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Preface

Welcome to ***Creature Collection II: Dark Menagerie***! Just a few words before you dive into the nest of fiends that follows. First, for those of you who missed ***Creature Collection*** and ***Relics & Rituals***, you should know that the creatures that follow were designed for use in any fantasy campaign setting. Part of their description shows you how the creatures specifically relate to Sword & Sorcery Studio's Scarred Lands setting, and you can use as much or as little of that information in your own campaign as you like.

Second, let us invite you to visit **www.swordsorcery.com**. Here's why:

1. Free source material on the Scarred Lands setting, including a downloadable color map of the Ghelspad continent.

2. Free 24/7, on-line roleplaying. Join the ongoing chronicle set in the Scarred Lands city of Fangsfall.

3. Forums. Ask questions of the Sword & Sorcery Studio designers, and let us know what you think of the books.

4. Product schedules and previews of all the books coming from Sword & Sorcery Studios.

5. Open Writer Calls inviting you to contribute to Sword & Sorcery Studio projects.

Finally, we're having great fun producing and publishing our line of 3rd edition compatible books and Scarred Lands campaign setting books. We'd really like to thank all the fans who have jumped on board early and given their support to the Scarred Lands through DM'ing the on-line Fangsfall campaign, starting up websites, and just badgering us to get these books produced faster!

We'd also like to thank some folks at Wizards of the Coast, including Ryan "Hard Eight" Dancey, Cindi "Roswell" Rice and Keith "The most powerful one-armed man in gaming" Strohm, who have had the bravery to make the Open Game License a reality. It's more fun to grow the pie than fight over slices.

And finally, thanks to all the writers who have responded to our Open Writer Calls and contributed their own creativity to the Scarred Lands. Keep it coming, folks!

Enjoy!

The Producers, Developers and Editors at

Sword & Sorcery Studios

Abyssal Lamprey

	Small Outsider (Chaotic, Evil)
Hit Dice:	3d8 (13 hp)
Initiative:	+1 (Dex)
Speed:	5 ft., swim 40 ft.
AC:	17 (+1 size, +5 natural, +1 Dex)
Attacks:	Bite +4 melee
Damage:	Bite 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, spell-like abilities
Special Qualities:	Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20
Saves:	Fort +3, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 11, Int 17, Wis 15, Cha 15
Skills:	Concentration +5, Hide +3, Listen +4, Knowledge (Blood Sea) +5, Spot +5
Feats:	Toughness
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	4-6 HD (Small); 7-12 HD (Medium-size)

Description

On the Blood Sea, tales abound of ferocious beasts — normal sea creatures changed into ferocious killers with deadly magical abilities. Many have speculated on the cause of these creatures' appearance — hostile spellcasters, a plot by the brine hags, the mutative qualities of the Blood Sea, and other theories are all popular. Whatever the truth of these other theories, one real source of the beasts is the demonic creatures known as abyssal lampreys.

Abyssal lampreys are spawned in a particularly dark river in the Abyss. Attracted by the evil and corruption of the Blood Sea, these creatures often accompany summoned demons or slip into the Scarred Lands through planar rifts. Once in the Blood Sea, a lamprey immediately finds a host and uses its abilities to enhance the host. The enhanced host is then set to work, spreading destruction and terror throughout its range, allowing the lamprey to feed from both its meals and the fear that it creates. Abyssal lampreys frequently jump from host to host, which makes them very difficult to catch.

The lamprey drives all of its host creatures to acts of unnatural ferocity and violence. Intelligent prey is favored, as the lamprey gains sustenance from the fear that the host creates. Dominated sharks attack lone fishermen and bathers. Giant squid assault ships and try to drag them down, then devour the survivors. Whales ram large vessels or smash small ones to kindling with their tails. All of these creatures attack with suicidal ferocity, driven on by the lamprey, which can simply detach and swim away if its host is killed.

Combat

The abyssal lamprey avoids sentient hosts, attacking only animals directly. Once attached to a host, the lamprey can then use its magical abilities to take control and force the creature to attack other (usually sentient) creatures. If it is attacked when it has no host, the abyssal lamprey will do everything in its power to flee, including using its transmutation abilities.

Improved Grab (Ex): To use this ability, the abyssal lamprey must hit with its bite. Once successful, the abyssal lamprey can use *dominate animal* to control an animal victim. It can also use its other spell-like abilities on the host animal, as described below. The abyssal lamprey will not knowingly use this ability against intelligent opponents.

Spell-Like Abilities: At will — *Dominate animal*; 3/day — *alter self, barkskin, bull's strength, cat's grace, darkvision, endurance, enlarge, expeditious retreat, magic fang* and *shocking grasp*; 1/day — *blink, greater magic fang, poison* and *haste*.

