolls can be difficult to put down if one is ill prepared. They also have the unique ability to spawn "whelps," or degenerate trolls, that will grow from a severed member, and there's a chance that one will be found accompanied by several of these whelps at any given time. All trolls are also renowned for their resistance to poisons, and only a madman would eat a troll's cooking. While they might cook toadstools up to look tasty, let me tell you, they are hell on the way down (and worse on the way out—ooch!).

The last noteworthy thing I should mention is a troll's ravenous appetite. Trolls are *always* hungry, and most of their time and energy is spent trying to fill their bellies. This hunger can weaken their judgment a great deal. Even the trollkin, who are far more even-tempered than their brutish cousins, are known for their gregarious feasts and the many meals they eat per day.

Combat

Troll Qualities

All trolls have the following abilities, except where otherwise noted.

Regeneration (Ex): All trolls have exceptional regenerative powers. Each type of troll takes standard damage only from a few types of attack, and they have a numerical regeneration level (MM). Troll body parts, however, do not decay; they instead form into whelps (see below), but only from a reasonably intact limb.

Poison Resistance (Ex): All trolls are resistant to poison to a certain degree. This resistance is expressed in a numerical value similar to damage reduction. When stat damage is rolled to determine the effects of the poison, the poison resistance is subtracted from that number. Thus, if a troll had a poison resistance of 5, and it ate a poison that affected subjects with 1d4 Con damage, then the troll would be unaffected. If it ate a poison that did 1d6 Con damage, it might take 1 point of Con damage if a 6 were rolled. Multiple poisons affecting a troll simultaneously are rolled separately (i.e. do not accumulate to beat the resistance); neither are primary and secondary damage cumulative (subtract the resistance separately from each roll). If the poison is of a type that does not do stat damage (for example, a type that induces unconsciousness), the troll receives a bonus to its Fortitude save equal to its poison resistance.

Spawn Whelps (Su): The intact severed body parts of most trolls grow into miniature trolls known as whelps. These trolls are degenerates and are not as powerful as a true troll; they are always subject to the commands of their progenitor.

Most whelps have fairly short lifespans, although this too varies per type. See the troll whelp entry for stats and the individual troll entry for additional specifications.

Standard Trolls

These are the typical brutish trolls that one can find in just about any livable climate on Caen. Exceptionally adaptable, trolls are clever and hardy creatures. They lack the rigid society of trollkin, usually being found alone or in a kith. They will tolerate other trolls, if passingly, but are hostile to most other creatures. Trolls are brawny behemoths, standing as much as 10 feet tall, and filling it out with lean muscle. Their skin tone ranges the spectrum with earthy greenish tones being the most common. Of course, their most notable feature is their hideousness.

Combat

Trolls are universally furious in combat. At times they can be difficult to rouse, but once they commit to a battle, they see it through. Despite their rage, they are somewhat clever, employing strategy that most underestimate them of. Most trolls use weapons, and many wear piecemeal or leather armor, although seldom of crafted metal.

Feats: Standard trolls (and pitch and winter trolls) receive Great Fortitude as a bonus feat.

Regeneration (Ex): Fire and acid deal normal damage to a troll. They regrow severed members within 6d6 minutes.

Spawn Whelps (Ex): Standard trolls have a 20% chance of being accompanied by 1d4 whelps, half of which will be mature. These whelps grow from severed body parts into immature whelps in 1d4 days and into mature whelps in 1d4 weeks. They typically die within 4d6 months. When times are lean, trolls often eat their whelps.

Subraces

Winter Trolls

Winter trolls are a breed of white-skinned troll adapted to extremely cold climes. They are far more sluggish than typical trolls and are generally the least hungry of all breeds, including trollkin. Winter trolls love freezing their food, often while it's still

alive, in blocks of ice to dine on later. They are identical to standard trolls, except as noted here.

In combat winter trolls will usually command their whelps to attack first, and once they begin a melee they tend to open with their ice breath, followed by melee combat.

Cold Subtype (Ex): See MM.

Ice Breath (Su): Winter trolls can breathe a stream of frigid cold 5 feet high, 5 feet wide, and 20 feet long once every 1d6 rounds. All opponents struck by it take 3d4 cold damage, although a Reflex save (DC 15) may be attempted for half damage. As a full-round action, the troll may sweep the breath in a 180° arc; however, the Reflex save DC is 10.

Regeneration (Ex): Fire and acid deal normal damage to winter trolls. They regrow severed members in 1d4 hours.

Spawn Whelps (Ex): Winter trolls whelps have the cold subtype; they are otherwise identical to standard troll whelps.

Pitch Trolls

Pitch trolls, also known as fire trolls, are a breed of troll typically deep burgundy in color that are found in extremely hot areas. They are considered hyperactive compared to other trolls, and subsist on a larger diet, though they are



Dire troll

TROLLS



Pygmy Troll

Small Humanoid (Troll)

Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft.
AC: 15 (+1 size, +1 Dex, +3 natural)

Attacks: Stone axe +0 melee; or shortspear +1 ranged

Damage: Stone axe 1d4-1; shortspear 1d8-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Poison resistance 3, regeneration 2, spawn whelps

Saves: Fort +3, Ref +1, Will +0

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

Skills: Hide +10, Listen +4, Move Silently +2, Spot +4

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Kith (4-10), clan (11-40), great clan (80-160)

Challenge Rating: 1

Alignment: Usually chaotic neutral

Advancement: 2-5 HD (Small)



less picky in what they eat (which is to say that they'll eat absolutely anything). They are identical to standard trolls, except as noted here.

Pitch trolls tend to shun combat more than most breeds, preferring to hound opponents from afar by throwing rocks or sending whelps after them rather than attacking outright. When in melee they tend to rely on their bite more than other breeds, and their bite damage is 1d10+3.

Fire Subtype (Ex): See MM.

Regeneration (Ex): Acid and cold attacks deal normal damage to a pitch troll. They regrow severed members in 2d6 rounds.

Spawn Whelps (Ex): Pitch trolls frequently (60% of the time) are accompanied by 1-2 mature whelps and 1d10 immature whelps. The number is higher because they will actually cut off their own body parts to keep a staple of whelps around that serves as an alternate food source. Their whelps have the fire subtype. Except where noted here, they are identical to standard troll whelps.

Stench (Ex): By releasing powerful and horrid belches a pitch troll can produce a terrible stench. All non-trolls within 20 feet must make a Fortitude save (DC 19) or become nauseous, effectively suffering 1d4 temporary Strength damage for the next 12 rounds. Other species of troll are disturbed by this odor, but are not adversely affected by it.

Whelps

Whelps are the degenerate offspring of trolls. They are fairly similar, even across breeds, and they do not gain the special abilities of their progenitors, except where noted otherwise. For the most part they are stupid and simply do as they are commanded. If left to their own by chance, whelps simply go about feeding, fleeing from any major threat. Whelps are oftentimes eaten by their creators when times are lean.

Regeneration (Ex): Whelps take normal damage identically to their progenitors. Their severed limbs do not regrow.

Spawn Whelps (Ex): Whelps cannot spawn further whelps.

Dire Troll

Dire trolls are the largest of all trolls. They grow to a massive 18 feet in height, and they boast a temperament to make that size something to fear. They are solitary creatures, typically found alone or as a mated pair with several whelps. Above all they prefer to be left alone, and unless one bears food, a conflict can be expected. The only creatures they are known to tolerate are pygmy trolls, though a regular bounty of food must be provided. Dire trolls have incredible lifespans, reaching as much as 300 years, though they tend to reproduce far less than most trolls.

Combat

Dire trolls are not incredibly intelligent, but are smart enough to employ weapons—massive ones. They usually attack

head-on, once their anger has been stoked, and they seldom relent unless mortally wounded.

Regeneration (Ex): Fire and acid do normal damage to a dire troll. They regrow severed members in 1d4 hours.

Skills: *Dire trolls gain a +4 racial bonus to Intimidate.

Spawn Whelps (Ex): Dire trolls produce only mature whelps, and they are typically (70% of the time) accompanied by 1d4 of them. These whelps grow in 2d6 days, and they live for 1d4 years. Those encountered with a dire troll typically have greater than usual HD.

Pygmy Trolls

Pygmy trolls are stunted little creatures that average around 3 to 4 feet in height. They share many of the traits of their larger cousins, but are far weaker. Despite this, they are clever little things that go underestimated by most civilized races. Their social structure is a lot more muddled than most trolls; most pygmies simply live in large clans. They tend to occupy abandoned caves or even buildings, although those that live in crude huts in the gooey mud flats are among the better known.

Most civilized races consider pygmy trolls a nuisance and will chase them off when they encroach upon their lands. Most troll breeds, however, put up with pygmy trolls and may even employ them for simple tasks. Generally speaking, pygmy trolls are the least hostile towards other creatures, although they can certainly represent a threat.

Combat

A lone pygmy troll is anything but formidable; however, pygmy trolls always attack in groups. They are surprisingly capable of swarming opponents and even setting snares and traps for them. They typically use crude weapons and spears. Pygmy troll whelps spawn and die extremely quickly. Pygmies will oftentimes create whelps to boost their numbers before combat.

Regeneration (Ex): Fire and acid do normal damage to pygmy trolls. They regrow limbs in 3d4 rounds.

Spawn Whelps (Ex): Pygmy trolls may only produce immature whelps. They grow to full strength in 3d4 rounds, but die after 2d4 hours. Additionally, they have all of the following statistical modifiers (same as immature whelp above, except where noted here): CR 1/2; small humanoid; HD 1d8+1; hp 5; init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 natural); Atk 2 claws +1 melee (+1 size) (1d4), bite +0 melee (1d6); AL CN; SV Fort +3, Ref +1, Will -4; Str 10, Dex 13, Con 13, Int 3, Wis 3, Cha 3. Skills: Hide +5; Feats: Improved Initiative. They gain none of the special abilities or qualities of regional subraces (see below).

Subraces

Rock Troll

Rock trolls are pygmies that live in barren rocky areas. They possess the unique ability to blend in with rocky surroundings, which they use to surprising efficiency. They are identical to standard pygmy trolls, except where noted.

Rock trolls favor stealth in combat, and they will stalk prey for great lengths of time before they reveal themselves and attack.

Camouflage (Ex): Due to pigments in their skin, rock trolls can blend visually into any normal rocky surface. They gain a +12 racial modifier to Hide checks under these circumstances.

Burrow Troll

Burrow trolls are pygmies native to desert climes. They possess a knack for burrowing underneath of sand and other loose soil. They are identical to pygmy trolls, except where noted.

In combat burrow trolls favor swarm-



Pygmy trolls

TROLLS



Black Troll

Large Undead (Troll)

Hit Dice:	7d12 (45 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft.
AC:	19 (-1 size, +1 Dex, +9 natural)
Attacks:	2 claws +8 melee, bite +3 melee; or by weapon +8 melee
Damage:	Claw 2d4+6, bite 1d8+3; or by weapon
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Blood drain, feculent decay, command whelps, touch of corruption, troll bane
Special Qualities:	Blood dependency, regeneration 1, scent, undead
Saves:	Fort +2, Ref +3, Will +7
Abilities:	Str 22, Dex 12, Con —, Int 13, Wis 15, Cha 14
Skills:	Hide +7, Intimidate +11, Listen +10, Move Silently +9, Spot +10, Wilderness Lore +9
Feats:	Cleave, Power Attack, Sunder
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Alignment:	Always chaotic evil
Advancement:	8–15 HD (Large)



ing an opponent from beneath the ground and then springing upon him, preferably by surprise.

Burrowing (Ex): Burrow trolls have a burrow speed of 5 feet in addition to their normal movement. They gain a racial bonus of +4 to Move Silently checks while burrowing, and they also gain a +8 racial bonus to Intuit Direction checks when burrowing.

Vine Troll

Vine trolls are pygmies indigenous to tropical areas. They have adapted to life in the trees and are very skilled climbers. They are well known for their poisonous bite. Vine trolls are the most aggressive of all pygmy trolls, actively harassing and attacking trespassers until they leave the pygmies' area. They are identical to pygmy trolls, except where noted.

In combat, vine trolls favor stealth and guerilla tactics. They will follow opponents for miles, harassing them with darts, spears, and whelps until they leave.

Climb (Ex): Vine trolls have a climb speed of 30 feet. They apply their Dexterity modifier to Climb checks, and they receive a +6 racial bonus to these checks.

Poison Bite (Ex): Anyone bitten by a vine troll becomes envenomed (save DC 12), receiving initial damage of 1d4-1 temporary Strength and secondary damage of 1d4 temporary Constitution.

BLACK TROLLS

Black trolls are the most despised of all trolls. They are undead abominations that are a twisted mockery of other trolls. Trollkin especially revile black trolls, and their legends claim that they are born of a tainted bloodline—thus their dependency on the fluid. All black trolls are solitary creatures that live only to torment others. They commonly raid troll and human settlements alike, murdering and pillaging as they go. They delight in stealing command of other trolls' whelps and turning them upon their masters.

Combat

In combat black trolls are shifty and clever. They will try to isolate opponents, slaying them one by one. Any survivors will be kidnapped and added to the black troll's feeding stock.

Regeneration (Ex): A black troll's regeneration abilities function even in death, however they are diminished. Fire and acid do normal damage to a black troll. Severed limbs do not regrow, but still may be reattached as usual.

Blood Dependency (Ex): Black trolls must drink no less than 3 pints of blood every day. For each day they fail to consumer this amount, they suffer 1 point of cumulative temporary Strength damage to a maximum of -5. They usually keep a "herd" of humanoid hostages for feeding when they can. Note that they are not restricted to drinking humanoid blood.

though they prefer it (trollkin blood is the most favored).

Blood Drain (Ex): On a successful grapple attempt, a black troll may drain the blood of its opponent. Victims suffer 1d4 temporary Constitution damage each round the pin is maintained. Any troll species bitten by this attack suffers 1d4 permanent Constitution damage each round. Any troll (excluding pygmies) killed by a black troll in this manner rise as black trolls within one week. The black troll has no control over this spawn, and they seldom kill other trolls in this manner.

Command Whelps (Su): Black trolls do not produce whelps as other trolls do. However, they may possess the whelps of other trolls. To do this they make a command check, just as an evil cleric would versus undead (PH). Any rebuking success is ignored (whelps may not be rebuked), however if command success is rolled, then the whelps fall under the command of the black troll. The same HD restrictions apply. If the whelps are in the immediate presence of their progenitor, then they may make a Will save (DC 16) to avoid becoming possessed. Whelps commanded in such a fashion begin to rot and decay, losing 1 point of Constitution every day until they die.

Feculent Decay (Ex): A black troll, despite its regeneration, is in a constant state of decay. This visage is quite unsettling. Creatures with less HD than the black troll who witness this must make a Will save (DC 16) or become shaken for 2d6 rounds. Other breeds of trolls are not affected by this ability.

Touch of Corruption (Su): As a standard action, a troll may cause the rotting flesh on its body to expand and whip forth as a ghastly tentacle to make a touch attack versus a single target to a range of 20 feet. If successful, the victim is affected by contact poison (save DC 16) that deals 3d4 initial Strength damage and 1d6 secondary Strength damage.

Any damage done to these flesh members during the attack does not harm the black troll.

Troll Bane (Ex): All physical attacks made by a black troll versus any other species of troll do normal damage to the target, ignoring their regeneration.

TROLLKIN

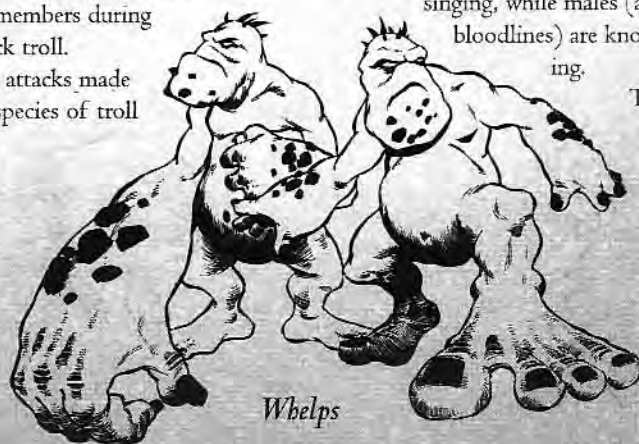
Trollkin are the most advanced of all trolls. While not as technologically learned, they are as civilized as most.



Their culture is rich and diverse with a very strong heritage based upon bloodlines. In temperament, trollkin are the most even-headed of all trolls, however, they still tend to be aloof and sometimes even hostile towards most outside cultures. This originates in their condescending attitude towards non-trolls for having weak blood, but it is also due in large part towards the discrimination they are often shown. Most trollkin clans and kreil are located on the fringes of society with a few major concentrations being located between the Thornwood and the Bloodstone Marches, southwest of Ios, and in Cygnar south of the Wyrnwall Mountains. There are also minor concentrations scattered here and there, such as near Ohk in Khador, and there are quite a few of them on the Isle of Cryx.

Trollkin are about the size of large humans in build and have a lumbering way about them. Their skin is gray with touches of blue and green. There is a bit of variation across the bloodlines in appearance, points of distinction that individuals take pride in. Despite their bulky size, trollkin have remarkable voices, and females are known for their incredible singing, while males (at least the males of particular bloodlines) are known for their dreaded fell calling.

Trollkin don't have the technical acumen of humans or even gobbers, although they have taken to using machinery frequently in their lives. They are known for their stone working skill, although they lack the refined artistic and engineering abilities of elves or dwarves, who both



TROLLS

Thin trollkin work as second rate. Despite its plain and even coarse appearance, trollkin stone work is extremely affordable and noted for its durability. Trollkin labor has come to be recognized as cheap and dependable, and trollkin are slowly becoming more integrated into industrial society.

Combat

Trollkin take to combat in many ways. They almost always utilize weapons, and if a member of a kith or other unit, will employ clever teamwork. They are known for their toughness and the quickness with which they shrug off a blow.

Improved Healing (Ex): Trollkin do not have regeneration. Instead, they heal at twice the normal rate. If they feast considerably while resting, this healing rate rises to three times the normal rate. They also receive a +4 racial bonus to save versus poison and +2 versus disease. Additionally, they still regenerate lost limbs, though at a reduced rate. A severed limb that is surgically reattached will heal within 1d6+1 days. A lost limb will regrow within 2d20+30 days. They die as normal if reduced to -10 hp.

Toughness (Ex): All trollkin are able to shrug subdual damage off easily. The first X points of subdual damage (where X equals the trollkin's Constitution modifier) from any attack is ignored. This ability protects against subdual damage from hazardous environments as well, although in these cases damage may never be reduced below 1.

Trollkin Characters

For more on trollkin as player characters, consult the playable race appendix (pp.236).

Treasure

Standard Trolls

Trolls are known to keep any variety of treasure in their lair. They are intelligent enough to recognize basic valuables, and many will hoard such items. Sometimes they will trade these goods for food.

Troll blood is a common component in some magical formulae, and it typically sells for 15–30 gp per ounce. Troll body parts may be worth more to a magician looking to craft items that grant regenerative or poison-resisting powers; a severed limb will usually sell for as much as 200 gp.

Dire Trolls

Dire trolls keep less treasure than standard trolls, but have a penchant for hoarding gold. They keep this to themselves and tend not to trade it as other trolls do. They usually keep it well hidden.

Their blood is worth even more to those wishing to craft magical items or concoctions that grant strength or fortitude; it might sell for 50–100 gp an ounce. Antidotes that utilize dire troll blood as a component are among the best available and sell for three to four times their normal value.



Trollkin village

Trollkin



Trollkin

Medium-size Humanoid (Troll)

Hit Dice: 1d8+2 (6 hp)

Initiative: -1 (-1 Dex)

Speed: 20 ft. (scale mail); base 30 ft.

AC: 13 (-1 Dex, +4 scale mail)

Attacks: Greataxe +2 melee

Damage: Greataxe 1d12+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 30 ft., improved healing, poison resistance 4, toughness

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

Abilities: Str 13, Dex 8, Con 15, Int 11, Wis 11, Cha 8

Skills: Listen +4, Spot +4

Feats: Great Fortitude

Climate/Terrain: Any land and underground

Organization: Solitary, kith (2-4), trollsben (2-6), clan (20-40), kreil (80-160)

Challenge Rating: 1/2

Alignment: Usually lawful neutral

Advancement: By character class



Pygmy Trolls

Pygmy trolls rarely have anything of value in their lairs, unless it has been acquired by happenstance (usually considered half standard treasure).

Pygmy troll dung can be used as a crude fuel in lamps (it is too corrosive for machines), and it surprisingly burns odorless. Understandably, only those who can't afford better fuels use it.

Black Trolls

Black trolls disdain hoarding valuables, unless they have been stolen from another troll. They do prefer magical weapons, and will utilize them if they can find them. (Ignore treasure rolls that do not result in magical weapons.)

The blood of a black troll is a spell component prized by necromancers. If used as a material component in the casting of a Necromancy spell, the caster may add +4 to the DC to save versus the spell, or he may lower by one the level cost to any one metamagic feat for purposes of that one casting; in either case the blood is consumed in the casting.

Alternately, one may drink the blood of a black troll to gain certain benefits, at a cost. Consuming a single dose grants the recipient poison resistance of 10 and regeneration of 5 (fire and acid do normal damage; limbs regrow in 4d6 minutes) for one day. However, the recipient suffers one negative level and temporary Wisdom and Charisma damage of -4, as well as a case of extreme insatiable hunger. While the benefits

wear off after a day, the penalties persist for 1d4 additional days, at which time they wear off.

TROLLKIN

Trollkin treasure runs the gamut, but usually depends upon the wealth and status of the individual trollkin. Their blood does not benefit arcane smiths as does that of other trolls.

Urthek



Large Beast		Saves:	<i>Fort +8, Ref +6, Will +1</i>
Hit Dice:	5d10+20 (47 hp)	Abilities:	<i>Str 25, Dex 14, Con 18, Int 9, Wis 10, Cha 10</i>
Initiative:	+2 (+2 Dex)	Skills:	<i>Hide +7, Jump +10, Listen +2, Move Silently +3, Search +2, Spot +5</i>
Speed:	40 ft.	Climate/Terrain:	<i>Any forest</i>
AC:	19 (-1 size, +2 Dex, +8 natural)	Organization:	<i>Solitary or pair</i>
Attacks:	2 claws +9 melee; bite +4 <i>melee</i>	Challenge Rating:	6
Damage:	Claws 1d8+7; bite 1d6+3	Alignment:	<i>Always chaotic evil</i>
Face/Reach:	5 ft. by 5 ft./10 ft.	Advancement:	6-10 HD (<i>Large</i>); 11-15
Special Attacks:	<i>Poison</i>		
Special Qualities:	<i>Stench, link with fungi</i>		



You never forget the smell of an urthek. The fetid, overpowering odor seems to cling for weeks to clothes and skin and hair. Get too close to one and you may even find yourself losing your lunch.

Of course, it's difficult to forget the creatures at all once you've met one. Great shaggy beasts, they are, standing fully 9 feet tall and half as wide. Beady little black eyes peer out from under their gray, matted fur, which hangs in clumps tangled with filth and debris.