Barkskin, dominate animal, poison, magic fang and *greater magic fang* are as the spell cast by a 15th-level druid (save DC 12 + spell level). The rest of the abilities are as the spell cast by an 8th-level sorcerer (save DC 12 + spell level). The abyssal lamprey's abilities affect itself and its host. The host does not receive a saving throw to avoid the affects of these spell-like abilities. These abilities treat the lamprey and host animal as one creature. For example, if the lamprey activates *shocking grasp*, its host can attack to discharge the spell. Similarly, if an ability such as *barkskin* is activated, it affects both the lamprey and its host. When the lamprey is separated from the host animal, all spell-like effects are likewise removed from that animal, but remain with lamprey. If the lamprey reattaches, it must reactivate these abilities for them to affect the animal.

Acid Shambler

	Medium-Size Undead
Hit Dice:	2d12 (9 hp)
Initiative:	+0
Speed:	30 ft.
AC:	10
Attacks:	2 claws +2 melee
Damage:	Claws 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Acidic blood, acidic vomit
Special Qualities:	Immunities, undead
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 12, Dex 10, Con—, Int 6, Wis 4, Cha 15
Climate/Terrain:	Any land and underground
Organization:	Solitary, pack (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	3-6 HD (Large)

Description

The acid shambler is one of many horrors spawned in the aftermath of the Divine War, as the wild energies released by the titans' defeat and imprisonment warped living — and unliving — matter in their vicinity and gave rise to whole new races of loathsome monsters. The shamblers are corpses brought back to horrific, agonizing life by a strange transformation of their blood. The thick reddish-black ichor that surges through their dead veins both animates and deteriorates them, eating them from the inside out due to its highly acidic properties. Since adventurers often encounter shamblers in the vicinity of a bane cloud (q.v.), some scholars believe that shamblers are the unfortunate victims of the deadly elemental's poisonous vapors. No one can say for certain, however, if shamblers are animated intentionally or as a terrible side effect of the cloud's powers.

Because of the acid shamblers' transformation, their limited existence generally lasts only a number of days before the acid destroys them. During that time, they lash out, without hesitation or desire for survival, at living creatures they encounter. Driven by pain and hatred of what they have become, these creatures are mindless killers, and the fact that they often travel in packs makes them exceedingly dangerous to unprepared or ill-equipped opponents. Even well-armed soldiers have fallen, as the shamblers' corrosive blood eats away at the toughest swords and armor with frightening speed.

Combat

Acid shamblers attack living beings regardless of size, tearing at them with their hands and teeth and dissolving them with the ichor that coats their bodies. They have no concept of tactics or any sense of self-preservation. The creatures rush en masse at any potential victim and flail at it until it is overwhelmed or they themselves are destroyed.

Acid shamblers are often encountered in the same area as a bane cloud, and the poisonous cloud is sometimes drawn to the sounds of a large struggle, wafting among the combatants and adding its strength to the battle.

Acidic Blood (Ex): The acid shambler's blood has been transformed into a thick, highly corrosive ichor that seeps from open wounds in the zombie's skin and coats much of its body. When an acid shambler makes a successful melee attack, the victim must make a Reflex save (DC 11) or receive an additional 1d6 points of acid damage. Furthermore, any non-magical weapons or tools with a hardness of 10 or less that strike an acid shambler receive 1d4 points of damage with each successful hit.

Acidic Vomit (Ex): Once per day, the acid shambler may vomit forth a stream of acid as per the spell *acid spittle* as cast by a 2nd-level sorcerer.

Immunities (Ex): Acid shamblers are immune to all acid and fire attacks.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Arcane Devourer

	Medium-Size Outsider (Evil)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	30 ft.
AC:	18 (+8 natural)
Attacks:	2 claws +10 melee, bite +8 melee
Damage:	Claw 1d6+4, bite 2d4+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, drain magic
Special Qualities:	Damage reduction 10/+1, SR 15, darkvision 60 ft., immunities, plane shift, skills
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 19, Dex 11, Con 15, Int 13, Wis 10, Cha 10
Skills:	Concentration +18, Hide +6, Knowledge (arcane) +18, Listen +8, Move Silently +6, Spellcraft +18, Spot +7
Feats:	Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, brood (2-5), band (6-14)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	7-9 HD (Medium-size); 10-18 HD (Large)

Description

The arcane devourers are scavengers of latent arcane energy who were created by Mesos to collect and return the errant arcane energy that flowed from the titan. Despite Mesos's death, the arcane devourers continue their task of searching out arcane energies, devouring them and storing them within their own bodies. They travel the astral and physical plane searching out such energies, and they are attracted to sorcerers, wizards and magical items that store it.

Arcane devourers are tall, loathsome humanoids. Their long arms and fingers end in deadly talons, but they have no mouths and are assumed to feed only on the arcane energies they absorb from any source they touch. They carry large crystalline cysts on their backs, which glow with magical power and flash with blinding light whenever a devourer absorbs arcane energy.

Scholars at Darakeene's Phylacteric Vault who plumb the astral depths have reported seeing hordes of devourers constructing giant crystalline structures in the astral realm. They hypothesize that the devourers encountered in the Scarred Lands are but the workers collecting energy to take back to these crystalline hives. The devourers presumably desire to concentrate enough arcane energy, enough of Mesos' very essence, to restore their sundered creator.