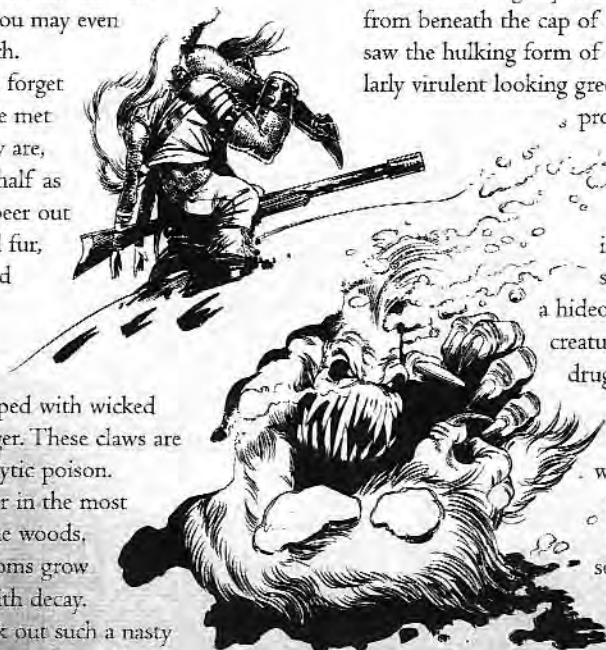
Their wide mouths are lined with dozens of teeth, and their thick fingers are tipped with wicked claws longer than a man's finger. These claws are hollow and filled with a paralytic poison.

The urthek seem to gather in the most ancient, darkest recesses of the woods, where great towering mushrooms grow and the bogs and fens reek with decay. While it seems foolish to seek out such a nasty beast, there are those who hunt and trap the creatures for their pelts. I have seen a properly cured urthek coat, and I must admit it is a fine, luxurious garment that shimmers in the sun.

Employing one intrepid pelt hunter as a guide, a daring, if only partially sane, individual by the name of Tomas Spraag, I settled into the perilous task of stalking the urthek. Making

our way around the alien trunks of towering mushrooms, it required every ounce of stealth and expertise we could muster to avoid alerting any nearby urthek to our presence. Peering from beneath the cap of a partially rotted giant toadstool, I saw the hulking form of an urthek hunched beneath a particularly virulent looking green fungus. As I watched, the creature proceeded to reach up carefully and thrust its taloned paws into the gills of the fungus, a cloud of almost florescent spores greeting its intrusion. A look of bizarre rapture seemed to cross the face of the urthek, a hideous sight made all the more foul as the creature twitched and swayed slightly as if drugged, a flecking of pale green foam around its gibbering mouth. It was then that I noticed the deep raw wound in the creature's thigh, a wound that seemed to be edged with a green tinge and closing before my eyes. In some remarkable way, this monstrosity was using some kind of symbiotic link with the fungus to heal itself, and by all accounts the creatures seemed to derive pleasure from the act. Much to my horror and disgust, it was then that I noticed the actions of the fungus itself and the smaller ones at the urthek's feet; each was pulsating and twisting slightly, gills fluttering, as if sharing the urthek's pleasure.

I left then and did not return.





Combat

Urthek strike with their hollow claws, hoping to paralyze prey with their venom. Once the prey is immobilized and there is no further threat, the urthek will devour it at their leisure.

Stench (Ex): Any creature within five feet of an urthek with the ability to smell must make a Fortitude save (DC 16) or make all attacks and saving throws at -2. Creatures with the scent special ability save at -4. Creatures with no living metabolism are not affected.

Poison (Ex): The hollow claws of an urthek contain a powerful paralyzing agent (Fortitude save, DC 16) that causes 2d6 points of temporary Strength damage and 1d6 secondary Strength damage. It can use this ability once per hour with each claw.

Link with Fungi (Su): The urthek can attune its body to a patch (minimum 10 by 10 feet) of mushrooms, mold, or other fungi. While in contact with the fungi it heals 1d3 hp per round.

Treasure

The paralyzing poison of an urthek is worth 300 gp per dose on the black market. Each creature contains 1d4 doses of the toxin at any given time. A complete urthek pelt is worth 400 gp if undamaged, but only to a furrier with the capability of washing away its powerful stench (Craft [furrier] check, DC 20).

Legends & Lore

COMMON: The urthek is a horrible creature found near mushroom patches in the darkest reaches of the forest.

UNCOMMON: Urthek like to ambush their prey, but one can sometimes detect a hidden urthek by their smell, which has been likened to rotting vegetation.

RARE: Urthek pelts, when properly cured, make very fine coats.

OBSCURE: Urthek can somehow regenerate when in contact with a patch of fungus.

Hooks

A village girl is dying of a strange paralytic disease. The local herbalist is convinced he can heal her with a mold from the forest, but it grows only where the urthek feed and replenish themselves. Her wealthy fiancé will reward well a party that retrieves some of the stuff.

Vektiss



Medium-size Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., climb 30 ft., swim 20 ft., burrow 5 ft.
AC:	18 (+3 Dex, +5 natural)
Attacks:	Bite +5 melee, 2 claws +0 melee
Damage:	Bite 2d4+2, claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Implant egg, poison
Special Qualities:	Shadow shroud, locate egg
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 15, Dex 17, Con 12,

Skills:	Int 4, Wis 14, Cha 10 Climb +14, Hide +8*, Listen +5, Spot +4, Swim +10
Feats:	Improved Initiative
Climate/Terrain:	Temperate or warm forest, mountains, or underground
Organization:	Pack (6–24); pack will include a number of younger vektiss (1–3 HD) that are still capable combatants, as well as several stronger and larger ones (5–8 HD).
Challenge Rating:	5
Alignment:	Always neutral
Advancement:	5–8 HD (Large)



When my senior assistant, Lynus, learned of a peculiar arthropod that had been killing loggers near Ohk in Khador, we decided to investigate.

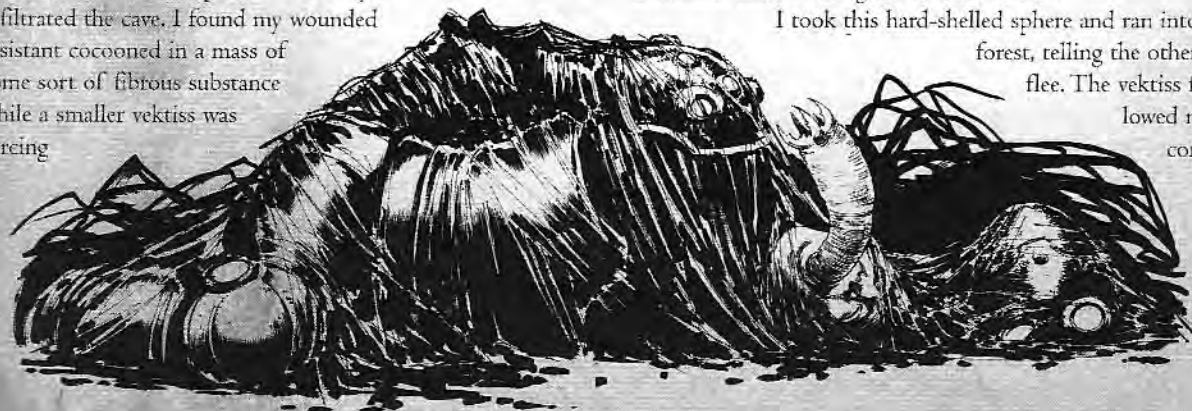
While examining the site of a recent attack, several man-sized insectoid creatures leapt from the trees and attacked Lynus, taking him by surprise. We rushed to help, but one lifted Lynus in its claws and vanished into shadows, which seemed to swallow the creature in living darkness.

Our party was thrown into chaos, but I restored order and we followed the tracks of the beast. We came upon cave openings against a hillside and heard chattering within. While the others waited with weapons at the ready, I infiltrated the cave. I found my wounded assistant cocooned in a mass of some sort of fibrous substance while a smaller vektiss was forcing

some unpleasant looking substance into his mouth. I created a distraction by hurling a lit flask of oil, prompting much chattering and panic, then grabbed Lynus and fled.

We were not done with these clever creatures, for they followed despite my attempts to cover our tracks. They struck again from the shadows, and it was all we could do to keep them at bay. The manner in which they had followed us puzzled me, and on some inspiration I decided to probe Lynus' leg injury while the others guarded the perimeter. As expected, there was a foreign object lodged deeply in the wound. My less than delicate attempts at surgery served only to cause Lynus pain. The object relented when I bathed the wound in an alchemical mixture designed to ward disease.

I took this hard-shelled sphere and ran into the forest, telling the others to flee. The vektiss followed me, con-



firming their peculiar synergy with this extracted egg. I dropped the thing and made my way back to the group without further incident. I do not envy those who are forced to incubate these eggs, paralyzed and conscious all the while.

Combat

Vektiss fight fiercely when gathered as a pack, using strong mandibles and small claws. If outmatched, they will flee and gather reinforcements. The vektiss are stealthy hunters and will abduct captives to serve as hosts for their offspring. They receive a racial bonus to Swim and Climb.

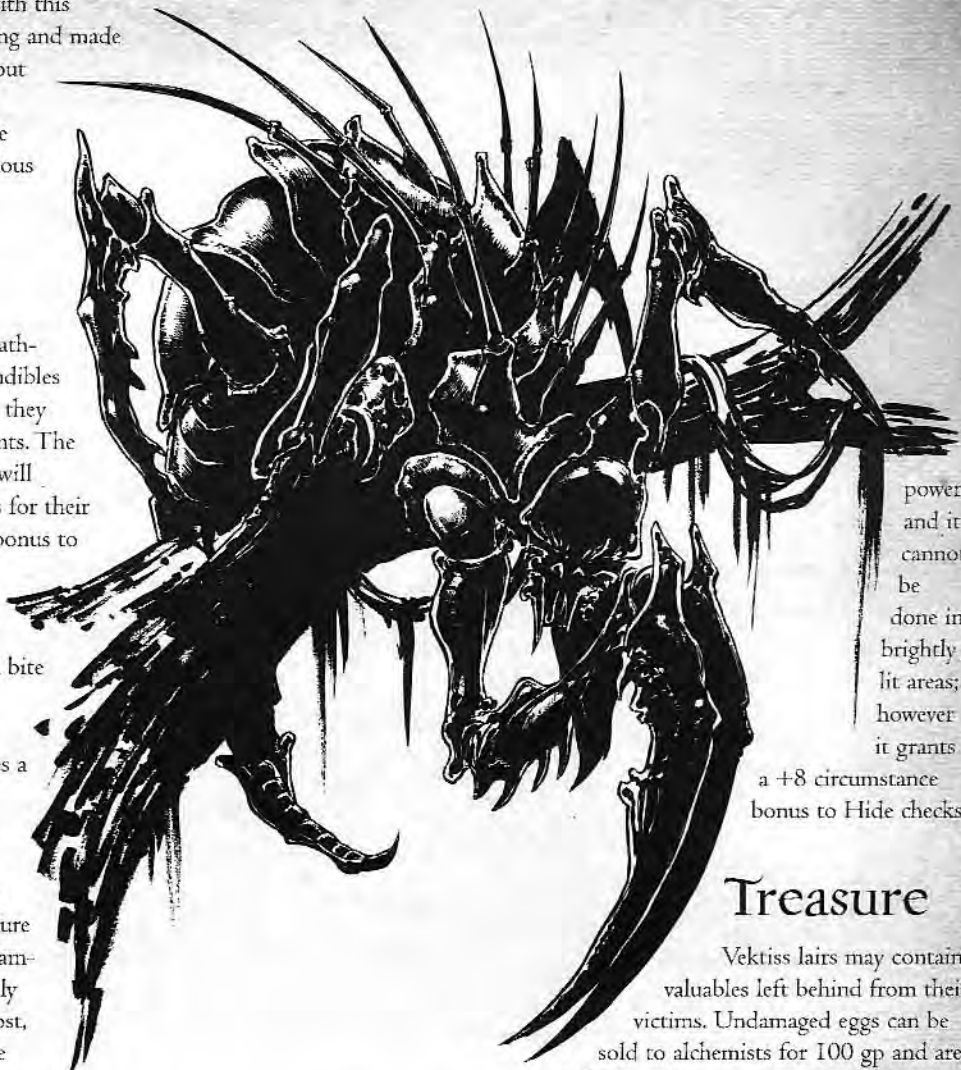
Implant Egg (Ex): A female can implant an egg in a helpless victim with a successful bite attack. This does 1d3 damage and lodges an egg deep within the body unless the victim makes a Fortitude save (DC 13). These eggs fuse to bone and can only be safely removed by casting remove disease on the victim or with a Heal check (DC 30), failure resulting in an additional 1d4 damage to victim. Eggs will eventually hatch even if removed from a host, although the hatchlings are quite vulnerable and will starve quickly without food.

During incubation the vektiss cocoon, paralyze, and feed the host a regurgitated substance that slows decay after death. Regardless of paralysis the egg hatches in 72 hours, then remains in the host, eating and growing. This causes 1d4 damage and loss of 1 permanent Constitution point every hour. Hatchlings become mature enough to survive on their own (at 1 HD) after approximately 4 days.

Locate Egg (Sp): All members of a pack can sense an implanted egg from one of their females at will, as if under the effect of locate object but with an extended range of 1000 yards.

Poison (Ex): Bite, Fortitude save (DC 13); initial and secondary damage 2d6 temporary Dexterity.

Shadow Shroud (Su): *Vektiss have the supernatural ability to create or enhance darkness around them, deepening shadows and facilitating hiding. They cannot become invisible with this



power, and it cannot be done in brightly lit areas; however it grants

a +8 circumstance bonus to Hide checks.

Treasure

Vektiss lairs may contain valuables left behind from their victims. Undamaged eggs can be sold to alchemists for 100 gp and are useful in mixtures used to enhance divination

or to mark an item for easy magical detection. Eggs must be kept very cold to prevent hatching.

Legends & Lore

COMMON: The vektiss are clever insect-like creatures that hunt in packs.

UNCOMMON: Vektiss bites are poisonous and can paralyze a man. They capture people alive and take them to their lairs.

RARE: Vektiss can create shadows and are exceptionally stealthy. They are known to plant eggs in captured victims, which can be removed safely only by means which cure disease.

OBSCURE: A vektiss pack can sense implanted eggs at a great distance. Getting rid of the eggs will throw them off one's trail.

Warpwolf



Large Shapechanger

Hit Dice:	5d10+25 (75 hp)
Initiative:	+11 (+1 Dex, +6 racial [moon phase], +4 combat pool)
Speed:	40 ft.
AC:	19 (-1 size, +1 Dex, +4 natural [moon phase], +5 combat pool)
Attacks:	3 claws +19 melee, bite +17 melee
Damage:	Claw 1d8+10, bite 2d6+5
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Baying of chaos
Special Qualities:	Scent, regeneration 9, alternate form, lunar warping, controlled warping
Saves:	Fort +13, Ref +6, Will -1
Abilities:	Str 30, Dex 13, Con 20, Int 11, Wis 6, Cha 10
Skills:	Climb +12, Jump +12,

Listen +9, Move Silently +3, Ride +3, Spot +9, Wilderness Lore +7

Feats: Alertness, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Run, Weapon Focus (longsword)

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 8

Alignment: Chaotic evil

Advancement: By character class

This example uses a 5th-level human fighter as the base creature, with the change occurring while Calder is full, Laris is waning, and Artis is waxing. The combat pool (14 points) has been spread as follows: AC +5, Str +0, base attack bonus +5, Initiative +4, speed +0.



There are tales all across the Iron Kingdoms of men who become possessed of beasts and transform into hideous monsters that stalk the night. In most places these legends are based on predatory animals that are a common threat. Professor of Cultural Studies Healy Kirklyn, of the Corvis University, tells me that these tales serve as an allegory to our own bestiality. But there is one such tale that is no allegory at all. It's a tale as real as the ground beneath us, my friends. It is the tale of the warpwolf.

I believe that the warpwolf originated somewhere in northern Khador, the work of a clever Devourer sect rooted there that worshipped an unusual canine aspect of their chaotic deity. They devised a ritual that transforms men into a raging man-wolf that stalks the wilds, spreading death and chaos everywhere. The victim looks and seems normal most of the time, as if nothing had happened, but he transforms into a warpwolf when distressed or injured. There is also something at work regarding the cycles of the moons, though I don't understand it yet. It seems that the warpwolf has different strengths depending on the phases of the moons at the time of

its transformation. It also seems able to alter its body in the midst of combat to suit its immediate needs.

The most frightful aspect of this physical change is that it is addictive. Those who change revel in it, experiencing a physical high like absolutely none other. Alchemical retardants can be made that will prevent the change, but most afflicted eschew these once the addiction sets in.

Exactly how the warpwolf reproduces, I'm not quite certain. I've seen documents discussing random particulars of the ritual that the cult originally used, although I believe very strongly that these beasts have devised a way to procreate independently. I've heard tales of these creatures striking all across the kingdoms, sometimes in areas where the Devourer holds no sway whatsoever. Of course, the fact that this is an affliction that can be possessed of any man or woman you encounter on the street (and the fact that they themselves could travel to any corner of the realm desired) is a fact that mustn't be overlooked... unless, that is, one actually wants to sleep soundly at night.

Creating a Warpwolf

Warpwolves were originally created by a sect of the Devourer cult, though the secrets of their creation in this manner have been lost to the ages. Warpwolves are, however, able to procreate on their own. The offspring is carried by the mother (who does not change shape during the pregnancy), though it must be sired by two shapechanged warpwolves. The child seems normal until it reaches adulthood, when it begins undergoing the changes. Virtually all of such children are abandoned, left on a stoop or at a church, oftentimes in a distant kingdom. Only humanoids have ever been known to become warpwolves.

Hit Dice: As the base creature or d8 (as shapechanger), whichever is higher.

Speed: As base creature; see the lunar warping chart for speed increases after changing.

AC: As base creature; see the lunar warping chart for AC increases after changing.

Attacks: As base creature; when changed the warpwolf gains bite and claw attacks. For each five points that the warpwolf increases its base attack bonus (see controlled warping below) it gains an additional claw attack.

Damage: As base creature; when changed the warpwolf gains bite and claw damage per the chart below. So, if a Medium-size creature changed, it would grow to Large, its bite and claw damage increasing to 2d6 and 1d8 respectively.

Size	Bite Damage	Claw Damage
Diminutive	1d3	1
Tiny	1d4	1d3
Small	1d6	1d4
Medium-size	1d8	1d6
Large	2d6	1d8
Huge	2d8	2d6
Gargantuan	4d6	2d8
Colossal	4d8	4d6

Face/Reach: The creature's size increases by one step when it changes, increasing its face/reach appropriately.

Special Attacks: The creature retains any special attacks or abil-

ities that it has, and it also gains the following:

Baying of Chaos (Su): Three times per day, the warpwolf may release a shrill baying that causes *confusion* in all creatures within 100 feet. This is as the spell cast by an 8th-level sorcerer (save DC 10 + half warpwolf's HD + warpwolf's Cha mod). As this is a sound-based attack, deafened creatures are immune.

Special Qualities

A warpwolf retains all of the special qualities of its base creature and gains the shapechanger type. It also gains the scent ability when it transforms, as well as the following:

Alternate Form (Su): A person affected by the warpwolf's curse will transform into a warpwolf at certain uncontrolled times. This change takes a full-round action to perform. Warpwolves may not gain the Control Shape skill, though they make a Will save to resist changing. Changing may not be done at will, though a clever person could get around that (for example, by stabbing themselves). A change usually occurs during any emotionally trying moment, especially one that arouses anger, and whenever the character takes more than 10% of its total hp in damage. The Will save DC to resist is usually 15, though it may be increased at the DM's discretion.

In addition to emotional triggers, the warpwolf will change once every 4d6+10 days; this change cannot be resisted (no save) and may occur seemingly at random, though usually at night.

The change will last until the warpwolf falls asleep, which is usually 1d2+1 days later. Because of the change's addictive nature, resisting it becomes very difficult as time goes on. The base save DC to resist is increased by 1 for each month of affliction, until eventually resisting the change becomes nigh impossible without alchemical aid.

Upon either changing to or from its warpwolf form, the character heals, as if he had rested for a day. If a character is slain in his warpwolf form, then he remains so in death. If the character is slain in his humanoid form, then his body changes somewhat to resemble the warpwolf.

Do note that a person shapechanged into a warpwolf loses no bit of their intellect, nor do they have any trouble recalling any of their deeds while changed—they remember it all (and



Warpwolf



because of its addictive nature have a hard time fighting it). While changed, the warpwolf is possessed entirely of bloodthirsty evil, and it will do everything within its means to kill as many individuals as it possibly can. For characters of good alignment, this might result in some serious inner trauma.

Lunar Warping (Su): A warpwolf's basic armor, strength, and speed attributes are not set in stone. They vary according to the lunar alignments at the time of the creature's changing. Consult the following chart, and apply the bonus listed to the base creature's appropriate statistic. **Laris Calder Artis**

	<i>Armor</i>	<i>Strength</i>	<i>Speed</i>
New	+0 AC	+0 Str	+0 initiative, +0 speed
Waning	+4 AC	+5 Str	+3 initiative, +5 ft. speed
Waxing	+8 AC	+10 Str	+6 initiative, +10 ft. speed
Full	+12 AC	+15 Str	+9 initiative, +15 ft. speed

So, if a creature were to change when Laris was full, Calder was waxing, and Artis was new, it would receive +12 AC, +10 Strength, and +0 to initiative and speed. The speed bonus applies to all forms of movement if the creature has more than one.

Controlled Warping (Su): A warpwolf may also adjust its physical attributes further to suit its needs during combat. The wolf

actually warps its body to gain an advantage in one area, while sacrificing an advantage in another area. The creature might grow more armored plates on its body, giving it more AC, or it might grow another limb, giving it another attack, or it might shed some attack measures to gain some speed necessary to flee.

The creature has a base combat pool of 1d6+4 points that may be added to any of the following: AC, Strength, base attack bonus, initiative, or speed. These points are in addition to any bonuses received from lunar warping. Points are exchanged on a one for one basis— one point of AC equals one point of Strength, equals one point of speed, and so on. Only ten points may be spent on an attribute at a time. Additionally, for each of the three moons that is currently full, the warpwolf gains another +4 to this combat pool. It takes the creature a move-equivalent action to make any of these adjustments.

Regeneration (Su): Fire and silver do normal damage to a warpwolf. They regenerate at a rate of 5 + 4 per full moon per round. Severed limbs grow back upon changing (either to or from warpwolf); reattached limbs may be healed instantly by holding them up to the stump.

Saves: As the base creature; when changed the warpwolf gains a +4 racial bonus to Fortitude and Reflex saves.

Abilities: As the base creature; when changed the warpwolf's Strength increases per the chart under lunar warping. It also gains a +2 racial bonus to Dexterity and a +6 racial bonus to Con; it receives a -4 racial penalty to Wisdom due to its increased impetuosity.

Skills: The warpwolf receives a +4 bonus to Spot, Listen, and Wilderness checks when in its humanoid form; when in its warpwolf form these bonuses rise to +8.

Feats: As the base creature; while changed the warpwolf gains Improved Bull Rush, Multiattack, Power Attack, and Run, if it does not have them already. Warpwolves may never gain the Improved Control Shape feat (as lycanthropes sometimes do).

Climate/Terrain: Same as base creature

Organization: Always solitary

Challenge Rating: As base creature +2; add +2 for each moon that is full at the time of combat.

Alignment: Per base creature; always becomes chaotic evil when in warpwolf form.

Advancement: By character class

Combat

Warpwolves favor their bite and claw attacks when in combat. They immediately shed whatever clothing, armor, and items they may have been wearing upon transforming. They retain their intelligence completely, though they are totally lost to their bestial hunger.

Baying of Chaos (Su): The DC to resist this warpwolf's baying is 10.

Treasure

Warpwolves hoard no particular type of treasure, though those who turn into them might have anything imaginable.

Legends & Lore

COMMON: A rare malady exists that makes man become possessed of beast, turning into a horrid wolf creature that stalks the wilds, hunting all that lives.