Combat

Arcane devourers will *detect magic* before combat, and focus on the foe bearing the most magic or on arcane spellcasters if such can be identified. They are intelligent creatures, and they will use their *plane shift* ability to retreat from a hopeless battle, draining as much magic as they can before doing so.

The crystalline cyst on the back of an arcane devourer can be used as material components for many magic items such as *ioun stones*, and it is worth 500 gp. Sorcerers may also shatter the crystal of a dead devourer to try to absorb the magic contained therein. A shattered crystal will restore used spell slots to the sorcerer up to a total number of spell levels equal to half the arcane devourer's HD. Lowest level spell slots are restored first; partial levels are ignored. For example, a sorceress shatters the crystal of a 6 HD arcane devourer and absorbs its magic successfully. She restores 2 1st-level spell slots she had used, but the 3rd spell level (6 HD halved is 3 total spell levels regained) is ignored since she has no more available 1st-level spell slots and the one remaining spell level will not restore a 2nd-level spell. Upon shattering the crystal, the sorcerer must pass a Fortitude save (DC 10 + half the devourer's HD), otherwise the sorcerer is blinded and deafened by the released energy. Regardless of the saving throw, the sorcerer is stunned for 1d4 rounds.

Spell-like abilities: At will — *detect magic*, *dispel magic*, *identify*, *see invisibility* as cast by a 6th-level sorcerer (save DC 10 + spell level).

Drain Magic (Su): An arcane devourer who makes two successful claw attacks in the same round on an opponent can drain magic as a free action. If the victim is a spellcaster, then he is drained of 1d3 of his memorized spells (if a wizard) or 1d3 of his unused spell slots (if a sorcerer), beginning with the highest level spells and moving down. Determine randomly which spells of a given level are drained. The spellcaster is unable to prepare or cast replacement spells for 1d4 days.

If the spellcaster has no memorized spells, or the victim is not a spellcaster, then all spells or magical effects upon the victim (e.g. *stoneskin* or *commanding presence*) are drained instead as if the arcane devourer had succeeded at casting *dispel magic* on them.

If the victim has no spells to drain, nor spell effects to drain, then any magic items worn or held by the victim are effected next. See *core rulebook I* page 150 for the order in which magic items are affected by the drain attack. Such items are affected as though the arcane devourer had cast *Mord's disjunction* on them (Will save DC 13).

Anytime a devourer drains arcane energies, the web-like veins on the surface of the devourer's skin glow and the crystalline cyst on its back flashes with light. Treat the effects of this light as the spell *flash*.

Plane Shift (Su): This ability affects only the arcane devourer. It is otherwise similar to the spell of the same name.

Immunities (Ex): Arcane devourers are immune to poison, cold, sleep and effects dealing with exhaustion, hunger, asphyxiation or drowning.

Skills: Arcane devourers receive a +8 racial bonus to Concentration, Spellcraft and Knowledge (arcane) checks.

Arcane Symbiote

	Diminutive Aberration
Hit Dice:	4d8 (18 hp)
Initiative:	-3 (Dex)
Speed:	1 ft.
AC:	18 (+8 size)
Attacks:	Bite +6 melee
Damage:	Bite 1
Face/Reach:	0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	SR 8, fast healing 1, symbiotic relationship, telepathy
Saves:	Fort +1, Ref -2, Will +4
Abilities:	Str 1, Dex 4, Con 10, Int 15, Wis 11, Cha 11
Skills:	Heal +8 (host only), Hide +8, Intuit Direction +6, Listen +6, Spellcraft 8
Feats:	Maximize Spell, Quicken Spell, Spell Mastery
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	1 or adds +1 to host's CR
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	None

Description

Many of the Scarred Lands' more ambitious mages seek out the arcane symbiote and allow the creature to attach itself to them. The resulting symbiotic relationship between arcane caster and titanspawn aberration makes each more powerful.

These small creatures were created by the titan Mesos ages ago in one of the titan of magic's attempts to join beings of magic with those of flesh. Mesos discarded many of the attempted creations, but some of these entities survived even after their creator shunned them. Little more than castoff shells and bits of dried out flesh from the initial creations, these creatures contained a spark of magic and clung to life out of sheer will. Unable to influence others or act under their own abilities, they eventually formed a symbiotic relationship with any magical being that came across them. In exchange for joining with a host creature, these arcane symbiotes offered to enhance their hosts' arcane abilities. Some declined such a union; others accepted, thereby allowing the arcane symbiotes to enter the world and begin to influence it. With time, many of the symbiotes came to find places among the mightiest mages and magical beings in the world of Scarn. In exchange for their abilities, both the host and the symbiote prospered.

Then the Titanswar erupted. The gods understood that any attempt to wrestle control of the world from the titans' grasp lay in the destruction of the titan Mesos. To achieve that goal, the gods summoned their greatest followers. The mightiest of archmages, many of which possessed symbiotes, joined together to ambush the titan under the direction of the gods. Even the symbiotes, creations of Mesos himself, felt the cause was just — some out of loyalty to their hosts and some out of revenge for being abandoned by the Titan.