UNCOMMON: These creatures are called warpwolves, and their bodies are constantly in a state of flux.

RARE: A warpwolf's changes are a mix of control and entropy. They seem subject to the whims of the moons, though during a confrontation they can change their bodies to meet their needs.

OBSCURE: An alchemical tonic does exist that will keep a man from undergoing the change into beast, though it is difficult to come by, and it weakens the body even if it does prevent change.

Hooks

A crooked and vengeful alchemist out of Fellig has rediscovered the ancient Devourer cult's rites to transform a man into a warpwolf. The madman has performed the rite on none other than his own family (four adults and three children). So far nothing has happened, but soon they are going to undergo their first change, warping into hungry wolf-beasts, ready to tear the city apart.

***Quicksilver Tonic:** This is a silvery liquid that was alchemically brewed by the Devourer cult that originally spawned these horrid creatures. It was used to help victims resist the change into their abominable other self. It does not guarantee safety, but it considerably ups the odds of maintaining control. Imbibing the proper dosage (about 30 oz.) grants the recipient a +12 circumstance bonus to their Will save to resist the change. Furthermore, it prevents the addiction from taking hold (and thus upping the save DC) so long as it is taken on a regular basis. In order for it to function, it must be taken just before a change is about to take place.*

It is, however, poisonous (save DC 13), doing initial damage of 1d8 Strength and secondary damage of 1d6 Strength and 1d6 Intelligence. Should the imbiber fail their shapechanging save and become a warpwolf, the poison is shrugged off.

Only a few alchemical shops across the lands possess the formula for this concoction, and they don't sell it cheaply.

*This form of lunar sensitivity appears to be unique to the warpwolf.
Thank goodness.*

N.P.

Woldwarden



Large Construct

Hit Dice:	12d12 (66 hp)
Initiative:	+0
Speed:	20 ft. (can't run)
AC:	25 (-1 size, +16 natural)
Attacks:	2 slams +16 melee
Damage:	Slam 2d10+8
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Druid's wrath, spell-like abilities
Special Qualities:	Construct, magic immunity, meld with nature, damage

reduction 25/+2

Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 27, Dex 11, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary or team (2-4)
Challenge Rating:	11
Alignment:	Always neutral
Advancement:	13-19 HD (Large); 20-36 HD (Huge)

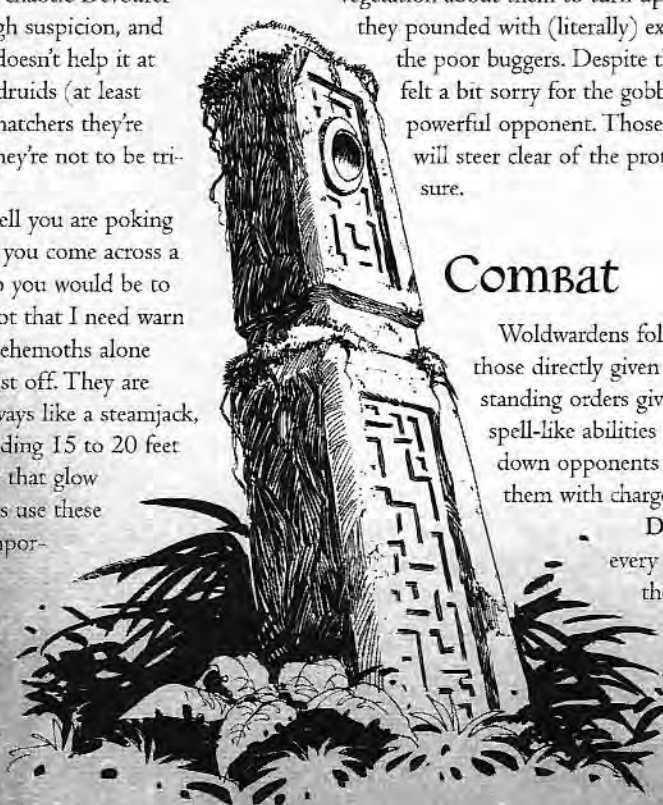


Among the peoples of the Iron Kingdoms, there are few that arouse as much apprehension as the mysterious druids. When one of these robed figures strides into town, the streets clear and the place becomes so quiet one might think there were a pack of gorax stalking about. Their connections to the chaotic Devourer Wurm make them targets of high suspicion, and their rejection of worldly ways doesn't help it at all either. While I don't believe druids (at least not all druids) to be the baby-snatchers they're accused to be, I do know that they're not to be trifled with.

One of the easiest ways to tell you are poking about in a druid's territory is if you come across a woldwarden... and my advice to you would be to take your business elsewhere. Not that I need warn you; the sight of one of these behemoths alone ought to be enough to scare most off. They are humanoid constructs, in some ways like a steamjack, crafted of wood and stone, standing 15 to 20 feet tall, and emblazoned with runes that glow furiously when it attacks. Druids use these creations to guard and patrol important areas, which I've found are marked off by stones set with similarly glowing runes carved in them.

During one of my more bizarre adventures I became the temporary guest of a druid in an uninhabited area of north-

ern Cygnar. During my stay, her territory was invaded by a band of gobbers, and I got to witness the spectacle as she sent her two guardians into action. Despite their lumbering bulk, these things whisked through the brush as if it weren't even there. When engaging the goblins they would command the vegetation about them to turn upon them and hold them while they pounded with (literally) explosive blows that pulverized the poor buggers. Despite their being the trespassers, I felt a bit sorry for the gobbers being trounced by such a powerful opponent. Those few that survived, at least, will steer clear of the protected wood in the future I'm sure.



Combat

Woldwardens follow orders in combat—either those directly given during the melee or free-standing orders given previously. They use their spell-like abilities primarily to slow and pin down opponents while they move in to hit them with charged slams.

Druid's Wrath (Su): Once every other round, as a free action, the woldwarden may tap into nature's power and unleash its creator's wrath. This adds 1d10+2 additional damage to a normal attack. When this is done, all of the guardian's runes glow

WOLDWARDEN

with an intensifying yellow light that is discharged when the blow is struck. If the attack misses, then the charge remains until a successful blow is struck.

Magic Immunity (Su): Woldwardens are immune to all spells of the Animal, Chaos, Destruction, Plant, and Strength domains. They are also immune to all spells that directly affect plants, trees, or wood, as well as all shape-changing spells.

Meld with Nature (Ex): A woldwarden can pass through non-enchanted vegetation completely unhindered and unharmed. They also leave no trail in such an environment and may not be tracked by normal means.

Spell-like Abilities: 3/day—*call lightning, entangle, flame strike, plant growth, quench, snare, spike growth*; 1/day—*wall of thorns*. These are as the spells cast by a 12th-level druid (save DC 10 + spell level).

Treasure

Woldwardens keep no treasure of their own, however they are frequently the guards of various valuables. In such cases, the treasure garnered would be anything imaginable that would be of value to a druid.

Legends & Lore

COMMON: Powerful druids sometimes construct incredible automatons out of wood and stone to guard important areas.

UNCOMMON: These sentinels have the ability to unleash their creator's fury in explosive blows.

RARE: Woldwardens' only true weakness is their lack of intelligence, and it is often better to circumvent them than to engage them directly.

OBSCURE: Guardian creation is strictly controlled by a mysterious organization of druids, sometimes called the Circle, and it is rumored that high members of the organization can wrest control of a guardian from its creator.

HOOKS

A powerful merchant out of Ohk had a son kidnapped by a powerful druid who claims an injustice done against her (theft). A pair of woldwardens guards the son, and the father is desperate for someone to either negotiate with the druid for his son's return or to defeat the sentinels guarding him. The father claims neither he nor his son have stolen anything. In truth, the son is covering for his younger brother, the real thief.

If you see the distinctive stone markers of a woldwarden, do not pass them, no matter how rare that butterfly you saw was...



Wyldegeist



Medium-size Aberration

Hit Dice:	4d8+12 (30 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	Fly 20 ft. (perfect)
AC:	15 (+1 Dex, +4 deflection)
Attacks:	None
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Acidic mist
Special Qualities:	Spiritbind, gaseous form, damage reduction 20/+1, immune to mental influence
Saves:	Fort +4, Ref +2, Will +7

Abilities:	Str 10, Dex 13, Con 17, Int 13, Wis 17, Cha 18
Skills:	Hide +8, Listen +10, Move Silently +8, Search +4, Sense Motive +4, Spot +8
Feats:	Improved Initiative
Climate/Terrain:	Any forest
Organization:	Colony (5–20)
Challenge Rating:	6
Alignment:	Always neutral
Advancement:	5–10 HD (Medium-size)



I discovered the wyldegeist during one of my travels through untamed Khador at a roadside inn where I made the acquaintance of a peculiar merchant. I recall the man distinctly. His long scraggly hair, white as ash, and his thin, fickle body jerking in a state of palsy while he struggled with trembling fingers to stack his coins on the table-top. He vowed I'd find his tale an intriguing one:

"At first I saw what appeared to be a green flame floating toward me from the shaded boughs of a twisted tree. As it came nearer I could make out a figure, like that of a man. He was adorned in a tarnished breastplate with a ragged black cloak flapping behind him. Then I saw the face, that terrible, terrible face! He wore no helm and his fiery eyes bore into me from his sallow, nearly transparent features... I had thought it mere superstition—even laughed at the Ohk who had warned me—but this was a hollow devil indeed! Armed with both sword and pistol, this infernal creature reduced my wagon to kindling, my wagoner to a headless corpse, my bodyguard to a limbless, hole-punched carcass, and me—well, just you look at me!"

I was intrigued. After more research on these "hollow devils" I uncovered the following entry in an old tome sent from one of my Khadoran contacts:

Once upon a time, there was a body of soldiers named the Orod-Seltuk who held the border forts

along the northwestern wood called the Blackroots for some centuries after the cessation of the Orgoth Empire. After many years of constant vigilance however, the Seltuk fell into disarray. Their leaders became materialistic and greedy. They began to seize the belongings of the outlying provinces, taking riches and collecting their hoard in the underground caverns beneath the long-standing fortresses.

In time, these leaders turned on each other, and the forest guardians went to war against themselves. The once-peaceful wood became wet with blood as erstwhile allies now slew one another for possession of the hoards beneath the forts.

Finally the forest itself would no longer have it. From deep within the Blackroots came a haunting green fog that flowed along the ground—emerald-colored tendrils of mist weaved around the trees and vegetation and flowed over the fallen on the foul fields of battle. As the mist touched the massacred brethren, the soldiers rose up and clashed once more against those that had slain them.

It has never been discovered, this weird and terrible vapor's origin, but it permeated the dead men and dissolved their body so that only their arms and armor stayed intact. Their one-time visage became little more than a pale, distorted, ghostly green mockery of what it had once been in life. These hollow devils overran the soldiers yet living that day, then melted into the gloom. It is said they guard the treasures of the forest still, and those who are foolish enough to venture into the woods with greed in their hearts will know the wrath of those wispy green devils.



Combat

Wyldegeists do not make physical attacks in their base form and ignore physical attacks made on them in this form, unless the attacks bypass their damage reduction. Their first action will always be to find a dead creature and bond with its fled spirit. If the wyldegeist already possesses such a form, it immediately attacks to drive out the defilers of the forest it protects.

Spiritbind (Su): Wyldegeists have the ability to form a bond with the fled spirit of a dead creature. As a full-round action, the wyldegeist dissolves the dead creature's flesh and replaces it with its own body and will.

Using the dead creature's natural weaponry (or other weapons, if any), it attacks

those who have intruded upon their domain. No supernatural, extraordinary, spells, or spell-like abilities are absorbed in the transferal. The wyldegeist uses the speed rating and mode of movement of the bonded creature, but retains its own ability scores and saves. It can maintain this form indefinitely if not defeated in combat.

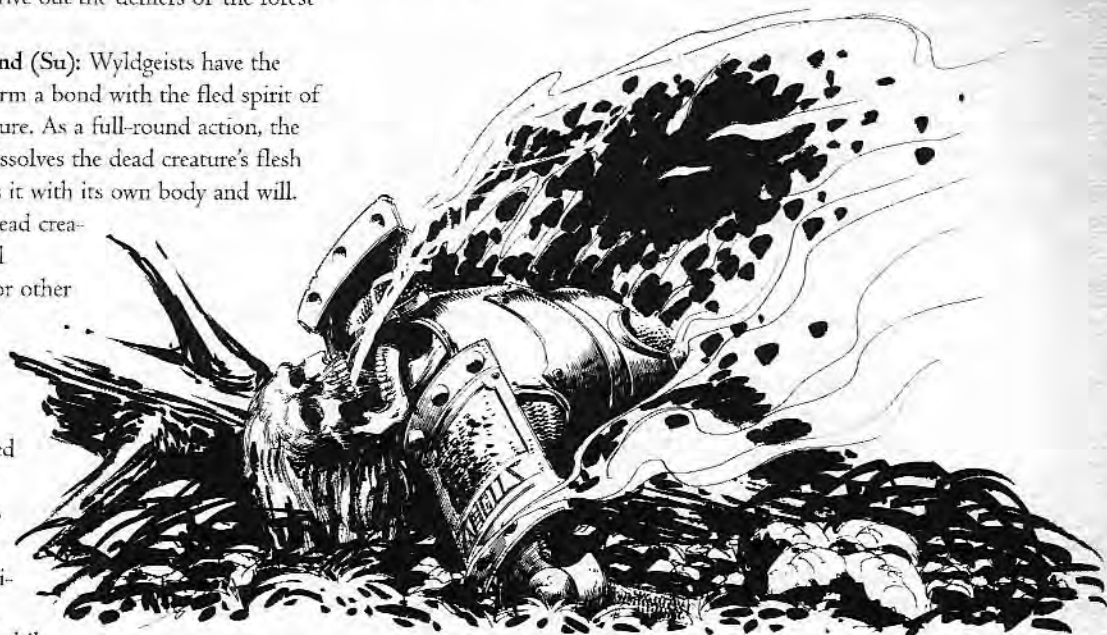
A wyldegeist in this form uses the damage rating of the creature's weaponry (the longsword of a fallen warrior, for example), but uses its own attack bonus (+3 for melee and +4 for ranged). It always functions as proficient with the attack form it uses, a result of the bond formed with the spirit of the fallen. It also adds any bonuses from any armor the host may have been wearing (i.e., add +5 to AC if it acquired a breastplate).

A wyldegeist defeated (reduced to 0 or less hp) in this form is not slain. It simply sinks into the earth to heal itself to the point where it can once again bond with a spirit. It heals at a rate of 1 hp/day. There is no known way to permanently destroy a wyldegeist.

Acidic Mist (Su): Although wyldegeists in their base form do not attack the living, their body, composed of an acidic mist with which they dissolve the dead, does harm any living flesh after a prolonged contact. A being touching a wyldegeist for one full round suffers 2d4 points of acid damage. Affected creatures that make a Fortitude save (DC 12) take half damage.

Gaseous Form (Ex): Since its base form is composed of mist, a wyldegeist that is not bonded to a spirit shares some of the characteristics of a creature in gaseous form, passing through small holes and narrow openings and having damage reduction 20/+1.

Immune to Mental Influence (Ex): Wyldegeists are unaffected by mind-influencing effects (charms, compulsions, phantasms, and morale effects).



Treasure

Once it is defeated, any gear or treasure that the wyldegeist had taken through spiritbinding will be left behind for the taking.

Legends & Lore

COMMON: None.

UNCOMMON: Wyldegeists are warrior ghosts attracted to feelings of greed and envy.

RARE: When the wyldegeists are not active, their physical trappings are secreted away inside of earthen mounds in the deepest reaches of the forest.

OBSCURER: A little known tale claims that the wyldegeists are not ghosts at all but rather servitors of the Green Man, the legendary guardian of the forests of northern Immoren. They are a manifestation of the Green Man's power, taking root in a fallen being's psyche, although seemingly the spirit of the deceased has since departed.

Legends & Lore

Legends and lore represent various myths and tales of the Iron Kingdoms. Typically these tales give insight into a creature's history, habits, and powers. At the core, these myths and legends should be considered very carefully; they may save an adventurer from a watery grave at the hands of a boatman or an eternity of infernal servitude. An unheeded legend has been the death of many an adventurer!

The sort of information you can gain from musty tomes, ancient scrolls, and the legends of veteran adventurers will often vary in quality. Legends and lore are classified under one of four types. You'll find Common, Uncommon, Rare, and Obscure lore, depending on how well you search out the secrets you seek.

Common lore is easy to find. This can be the name of a creature, what it is supposed to look like, or even speculations on its origin. Typically this comes in the form of a tall tale told by an old salt or a poorly written passage in an ancient bestiary. Common lore is usually just enough to give you a rough idea of what you may potentially face. A rare creature might not have any Common lore.

Uncommon bits of lore tend to be more specific and helpful. Examples are vague ideas of what sorts of powers a creature may possess, weaknesses it might have or even the vagaries of where it may lair. Usually this lore comes in some concrete form. Old maps from the attics of dead adventurers or tomes and books written by half-mad scribes are good sources for this sort of lore. An extremely rare creature might not have any Common or Uncommon lore.

The realm of Rare lore is the province of the damned. This information almost always comes from firsthand encounters, survivors of attacks, or observations made by hidden spies. Infernal tomes of summoning, a necromancer's notebook, a rogue apprentice's betrayal—these can all grant you Rare lore. This sort of information is specific and often directly useful. The specific powers of a creature or how to counter a special attack it makes are types of Rare lore that might save your bacon.

Obscure lore comes in many forms, such as fevered scrawling found on asylum walls, dredged up secrets from ancient writings, and the perturbing observations of otherworldly diagrams. Obscure lore isn't always *directly* helpful to you—the problem with myths and ancient texts is that they often need to be interpreted. Still, Obscure lore can reveal origins of a creature or its fatal flaws if the researcher is diligent.

What You Already Know

If you have Wilderness Lore or a relevant Knowledge skill, you may be aware of some facts about a creature already. The DC for knowing a fact is based on the information's obscurity. Sample DCs are listed below under "Researching the Unknown," but note that unless the correspondence between the skill and the situation is amazingly good only Common and Uncommon lore can be known in this way. In other words, no one with a good Knowledge score who rolls a lucky 20 is going to pull a giant's true name out of thin air!

So, what's a "relevant" skill? There's no specific answer; it depends on the situation. Here are a couple examples.

- When the party is confronted with a glowing slime trail that was left by a magical beast, the DM makes a secret Knowledge (Arcana) test for the wizard. The result is 14, meaning that some Common knowledge is known (see chart below for DCs). The DM tells the wizard that this is a sure sign that a "frilled gobbersnatcher" is about.
- Later in their quest, the party encounters a dracodile in a marshy area near the foothills of the Wyrmwall Mountains. Upon spying the creature, the DM allows the ranger (whose favored enemy type is magical beasts) to make a Wilderness Lore check. The result is 18, Uncommon knowledge. The DM informs the ranger that the dracodile lairs in swamps and marshes and that mothers are extremely protective of their eggs.

It's up to the DM to decide what skill is relevant and assign fair DCs. Perhaps a creature is extremely rare or new to the area—in such a case even a skilled character may have no chance of knowing anything about it. You won't get to roll for lore on every creature you see, but characters that specialize in Creature Lore will still be a font of useful information.

Researching the Unknown

Knowledge skills and Wilderness Lore are handy for instant recall of common and uncommon facts, but how are the more obscure legends uncovered? Through research, which can be a very time-consuming prospect. Gather Information can be used for research, as can the new skill Creature Lore. DMs may use other skills that can be employed for research as well.

If you wish to research a creature, tomes and other relics may provide an additional bonus. The tome used must be pertinent to the creature type—a tome on undead to research shaft wights, for example. You need to study one week for each +1 of the

Legends & Lore

tome's bonus that you wish to employ. For instance if you have a tome on undead that bestows a +4 bonus, and you research for two weeks, you gain a total +2 bonus to your research. To gain the full bonus of the tome you'd need to spend four weeks researching it. (To learn more on tomes, see pp. 210)

If the book contains information directly pertinent to the creature being researched (for example a tome with a specific section on spine rippers) the research time can be cut down to one day.

Without research material, you're left to guesswork. Research time without a tome typically takes 1 week. You spend that time dredging up facts, making contacts, and talking to folks that might have some experience. Doing research in this fashion is haphazard at best. Without tomes or other specific material (scrolls discovered in play, or whatever your DM may allow) you may only learn Uncommon facts. If you spend an additional week doing fact checking, you can try to discover Rare lore, but at a +5 to the DC of the skill check. If you have no research material on hand you can't take 20 for your research.

Once the research is done you need to make a skill check and add all modifiers to the roll. You may take 10 for your skill check; if you choose to take 20 this means the research takes twice as long. The DC's for legends and lore die rolls are as follows:

- Common: DC 10
- Uncommon: DC 15
- Rare: DC 20–25 (DM's option)
- Obscure: DC 30+

The more unique a creature is, the harder it is to find out specific lore about that creature. If information about a specific creature is unusually rare the DM may modify the difficulty of the legends and lore check. A suggested guideline is to take the CR of a creature and add it to the DC of the check.

New Skills

Creature Lore (Int; Trained Only)

Check: With the use of Creature Lore you can research the tales surrounding creatures. In doing so you can try to discern the truths evident in the legends and lore surrounding specific beasts. Using this skill you can perform monster research as per the rules under "Legends & Lore."

Special: There is a synergy between Creature Lore and some Knowledge skills. A PC with 4 ranks or more of Creature Lore will receive a +2 synergy bonus to a Knowledge check that relates to monster lore. Likewise, a PC that is conducting research with the Creature Lore skill may receive a +2 synergy bonus if they have a relevant Knowledge skill of 4 ranks or greater. Only one synergy bonus may be applied to any skill check.

Note: This is a class skill for bards, rangers, and wizards. It is a cross-class skill for other classes.

New Feats

Unearthed Arcana [General]

You have managed to discover the secrets of myth and legend and have distilled them into concrete knowledge.

Prerequisites: No less than 4 ranks in Creature Lore.

Benefit: For every 4 ranks in the Creature Lore skill you may gain Common, Uncommon, and Rare legends and lore on two specific creatures from a specific creature category (i.e. giants, fey, undead, etc.). As your skill increases so does your knowledge; every time your Creature Lore skill increases by 4 ranks you gain insight on two more creatures of that type.

This feat is based on specific creature type. For instance Unearthed Arcana (undead) gives you knowledge of creatures of the undead type. If you want to learn about Aberrations you would need to take the feat a second time, as Unearthed Arcana (aberrations). There are two exceptions to this: humanoids and monstrous humanoids are "bundled" together, as are beasts and magical beasts.

Special: You may not learn the legends and lore of a creature with a CR that exceeds double your base Creature Lore skill.

Myth Delver [General]

You gain greater insight into the tales and chronicles left over from the past.

Prerequisites: Bard only.

Benefit: You gain a +4 circumstance bonus on skill checks to research lore or a +4 circumstance bonus to your bardic knowledge check (whichever is greater).

Special: This feat may only be taken once.

Sagas and Stories [General]

You've done a lot of reading and study on the myths about a specific creature type.

Benefit: You automatically gain Common knowledge on any creature of that type when it is described to you. When researching a monster of that specific type your legends and lore check takes half of the regular time.

Special: This feat may only be taken once for every creature type. For instance, you may only take Sagas and Stories (undead) once. If you select Sagas and Stories again you must take it for a different creature type.

Tall Tales [General]

You've listened to a lot of tall tales and have seen a few weird things.

Benefit: You can make an Intelligence check (DC 10) to gain Common knowledge about any creature you encounter or hear mention of. If you exceed the DC by 10 or more, you recall something you've witnessed or heard that gives you Uncommon knowledge about that specific creature as well.

Tomes of Lore



Olauf hauls the thick and dusty book from the top shelf. His frail arms tremble as he lowers himself down the ladder. The book sits heavily in his arms. Bound in iron and brass, it is large enough to use as a shield. He positions it over the lectern just as his strength gives out, and the brass and crimson book lands with a resounding thud.

His tired eyes peer from beneath thick lenses. Warily he brings a lantern closer so he may read. His frame is bent with the effort of carrying the tome; he sits heavily in his chair. Slowly, and carefully, he opens the cover of the book. Words in ancient Cygnaran stare back at him. The words scrawled in blood and ink are a warning.

"Read these secrets with fear in mind, for your soul eternal may soon be mine."

A chill runs down Olauf's back. The passage is a warning scribed by the Agryth Vashok himself, a thousand years dead, destroyed by the Orgoth.

Even though Olauf's fear commands him to close the cover to the massive book, he doesn't. Licking his lips in anticipation he flips the first page. Out loud he thinks to himself, "For the knowledge in this book, eternal damnation is worth the risk."

Tomes, whether they come from a musty library or long lost ruins, are sought out for the secrets they hold. These librams of lore and legend are knowledge, damnation, and to some, salvation. Tomes of creature lore will be considered here, though the rules set down will apply equally well to any other field.

Tomes are always written with specific subject matter in mind. The subject may be broad (trolls of the Iron Kingdoms) or specific (gobbers of Widower's Wood). The DM must keep the subject of the tome in mind as research tasks are adjudicated.

Ancient texts don't tend to be very portable. Typically a tome is far too cumbersome to carry. Pages and pages of text, diagrams, and elaborate bindings and covers keep the size of a tome prohibitive. Unlike a wizard's spellbook, these huge books can't be lugged around in a backpack.

A tome holds secrets, true, but often these secrets are simply too complex to decipher without the proper skill. In order to use a tome fully, one needs to have the Creature Lore skill (or another appropriate to its contents). With this skill, one can delve into a tome and find the secrets inside as long as they spend the proper time absorbing the contents of the book. To use the full bonus of a tome, one must spend at least that many weeks studying it. This means if a tome gives a +4 bonus for researching undead, one must spend 4 weeks studying its arcane secrets.

If one doesn't have the time to glean all of the information a tome holds, then they can receive a partial bonus. A point of the

bonus is gained for every week spent reading the moldy book, for a minimum of 1 week. Thus if one has access to a tome with a +4 bonus and may only read it for two weeks, they can gain a +2 to their legends and lore check (see "Legends and Lore" for more info) using that book.

Sometimes tomes contain detailed snippets of information that prove immediately useful. This can be in the form of Common, Uncommon, or Rare lore. It takes about 1 day of reading to absorb these secrets per creature detailed. Thus, if a book held detailed lore on three specific creatures, it would take three days to absorb all of the information.

Lastly, more than one tome can be used for research, but the maximum benefit that can be realized from any combination of references is +5.

Monstrous Manuals

The Manual of Ked Dram Duran

+3 Tome of Aberration Lore

Ked Dram was a mage who had a fascination with the twisted mutations found in the sewers and passages beneath Corvis. If it burrowed, levitated, squelched, or dragged itself along chances were Ked had classified it in this book. It's said that he met his end while trying to study the mutated leech colonies that dwell in the fetid canals of the Undercity of Corvis. Amidst pools of glowing sewage and half-dissolved rat bones he was finally found. His scabby, blood-drained corpse was covered with toothy mawed monstrosities.

The *Manual of Ked* is a large tome covered in a slick purple and green hide cover. It smells faintly of some sort of chemical, and the cover itself is slick to the touch. If left in the dark, it glows slightly, giving off enough sickly green light to read the pages.

Legends & Lore

Ked Dram Duran's manual contains Common lore on any aberration that can be found in or near the city of Corvis. While what creatures this entails is up to the DM to decide, the book does contain information on the anatomy and abilities of many other aberrations as well. The gruesome diagrams and frantically scribbled writings bestow a +3 bonus on legends and lore checks that research aberrations.

Toben's Guide to Revenants and Reanimates, 8th Edition

+1 Tome of Undead Lore

This book can be found on the bookshelves of many an

Tomes of Lore

adventurer. Although it has been reprinted many times, the information is fairly useful, if not completely accurate. This common tome offers the occasional insight into the behavior of the risen dead. Traditional wards and swamp folk charms against these creatures are detailed to some degree.

Legends & Lore

The *Guide to Revenants and Reanimates* details methods and means to deal with all sorts of undead. This book grants a +1 bonus to all legends and lore checks to research undead.

Chronicles of the Troll Hunter

+2 Tome of Troll Lore

The chronicler Karl Gauss first began retelling the tales of Sargov Cromme, a man tougher than steel and deadlier than a razorbat swarm. Sargov is a hero of the people of Khador. A statue of him can be found in the city of Korsk, his left foot poised on the massive head of Groane the Grim. Groane was a legendary dire troll that Cromme killed in a savage struggle that lasted a month—or so the tales say. A troll hunter and self-styled adventurer, Sargov generated endless tall tales for Gauss to retell. Most of these tales have become more preposterous over the years. However, in this collection of myths there are some truths about the trolls of the Iron Kingdoms.

Legends & Lore

This lavishly illustrated book contains tales of all sorts of fantastic whimsy. Although the truth of the matter is probably far more bloody and grim, this book paints a picture of heroic struggles against vicious monsters. This book has no special quirks, but the lore it contains on trolls is oddly accurate. This book bestows a +2 bonus on legends and lore checks regarding trolls, except for trollkin, which Cromme did not cross paths with much.

Tome Creation

Inverness holds the pen in his right hand, the tip poised over paper. As he writes, he takes occasional glances back at the limp creature on the dissection table. Sharp, jagged spines cover its limbs and back, cocking its body oddly on the table. If it stood it would be as tall as Inverness himself, and perhaps two to three times as strong. Luckily, it lies quite dead, festering sword slashes and arrow wounds riddling its corpse. The killing blow, a red-feathered arrow, still juts from the creature's heart.

Although Inverness has extensive knowledge of monstrous humanoids, this creature is unique and warrants further study. Inverness details its anatomy, and sketches out diagrams of its more unusual qualities. As he works, he hopes that the adventurers who sold him the corpse will be willing to tell him about their encounter with it. Perhaps the stern group of mercenaries might be willing to bring him more specimens.

This will prove to be an interesting addition to his book. Most interesting.

The libraries of the Iron Kingdoms are vast and full of knowledge vital to the cautious adventurer. It is impossible to detail all of the books on these shelves, but here are provided some guidelines on creating tomes for your campaign. Keep in mind that these texts and writings aren't common enough to be readily available. Tomes of lore should be treated with the same accord as magic items. These books unleash all sorts of information, and that can be a nightmare for a DM trying to keep tabs on a group of rambunctious monster-hunting players.

Creating a tome requires a bit of thought. To add depth and background to each tome you create you should consider the points below. These will help you breathe life into the books and possibly spawn adventures for the players to take on.

What is the tome's title? The title is often an indicator of what sorts of subject matter it covers. Some tomes will have highly technical sounding titles, such as *Theories and Analytical Diagrams of the Black River Dracodile*, while others will have very plain titles, such as *Legends of the Gatormen*. Foreign tongues also great to employ in titles, such as the *Libram ex Grymkinæ*.

Who wrote the tome? Was it scribed by a wizened sorcerer or written by a swordmaster of Khador? This will often factor in to how the tome is written, what it looks like, and where it might be found. A short background on the writer, even a sentence that describes who they were will prove helpful.

Why was it written? Perhaps it was commissioned by the military or a wealthy enthusiast; it also might have been written for the masses, being found in bookshops and libraries. Even secret societies like the Inquisition may require books to aid them with nefarious plots, and this reason can often factor in to adventures that may involve the information in a tome.

When was it written? Is the ink still fresh on the pages, or do the pages crumble at the touch? Often books like these can be as ancient as all time or newly written by men that are still alive. The age of a tome can determine the value of the information inside. It can also determine how careful anyone handling it has to be.

Monetary Tome Value

Tomes carry a base value that is formulated according to its bonus. Use the following chart as a guideline:

+1	1000 gp
+2	2500 gp
+3	6000 gp
+4	10,000 gp
+5	15,000 gp+

This is only a base guideline and shouldn't be followed in absolute. For example, +5 tomes are probably going to cost a lot more than just money to acquire. Tomes might also be scaled up if they contain particularly valuable or rare information.

Quickplates



Quickplates are templates that are designed along the standard guidelines, but streamlined with quick use in mind. They are great for fleshing out creatures meant for lesser encounters and making secondary opponents more dynamic and challenging.

Saving Throws: Do note that in some cases creatures will receive an increase to a saving throw through both a stat increase and a saving throw bonus—the two stack. So, if an alpha hunter creature received a +1 to its Reflex save due to its Dex increasing by 2, this +1 would stack with the +2 it receives to all saving throws.

Alpha Hunter

An alpha hunter is typically the dominant male in a pride, pack, or pod of hunting creatures. Although it is typically applied to animals and beasts, it may in some cases be applied to more primitive humanoids or similar creatures as well. The alpha hunter is almost always male, and he is the biggest, strongest, and oftentimes most cunning hunter of the pack.

Hit Dice:	Double the creature's Constitution modifier to hp.
Initiative:	Add +4 (Improved Initiative).
Speed:	Add 10 feet to the creature's speed.
AC:	If it has a natural AC bonus, that bonus is increased by one half.
Saves:	Add +2 to all saves.
Abilities:	Add +5 to Strength, +2 to Dexterity, and +2 to Charisma.
Skills:	The creature gains bonus skill points enough to give it maximum possible ranks in Intimidate (these bonus points may only be applied to Intimidate).
Feats:	Improved Initiative, Leadership*.
Challenge Rating:	Increase by 2.
Restrictions:	May only be applied to creatures that hunt in groups of some form and which have some form of communication, even if animalistic (howls, grunts, etc.).

Combat

An alpha hunter's most formidable strength is in its ability to lead others. One seldom encounters an alpha hunter alone, and in most cases they will command their underlings to attack first. In individual combat, an alpha hunter uses the same

strategies as its base creature, only with greater speed and strength. Do note that alpha hunters capable of using weapons and armor will have the best available.

Leadership: *The alpha hunter uses its HD as its level for determining its Leadership score. Additionally, it may apply its Intimidate ranks + Strength modifier as a racial modifier when leading creatures of its own base type. Penalties for things such as cruelty oftentimes do not apply to an alpha hunter's score. Do note that in many cases the cohort/follower relationship will be extremely rudimentary ('cause they're animals, see?).

Bloodthirsty

A carnivorous creature is one whose love of killing has grown so strong that the beast becomes overwhelmed with desire and is imbued with an uncanny strength. This bloodthirsty nature dulls the mind of the creature, although this only makes them more singular in their purpose.

Initiative:	Add a +2 morale bonus to initiative.
AC:	Creature suffers -2 to AC.
Attack:	Add a +2 morale bonus to melee strikes.
Damage:	Creature gains one and a half times Strength modifier to damage; if the Strength modifier is already multiplied as such, then it is now doubled.
Special Attacks:	Blood rage.
Special Qualities:	Gains the scent extraordinary ability; all ranges are doubled when tracking a bleeding creature.
Saves:	Creature gains +2 Fortitude and -2 Will.
Abilities:	Gains +2 Strength and Constitution and -4 Wisdom.
Challenge Rating:	Increase by 1.
Alignment:	The first alignment component shifts to chaotic, if it isn't already.
Restrictions:	May only be applied to carnivorous creatures; on occasion it may apply to omnivores, but only those that rely heavily on meat.

Combat

A bloodthirsty creature will always use less tactics in combat than a creature of its base type. In most cases they attack very single-mindedly, focusing on a single creature until it is dead and moving on to another. They heavily favor melee

attacks, and they have a penchant for sending blood spraying everywhere, be it their prey's or their own. They are smart enough to attack weaker prey, and if they have not blood raged yet, then they may even retreat from melee. Once they blood rage, they become bundles of terror that kill everything in sight except other members of their own pack.

Blood Rage (Ex): Whenever a bloodthirsty creature draws blood in combat, there is a 5% chance per hp of damage dealt that it will go into a blood rage. A creature in a blood rage makes one extra primary attack per round at no penalty; however it suffers an additional -4 to its AC. It will keep on fighting until -10 hp at no additional penalty, although it is not allowed any rolls for stabilization while in this state. It is immune to all fear effects in this state and will fight to the death. A blood rage only ends when everything in the immediate vicinity is dead; a bloody, carnivorous feast usually follows.

Crafty

A crafty creature is one that is slyer and slicker than the rest. They have a preternatural cunning that sets them apart from the rest of their breed. Oftentimes, this gives the creature advantages that place it into a position of prominence in its culture, although in some cases the creature's increased awareness might make it an outcast.

AC:	Creature gains a +2 insight bonus to AC.
Attacks:	The creature may apply its Wisdom modifier to attacks instead of Strength or Dexterity if it is higher.
Saves:	Add +2 to Will.
Abilities:	Add +2 to Intelligence and Wisdom.
Skills:	The creature gains 2 x Intelligence score in bonus skill points.
Feats:	The creature may choose 3 bonus feats.
Challenge Rating:	Increase by 1.
Restrictions:	May not be applied to creatures that lack an Intelligence score.

Combat

As its name would imply, a crafty creature will favor tactics to strength in combat, oftentimes avoiding it altogether. One of their greatest strengths is in being underestimated and using their base creature abilities in surprising and unexpected ways.

Deep Dweller

A deep dwelling creature is one that has adjusted to a subterranean environment. Oftentimes they are lone creatures that

have wandered into such an environment and have adapted, although sometimes entire groups of creatures might have adapted in such a manner.

Speed:	Creature gains climb movement equal to half its base movement.
Special Qualities:	Darkvision 60 ft., lean, scent.
Saves:	Add +2 to Fortitude saves.
Abilities:	Add +2 to Constitution and Dexterity.
Skills:	Creature gains a +4 racial bonus to Hide, Listen, and Move Silently checks.
Challenge Rating:	Increase by 1.
Restrictions:	This quickplate is typically not applied to Large or larger creatures, and obviously it does not apply to already subterranean creatures.

Lean (Ex): Food and water are harder to come by in a subterranean environment, and deep dwelling creatures adapt to having less of them. They require half as much sustenance as their base type.

Holy

While the path of evil is oftentimes the road most easily traveled, the path towards light can be just as powerful—or even more so. A holy creature is one that has been in the presence of a divine aura for so long that it has become imbued with holy might. Most of such creatures are ones that have been guarding a holy site for an extended period of time, although those residing in such areas for long periods might be affected as well.

AC:	Creature gains a +2 sacred bonus to AC.
Damage:	All melee attacks do an additional 1d4 sacred damage to evil-aligned creatures.
Special Attacks:	Healing.
Special Qualities:	Damage reduction 10/+1, detect evil, enlightened body, unshakable.
Saves:	Add +2 to Will saves.
Abilities:	Add +2 to Wisdom and Charisma.
Challenge Rating:	Increase by 2.
Restrictions:	Can only be applied to good-aligned creatures. Also note that it is far more rare than the maligned quickplate.

Combat

Holy creatures usually fight as per their base type, but with increased honor and confidence.

Detect Evil (Sp): The creature now inherently detects evil-aligned creatures, as per the spell *detect evil*.

Quickplates

Enlightened Body (Su): A holy creature is immune to diseases, including magical diseases, and has a poison resistance (see pp. 188) of 15. While they remain in the area that imbued them with their aura, their aging slows to a crawl (about one fourth normal).

Healing (Su): A holy creature can heal other creatures by its mere touch. It may heal a number of hit points per day equal to its HD times its Charisma modifier. These points may be spread out among multiple healings. The creature may heal itself. It may use this ability as a touch attack to deal damage to undead; the amount of damage done is chosen after the creature has been successfully touched.

Unshakable (Ex): A holy creature is not affected by fear in any capacity, magical or otherwise.

Maligned

The powers of evil oftentimes manipulate powerful energies, and if left unchecked those energies can seep forth and exude their influence upon the world. A maligned creature is one that has been tainted by dark energies of some sort.

AC: Creature gains a +2 profane bonus to AC.

Damage: All melee attacks done by hand (not weapon) do an additional 1d4 profane damage to good and neutral-aligned creatures.

Special Qualities: Darkvision 60 ft., detect good, light sensitive, longevity.

Saves: Add +2 to Will saves.

Alignment: Second component shifts to evil.

Challenge Rating: Increase by 1.

Restrictions: None.

Combat

Maligned creatures will use the abilities of their base type, except now they will prefer fighting in darkness and using stealth and deception as much as possible.

Detect Good (Sp): The creature now inherently detects good-aligned creatures, as per the spell detect good.

Light Sensitive (Ex): The creature suffers -2 to initiative and attacks made in light stronger than torchlight.

Longevity (Su): The tortured existence of such a creature is seldom a short one. So long as the maligned creature remains in the area that imbued it with its tainted aura, its aging slows to a crawl (about one fourth normal).

Stealthy

As its name would suggest, a stealthy creature is one that has mastered the arts of stealth to a far greater extent than is typical for its race. These creatures can develop in any number of ways. Quite often they are loners who were forced to fend for themselves and who found ulterior means to strength to survive, although sometimes an entire group of a particular creature might have adapted these means together.

Initiative: Gains a +2 insight bonus to initiative.

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

AC: The creature may add its Wisdom bonus, if any, to its AC.

Special Attacks: Sneak attack.

Saves: Add +2 to Reflex saves.

Abilities: Add +2 to Dexterity and Wisdom.

Skills: The creature gains a +4 racial bonus to Balance, Hide, Move Silently, Listen, and Spot checks.

Challenge Rating: Increase by 1.

Restrictions: May not be applied to creatures lacking an Intelligence score nor extremely large creatures (DM's discretion).

Combat

Obviously, stealthy creatures favor stealth in combat. They will usually make good use of their natural abilities, as well as their natural habitat. They favor their sneak attack, especially if attacking in numbers, and they are seldom afraid to retreat from a losing battle.

Sneak Attack (Ex): A stealthy creature may make a sneak attack to deal extra damage versus an opponent. This applies whenever the stealthy creature flanks an opponent or whenever the creature's target would normally be denied its Dexterity bonus to AC. Creatures immune to critical hits are immune to this ability. A successful sneak attack deals +1d4 damage per 2 HD of the stealthy creature.

Tough

A tough creature is able to take a lot more physical punishment than most of its kind.

Hit Dice: A tough creature gains one and a half times its Constitution bonus to hp.

AC: Gains an additional natural bonus to AC equal to its Constitution modifier.

Quickplates

Special Qualities:	Improved healing.
Saves:	Add +2 to Fortitude saves.
Abilities:	Add +4 to Constitution.
Feats:	Endurance.
Challenge Rating:	Increase by 1.
Restrictions:	Creatures lacking a Constitution score may not be of this type.

Combat

A tough creature will fight as per its base type, but will be harder to take down than most.

Improved Healing (Ex): The creature now heals at double the base creature type's rate. If it has any healing special abilities, such as fast healing or regeneration, the rates those are doubled as well.

Urban

An urban creature is one that is normally found in the wilderness, but which has adapted to life in the city. These are usually small creatures that have made a nest in some rundown area and have found a means of sustaining themselves, whether by scavenging through refuse or assaulting citizens. They are very stealthy and secretive and can dwell in a hidden den for years without being found. Frequently, they become the subjects of greatly exaggerated urban legends.

Type:	The creature gains the urban subtype.
Speed:	They gain a climb speed equal to their normal speed.
Special Qualities:	City stealth, hidden den.
Saves:	Add +2 to Fortitude and Will saves.
Abilities:	Add +2 to Dexterity and Constitution.
Skills:	Urban creatures gain a +4 racial bonus to Balance, Climb, Hide, Jump, Move Silently, and Search checks.
Feats:	Dodge, Mobility.
Organization:	Changes to solitary in most cases.
Challenge Rating:	Increase by 1.
Restrictions:	Creatures larger than Small size are not normally allowed to use this quickplate (DM's discretion).

Combat

Urban creatures vary widely in combat, and their methods are usually consistent with the base creature type. Their movement abilities are incredible, and they can either stalk prey or

flee from enemies through urban terrain with grace that few can keep up with. Secrecy is part of their nature, and as such they usually only engage in combat when it favors them.

City Stealth (Su): An urban creature leaves no tracks when moving about in an urban environment and may not be tracked by conventional means.

Hidden Den (Ex): All urban creatures maintain a den of some type. This is always in a hidden location. Anyone attempting to locate it suffers a -4 circumstance penalty to all related skill checks (such as Spot and Search).

I must admit a particular fascination with creatures that have learned to make their homes in our cities. I look forward to completing a scholarly treatise on the urban environment one day, but first I have much work to finish in the wilds... and I haven't even touched on what fascinating terrors Gyrp has to offer.

Of course, sometimes I think Lynus would be happy never to leave the university again, but I can't stay just for too long without getting itchy feet.
VP

Introducing Viktor Pendrake

Legends tell of a hero of men—a man so possessed with his thirst for knowledge that he would bare-handed scale a hundred feet of cliff on the Broken Coast simply to recover a perfect feather from the nest of a massive saqu. The same man, it has been told, has wrestled a rampaging gorax, ridden bareback on a dracodile, and plucked the spines off a sleeping spine ripper. Nothing could be further from the truth, and I was there to see it all. The cliffs were *much* higher, the gorax was a frenzied mother protecting her young, and the spine ripper wasn't sleeping at all. I won't even go into the dracodile—I had my eyes closed half the time!

To say that Professor Pendrake is a man possessed of a thirst for knowledge is to say that a blood-stalker has only a slight taste for human flesh. By any normal standards, Viktor Pendrake is utterly mad. Did I not know him myself, I would think that he must be two different men, indeed.

The man the students know, the professor of renown who has brought the Corvis University such esteem, is a pensive, engaging character who speaks on the subjects of extraordinary beasts with infallible expertise and in a tone so carefully metered that one is nearly lured into a trance-like state by his cavernous voice. The Viktor Pendrake I know, however, the one who pursues the most fearsome inhabitants of this land out of simple curiosity, bears no resemblance to that wizened scholar buried beneath an avalanche of dusty scientific tomes in his dimly lit study.

Pendrake began his life the son of a junker, roaming the borders between Khador and Cygnar, scavenging orphaned machine parts and scrap metal. His interests lay elsewhere, however, and he possessed none of the mechanical acumen of his brothers or father. Often, he was known to wander off from a scavenging party, investigating strange tracks that he had not yet sketched within his journal.

At the still naive age of fifteen, Pendrake's wanderlust led him right into the middle of a violent confrontation between skirmishing Khadoran mercenaries and a crippled detachment

of Cygnaran outriders pinned down in an almost impassable thicket. Ever quick on his feet, Pendrake led the Cygnaran soldiers to safety, easily traversing trails only known to someone who had haunted the region as thoroughly as young Viktor himself.

His obvious resourcefulness and natural wilderness expertise immediately garnered Pendrake employment in the Cygnaran army as a junior scout. Happy to leave behind the life of a junker, Pendrake joined the scouts and quickly rose through the ranks. He was given command of an entire company of Cygnaran rangers just before his twentieth summer. Sadly, the company would meet a miserable demise, but this event would mark the beginning of a legend.