Many of the archmages did not survive the battle, although some few of their arcane symbiotes did. Now these creatures can be found, albeit rarely, without a host, or more commonly attached to a powerful magical creature or arcane caster. Some aging wizards have been known to pass symbiotes down to favored apprentices.

Combat

Relatively useless in combat, the arcane symbiote relies on its host to provide it protection and mobility. Instead, it enhances its host through the use of its magic and special abilities. Normally hidden beneath the robes or armor of the host, it is exceedingly difficult to spot and more so to hit during combat, even when an opponent knows its location. Therefore, it attempts to remain hidden while providing its host the use of its powers and abilities.

Spell-like Abilities: All arcane symbiotes can draw upon mystical energies similar to that of a sorcerer. Although they are able to cast spells as a 4th-level sorcerer, they may only cast a single spell from each level once per day. Each symbiote knows several spells (equal to a sorcerer of 4th level). The symbiote casts these spells as if it were using the Silent and Still meta-magic feats.

Symbiotic Relationship (Ex): Adventurers encounter the arcane symbiote by itself only rarely. It is usually found attached to a magical creature or arcane spellcaster. The symbiote physically attaches to the host rather like a large tick, with the symbiote attaching into a nerve trunk of its host. The five-minute attachment process is not pleasant for the host, and it causes 1 point of temporary Constitution damage and excruciating pain. However, the symbiote is essentially incapable of attaching to an unwilling host unless the host is comatose or paralyzed.

Hosts that take on the symbiote get access to some of the symbiote's abilities in exchange for feeding the symbiote both physically from the host's body and also from the arcane energies in the host. The host loses one spell slot from each spell level that the host is capable of casting, except the host's highest spell level. Wizards are unable to prepare these spells, and sorcerers are unable to cast them. Magical creatures either lose spells or lose spell-like abilities (GM's decision). In exchange, the symbiote allows the host to utilize its feats as if they were the caster's own abilities, and the symbiote will generally use its own spell-like ability to aid the caster. This action can create an event, which will appear to observers as though the host is evoking two spells virtually simul-

taneously — one from herself and one from the unseen symbiote. Additionally, the host benefits from the symbiote's spell resistance.

While attached to a host, the symbiote must use the host's Reflex saves as its own, but it uses its own Fortitude and Will saves where appropriate.

If a symbiote dies while attached to a host or is forcibly removed, the host takes 1d6 points of damage plus 2d12 additional points of subdual damage. The symbiote may remove itself voluntarily over the course of a day while its host rests without causing damage to the host.

Spell Resistance (Ex): Although both the symbiote and its host benefit from the symbiote's spell resistance, this quality sometimes interferes with the host's ability to cast spells. To determine if his own spell or spell-like ability works, the host must make a resistance check (1d20 + caster level) against the symbiote's spell resistance. If the result is equal to or greater than the symbiote's spell resistance the spell is cast normally. Otherwise, the symbiote's resistance interferes and the spell diffuses without effect.

Telepathy (Su): Arcane symbiotes do not speak, but they may communicate telepathically with any sentient creature within 30 feet. In addition, due to the symbiotic nature of the pairing, the symbiote knows exactly what the host is thinking and hearing at any given moment. Although it is unable to speak, the symbiote may utilize its link with the host to make its thoughts and observations known. Therefore, if it notices something that the host overlooks (using its Listen check, for example), it may project this information into the host's consciousness.

Arcane Parasite

The arcane parasite was once an arcane symbiote that has since been corrupted during the battle of the gods against the titan Mesos. It was during this battle that the archmages who served as hosts to a symbiote could feel the bonds that tied them together being pulled and distorted by the presence of Mesos. In an attempt to stave off his defeat, the titan turned some of the symbiotes against their hosts, thus creating the arcane parasites.

Combat

For all intents and purposes, an arcane parasite is similar to the arcane symbiote except as noted here. The parasite is usually neutral evil, it possesses a spell resistance of 20, and it consumes 1d4 spells per spell level from its hosts instead of one per level.

In order for the host to rid itself of the parasite, the parasite must be charmed or otherwise convinced to detach itself. However, the telepathic link between host and parasite prevents the host himself from effectively charming and then convincing the parasite to detach. Removing the parasite forcibly will kill the host. Killing the parasite while attached will also slay its host unless the host makes a Fortitude save (DC 12).

Finally, the parasite will attempt to control its host whenever it senses that the host is plotting to kill or remove it. The host must succeed at a Will save (DC 12) to resist the control attempt. A controlled host may make a new Will save each day to break the control. The parasite can attempt control only once per day.

Arch Lurker

	Large (Long) Aberration
Hit Dice:	10d8+20 (65 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., climb 30 ft.
AC:	17 (-1 size, +3 Dex, +5 natural)
Attacks:	2 hooks +13/+8 melee, 2 tentacles +8/+3 melee, bite +8/+3 melee
Damage:	Hook 2d6+7, tentacle 1d6+3, bite 2d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Elastic skin, camouflage, darkvision 60'
Saves:	Fort +5, Ref +6, Will +8
Abilities:	Str 25, Dex 17, Con 14, Int 12, Wis 12, Cha 9
Skills:	Balance +3, Hide +9, Jump +7, Listen +1, Move Silently +3, Spot +1
Feats:	Combat Reflexes, Improved Initiative, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	11-20 HD (Large); 21-30 HD (Huge)

Description

An arch lurker has a spider-like body with four tentacles radiating from its central mass. Two tentacles are used to grab and draw prey to the creature's fanged mouth, while the other two end in long bone hooks. The creature walks on four clawed legs that retract into its body when the monstrosity stalks prey or climbs.

Created by Gaurak the Glutton to do his bidding, the arch lurkers' ravenous appetite nearly rivaled that of their creator, and the beasts consumed the morsels they captured rather than deliver them to their master. Angered when his minions failed to follow his simplest orders to bring him sustenance, Gaurak abandoned his spawn in favor of more obedient, less voracious servants (if one can even imagine that some of the Glutton creation's are even more ravenous than others).

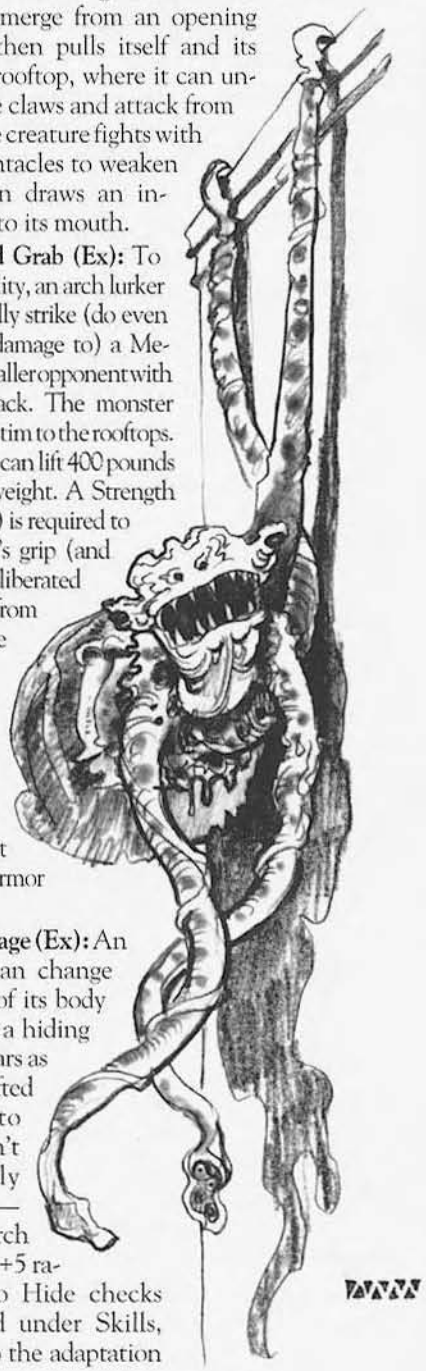
These titanspawn were first loosed upon the countryside of Ghelspad to attack whomever or whatever they encountered, whether adherents of the gods or even the creations of other titans. The highly adaptive arch lurkers did not die out once condemned, however. They followed their prey into the cities that were rebuilt after the Titanswar, crafting nests high above the heads of citizens, taking refuge in high towers or in the nooks and crannies of rooftops.

The spawn come out at night, when they can blend into the shadows and snatch the unwary from streets, taverns, inns or even their own homes. Most victims never even know what has seized them, as the creature strikes without warning and kills just as quickly. Remains are hidden with some care, as the lurker does not wish to give away any clues regarding it or its lair.

Mothers often scare their children with horrible stories of these predators, describing them as hideous bogeymen lurking above doorways, ready to snatch youths away when they enter strange buildings or rooms into which they're not supposed to go. Pity that these childhood nightmares are dismissed when citizens grow older. Later in life, disappearances of children or adults are attributed to the evils of man or spirit rather than to real-life fairy tales.

Combat

An arch lurker attacks from ambush, snatching up people, animals and anything else living. The creature anchors itself from high ceilings or eves using its hooks, lowers its body with its tentacles until closer to floors, streets and prey and then waits. Its color changes to match its roost, making it look like an odd gargoyle or ornament carved on a wall. An arch lurker attacks by using its tentacles to grab lone victims when they emerge from an opening beneath it, then pulls itself and its victims to a rooftop, where it can unhook its bone claws and attack from its perch. The creature fights with its clawed tentacles to weaken its prey, then draws an intended meal to its mouth.



Improved Grab (Ex): To use this capability, an arch lurker must successfully strike (do even one point of damage to) a Medium-size or smaller opponent with a tentacle attack. The monster then pulls it victim to the rooftops. An arch lurker can lift 400 pounds of additional weight. A Strength check (DC 22) is required to break a lurker's grip (and even then, a liberated target may fall from a considerable height).

Elastic Skin (Ex): An arch lurker's skin is rubbery, granting it a +5 natural armor class bonus.

Camouflage (Ex): An arch lurker can change the pigment of its body to blend into a hiding place. It appears as a carved or crafted decoration to those who don't look closely (Spot check — DC 26). An arch lurker gains a +5 racial bonus to Hide checks (incorporated under Skills, above) due to the adaptation of its skin.