Pendrake's scout company was deep in the heart of Khador, working a patrol circuit that monitored the deployment of this violent kingdom's most elite units. The scouting company had just completed its assignment, and Pendrake prepared to move his men back to Cygnar, carrying with them vital intelligence desperately needed by the war council back home. A traitor in their ranks, however, sold the company out for a handful of crowns. A full battalion of Khadoran regulars ambushed the scouts, and in the end, all were slain save Pendrake.

With only two parchment tubes containing the critical intelligence grasped in each hand, Pendrake ran for the hills, the crackling report of Khadoran rifle-fire chasing him. Eventually finding the lowlands, Pendrake wound up caught between a small horde of pygmy trolls and the bloodthirsty battalion. With only his instincts to save him, Pendrake stripped his body bare of his tattered clothes and covered himself in thick mud and leaves. Mimicking the stunted trolls, he waded into their pack and lost himself among their numbers. The Khadorans, seeing little to gain in engaging the scores of creatures, withdrew from the area to continue their search for the elusive scout. For three weeks, Pendrake lived among the pygmy trolls, eating, breathing, and sleeping as one of their kind, until



Professor Pendrake

the battalion of regulars gave him up for dead and abandoned their search of the area.

Weeks later, Pendrake dragged his weary form to the gates of a border fortress and handed over the crucial documents. The look of disbelief on the faces of the gate wardens is something I myself have grown accustomed to in my eight years as Pendrake's assistant.

For his valor, Pendrake was offered any reward the king could provide. Without hesitation, the brave scout asked only for a sponsorship to Corvis University. The sponsorship was granted immediately, and at the age of twenty-one, Viktor Pendrake became the first junker ever admitted to the Corvis University, Department of Extraordinary Zoology.

The good Professor Fulgar Wynham accepted Pendrake under his wing, perhaps seeing something in him that he missed from his own youth. Pendrake quickly became the professor's most prized student and was given increasingly more prestigious assignments to catalog this or recover that—challenges which Pendrake always rose to, seemingly without effort.

Within a few more summers, Pendrake earned his residency at the university and took his place amongst the most elite academics within the realm. In time, Professor Wynham passed on, and his title was bestowed upon the learned Viktor—Professor Pendrake, High Chancellor of the Department of Extraordinary Zoology.

Today, Pendrake divides his time between lecturing the up and coming minds of Corvis University and the pursuit of insanely inspired quests to catalog every wild creature that stalks the hills and forests of Caen. His latest and grandest work, the first volume of the *Monsternomicon* is now complete, and I dare say that nearly half of those entries came within a farrow's whisker of ending not only the good professor's life, but my own as well.

For now, my path remains tied to Viktor Pendrake, and by Morrow, I hope it is a long path indeed! Though I've never thought of myself as the "field research" type, no scholar worth his salt would walk away from a chance to adventure side by side with the legendary Professor Pendrake. I have seen exotic places that no other man may ever see again, and I have witnessed with my own eyes fearsome monsters engaged in behavior that would turn most men white with terror. But just between myself and the pages of this journal, of all of the fantastic beasts that I have seen, Professor Viktor Pendrake may be the most extraordinary creature of them all.

From the memoirs of Lynus Wesselbaum, senior assistant to Professor Viktor Pendrake, University of Cygnar, Department of Extraordinary Zoology

Combat

In combat, Professor Pendrake is a terror to behold—not for his blazing weapons, nor the bloodlust in his eyes, but rather for his determination and absolute lack of fear. Pendrake usually charges into combat headlong, most often opening up with a volley of arrows, which are followed by close melee combat if possible. Although he is audacious, the professor is quite crafty, and he wins his fights quite often through trickery or manipulation.

His preferred weapons are his composite long bow (his lucky long bow, the first he was commissioned as a junior scout) and his short sword (an ancient relic found on a subterranean quest); both of them are traditional weapons of a Cygnaran ranger. He has also become a master at the elusive aldar's chain—an exotic weapon native to the sailors of Ord. The professor also frequently carries a pistol or rifle with him when in the field, though he admits he has little skill with firearms.

When sheer bravado and melee won't overcome a situation, Pendrake turns to his allies and his resources, both of which are quite extensive. He is also not afraid to admit defeat and retreat when the situation warrants it.

Allies & Enemies

Lynus Wesselbaum (Rgr6/AdvSch1): The professor's senior assistant, Lynus helps Pendrake in most everything he does. Although he possesses the courage of a typical bookwormish student, he can never refuse an adventure at Pendrake's side, and he truly hopes to one day fill the professor's shoes.

Edrea Lloryrr (Rog4/Sor4): Pendrake's other close assistant, Edrea is quite the opposite of Lynus. Overcome with wanderlust, she left Ios to explore the world. Pendrake came upon her in the clutches of a dire troll, and after saving her life he found that he just couldn't get rid of her. Edrea turned out to be as smart as she is adventurous, and the professor has made good use of her help, despite her not being a student. Although open with the professor, Edrea is outwardly shy, aloof, and mysterious (as is typical of an elf) to most she meets. Like Lynus, she is often present when the professor is out in the field.

Saxon Orrik (Rgr16): Once an ally and mentor, Orrik is now one of Pendrake's greatest enemies. The professor studied under him when first inducted into the Cygnaran military, and Orrik taught Pendrake much of what he knows of being a ranger. Their relationship went well until Pendrake blew the whistle on Orrik for committing a number of atrocities in the course of his duties. Orrik is a power-hungry warrior who, despite being ejected from the military (circumstantial evidence prevented full conviction), still serves as one of Vinter

Professor Pendrake

Raelthorne's most loyal troops (currently serving him alongside the Skorne). He thinks Pendrake a fool for devoting his work to posterity and would gladly teach the "boy" a lesson, should he have the chance.

Thain Raleah (Wiz12): Thain is a distinguished member of the Corvis branch of the Fraternal Order of Wizardry. His exploits as a wizard are quite well known, and he has made himself a welcome adventuring partner to Pendrake many times (the two get along famously). He has also been helpful in procuring access for Pendrake to the order's extensive library. Those who have played *The Longest Night* will remember Thain as one of the three wizards romping through the streets, fighting off the hordes of thralls during the Longest Night massacre (TLN 51).

Natalia Casale (Ari6): Natalia is the wife of one of largest and most powerful merchants in Corvis (and all of Cygnar for that matter), and she secretly runs its operation through her spineless, puppet husband. Although a ruthless woman, she has proved quite a resource to Pendrake, who has in turn pulled various favors for her company. She also draws quite a bit of water in the circles of Corvis's wealthy elite.

Gusten "Chilly" Vilchmanker (Rog7): While he's not the type one would find at a high society gathering, Chilly is still a well-connected man in Corvis and beyond. His knowledge of Corvis's underworld and—most importantly—the traffic coming in and out of the city is extensive, and Pendrake relies on him for many tips. He can typically be found loafing around the docks.

Mitchel Filkins (Ftr8): One of Corvis's finest, Mitchel is a proud member of the Corvis watch. In many ways he's a beat guardsman like his colleagues, but Mitchel has been around long enough to see everything the city has to offer. He knows every nook and cranny of the ancient city (above and below ground) as well as the faces and rap sheets of most of the town's crooks. Filkins assists Pendrake frequently on his Corvis-based romps, and provides other services as he is able.

Professor Viktor Pendrake

Male human Rgr5/Adv Sch9; CR 14; Size M (5 ft., 11 in. tall); HD 5d10+9d6+42; hp 123; Init +2 (Dex); Spd 30 ft.; AC 24 (+7 armor, +2 Dex, +5 Cha); Atk +15/+10/+5 melee (1d6+4/crit 19–20 x2, short sword); or +14/+9/+4 melee (1d4+3/crit 19–20 x2, dagger); or +14/+9/+4 ranged (1d6+1/crit x2, aldar's chain, see below); or +17/+12/+7 ranged (1d8+1/crit x3, composite longbow); AL CG; SV Fort +13, Ref +12, Will +11; Str 12, Dex 15, Con 16, Int 18, Wis 13, Cha 20.

Languages Spoken: Cygnaran, Caspian, Khadoran, Molgur (Molgur-truil dialect), Ordic, Quor, Shyr.

Skills and Feats: Animal Empathy +15, Balance +6, Climb

+5, Craft (small arms) +5, Creature Lore +22, Decipher Script +11, Diplomacy +8, Gather Information +12, Handle Animal +14, Heal +4, Hide +8, Intimidate +8, Intuit Direction +6, Jump +3, Knowledge (tactics) +14, Knowledge (geography) +14, Listen +9, Move Silently +8, Profession (professor) +12, Ride +3, Search +9, Spot +9, Swim +5, Use Rope +6, Wilderness Lore +16; Alertness, Exotic Weapon Proficiency (aldar's chain), Point Blank Shot, Rapid Shot, Sagas and Stories (humanoids and monstrous humanoids), Sagas and Stories (undead), Skill Focus (Creature Lore), Track, Unearthed Arcana (aberrations), Unearthed Arcana (dragons), Unearthed Arcana (beasts and magical beasts).

Clerical Spells: Professor Pendrake utilizes an optional spell-less ranger class that will be released in a future Iron Kingdoms product.

Special Abilities:

Favored Enemy: Gobbers, trolls. (Note that this represents more of a deep knowledge and understanding of these creatures garnered through experience, rather than a burning desire to hunt them.)

Favored Terrain: Forest. This grants a +1 bonus to Hide, Intuit Direction, Move Silently, Spot, and Wilderness Lore checks in his favored terrain and also reduces the terrain movement penalties in the favored terrain to the next highest fraction (x1/4 becomes x1/2, x1/2 becomes x3/4, and x3/4 becomes x1).

Field of Study: Field Scholar of zoology

Base of Operations: Cygnaran Royal University's Corvis branch; Title: High Chancellor of the Department of Extraordinary Zoology

Scholarly Reputation Score: +13; Works written: *The Gobbers of Caen*, a twelve-part series (currently seven volumes complete, each +1 tome of gobber-specific lore); *Genera and Species of the Southern Trolls* (+2 tome of troll-specific lore); *On the Habits of the Dragon's Tongue and Black Rivers Humanoids* (+1 tome of monstrous humanoid lore); *Training Techniques for the Two-headed Argus* (+2 tome of argus lore); *Scattered Notes on the Nature of the Umbral Reaver* (unpublished, +1 tome outsider lore)

Equipment: +4 enchanted dracodile hide armor (+7 total AC; +3 base AC, +4 magical enhancement; no armor check penalty); +3 ancient Orgoth blade (short sword, +3 enhancement bonus); +2 fog drake fang dagger; aldar's chain (Ordic sailors' chain weapon with weight at one end and harpoon-like hook/spear at other end; may use all special abilities of spiked chain, though considered a ranged weapon); Cygnaran scout's bow, the professor's lucky bow (composite longbow, +3 luck enhancement).

Adventuring SCHOLAR Prestige Class



Callous fingers ran through gray hair, pausing to scratch an aged scalp. The man sighed, then looked back up at the lock he'd been studying for three minutes. It was set in a massive bronzed metal door, covered with overgrowth, and bearing religious symbols lost to most.

"Well, can we get in?" A young man asked in a not-so-enthused voice. He was wearing a large backpack and fidgeting heavily as he stood behind the old man. "Professor Fincher...?"

The old man stood up, wiping the sweat from his eyes with the backs of his sleeves before putting his glasses back on. Although his faded, straggly hair and

wrinkled skin spoke of many years, his steady gait and firm posture told of a confidence that knew no frailty. "Kootler, give me the hammer," he barked, his bearded face showing no patience.

The young man dropped his backpack and began rooting clumsily through it. "This hammer?" He asked a moment later, handing it to him.

"Well, how many did you bring, boy?"

The youth looked confused. "Just that one, sir."

The professor stared at him, arms crossed, for a long pause. The boy squirmed. "Well, are ya going to give me the spike, boy!"

"Spike? Spike..." He rooted frantically through the pack. "You didn't say—"

"By Morrow, boy. Do you know how many course credits you're getting for being my assistant?" The boy kept rooting



Adventuring Scholar Prestige Class

through the pack. "Stop that and give me your dagger." The professor grabbed the boy and stood him up, taking the dagger from his belt himself.

With dagger and hammer, the professor stepped up to the door and began pounding on what appeared to be a locking mechanism. He struck several times, each time harder than the last, but the great steel door didn't budge. "Blasted, infernal temple!" The professor cursed. "Couldn't leave a key in a place that wouldn't sink under a swamp, so now you got to make me do it the hard way, eh!" He brought the hammer down with a vengeance, this time snapping the blade right in two. With an angered howl and one swift motion the professor tossed the hammer aside, pulled out a stout pistol, and blasted the door.

Despite the rolling echo of gunfire, the click of the trap switch going off could still be heard. A volley of arrows blasted from a dozen holes in the door, peppering the air with darts. The assistant shrieked and fell backwards against a tree. He lay there motionless, his sweat gelling on his skin, and several moments later was picked up by a set of hands and manhandled to the ground.

"Get up, boy. Damn it, we haven't got all day," the professor demanded. There were several darts sticking out of the professor's clothes, but he seemed completely unharmed. The boy looked up and saw the professor's hat nailed to the tree above him by two darts. The boy glared at his professor as if he was a mental patient. He was stuffing items back into the boy's pack, seemingly unaware of the near fatality that'd just occurred.

Before he could speak or argue, Kootler was being shoved

into the now open doorway. "Come on, son. No time to dally. Remember, we're doing this for science," the professor said before stepping into the temple himself and shutting the door behind them. As the boy plunged into the cobwebbed darkness ahead, he mused all too late that this was definitely not what he had imagined when signing up for a "semester of intrigue and adventure" as a professor's assistant.

"If you think that was fun, boy, just wait till we wake the bane thralls up," the professor commented almost enthusiastically as he patted the boy on the back, shoving him farther into the darkness.

Description

All of us thirst for knowledge to some degree, yet for those whom we call scholars that thirst develops into a passion that shapes and encompasses their lives. For most scholars, this means years of intense study, keeping locked up in a bedroom, study, or library surrounded by tomes, charts, and other curiosities. For the adventuring scholar, this just isn't enough. They need to experience their passion for knowledge firsthand, and their hunger for that knowledge often takes them to places undreamed of by most. After all, somebody has to visit all those strange places they write about in those many books.

Adventuring scholars are a special breed. They have spent years in study, and they most often hold some sort of mundane position at a university or museum, but they are by no means bookworms. They are hearty adventurers that can run with the best of them—only instead of exploring the myster-

TABLE 1-1: THE ADVENTURING SCHOLAR

Class	Bonus	Fort	Ref	Will	Luck	Special
Level	Attack	Save	Save	Save	Bonus*	
1	+0	+0	+2	+2	+1	Field of study (field specialist +2/+1), base of operations, against all odds
2	+1	+0	+3	+3	+1	Exotic weapon feat
3	+2	+1	+3	+3	+1	Bonus language
4	+3	+1	+4	+4	+2	Adventurer's zeal
5	+3	+1	+4	+4	+2	Easy allies, field scholar (+4/+2; may take 10)
6	+4	+2	+5	+5	+2	Bonus language
7	+5	+2	+5	+5	+3	Pen scholarly work
8	+6	+2	+6	+6	+3	Easy allies (improved)
9	+6	+3	+6	+6	+3	Bonus language
10	+7	+3	+7	+7	+4	Field master (+6/+3; may take 20)

* Against All Odds

Adventuring Scholar Prestige Class

ies of the world in search of treasure or power, they do it for knowledge. The primary tools of the adventuring scholar are wit, determination, knowledge, and a touch of both brawn and luck. With these they delve the mysteries of the world, unlocking secrets that few would dare to fathom.

In the Iron Kingdoms

Adventuring scholars in the Iron Kingdoms come in all varieties. The Iron Kingdoms boast several major centers of higher learning, including the Caspian Royal Academy, Corvis University, the University of Mercir, the Merywyn Academy, the Merin School of Learned Sciences, Fredek University (in Ceryl), and more. While there are many professors at these universities, only a few have what it takes to be an adventuring scholar. Of course, they aren't restricted to institutions of learning. Adventuring scholars can be found working independently, hiring out to wealthy patrons, or even doing research for large guilds (for example, The Steam and Iron Worker's Union has contracted adventuring scholars on several occasions to assist in private metallurgy research).

Notable Persons

Lorant Neci (Ari5/AdvSch6): Lorant is one of the world's foremost historians and, in particular, is the most learned scholar on the Orgoth Empire in all of the Iron Kingdoms. He is also one of the most prodigious scholars about when it comes to penning scholarly works, and his tomes range far and wide, having been translated into several languages across the kingdoms. He works primarily out of The Merin School of Learned Sciences (a small academy, but one that has secured some powerful independent financing and has been able to do some important work because of it), but he does a great deal of traveling throughout the kingdoms. He has contacts in every major university in the land, and many people seek him out for his counsel on all matters historic. He is also known for being wound very tight for a bookish type and is prone to losing his temper.

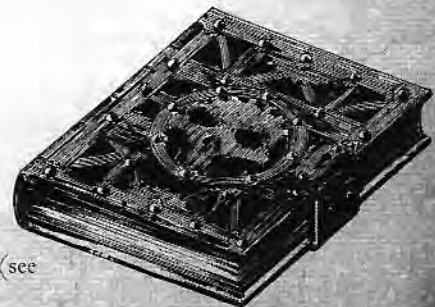
Coriandr Jagus (Sor7/AdvSch5): Coriandr Jagus is among the few adventuring scholars who has made creature lore his area of expertise. He grew up in Caspia, the son of a respected professor. Coriandr, however, did not have his father's patience for the classroom, and when he began discovering his natural talent for magic, he began to discover his love for running where the wild things

TABLE 1-2 Easy Allies

Currently	Neutral	Friend	Confidant	Ally
Antagonist	30	40	50	60
Neutral	20	30	40	50
Friend	—	—	30	40
Confidant	—	—	—	30
Ally	—	—	—	—

TABLE 1-3 SCHOLARLY WORKS

Level of Tome	Tome Bonus	DC	Length of Time	Reputation Bonus	Maximum Number
Basic	+1	20	2 months	+1/2	12 works
Advanced	+2	26	6 months	+1	8 works
Master	+3	31	1 year	+3	5 works
Grand Master	+4	37	3 years	+5	3 works
Legendary	+5	42	10 years	+10	1 work



"Level of Tome" indicates the level of the knowledge put into the work.

"Tome Bonus" indicates the bonus that the tome will bear once the work is finished (see "Tomes," pp 210 for more info).

"DC" indicates the difficulty class of the die roll, and "Length of Time" indicates how much time must be spent in the creation attempt.

"Reputation Bonus" indicates the bonus to the adventuring scholar's Scholarly Reputation once the work is completed, and "Maximum Number" indicates the maximum number of times this bonus may be applied to the scholar's score. A scholar may create tomes beyond this maximum, but he no longer gains any bonus to his Scholarly Reputation score.

Adventuring Scholar Prestige Class

room, so to speak. Jagus is known for his penchant and talent for immersing himself right into the middle of whatever it is he's studying, be it through stealth, guile, or magic—usually a combination of the three. He and Professor Pendrake are quite familiar with each other and share a great deal of mutual respect, though they have no preference for the other's methods.

The Adventuring Scholar

Hit Die: d6

Requirements

To qualify to become an adventuring scholar, a character must fulfill all of the following criteria.

Knowledge or Lore (any): 5 ranks.

Gather Information: 4 ranks.

Profession (teacher, curator, etc.): 5 ranks.

Feat: Skill Focus (any Lore or Knowledge skill).

Class Skills

Alchemy (Int), Balance (Dex), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (any; Int), Listen (Wis), Lore (any; ex: Wilderness Lore), Move Silently (Dex), Profession (Wis), Search (Int), Speak Language (Int), Spot (Wis), Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Field of Study: Every adventuring scholar has a specific scholastic field that he or she specializes in ("general knowledge" may not be selected). This field of study is always something that the scholar is very passionate about, and his research in the field is both personal and very rewarding. Usually, they will also have some sort of special focus within that field that is just kind of a pet subject (no additional bonuses for it, however).

Field Specialist: At 1st level the adventuring scholar is considered a specialist and gains a +2 competence bonus to all Knowledge and Lore skill checks related to his or her field of specialization. They also receive a +1 synergy bonus to checks of other skills when they are directly involved in some way with the field of study. Furthermore, the scholar may attempt an untrained skill check on any Knowledge or Lore skill roll related to his or her field of study, even if they would not normally be allowed (i.e. if it were a trained-only check).

Field Scholar: At 5th level the adventuring scholar is considered as a true scholar in his or her field. The competence and synergy bonuses for this ability rise to +4/+2 respectively. The scholar may also now take 10 on any Knowledge or Lore skill roll related to their field of study, even if circumstances would normally prohibit him from doing so.

Field Master: At 10th level the scholar is a master of his or her field. Their bonuses rise to +6/+3 respectively, and they may now take 20 on any Knowledge or Lore skill roll related to their field of study, regardless of circumstances.

Base of Operations: The adventuring scholar also starts off with some form of base of operations. This place is almost invariably tied to the scholar's profession and is usually a university, museum, or similar institution of culture or knowledge. The scholar may draw upon this place for resources (within reason), but he must also pay it the respects he would any other place of employment. Adventuring scholars who abuse their role may have it revoked (at the DM's discretion). This starting point is usually the beneficiary of most of the scholar's studies and trophies from the field. Although scholars may be sponsored by a wealthy benefactor, they may not sponsor themselves, even though they may bear the wealth to do so.

Along with this base of operations comes a Scholarly Reputation score. This score is measured in ranks, just as a skill, and may be added as a circumstance bonus to Charisma based rolls (such as Diplomacy skill rolls or attempts to influence NPC attitudes [Table 1-2 below]; it does not influence extraordinary, supernatural, or spell-like abilities) to influence fellow scholars, students, aristocrats, and other educated individuals who would be aware of the scholar's work and importance to the scholarly community. The base modifier for this ability is equal to the adventuring scholar's competence bonus as a specialist, scholar, or master of his field (+2, +4, or +6 respectively), though it may be raised by penning scholarly tomes (see below).

Against All Odds (Ex): Adventuring scholars are known for many things, but their luck is legendary. An adventuring scholar gains a luck bonus that applies to all saving throws (see chart on Table 1-1). It grows as the adventuring scholar increases in level, though the bonuses are not cumulative (at 3rd level it is +1; at 7th level it is +3, etc.).

Exotic Weapon: In their travels, adventuring scholars are known to pick up all sorts of unusual knowledge and abilities. At 2nd level they gain a free exotic weapon feat. Choice of weapons varies greatly, although versatile and clever weapons are the most favored.

Bonus Languages: In their immense amount of study, adventuring scholars pick up many languages. They gain a bonus language at levels 3, 6, and 9.

Adventurer's Zeal (Ex): At 3rd level the adventuring scholar

Adventuring Scholar Prestige Class

ar gains the adventurer's zeal, a thirst for adventure that pushes him beyond his normal limits through sheer bravery. He may now add his Charisma bonus to his AC. This bonus represents a preternatural level of courage and occasional wanton abandon. This bonus applies even when wearing armor, as well as when flat-footed. It does not apply if the scholar is immobilized.

Easy Allies (Ex): Adventuring scholars are also well known for their ability to find old or make new allies just about anywhere. In any populated location, the scholar may make a Gather Information roll to see if he can locate an existing ally or create a new one. Use the Easy Allies table (I-2) below to determine the DC of the roll; first find where the NPC (either the individual being affected or the general level of the local populace) falls in the "Currently" column, then roll. The scholar may add his Gather Information ranks, as well as a +5 competence bonus, to the roll (in addition to the Cha bonus). Look across the line to find the highest DC beaten by the roll. The most positive attitude level achieved with the roll is the type of ally found, but at this level the "Ally" column is ignored (a Confidant is the highest that may be achieved). This relationship usually only lasts the duration of a particular scene or act of an adventure, although if roleplayed properly it may last longer. DMs are encouraged to mind the limits to which NPCs will be willing to go to help people; a Friend, for example, wouldn't be willing to take a fall for a PC, while an Ally most definitely would.

This roll may only be made once per location, per visit, and it may not be used more than once on the same NPC (and may only be used on a particular NPC at the DM's discretion; against many it won't be applicable). The scholar may not take

10 or 20 on this roll. It is up to the DM whether the ally found is an existing acquaintance who happened to be in the same area or if it is a new ally altogether.

At 8th level the adventuring scholar's ability to find allies increases. Use the same chart as before (Table I-2), but this time successes in the "Ally" column are not ignored. Success in this column indicates that the scholar has made a lasting ally that will continue to help the character well beyond the current adventure. Furthermore, the scholar may increase the competence bonus to +10. The same restrictions apply.

Pen Scholarly Work: At 7th level the adventuring scholar may attempt to increase his Scholarly Reputation ranks (see "Base of Operations" above) by writing scholarly texts. To write a text the scholar must invest a great deal of time into research, study, writing, and revising. The length of time depends on the complexity and depth intended to be covered by the text; this also determines the DC to create the text.

Consult the following chart and make a Knowledge roll. The scholar absolutely must have the specific Knowledge skill relating to the subject of the intended text. If this text is within his field of study, then his field competence bonus applies to the roll as well. No synergy bonuses apply, and 10 or 20 may not be taken. The roll is made at the end of the period of work, and failure indicates a waste of time (the work is incomplete, inconsistent, or just plain wrong in some way), although the scholar may attempt the work again with a +5 competence bonus due to the previous research (no shorter time, though). Additional adventuring and work may be done during this work period, but only very briefly; the scholarly work must be the main focus during this time.



Bone Grinder Prestige Class



We hadn't even been out in the bush for two weeks before we'd found them—a pack of gorax. We came across them in a clearing a night's shot north of the Dragon's Tongue, and the bastards were a hungry lot. They'd taken down a Raevhan buffalo and were tearing it to shreds. Just how that poor beast had wandered this far I'll never know, and seeing as it was half-eaten, I doubt I'd ever find out.

"There, the big one, the one with the red stripe, that's the one I want," the dark lanky one said to me tugging on my coat. He called himself a bone grinder, and the scions be damned if I knew what shore he washed up from. By his dress I'd say it was a far cry, and by his mannerisms, I'd say it was even farther. But he was paying good money, and my ill-luck at the time prompted a need for the job.

"That's not a stripe, you fop, that's his lunch," I said, but the fool didn't seem to care. He was eyeing the beast up and rubbing his hands together, watching it with that one big eye and a feral grin.

I turned to the men. They were a sorry bunch of Khadoran expatriates, but they came with their own longarms, which meant they were good enough for this job. "Alright boys, let's take 'em out. Leave big red to me!"

Before the smell of rifle shot had even cleared my nostrils he was in there, standing over the twitching gorax that had been feasting a moment ago. With a shallow, eager chuckle he produced a long, jagged knife and went to work. A moment later, his hands dripping slippery red, he lifted up and beheld a large freshly severed heart.

"Oh, yes," the lanky one cackled, "This will do quite nicely..."

—Master hunter Alten Ashley

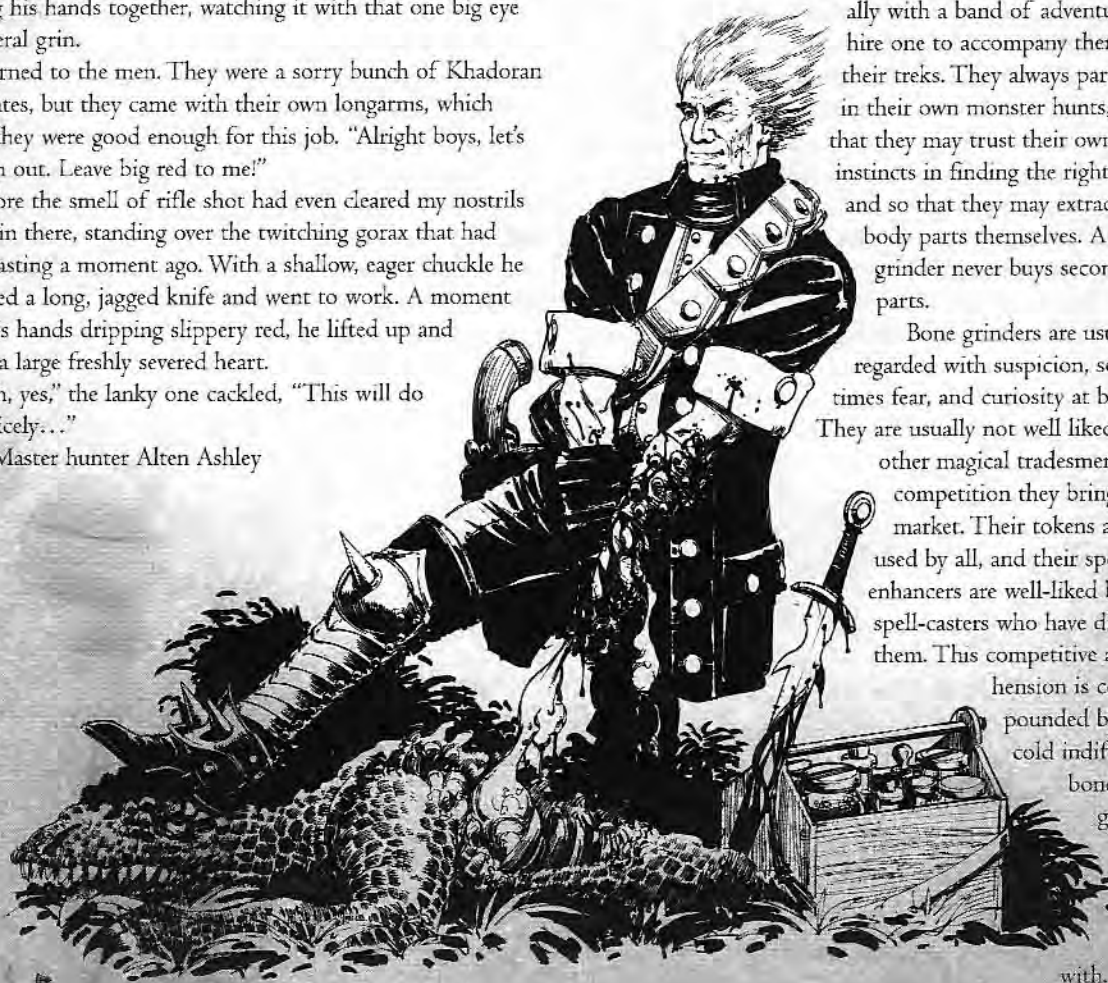
Description

Bone grinders are a mysterious lot to say the least. They are magical practitioners who shun traditional alchemy and seek to perfect their own secret arts by curing and magically preparing body parts. They come from distant lands and guard their knowledge carefully and zealously. They are known (among those few who know of them) for their spell components that can enhance spells as well as their handy magical charms, and bone grinders are not afraid to turn their abilities towards making a profit. Their magical tokens and spell-enhancing concoctions are well respected and tend to fetch a high price because of their rarity.

Most bone grinders split their time between adventuring and creating tokens and components. They are more skilled in combat than most spell-casters, but only by comparison. Most

bone grinders are smart enough to ally with a band of adventurers or hire one to accompany them on their treks. They always participate in their own monster hunts, both so that they may trust their own instincts in finding the right creature and so that they may extract any body parts themselves. A bone grinder never buys secondhand parts.

Bone grinders are usually regarded with suspicion, sometimes fear, and curiosity at best. They are usually not well liked by other magical tradesmen for the competition they bring to the market. Their tokens are easily used by all, and their spell enhancers are well-liked by those spell-casters who have discovered them. Thus competitive apprehension is compounded by the cold indifference bone grinders tend to treat most with. Spell-



Bone Grinder Prestige Class

casters are a curious lot, and it's quite frustrating when a fellow magician keeps his secrets so well kept.

In the Iron Kingdoms

The bone grinders of the Iron Kingdoms are silent and mysterious. It is believed that they originated from somewhere on the Scharde Islands, though precisely where is unknown. There has been no evidence suggesting they either are or aren't tied to the Lord of the Wyrms. It is known that their appearance in the Iron Kingdoms is somewhat recent, though, again, just why that is remains unknown. They have been encountered primarily in Cygnar and Khador, although their reputation for wide-ranging monster hunts is already becoming established.

The Fraternal Order of Wizardry has a very high interest in the bone grinders, and several of their members have already come to know their enhancing spell components. Use of these concoctions, however, has been banned by the order until their true nature (and more about the bone grinders themselves) can be learned. The highly secretive Thaumaturgical Brotherhood of the Arcane (a small society of alchemists based in Fharin) is also very interested in the bone grinders, although they are split between a desire to learn their secrets and that to eliminate some potential business competition.

Notable Figures

Terill Thayer (Wiz7/BnGr6): Terill is a bone grinder who has been selling his wares out of Corvis over the past several months. Except for his appearance—that of an oily, dark

skinned man with a strangely angular frame—he hasn't been noticed by too many of the citizens. But there are those with much more than a passing interest in this stranger. The local Fraternal Order of Wizardry has taken note of him and has been buying things from him to experiment on. Other more nefarious individuals have noticed as well, and Terill has been the target of several lethal encounters. Due to a rather unusual circumstance, he managed to make an alliance with the Gertens crime family, the consequences of which could be anyone's guess.

Lysimache Marpessa (Wiz8/BnGr1): The daughter of a wealthy Caspian socialite who enjoyed little more than doting on his daughter (having seen his wife pass away), Lysimache has been afforded many advantages in life that women are not typically offered. Her study of wizardry is a prime example of this. Though quite intelligent and an apt student, Lysimache has a wild streak that can't be tamed. Her adventures have taken her wide and far, and they have made her the Iron Kingdoms' foremost expert on bone grinders. She has traveled with several and has even begun to learn some of their skills. She has also learned their tight lip and isn't spilling any of the beans. Just what she plans to do with her newfound knowledge is anyone's guess.

The Bone Grinder

Hit Die: d6

Requirements

To qualify to become a bone grinder, a character must fulfill all of the following criteria.



TABLE 1-1: THE BONE GRINDER

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+2	+0	+2	Track, favored monster, bone grinding (enhancers)	—
2	+1	+3	+0	+3	—	+1 level of existing class
3	+2	+3	+1	+3	Bonus feat, bone grinding (tokens)	—
4	+3	+4	+1	+4	—	+1 level of existing class
5	+3	+4	+1	+4	Favored monster	—
6	+4	+5	+2	+5	Bonus feat	+1 level of existing class
7	+5	+5	+2	+5	—	—
8	+6	+6	+2	+6	—	+1 level of existing class
9	+6	+6	+3	+6	Bonus feat	—
10	+7	+7	+3	+7	Favored monster	+1 level of existing class

Bone Grinder Prestige Class

Knowledge (arcana): 6 ranks.

Creature Lore: 5 ranks.

Craft (dissection): 4 ranks.

Wilderness Lore: 4 ranks.

Alchemy: 4 ranks.

Feat: At least one metamagic feat.

Spells: The ability to cast arcane spells of 3rd level or greater.

Special: Must find a bone grinder and convince him to teach you his secrets. Good luck.

Class Skills

Alchemy (Int), Concentration (Con), Craft (bone grinding) (Int, exclusive skill), Creature Lore (Int), Decipher Script (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (bone grinder) (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Track: Bone grinders receive Track as a bonus feat.

Favored Monster (Ex): At 1st level, a bone grinder may select a favored monster type. This is a creature type that the bone grinder is more familiar with, having gained a greater insight into its habits, mannerisms, and usefulness. They gain a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks versus a creature of that type. This bonus also applies to damage rolls, though ranged attacks only gain the bonus when within 30 feet. Additionally, it may be added to Craft (bone grinding) rolls when crafting with parts of a favored monster.

At 5th and 10th levels, the bone grinder may select a new favored monster type, and his previous bonuses rise by an additional +1.

Bone Grinding (Su): This is a bone grinder's trademark ability. With it he can create magical enhancers and later magical tokens. Creation of these items is similar to the creation of other magical items, but a bit easier in some ways. In all cases, the cost of the item is set at the discretion of the bone grinder; guidelines for price are listed in the enhancer and token descriptions below, and most bone grinders follow those. Costs to the bone grinder himself vary widely, and usually involve far more labor than financial investment.

All creation attempts involve a Craft (bone grinding) roll. All items also have an XP cost, which works as it does for an item creation feat, although the costs are much lower. On a failed Craft (bone grinding) roll, the bone grinder makes no progress this session. If the character fails by five or more, the

bone grinder ruins the raw materials and has to pay half the original XP cost (rounded up).

Spell Enhancers

Bone grinders are most well known by their fellow magical practitioners for their spell enhancers. These enhancements usually take the form of some ground up concoction, although there is a great deal of variation (sometimes it might be a charm, sometimes it might be a paste, etc.).

Using Enhancers

Every enhancer has the effect of duplicating a metamagic feat. Any arcane spell-caster can use them, and they are used as material components when casting the spell. In all cases the enhancer is used up in the casting.

The spell is cast as if the spell-caster himself possessed and had used the feat in question. If the feat for some reason has prerequisites, then the user must meet those prerequisites to use the enhancer.

The cost in spell slots listed in the metamagic feat is multiplied by 1.5 rounded up (for most it goes from +1 to +2). Do note that if the arcane caster is required to prepare spells ahead of time, then this enhancement must be incorporated into the preparation (thus increasing the spell slots it takes up). If the caster decides to cast the spell without enhancing it, then it uses up a lower level slot, but only if one is free; if one is not, then it uses the original higher slot.

Creation Restrictions

The HD of the monster the body part came from must be at least twice that of the spell it is used to modify. For example, you'd need a part from a 4 HD monster to boost a 2nd-level spell.

The feat the enhancer emulates is set at its creation. It does not make any difference if the spell-caster using the enhancer possesses the feat. The bone grinder creating it, however, must have the feat in question. Only one feat is ever imbued in any particular enhancer, although multiple enhancers can be used simultaneously (remember, spell slot costs stack).

Only parts from monsters of certain types will enhance certain schools of magic. Those listed in parentheses are for non-Iron Kingdoms campaigns only, as the IK uses some creature types differently than other settings. The match-up is as follows:

Abjuration:	Beasts (Beasts, constructs, dragons)
Conjuration:	Magical beasts (Magical beasts, outsiders, dragons)
Divination:	Animals, plants (Animals, plants, elemen-

Bone Grinder Prestige Class

Enchantment:	tals, dragons) Fey (Fey, dragons)
Evocation:	Monstrous humanoids (Monstrous humanoids, giants, dragons)
Illusion:	Aberration, fey (Aberration, fey, dragons)
Necromancy:	Undead (Undead, vermin, dragons)
Transmutation:	Shapechangers (Shapechangers, oozes, dragons)

Exactly what body part is used does not matter incredibly; it's more an issue of flavor. The only restriction is that it must be a major organ or feature, and the bone grinder must remove it himself. A typical body part lasts 2d4 days before it becomes too rotted to use; a curing agent may be added to the part that extends that period to 2d4 weeks, but this adds +3 per week to the DC of the Craft (bone grinding) check to work it.

Creation Costs and DC

The process of creating the enhancer involves both the application of strange curing agents and the working of mystical energies. These agents typically cost one tenth of the cost of the item. The creation process need not take place in a lab, but the bone grinder must have all of his materials present and be left relatively undisturbed for the duration of the process.

Creating any enhancer costs the bone grinder a number of daily spell slots equal to the HD of the creature part he was working with; these slots are not used up if the Craft (bone grinding) check fails.

XP Cost: 5 per HD of the creature being crafted from

Craft (bone grinding) DC: 15

Time: 4 hours

Tokens

At 3rd level the bone grinder may begin crafting tokens from creature body parts. Tokens are minor magical items that typically grant some form of slight bonus. Unlike enhancers they may be used by anyone, not just spell-casters. They are not "used up" like enhancers, but they do have a limited duration. When that duration expires, the token loses its property; an expired token may not be re-enchanted.

The primary restriction is that only two lesser tokens or one greater token can be used at any given time (identical tokens do not stack with each other). Any tokens worn beyond that fail to function. All tokens have a duration, so it's best to purchase them shortly after they're crafted.

There are two levels of tokens that may be created—lesser and greater—the differences of which are pretty obvious. In creation, a token is made similar to how an enhancer is made,

except that the body part in question is usually fashioned into something that can be easily worn or carried.

A Craft (bone grinding) check must still be made and an XP cost paid as well. Lesser tokens can be made of creatures of any HD, while greater tokens must be made from creatures of 6 HD or greater. There is no restriction in regards to creature type, though common sense should be used. A monkey's paw could conceivably be fashioned into a token that grants a bonus to climbing, but it probably couldn't be fashioned into a token that boosts AC. The same restrictions apply to tokens as they do to enhancers as far as body part freshness goes (and curing them to keep them fresh). Creating a token drains a bone grinder of four spell level slots per lesser token and eight spell level slots per greater token.

Lesser Token

XP Cost: 50

Craft (bone grinding) DC: 15

Time: 5 hours

HD Requirement: Any

Duration: 2d4+1 days

Sample abilities (choose one):

+3 to all skill checks on any one skill

+1 to any one stat

+1 to any one type of save (vs. illusions, poisons, etc.)

+1 to all melee attacks

+1 to all ranged attacks

+1 to AC

Greater Tokens

XP Cost: 500

Craft (bone grinding) DC: 20

Time: 8 hours

HD Requirement: 6 HD or greater

Duration: 4d6+3 days

Sample abilities (choose one):

+6 to all skill checks on any one skill

+2 to any one stat

+2 to any one type of save (ex. vs. illusions, vs. poisons, vs. disease, etc.)

+3 to all melee attacks

+3 to all ranged attacks

+2 to AC

User gains scent special quality

User cannot be frightened or panicked (can still be shaken)

User heals at double the normal rate

Bone Grinder Prestige Class

User gains darkvision 30 ft.
User gains spell resistance 5
User gains poison resistance 5 (see pp. 188)

Example Spell Enhancers & Tokens

Spell enhancers are usually very difficult to come by because of the reclusive nature of the bone grinder. Even when one is found, availability is even further limited by what the bone grinder has in stock (which is limited by what he has hunted down recently). Pricing tends to be around 50 gp per HD of the creature and up. Add between 500 and 3,000 gp if the creature is a particularly dangerous or rare one.

Sample Enhancers

Griffon Heart (Still Spell): This rouge powder will enhance any Abjuration spell of 3rd-level or lower with the Still Spell feat. The user will have to use a spell slot two levels higher to use this enhancer. Price: 400 gp.

Harpy Blood (Extend Spell): A vial of this tart ochre will enhance any Evocation spell of 3rd-level or lower with the Extend Spell feat. The user will have to use a spell slot two levels higher to use this enhancer. Price: 500 gp.

Mummy Spleen (Silent Spell): This cured organ will enhance any Necromancy spell of 3rd-level or lower with the Silent Spell feat. The user will have to use a spell slot two levels higher to use this enhancer. Price: 550 gp.

Tokens

As with enhancers, price varies on tokens per their availability, which tends to be sparse. A bone grinder will typically charge between 200 and 1000 gp for a lesser token and between 1000 and 5000 gp for a greater token. Mind you, much will depend on the bone grinder's particular circumstance and the buyer's apparent need.

Remember that only two lesser tokens or one greater token may be worn at one time. Identical tokens do not stack.

Sample Tokens: Lesser

Shark's Tooth: +3 to all swim checks
Badger Skull: +1 to Constitution
Eagle's Eye: +3 to all Spot checks
Ghoul Bones: +1 to save vs. Necromancy spells

Sample Tokens: Greater

Troll's Tongue: User gains poison resistance 5
Sphinx's Heart: User gains spell resistance 5
Rhinoceros Horn: +2 to AC
Polar Bear Snout: User gains scent special quality

I found this most curious note in the lab of a reported bone grinder. Most interesting. -- VGP

"Hunting List"

- Six gorax hearts

- Two yvine ripper bars

- 10 pints of Dire troll blood

- 18 skigg eyes (no powder!)

- 7 cask imp tongues

- 1 fog Drake skull

- 2 complete sets of farrow bones

- 6 pounds of Raeshan buffalo ypoor

- 4 buzzard beetles

- 12 dragon fish livers

- One Rusalka, whole and undamaged (the first or the better)

Monster Hunter Prestige Class



My daughter was one of the first to go. It wasn't until four more had gone that we realized we were being hunted. We didn't really know much about them, except that being hunted by them meant certain death, at least for the likes of us. Soon a stranger passed through and told us that they were called spine rippers and that it was unusual for a band of them to set up shop like this. He was the sixth to go.

It wasn't until they had killed a dozen and a half of us that we found help. He too was a stranger in our town, but as we came to know, he had followed the spine rippers here. He was an odd one. Had that eerie silence about him, that kind of quiet a man gets when he's

been out alone in the wilds far too long. He had long, ragged dark hair and more scars than I'd seen on any man; I'm sure that each bore an exotic tale. His dress seemed Khadoran, but I'd say that the man was from Cygnar based on his accent. With him he brought a sack loaded with parts and pieces for making traps, and he had slung across his shoulder a rifle the likes of which I've never seen in all my days. His price was a thousand crowns plus expenses, and we had little choice but to pay it.

Young Brenner went with the stranger, to show him where the creatures had attacked and been seen. Even in town we could hear their cries and howls, those feral beasts baying as they became the hunted, their calls being drowned out only by the crack of rifle shot as they were hounded through trap and ambush alike. He came back before the night was even through, Brenner in tow, his face ghost white.

The man threw down a bundle of severed heads, seven of them, their tongues all lolling out, their beastly faces locked in final terror. "A thousand crowns," he said, his face like slate, "And my horse needs reshoeing. I leave in the morning."

I'd much rather he sat and told us the story of how he'd slain these seven beasts who'd plagued us for so long, but as we say around Skirov, "When a man saves your neck, don't expect him to pat your back." In either case, with enough liquor we eventually coaxed it out of poor Brenner. Come closer, and let me tell you of this amazing hunter. His name was Adagin Bracht...