Assassin's Bane

	Small Magical Beast
Hit Dice:	1d10 (4 hp)
Initiative:	+7 (+3 Dexterity, +4 Improved Initiative)
Speed:	40 ft.
AC:	16 (+1 size, +3 Dexterity, +2 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1d4-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Detect poison, immunities
Saves:	Fort +2, Ref +5, Will +0
Abilities:	Str 6, Dex 17, Con 11, Int 5, Wis 10, Cha 6
Skills:	Move Silently +5, Spot +5
Feats:	Improved Initiative
Climate/Terrain:	Warm plains
Organization:	Solitary, pack (2-8)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral good
Advancement Range:	2-3 HD (Small)

Description

The assassin's bane is a rodent common to the Sweltering Plains, and it is considered a good-luck symbol by the forest dwellers, who know that as long as the animal is near, they have nothing to fear from the venomous snakes or other reptiles that kill many hunters and farmers every year. The assassin's bane hunts and eats even the most poisonous reptiles alive, and its saliva can even neutralize the poison in the wounds of others, which makes these rodents highly prized among the merchants of Shelzar and the "nobles" in Fangsfall.

An assassin's bane is similar to a common ferret or weasel, with dark red fur and large, lambent yellow eyes that seem to glow in the light of a fire. In the wild, adults spend much of their time seeking snake meat to feed their voracious appetite and to carry back to their young. The rodents have a very keen sense of smell, and they track venomous reptiles by the scent of their poison sacs. When an assassin's bane smells poison, it becomes extremely agitated, which is why the animals are so popular in more sophisticated societies where assassination is common. It is said that King Virduk himself keeps a servant nearby at all times with one of the animals in a gilded cage. Food and drink are passed under the animals nose, and woe unto the cook if the creature bares its teeth.

An assassin's bane is highly intelligent and keenly perceptive of its surroundings, and whatever instinct it has toward killing poisonous creatures goes beyond merely hunting for food. There are numerous accounts of entire family groups coming to the aid of travelers beset by venomous creatures, attacking the monster fearlessly until it is driven off or dead, then fading silently back into the forest. It is not uncommon to find small clay shrines at regular points along forest paths, shaped in the form of an assassin's bane, with a bowl set aside so that travelers can leave berries or bits of fruit to stay in the rodents' good graces.

Combat

The assassin's bane is generally docile, even playful, unless its heightened senses pick up the scent of poison. Then the creature becomes extremely agitated, baring its teeth and chattering at the source of the smell. If the source is a snake or other living creature, the rodent will attack it without hesitation whether it has a realistic chance of defeating its opponent or not. It will allow the snake or animal to get in a bite, usually receiving little or no damage thanks to its thick, loose hide, then digs its fangs into its opponent's throat.

Detect Poison (Su): The assassin's bane can smell poisons up to 30 feet away.

Immunities (Ex): The assassin's bane is immune to all forms of poison, as well as paralysis and sleep effects.

Athentia the Great Sphinx

	Gargantuan Magical Beast
Hit Dice:	28d10+168 (322 hp)
Initiative:	+4 (Improved Initiative)
Speed:	60 ft., fly 110 ft. (poor)
AC:	22 (-4 size, +16 natural)
Attacks:	Bite +35 melee, 2 claws +33 melee
Damage:	Bite 2d8+11, claw 2d6+5
Face/Reach:	30 ft. by 20 ft./15 ft.
Special Attacks:	Pounce, rake 2d6+5, spells, conundrum curse
Saves:	Fort +24, Ref +18, Will +24
Abilities:	Str 32, Dex 10, Con 23, Int 38, Wis 42, Cha 36
Skills:	Alchemy +15, Animal Empathy +5, Appraise +25, Balance +12, Bluff +28, Climb +6, Concentration +30, Decipher Script +28, Diplomacy +23, Gather Information +5, Hide +3, Innuendo +17, Intimidate +24, Intuit Direction +16, Jump +20, Knowledge (all) +28, Listen +22, Move Silently +11, Perform +17, Read Lips +10, Scry +29, Search +16, Sense Motive +24, Spellcraft +27, Spot +19, Swim +17, Wilderness Lore +20
Feats:	Alertness, Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Scribe Scroll
Climate/Terrain:	Warm and temperate land
Organization:	Solitary (unique)
Challenge Rating:	20
Treasure:	Double Standard
Alignment:	Always neutral
Advancement Range:	None

Description

Athentia the Great Sphinx is one of the most feared, but also revered, creatures in the Scarred Lands. Sages, spellcrafters and the desperately curious seek her out for her knowledge, but all fear the price of learning such knowledge, for Athentia is known to lay an enigmatic curse upon those who seek her knowledge. Such victims are cursed to become bizarre conundrums, petrified yet animate versions of themselves, who must solve a riddle in order to restore themselves to life. But those hungry for knowledge will brave such a curse for the chance to draw upon Athentia's seemingly boundless knowledge of spell and magic item construction, Scarn history and geography or prescient advice on what the future will bring. Down to the most minute details of any individual's life, it seems that nothing is beyond her ken and her divinatory magic.