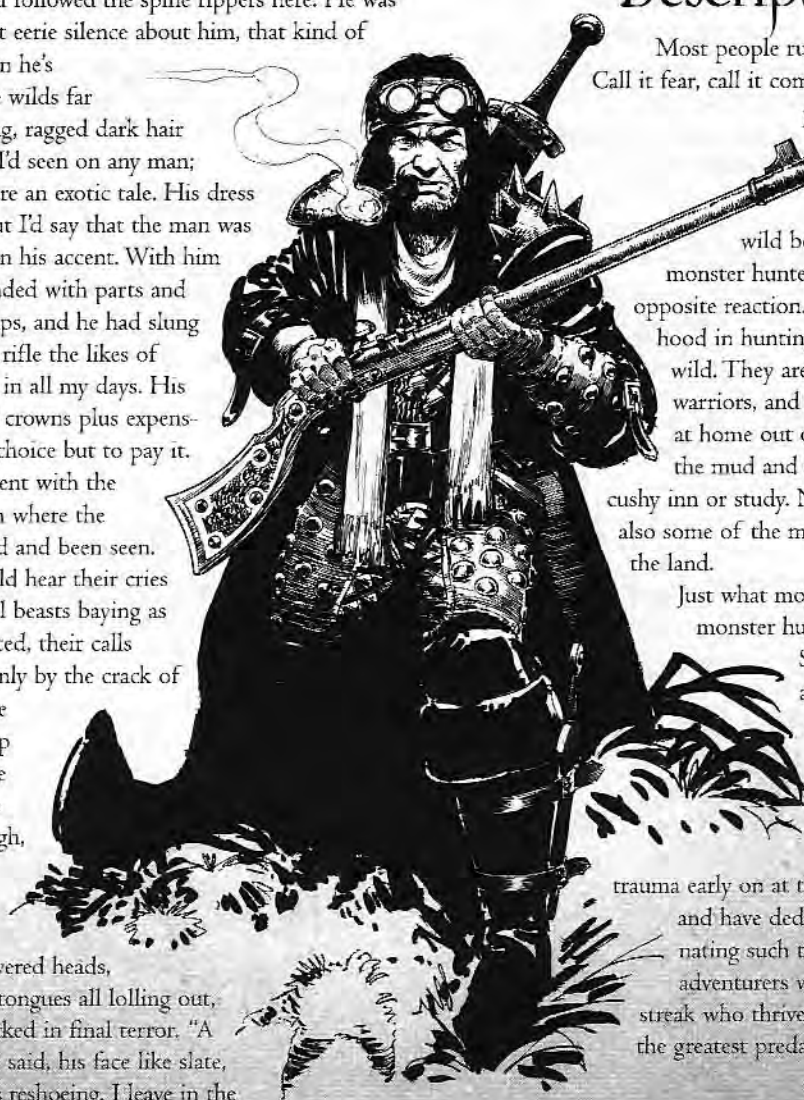
—Morgov Kelmak, Wailing Stars Inn of Skirov

Description

Most people run away from monsters. Call it fear, call it common sense, call it what you will, running to safety is the first thing most people think to do when threatened by a wild beast (or worse). Well, monster hunters tend to have just the opposite reaction. They make their livelihood in hunting down the beasts of the wild. They are expert trackers and able warriors, and they tend to be far more at home out on the trail, sleeping in the mud and in the cold, than in some cushy inn or study. Needless to say, they are also some of the most fearless fighters in all the land.

Just what motivates the individual monster hunter varies quite a bit.

Some live or grew up in areas where wild creatures of some sort were a constant threat, and they took up arms to fight the predators. Many suffered some sort of trauma early on at the hands of a wild beast and have dedicated themselves to eliminating such threats. Still others are adventurers with an indomitable wild streak who thrive on themselves becoming the greatest predators.



Legendary hunter Alten Asbley

Monster Hunter Prestige Class

In the Iron Kingdoms

Most monster hunters in the Iron Kingdoms are found somewhere on the fringes of society, many within Cygnar and Khador, with greater concentrations in untamed regions such as the Wyrmall Mountains and Thornwood Forest. A great deal of them will be found as the lead huntsman of a small band mercenaries or cohorts. In Cygnar, most local magistrates will pay monster hunters for their services, though the particulars vary a great deal. In Khador, monster hunters find that they must contract themselves to the military as specialized mercenaries if they want to see pay; the contracts tend to be quite loose, however, so there's little difference in how they operate.

There are very few cases of organized monster hunters in the Iron Kingdoms. Most are short-lived parties that disband afterwards. The Gray Blades of Ohk still exist today (having been founded originally to fight off a heavy population of nearby trolls), although they function more as an elite mercenary group, only occasionally taking on monster related jobs (only a few members are true monster hunters).

Notable Persons

Alten Ashley (Rgr9/MonHtr7): Alten Ashley is perhaps the best known monster hunter in the Iron Kingdoms. He has hunted in virtually every hostile environment of known Caen, and he has more tales to tell of distant lands than most men would garner in five lifetimes. He has also hunted just about every kind of creature one could imagine... and many one

could not. The only thing that comes close to exceeding Ashley's reputation for hunting is his reputation for obnoxiousness. While certainly not mean spirited, he's so boisterous and gregarious most who meet him would just as soon leave him to his monsters.

Arturo "Trollslayer" Kasimir (Ftr8/MonHtr6): Arturo is the leader of the Grey Blades, a mercenary group based out of Ohk. The group was originally founded to combat a heavy population of trolls in the area, but once the menace was secured, the group stayed together and sold their services as mercenaries. Today, they have become well known for their exploits both as mercenaries and as exterminators. Arturo is one of the most skilled monster hunters among them and is an excellent leader and tactician. He was born a poor farmer and saw his entire family butchered and eaten by trolls, save for his niece Eva (who he dotes on endlessly whenever he has the chance, despite her being a grown woman now). This prompted him to become a monster hunter, and his ferocity in battle has earned him the nickname Trollslayer. In battle he wields the legendary hammer *Trollkrieg*, which is capable (among other things) of overcoming any troll's regeneration ability.

The Monster Hunter

Hit Die: d10

Requirements

To qualify to become a monster hunter, a character must fulfill all of the following criteria.

TABLE 1-1: The Monster Hunter

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored monster, improved track +1
2	+2	+3	+0	+0	Skilled trapper
3	+3	+3	+1	+1	Exotic weapon proficiency, improved track +1/scent
4	+4	+4	+1	+1	Penetrating blow +1d4+1
5	+5	+4	+1	+1	Favored monster
6	+6	+5	+2	+2	Exotic weapon proficiency, improved track +1/-2 full speed
7	+7	+5	+2	+2	Fearless
8	+8	+6	+2	+2	Penetrating blow +1d6+2
9	+9	+6	+3	+3	Exotic weapon proficiency, improved track +1/immunity
10	+10	+7	+3	+3	Favored monster

Monster Hunter Prestige Class

Base Attack Bonus: +4.

Creature Lore: 5 ranks.

Wilderness Lore: 6 ranks.

Feat: Skill Focus (wilderness lore or creature lore), Track.

Class Skills

Animal Empathy (Cha), Climb (Str), Craft (Int), Creature Lore (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Exotic Weapon Proficiency: Monster hunters receive Exotic Weapon Proficiency as a bonus feat at 3rd, 6th, and 9th level. This is typically used to learn some sort of specialized weapon for subduing creatures.

Favored Monster (Ex): At 1st level, a monster hunter may select a favored monster type (for example, aberrations or magical beasts). Humanoids may not be selected as a type, but an individual humanoid species may. Dragons and outsiders may not be selected in an Iron Kingdoms campaign. This is a creature type that the monster hunter is more familiar with, having gained a greater insight into its habits, mannerisms, and combat techniques. They gain a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks versus a creature of that type. This bonus also applies to damage rolls, though ranged attacks only gain the bonus when within 30 feet. This ability stacks with a ranger's favored enemy or other similar abilities.

At 5th and 10th levels, the monster hunter may select a new favored monster type, and his previous bonuses rise by an additional +1.

Improved Tracking (Ex): Monster hunters are accomplished trackers and receive several bonuses to their tracking ability. At 1st level they receive a +1 competence bonus to all Track rolls (not just those versus their favored monster type). At 3rd level they receive an additional +1 bonus to all Track rolls, and they also gain the scent special quality when tracking creatures of their favored type. Scent grants a +10 synergy bonus to all Track rolls, though this is reduced by -2 for every hour after the trail grows cold and an additional -2 per hour of rain (this supercedes how scent functions in MM).

At 6th level they receive an additional +1 bonus to all Track rolls, and the penalty for tracking while moving at full speed drops to -2 (as opposed to -5) when tracking creatures

of their favored type. At 10th level they receive an additional +1, and are now no longer affected by spells such as *pass without trace* and similar abilities when tracking monsters of their favored type; this final manifestation of improved tracking is a supernatural ability.

Fearless (Ex): At 7th level a monster hunter is no longer affected by extraordinary, supernatural, or spell-like abilities that invoke fear that are caused by creatures with a CR equal to or less than twice the character's monster hunter levels (thus, a 7th-level monster hunter would still be affected by fear-causing effects of CR 15 creatures and above). They are still affected by fear causing spells as normal.

Penetrating Blow (Ex): When fighting a creature of his favored type, a monster hunter may make a strike that exploits the creature's weaknesses, causing extra damage. At 4th level it adds 1d4+1 damage; at 8th level the damage rises to 1d6+2. This ability only affects one melee attack per round, and its use must be declared before that attack is made; if the attack misses, the ability cannot be used again until the next round. This ability may not be used versus constructs, elementals, oozes, undead, or other creatures lacking a living metabolism.

Skilled Trapper (Ex): A monster hunter becomes very skilled in the construction and use of mechanical traps for hunting purposes. These are typically the types of traps one builds on the trail to ensnare or injure a creature. A monster hunter may create simple traps at one fourth the standard cost and amount of time. They may create moderately complex traps at half the cost and time. Complex traps still require full time and financial expenditure. Furthermore, they gain a +4 competency bonus to all skill checks involved in the creation of such a trap (typically restricted to Craft checks).

Gear and Traps

Because of the special nature of what they do and the perils involved, most monster hunters come to rely on gear and traps to a great extent. Listed here are some examples of gear and traps that monster hunters might use in their adventures. Do note that availability on items such as these is extremely limited; in many cases these might be custom-made items that the monster hunter had requisitioned personally.

Gear

Trapmaker's Kit: A compact kit containing tools good for making traps. Includes: collapsible shovel, hand drill, collapsible saw, utility knife, 15 feet of wire (30 gauge), 15 feet of wire (18 gauge), flint and tinderbox, oil (6 oz.), corrosive acid (3 oz., 6d6 dam/round), 15 feet of wick, putty (5 oz. ball), charcoal stick (for marking things), 4 candles, handy leather

Monster Hunter Prestige Class

case. **Weight:** 12 lbs. **Cost:** 500 gp.

Net Launcher: Basically a crossbow-like contraption fitted to launch a net at an opponent. Treat as a normal net, but range is increased to 25 feet, and a 3 round load time is added to the fold time of the net. **Weight:** 2 lbs. **Cost:** 700 gp.

Slip Dagger: This is a harness that is attached to the inside of the forearm. When the hand is jerked appropriately, a dagger slides down from a hidden sheath into the user's hand. This allows the user to draw the dagger as a free action. Wearing the apparatus incurs a penalty of -2 to all Dex checks using that hand. Were someone clever enough to craft a small pistol, this harness could conceivably be customized to fit that as well. **Weight:** 1 lb. **Cost:** 600 gp.

Sleep Gas: A gray chalky stick that looks like a candle, when lit this item releases a gas that puts creatures to sleep. The gas fills a 10-foot by 10-foot area within 3 rounds, though this will disperse within 1 round with even a mild wind. All breathing creatures within the affected area must save versus poison (DC 18) or suffer initial damage of 1 temporary Constitution and become unconscious as secondary damage. Affected creatures will sleep for 10d6 minutes, unless physically roused. Prematurely wakened creatures are groggy and suffer a -4 penalty to all skill checks, attack rolls, AC, and Reflex saves; if they rest (sit still), they must make another poison save or fall back asleep. **Weight:** 0.2 lbs. per stick. **Cost:** 200 gp per stick.

Tearjerker: Tearjerker is a volatile alchemical liquid that immediately turns into a gray vapor as soon as it comes in contact with air. It is kept in small vials that are usually thrown against a hard surface to release the substance within. The gas will fill a 20-foot by 20-foot area within 5 rounds. All creatures exposed to it with olfactory or visual sensory organs suffer -6 to all skill checks and attack rolls. Spell-casters attempting to cast spells that require a verbal component suffer a 50% chance of spell failure due to coughing and hacking. Those that succeed at a Fortitude save (DC 25) suffer only half of those effects. Tasks that require extended vocal activity (such as singing) become impossible. Tasks requiring precise vision (like reading small text) become nigh impossible as well, except perhaps in limited bursts. These penalties fade at a rate of -2 (-10% for spell failure) per half-hour. **Weight:** 0.2 lb. per vial. **Cost:** 500 gp per vial.

Launching Flares: These standard flares are designed to be launched into the air via an alchemical propellant. They are conical little devices with a rod attached to them that sticks into the ground. A wick hangs from the bottom that will burn down in two rounds when lit; some versions will launch themselves when a string is pulled, making them useful as alarms when paired with a tripwire. Flares have an upward range of 1200 feet and emit enough light to be seen for approximately

2 miles in clear night visibility, half that in daylight (only with clear line of sight, in either case).

Flares may be used as impromptu weapons, but they are quite clumsy. Because it can only be loosely aimed, the flare makes its own attack roll at +5 ranged with a range increment of 20 feet (low because they tend to sidewind too much to be effective at a great distance). A creature struck by a flare suffers 2d4 fire damage; additionally, there is a 10% chance per point of damage done that the flare becomes wedged (either in the creature's armor or body itself). A wedged flare does an additional 1d4 fire damage per round for three rounds. **Weight:** 1 lb. per flare. **Cost:** 150 gp per flare.

Hot Grease: A slippery alchemical oil substance that burns like all hell when it comes in contact with the skin. A typical dose (15 oz.) will cover one 5-foot by 5-foot area. Anyone walking through it must make a Reflex save (DC 15) or fall to the ground; a -2 penalty is assessed to the roll for each increment of 10 above the creature's base speed it is traveling. Creatures that fall on the substance suffer 1d4 damage per round (maximum 5 rounds) unless they are able to wash the substance off (note that it doesn't burn literally; no fire damage). It has no effect on objects. Note: Leaving spiked objects all over the ground makes this even more fun; impose a -2 to the Reflex save roll, and the spikes attack at +8 melee (as if a trap, basically) doing 1d3 damage. **Weight:** 1 lb. per canister. **Cost:** 200 gp per canister.

Ferret and Hunter's Musk: Though it may sound like the name of a tawdry romance novel, this is an old hunter's trick. The hunter spends time collecting a few vials of his own sweat, which he dumps all over a trained ferret that is let loose on the trail. Because of the ferret's own heavy smell, it must be kept freshly washed (most hunters go through this trouble because ferrets are such reliable creatures for these purposes). The idea is to throw creatures stalking you off of your trail. A following creature must make a Wisdom check (DC 20) or follow the new trail. Note that this can result in a dead ferret. **Weight:** Approx 1 lb. **Cost:** 150 gp for a trained ferret, but it requires food and TLC.

Traps

Swinging Log Trap: A log suspended in the air, set to fly down and strike all creatures within a certain area when triggered. CR 1; +8 melee (3d6); Search (DC 20); Disable Device (DC 18). Note: Affects all characters within designated area of effect (usually 10 feet by 10 feet).

Swinging Log Trap (spiked): A version of the above, but with spikes all over the log. CR 2; +10 melee (6d6); Search (DC 20); Disable Device (DC 20).

Lasso Trap: A rope lasso that typically slips shut over the

Monster Hunter Prestige Class

foot when the trapped area is stepped on. CR 1; +12 melee (special); Search (DC 20); Disable Device (DC 18). Note: Instead of doing damage, the affected creature must make an opposed Strength check versus Str 30. If it fails, it's swept up into the air (suffering 1d4 damage) and is considered helpless until it cuts itself free (may take damage from falling). A creature that succeeds at the Strength check is considered flat-footed until it cuts the rope; if it attempts to move from its current location, it must make another opposed Strength check.

Blast Trap: This is a simple but deadly trap, consisting of a keg of alchemical blasting powder set to be triggered, usually by a tripwire. CR 6; +15 ranged (8d6 fire, -2d6 per five feet of distance from blast); Search (DC 20); Disable Device (DC 24). Note: There is a time delay of 1d4 rounds as the wick burns down. Additionally, affected characters may make a Reflex save for half damage. A keg of blasting powder usually runs between 200–300 gp.

Steel Jaws: A classic used by hunters across the continent, this is a large metal circle lined with steel "teeth" that clamps shut when the pressure plate in the center is triggered (clamping down like a jaw basically). They are usually tethered or chained to a fixed object to prevent escape. CR 2; +15 melee (3d6); Search (DC 18); Disable Device (DC 20). Notes: Creatures caught in such a trap may attempt to pry it open by making an opposed Strength check versus Str 30; failing such a check results in an additional 1d4 damage (the jaw is normally opened by means of a crank that is removed when the trap is set). A creature that manages to free the trap from its tether may move with it attached, but if it has an ensnared foot, it may only move at one-fourth of its base movement score and suffers damage of 1 hp per hour of movement.

Alternately, creatures may sever their own ensnared limb should they possess the means; to do so a creature must inflict upon itself 25% of its total hp in damage. This is similar to a coupe de grace, so no attack roll is necessary; however a Will save (DC 20) is. A creature with a severed foot moves at one-fourth of its base movement score.

Such traps may come in different sizes; this listing is for a trap designed for Medium-size creatures. Additional sizes may be created with the following attack, damage, and Str values: Tiny (+7 melee, 1d6, Str 20), Small (+10 melee, 2d6, Str 25), Large (+20 melee, 6d6, Str 40).

Set Gun Trap: This is a simple trap whereby the hunter sets a gun to go off in a certain direction, usually when a tripwire is pulled. Any gun may be used, so long as there is someplace to set it (it usually must be lashed in place). The range on such an attack is almost always considered point blank. CR 3; +10 ranged (damage per weapon); Search (DC 20); Disable Device (DC 22).



*Blighted Trollkin (see page 55)
This surly fellow played too rough and
had to be separated from the rest of his
draconian pals.*

Cosmology & Infernals



The study of cosmology is in its infancy in the Iron Kingdoms, and researchers do not have a good grasp on how the worlds relate to each other. Despite this ignorance, there are many fanciful theories and self-proclaimed experts. It doesn't help that those with the best grasp on the truth are infernalists, dabblers in dark arts who are feared and distrusted by their colleagues.

There is no concept of "planes" in the Iron Kingdoms, nor have wizards had the chance to dabble in planar travel. Outsiders are exceptionally rare on Caen and travelers from other worlds virtually unknown. It is possible the world of Caen is quite isolated from other worlds or surrounded by some thick membrane which makes travel there difficult. Among the educated there is the recent theory of "realms," discreet pockets of reality somehow connected but separated by more than geographical distance.

Caen and Urcaen

The two realms known to the people of the kingdoms are Caen and Urcaen, the lands of the living and the dead, respectively. When a person dies, their soul sometimes lingers briefly in Caen, but most souls (except the restless dead) quickly depart to Urcaen, where the gods dwell. Until very recently many humans believed Urcaen to be simply another continent across the ocean, separated by great distance from the continent of Immoren. The dwarven legends refer to Urcaen as Kharg Drogun (which translates as "the Land Beneath") and describe it as existing upside-down on the underside of Caen. To the elves it has always been the Veld, which their legends describe as resting between the earth and the moons. Humanoids have no concept of Urcaen at all, believing instead in reincarnation. Humanoid religion explains that their souls are absorbed back into Caen between their lives.

Urcaen is now understood to be in some reality separate from the world of the living, and almost all the gods of Caen reside there, dwelling in isolated domains. It is unknown if the living could survive there, as none have ever devised the means to journey there. Urcaen is described as a largely hostile and terrifying wilderness, with terrible extremes of weather and monstrous creatures. The only protection afforded to the souls which journey there is with the gods who have promised to shield them in their controlled domains. Even once delivered to the domain of one's god, the afterlife is not peaceful, although it can be rewarding. The gods are embroiled in eternal battles, and the souls of the faithful are their soldiers in these fights. This is known as the War of Souls, and it has no beginning or end.

Infernal Realms

The gods are not alone in desiring the souls of the living to provide soldiers for their armies. Nor is Urcaen the only realm beyond Caen. There are far worse realms separated at greater distance, home to alien creatures of strange cultures and dark appetites. These are Infernals, and they are all diabolical to the core, at least by human notions of morality.

Infernal is a blanket term used to refer to all evil outsiders with an interest in Caen. Infernals have played an active behind-the-scenes role in events on Caen for millennia. They are suspected to have played a hand in humanity's learning the arcane art of wizardry and also in the successful rebellion against the Orgoth. There are even unsubstantiated rumors that the gods of the Orgoth were exceptionally powerful Infernals.

Currency of Souls

It is suspected the Infernals have some terrible long-range plan in mind for Caen. Their short-term goals are simple: to acquire as many souls as they can. Infernals are not interested in tempting people to sins or punishing evildoers in the afterlife. Their only goal is the capture of souls by any means.

Unlike the gods, Infernals cannot create souls. Even the gods can only do so with great difficulty and monumental investment of power. Infernals must capture or acquire souls by other means, which accounts for their interest in mortals.

Souls are one of the only forms of currency in the realms beyond Caen. Infernals use souls in many of the same ways the gods do, albeit their methods are far different. Souls or parts of souls can be turned into warriors in the nether realms. Infernals do this against the will of those they capture, warping the nature of their captured souls into dark and perverted echoes of their former selves. These enslaved creatures become cannon fodder in the battles they wage. Powerful souls (such as high-level adventurers) create yet more powerful soldiers.

Any person killed by an Infernal will have a mark placed upon their soul that will prevent it from traveling to Urcaen. The soul will become lost either here on Caen or between worlds, easy prey for Infernals. The same mark is placed on the souls of those killed in sacrificial ceremonies when summoning an Infernal, unless the victim is specially protected. For example, paladins and clerics are automatically protected, as are those shielded via *protection from evil*. Some particularly pious individuals are also inherently protected from marking.

Those who make pacts with Infernals and promise their souls of their own free will also receive the mark. It is said particularly skilled infernalists can sometimes negotiate the souls

Cosmology & Infernals

of other people, such as their offspring or others dependent upon them. Infernalists may avoid the mark for a time, but even skilled practitioners inevitably sacrifice a bit of their own essence to further their trade; the art is minimizing this whilst maximizing benefits.

The ability to mark the souls of those they have killed is one of the primary reasons Infernals enjoy being summoned to Caen. There is no question they are unspeakably vile and evil creatures. Even their origins among alien realms do not justify their thirst for blood, nor the great joy they derive from stealing the souls of those in their clutches. The more intellectual among them are just as fond of mental abuse. Yet in the final analysis all of these deeds are for the purpose of acquiring souls to warp into soldiers for their endless battles.

Nonokrion Order

Infernal societies are termed orders, although their relationships with one another are unclear. The group with which Iron Kingdoms infernalists have the most dealings is the Nonokrion Order. There are five known strata within the Nonokrion Order, but only three have dealings with the mortals of Caen: executors, curators, and myrmidons.

Infernal Strata

Magnus are the rulers of the Nonokrion Order, three in number. They are collectively referred to as the Magnate Tritorium. Virtually nothing is known of these Infernals except that their power is godlike.

Architects are collectively known as the Cadre Architectia, and these are the Infernals who execute the plans of the Magnate Tritorium. They are nine in number, and are presumed to be similar in power to demigods. No mortals have direct contact with the architects or magnus, so little is known of them.

Executors are exceptionally powerful Infernals held responsible for soul quotas. These noble Infernals are eighty-one in number and can command lesser ranks with impunity. Only the most powerful infernalists can attempt negotiations with executors, and doing so carries great risk. Executors have spent millennia at the trade, and are craftier than even the sagest of humanity. Executors prefer to delegate transactions to lower ranking Infernals and rarely involve themselves directly. They are

frequently portrayed as faceless spectral beings and may disguise their true form.

Curators are the strata most commonly contacted by infernalists. Collectively titled the Curate Proconsular, there are 6,561 of these Infernals, and they do the majority of the work for the order. This includes one-on-one negotiations for souls. Although noted for their intellect and powers of persuasion, curators are well prepared to defend themselves in battle, with formidable supernatural powers. Curators appear as human-like

entities, often with white skin, little or no hair, and odd deformities such as extra fingers, bone spurs, unhinged jaws, fine pointed teeth, and lidless eyes.

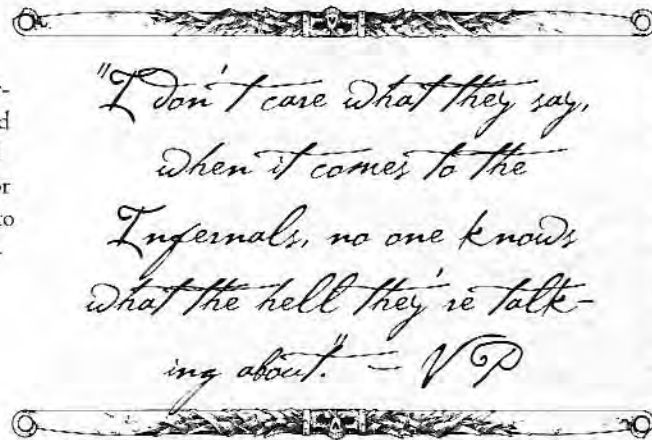
Myrmidons (frequently termed "enforcers") are the lowest strata of Infernals. These are brutal warriors with a rapacious appetite for violence. Myrmidons arise from the captured and tortured souls of mortals, shaped into deadly creatures by curators

or higher Infernals. The strength of myrmidons is dependent upon their former power in life, as well as whether they derive from a complete soul or simply a fraction of one. It is suspected some myrmidons can grow in power, perhaps related to the slaying of mortals.

Myrmidons are the easiest Infernals to summon, although doing so frequently requires negotiations with a curator. They vary widely in appearance, depending upon the imagination of the higher rank Infernal that created them. Some appear deceptively humanoid, others nightmarish and beastly. Their mental capacities are similarly varied, although most are smarter than they look.

Infernal Mortality

Although it is not known with absolute certainty, infernalists claim that true Infernals can be destroyed, although they are ageless and immortal. Since they do not have a soul themselves they are gone forever once destroyed. It is unknown how or if these Infernals are replaced, nor is their process of birth or creation understood. Myrmidons and other enforcers that are shaped from immortal souls are not destroyed completely when defeated, but can be harvested again and shaped once more into their previous form or a new one. For this reason most Infernal wars take place among the enforcers, which are recyclable. True Infernals are cautious and will do anything in their power to prevent their own destruction.



PLAYABLE RACES

Dwarves

Dwarven characters are identical to those in the PH, except where noted below.

Favored Class: Their favored class for purposes of multiclassing is fighter—per the PH. Multiclassed fighters are common among dwarvenkind.

Names: Dwarves have names such as Golrick, Roigor, Buren, and Damal.

Dwarven Traits

Except as noted dwarves of Rhul are identical to dwarves in the PH as regards ability scores, skill bonuses, and other abilities. The primary difference is that the dwarves of the Iron Kingdoms have shorter lifespans, living to only about 160 years.

Oathbound: Dwarves of lawful alignment (the vast majority) take their oaths extremely seriously, and they have been conditioned over millennia to obey them. For that reason, an oath taken by a dwarf is treated as if a *geas/quest* spell has been cast on them, with all the repercussions. Dwarves of non-lawful alignment do not have this restriction, although they may pretend to. The term "oathbreaker" is one of the worst possible insults to a dwarf.

Automatic Languages: Rhulic, Cygnaran (spoken). Bonus Languages: Cygnaran (written), Llaeese, Khadoran, Dol-Rhul.

Elves

Elven characters are identical to those in the PH, except where noted below.

Favored Class: Their favored class for purposes of multiclassing is wizard—per the PH. Elven wizards are still relatively common, but are expected to be cautious with the use of their powers and are somewhat wary of human wizards and what they consider to be incautious use of *mechanika*. Elves have a particular knack for divination, and diviner specialists are well respected. Many elven wizards only study the arcane arts for a few levels, before going on to another class.

Names: Elves have names such as Avross, Glyssor, and Relvinor.

Elven Traits

Except as noted, the elves of Ios are identical to elves in

the PH as regards ability scores, skill bonuses, and other abilities. The primary difference is the elves of the Iron Kingdoms have shorter lifespans, living to only about 320 years.

Natural Diviners: Elven spell-casters are particularly skilled at divination magic. All elven spell-casters receive the *Spell Focus (Divination)* feat for free. In addition, they receive a +2 racial bonus to *Scry* checks.

Automatic Languages: Shyr, Cygnaran (spoken). Bonus Languages: Cygnaran (written), Llaeese.

Gobbers

Alignment: Most gobbers are neutral, although they can be of any alignment. They're inclined towards chaos over law. The bogrin are even more often of chaotic alignment.

Religion: Gobbers are not generally pious, and clerics are rare among them. The majority worship the same entity revered by many trollkin and ogrun, a primal mother goddess named Dhunia. Bogrin usually worship the Devourer Wurm. Particularly civilized gobbers who have spent their lives among humans may turn to Morrow, Thamar, or other human gods, although they will find prejudices among many members of those faiths. There are also some gobbers who are known to have turned to Cyriss. Those bogrin who are subjects to Lord Toruk worship him.

Names: Both gobbers and bogrin enjoy exceptionally long and complex names, but generally abbreviate them to a single syllable except on formal occasions. For example: Borkanhekkakanen ("Bork") or Gommaganaggatol ("Gomm").

Favored Class: Rogue. Multiclassed gobbers and bogrin do not count their rogue class when determining whether they suffer an XP penalty.

Other Classes: Fighters are common, although inclined to use stealth and ambush to avoid straight up fights. Gobber sorcerers occasionally garner the fear and respect of their tribes, although they are rare among the bogrin. Rangers do quite well and are noted for their skill at archery. While gobber barbarians are rare, they can be found among bogrin tribes. There is nothing prohibiting gobbers from other classes (such as wizards), but they do not arise in their own cultures and would need to apprentice themselves to a mentor from another race.

PLAYABLE RACES

Gobber Traits

Gobber: +2 Dex, -2 Str. Common gobbers are nimble but not as strong as some races.

Bogrin: +2 Dex, -2 Int, -2 Cha. Bogrin are stronger than gobbers and just as nimble, but are not as clever, well-educated, or trainable.

Small: As small creatures gobber PCs gain a +1 size bonus to AC, a +1 size bonus to attack rolls, and a +4 size bonus to Hide. They must use smaller weapons than humans use, and carrying capacity is 3/4 that of Medium-size creatures.

Speed: Base Speed is 20 ft.

Low-light vision: Gobbers can see twice as far as humans in starlight, moonlight, torchlight, or similar conditions.

Camouflage: Gobbers can blend into their surroundings by subtle changes in skin color.

This grants a +4 circumstance bonus to Hide checks, adjusted down depending on how much skin is covered (+4 for virtually none, +3 for 25% covered, +2 for half covered, and +1 if 75% covered).

+1 racial bonus to saving throws vs. poison.

Stealth and Hide are always considered class skills for all gobber PCs.

-2 racial bonus on Alchemy checks.

Gobbers have an innate curiosity and love of using substances and experimenting with their effects. They do not automatically have skills in Alchemy without training, however.

+2 racial bonus to Escape Artist and Move Silently checks. Gobbers are taught from infancy the ways of stealth and wriggling loose from capture.

Automatic Languages: Molgur (Gobberish dialect), Cygnan (spoken only). Bonus Languages: Cygnaran (written), Odic, Khadoran.

Special Traits (in addition to gobber traits listed above)

Immune to the dangers of natural extreme cold or heat. This makes them perfectly comfortable in any temperature from -200° F, suffering none of the regular exposure consequences.

+2 racial bonus to Climb checks.

Bogrin do not gain the +2 bonus to Escape Artist like regular gobbers.

Bogrin have a -2 racial penalty to Bluff and Diplomacy checks.

TROLLKIN

Alignment: Trollkin tend towards lawful alignments, although there is a fair amount of deviation, especially among adventuring types. Most trollkin also tend towards neutral as regards good or evil.

Religion: Trollkin vary in the degree of their religious fervor just about as much as humans do, although they don't typically worship Morrow, Menoth, or any of the other gods typically revered by humans.

In ancient days the trollkin revered the Devourer Wurm (as most other trolls still do today) and to a lesser extent Dhunia, although in recent centuries, as they have become more sedentary and civilized, they have focused more on Dhunia. The presence of the Devourer is, however, still felt in some longer-standing traditions, and among some of the more violent and chaotic trollkin he is revered greatly. There are no trollkin churches, as worship is a private practice among them and religious ceremonies are the purview of shamans.

Names: Most trollkin have relatively short names with hard consonants (eg. Balasar, Drugi, Gerlak, etc.). Occasionally, trollkin will adopt a surname, usually the name of their kith or kreil.

Favored Class: Fighter. Multiclassed trollkin do not count their fighter class when determining whether they suffer an XP penalty.

Other Classes: Although they are not restricted from any class, monks, paladins, druids, or wizards are quite rare among trollkin, as they have no place in their society. Rogues, barbarians, and clerics are uncommon. Trollkin sorcerers are albinos from birth who receive many blue tattoos as they mature. Trollkin bards are keepers of legend and very important for preserving the tales of each bloodline, though they differ from typical bards somewhat.

Trollkin Traits

+2 to Str, +4 to Con, and -2 to Dex and Cha. Trollkin have abundant fortitude and great strength, but they lack in both physical and social gracefulness.

Medium-size: As such, trollkin neither gain nor suffer any bonuses or penalties for their size.

Speed: Base speed is 30 ft.

Vision: Trollkin gain darkvision 30 ft.

Improved Healing: Trollkin do not have regeneration. Instead, they heal at twice the normal rate. If they feast consid-



Playable Races

erably while resting, this healing rate rises to three times the normal rate. They also receive a +4 racial bonus to save versus poison and +2 versus disease. Additionally, they still regenerate lost limbs, though at a reduced rate. A severed limb that is surgically reattached will heal within 1d6+1 days. A lost limb will regrow within 2d20+30 days. They die as normal if reduced to -10 hp.

Resistance: Trollkin gain poison resistance 4 and +4 racial bonus to save versus poison and +2 versus disease. Trollkin are resistant to physical toxins and pathogens.

Toughness: All trollkin are able to shrug subdual damage off easily.

The first X points of subdual damage (where X equals the trollkin's Constitution modifier) from any attack is ignored. This ability protects against subdual damage from hazardous environments as well, although in these cases damage may never be reduced below 1.

Automatic

Languages:

Molgur (Molgur-trul dialect, spoken only), Cygnaran (spoken only). Bonus

Languages: Molgur (written), Cygnaran (written), Khadoran.

Level Adjustment +1:

Trollkin are slightly more powerful than most races.

Ogrun

Most adventuring ogrun are "bokur" (which means "unsworn"), not having sworn fealty to a Korune. Being bokur is acceptable for young ogrun learning their place in the world and honing their skills, but they are expected to eventually choose a leader or cause; those who remain bokur past their youth lose status among their kin and are treated with condescension by sworn ogrun.

Alignment: Any alignment is allowed, but ogrun are usually chaotic. Those from the northern mountains are most com-

monly chaotic good, while those from the Scharde Islands are more frequently chaotic evil. Regardless of chaotic alignment, ogrun are fiercely loyal to friends and causes once they commit themselves. It should be noted an oath of fealty does not change their chaotic nature, as they can still choose to change or disobey certain orders, but always in the best interests of their sworn lord. Even when disobeying, their loyalty is unwavering and they will seek to further their lord's cause by whatever means they think is best.

Religion: The majority of mainland ogrun worship Dhunia, a mother goddess credited with the creation of

Caen as well as the ogrun, gobber, and trollkin races. A number also worship the Devourer Wurm, although only outside of Rhul. Most ogrun of the Scharde Islands worship Lord Toruk. Some rare few ogrun who live closely with the dwarves have come to revere the Great Fathers, while there have been isolated instances of ogrun in human communities turning to Morrow or Thamar.

Names: Most ogrun names are short and have hard consonants (eg. Koluk, Tokol, etc.).

Favored Class: Barbarian. Multiclassed ogrun do not count their barbarian class when determining whether they suffer an XP penalty.

Other Classes: Fighters are common in ogrun communities, although usually outnumbered by barbarians. Rangers are also relatively common, particularly in the northern tribes.

Ogrun are naturally spiritual and their clerics and shaman are well respected, but their lower wisdom makes them less powerful than non-ogrun peers. Sorcerers are never born among ogrun and they have no natural arcane aptitude for wizardry. There are few ogrun bards, rogues are rare due to their size, and there are virtually no ogrun druids, monks, or paladins.

Ogrun Traits

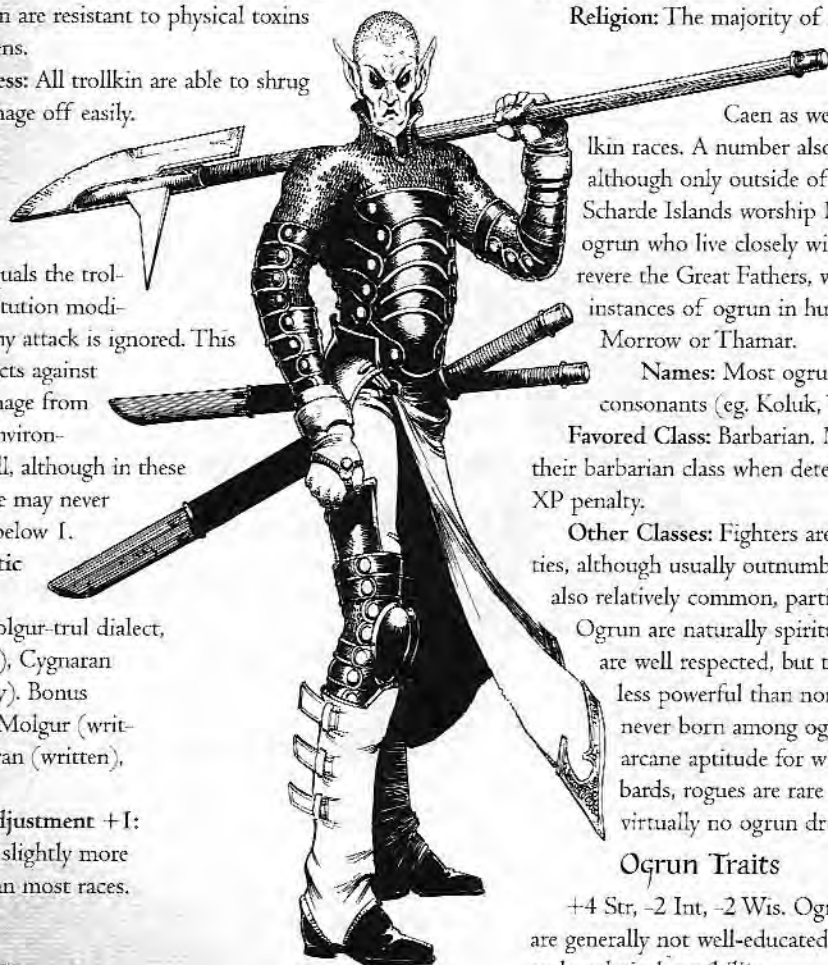
+4 Str, -2 Int, -2 Wis. Ogrun are exceptionally strong, but are generally not well-educated and have poor natural intuition and analytical capability.

Large: As Large creatures ogrun PCs have a -1 size penalty to AC and a -1 size penalty to attack rolls. They may use Large weapons in one hand or Huge weapons in two hands. They have twice the carrying capacity compared to Medium-sized creatures (not to mention having a hard time with human doorways and furniture).

Speed: Base speed is 40 ft.

Intimidate is considered a class skill for all ogrun PCs.

Ogrun are proficient in any one type of polearm regardless of class (usually halberd). Young ogrun are always trained in



Playable Races

the use of the traditional weapon of their family. +2 natural bonus to AC, as their skin is as tough as leather.

+2 racial bonus to Intimidate checks and +2 racial bonus to any Craft checks involving working metal.

Korune: Once an ogrun swears fealty to a leader or a cause, they are virtually incapable of betraying those oaths (with similar penalties as lesser geas if they do). They can choose to disobey specific orders but in all other ways must act in the best interest of the sworn leader or cause.

Automatic Languages: Molgur (Molgur-og dialect, spoken only), Rhulic (if from Rhul, spoken only) or Cygnaran (spoken only). **Bonus Languages:** Molgur (written), Cygnaran (written), Rhulic (written), Khadoran.

Bonus Hit Die: Ogrun start with +1 Hit Die at 1st-level.

Level Adjustment +1: Ogrun are slightly more powerful and gain levels more slowly than other races of Caen.

Racial Feat

Stronghammer Smith [General]

This racial feat is not possessed by all ogrun, but many smiths of this race learn techniques allowing them to take advantage of their great strength.

Prerequisite: Str 15+, Int 8+, ogrun only.

Benefit: This feat allows an ogrun to apply his Strength modifier to any Craft (blacksmithing, armorsmithing, or weaponsmithing) check. The Strength modifier is cumulative with any Intelligence bonus or penalty and is also cumulative with the racial bonus to metal Craft checks.

Special: This feat can only be learned by ogrun.

Nyss

Alignment: Any alignment can be found, but the Nyss tend towards chaotic alignments.

Religion: Nyss are tightly bound to the faith of the god of winter, Nyssor. Little is known of this faith outside the elven tribes, and even the elves of Ios do not fully understand the details of Nyss religion. There is rumored to have been a traitor shard which was corrupted to the worship of Thamar long ago, but little is known of these renegades. Few Nyss worship other gods.

Favored Class: Ranger. Multiclassed Nyss do not count their ranger class when determining whether they suffer an XP penalty.

Other Classes: All martial classes except paladin are common among the Nyss, with barbarians outnumbering fighters. Clerics are highly respected, albeit disadvantaged compared to non-Nyss peers due to lower Wisdom. Sorcerers are born with some frequency among the Nyss, and they're treated with special esteem. Bards are uncommon, but all shards have a few lore

keepers among them, maintaining an oral tradition (bards are rarely literate unless they can convince a willing cleric to teach them). Rogues are uncommon in favor of rangers, although the Nyss do have a knack for stealth. There are some Nyss who choose to become druids, still paying homage to Nyssor, but lack the prestige of clerics since they are not as closely linked to Nyssor. Monks and wizards are unknown among the Nyss.

Nyss Traits

+2 Dexterity, -2 Wisdom: Nyss are nimble and graceful, but tend to be somewhat short-sighted.

Medium-size: As such, Nyss suffer no bonuses or penalties due to size.

Speed: Base speed is 30 ft.

Nyss are resistant to the effects of cold weather and do not suffer penalties from cold conditions until 40°F lower than normal. For example, they experience cold conditions at 0°F and extreme cold at temperatures of -40°F and below.

Nyss are particularly vulnerable to hot weather when wearing any armor greater than studded leather (or equivalent), suffering as if enduring hot or extreme heat conditions at 20°F lower than others. For example, they experience hot conditions in temperatures greater than 70°F (instead of 90°F) and extreme heat in temperatures greater than 90°F (instead of 110°F).

+4 racial saving throw bonus versus cold-based spell attacks.

-2 racial saving throw penalty versus fire or heat-based attacks.

Wilderness Lore is considered a class skill for all Nyss PCs.

+2 racial bonus to Listen, Spot, and Hide skill checks.

Proficient with Nyss claymore and longbow: Nyss train with these ancestral weapons from early on. Because of its special design, the Weapon Finesse feat may be applied to the Nyss claymore (a two-handed weapon).

Social Isolation: Nyss characters suffer a -2 penalty on any social skills (Bluff, Diplomacy, Innuendo, etc.) when talking to non-Nyss due to unfamiliarity with customs and foreign manners. This penalty is increased to -4 when dealing with the elves of Ios. At the GMs option this penalty can be reduced after prolonged time living outside the homeland.

Automatic Languages: Aeric (spoken only). **Bonus Languages:** Aeric (written, clerics and sorcerers only), Khadoran (spoken only), Cygnaran (spoken only), Shyr (spoken only).

D20 System® License version 1.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf", the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the D20 System trademark logos, the D20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast D20 System Trademark Logo Guide version 1.0, incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, royalty-free license to use the D20 System trademark logos, the D20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast in accordance with the conditions specified in The Official Wizards of the Coast D20 System Trademark Logo Guide version 1.0. (the "Licensed Articles")

3. Agreement not to Contest

By making use of and/or distributing material using the D20 System Trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles

4. Breach and Cure

In the event that You fail to comply with the terms of this License, You will be considered to be in breach of this License. Wizards of the Coast will notify you in writing by sending a Registered Letter to the address listed on the most recent Confirmation Card on file, if any. You will have 45 days from the date the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast.

5. Termination

If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the D20 System Trademark logos. You will remove any use of the D20 System Trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the D20 System Trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the D20 System Trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the D20 System Trademark logos. You may continue to distribute any pre-existing material that bears an older version of the D20 System Trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will, at the earliest possible opportunity, conform in all respects to the updated or revised terms of this License. For a period of 90 days You may continue to distribute any pre-existing material that complies with a previous version of the License. Thereafter written consent should be obtained from Wizards of the Coast. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensor:

Wizards of the Coast
D20 System License Dept.
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the D20 System Trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), patch, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but

specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters; spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Monsternomicon, Copyright 2002, Privateer Press LLC;

Authors Matt Starosick, Doug Seacat, J. Michael Kilmartin, Brett Huffman, Rob Baxter, Colin Chapman, Jon Thompson, Andrew Flynn, Joseph Miller, Matt Wilson

The Monsternomicon: Volume 1—Denizens of the Iron Kingdoms content is Trademark and copyright © 2002 Privateer Press LLC

The Monsternomicon is published under the Open Gaming License and the D20 System Trademark License. All game mechanics in this book are open game content, including monster attributes and special abilities, new equipment, new feats, new skills, prestige classes and other material derived from the SRD. Descriptive text including stories, characters, proper names and other depictions of the Iron Kingdoms or its inhabitants is all Privateer Press product identity and may not be reproduced. All artwork is always product identity and may not be reproduced. All product identity is copyright © 2002 Privateer Press.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.



TM

"For generations now, men have feared the shadows of our realm, told tales of things that go bump in the dark, and cowered behind locked doors through the cold, lonely hours of night. I have stalked the wide expanses of Immoren now for several years, hunting out these shadows and sounds, and I have come to one conclusion: we're all going to need some bigger locks."

—Professor Viktor Pendrake

Follow the famous Cygnaran scholar, Professor Viktor Pendrake, as he takes you deep into the darkest recesses of the Iron Kingdoms, seeking out terrors unimaginable. Pendrake has catalogued over 80 fascinating finds—creatures mundane and legendary, spectral and mechanical. The Monsternomicon is naturally a great tool for terrifying your players, and its abundance of fascinating details are sure to fire up any Iron Kingdoms™ campaign.

- A wealth of monstrous inhabitants of the Iron Kingdoms™ are described in rich and incredible detail. Each creature receives no less than two fact-filled pages, including adventure hooks, arcane creature lore, and more, to give your adventures a running start!*
- Each monster is brought to life with gritty and terrifying illustrations by the award-winning Privateer Press art team!*
- Explore a thorough appendix, including prestige classes, new game rules, and information on the playable races of the Iron Kingdoms.*
- The Monsternomicon™ is the ultimate bestiary for any d20 campaign, covering a wide variety of fearsome creatures to challenge players of all levels.*

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. A strong stomach is also highly recommended.



Visit our
websites at:

privateerpress.com
ironkingdoms.com