Finding the great sphinx is often a quest in itself. She roams the entirety of the Scarred Lands' warmer regions, staying mostly to the plains and hills, far from the cities of civilized humanoids.

It is said that Athentia has a thirst for knowledge of the Slarecians and will barter for their artifacts. She has been sighted near the Canyon of Souls and other temperate areas where Slarecian ruins are found. As Athentia finds arctic climes uncomfortable, she is

known to make agreements with explorers to investigate the Slarecian ruins found in such climates or to simply lay a geas upon someone to force them to explore for her.

No one knows Athentia's age, although tales of her date back to over a thousand years before the Divine War. No one is sure just how such a great beast, undoubtedly crafted by the titans, survived the Divine War. As the great sphinx does not involve herself in the politics of mortals or gods, perhaps she was left to go about her way. Some few speculate that she blackmailed a god into sparing her by making conundrums of some of the god's favored mortals, conundrums so enigmatic that even the god himself could not solve them but awaits Athentia to restore them to life.

Combat

Athentia possess an intellect and wisdom far beyond almost any other mortal creature. This mental faculty combined with her frequent use of powerful divinatory magic allows her to foresee violent confrontation developing in time to avoid them if she so chooses. If she is engaged in combat, the smallest clues let her know what array of powers and tactics her opponents would have at their disposal, and she acts accordingly. Most often, she simply hovers in flight and use her spells and her conundrum curse to ruin any who would violently oppose her. She does not seek to slay her opponents, unless she has no other viable alternatives.

Pounce (Ex): If Athentia leaps upon a foe during the first round of combat, she can make a full attack even if she has already taken a move action.

Rake (Ex): Against Large or bigger opponents, Athentia can make an extra rake attack with her hind claws. Attack +18, Damage 2d6+5

Spells: Athentia casts spells as a 12th-level druid and a 20th-level sorceress.

Conundrum Curse (Sp): Athentia may pronounce a curse on any living creature within 60 feet. That curse transforms the target creature into a conundrum version of itself unless it succeeds in a Will saving throw (DC 37). If the curse is successful, the new conundrum creature immediately disassembles into pieces. See the conundrum creature template for more information.

Bane Cloud

	Medium-Size Elemental (Air)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+4 (Improved Initiative)
Speed:	Fly 20 ft. (poor)
AC:	17 (+7 natural)
Attacks:	Buffet +4 melee
Damage:	Buffet 1d3+1
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Poison cloud
Special Qualities:	Vulnerable to sunlight, immunities, elemental
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 12, Dex 11, Con 13, Int 9, Wis 15, Cha 9
Skills:	Hide +8, Listen +5, Spot +5
Feats:	Improved Initiative
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	5-9 (Medium-size); 10-14 HD (Large)

Description

The bane cloud, first encountered on the battlefields of the Divine War, was first thought to be nothing more than a byproduct of the decay of certain species of malevolent titanspawn, deadly but nothing more than a localized hazard that could be avoided and would eventually disperse. In reality, these clouds are formed by air elementals warped by the wild energies of the titans, mixed with the poisonous gases of decaying titanspawn, to create a sentient cloud of death. The malevolent energies that create these clouds turn the elementals into cruel killers, existing only to fill the lungs of the living and to feed upon their liquefying flesh.

A bane cloud first appears to be little more than a low-hanging fog moving sluggishly over the earth. Upon closer inspection, however, an astute observer may notice that the cloud is a vivid greenish-yellow color, and that it can move against the wind. Fortunately, the toxins present in the cloud make it much heavier than the surrounding air, limiting its speed and allowing alert individuals a chance to escape before it's too late. Once swallowed in the cloud's poisonous gases, few living creatures are strong enough to escape.

Since scholars have begun recording instances of bane cloud sightings, a connection has been made to attacks by a new form of undead known as the acid shambler. It is now believed that the shamblers are victims of the bane cloud that are somehow brought back as undead monsters, though no one is certain how or why this occurs. (see Acid Shambler, for more information.)

Combat

Since the bane cloud is slow and highly vulnerable to sunlight, the elemental prefers to linger inside buildings or in the depths of caves or tunnels where it can concentrate its poisons in a small area. It avoids light sources whenever possible, preferring to flood over its unaware victims and deliver a powerful dose of incapacitating poison before they can react.

Poison Cloud (Ex): The bane cloud is capable of filling a volume of 30 cubic feet with a highly poisonous cloud. Victims caught in the cloud must succeed at a Fortitude save (DC 14) or suffer 1d6 hit points of damage and lose 1d2 points of temporary Constitution and Dexterity per round of exposure. A successful save still inflicts half damage.

Vulnerable to Sunlight (Ex): The bane cloud suffers 1d4 points of damage per round that it is exposed to direct or reflected sunlight.

Immunities (Ex): The bane cloud is immune to physical and acid-based attacks.

Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits or flanking.

Bitter Tree

	Huge (Tall) Plant
Hit Dice:	14d8+70 (133 hp)
Initiative:	-1 (Dex)
Speed:	5 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +17 melee
Damage:	Slam 2d6+9
Face/Reach:	10 ft. by 5 ft. / 15 ft.
Special Attacks:	Spells
Special Qualities:	Charm, corruption, plant, half damage from piercing
Saves:	Fort +14, Ref +3, Will +6
Abilities:	Str 29, Dex 8, Con 20, Int 12, Wis 15, Cha 17
Skills:	Listen +6, Spellcraft +10, Concentration +18
Feats:	None
Climate/Terrain:	Any forest
Organization:	Solitary or grove (2-5)
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Always evil
Advancement Range:	15-20 HD (Gargantuan)

Description

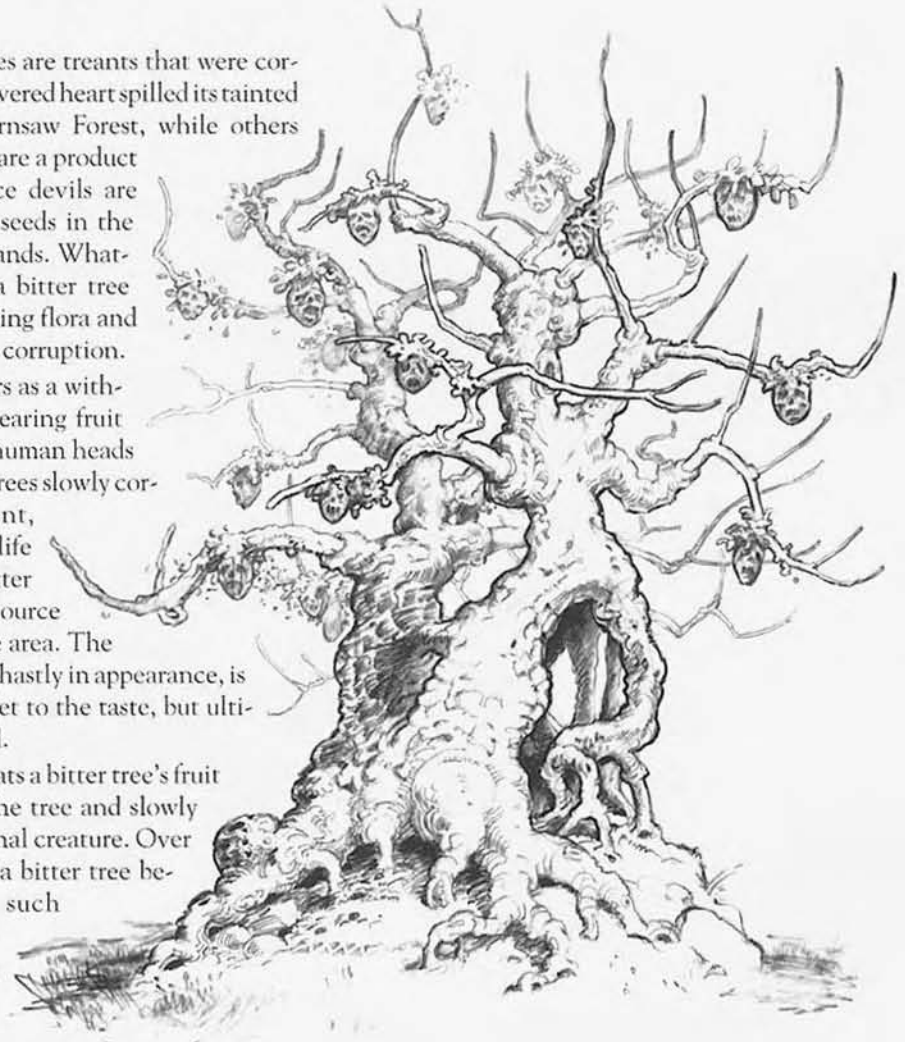
Some say bitter trees are treants that were corrupted when Mormo's severed heart spilled its tainted blood through the Hornsaw Forest, while others claim the infernal trees are a product of Chardun's hells since devils are rumored to plant their seeds in the forests of the Scarred Lands. Whatever the source, once a bitter tree takes root, the surrounding flora and fauna are doomed to its corruption.

A bitter tree appears as a withered, twisted old tree bearing fruit that looks vaguely like human heads howling in pain. Bitter trees slowly corrupt their environment, blighting other plant life near them until the bitter tree becomes the only source of edible material in the area. The bitter tree's fruit, while ghastly in appearance, is quite succulent and sweet to the taste, but ultimately bitter to the soul.

Any creature that eats a bitter tree's fruit becomes enamored of the tree and slowly transforms into an infernal creature. Over time, the forest around a bitter tree becomes overrun with such unfortunates. Once-peaceful creatures become aggressively violent, slaughtering any who pass through the area. In addition, these corrupted ones defend the bitter tree from assault, attacking any who threaten to destroy it and working to save it from forest fires or other natural disasters.

Evil groups and individuals often tend bitter tree saplings and transport them to peaceful areas, hoping to disrupt trade and settlements. A bitter tree's fruit can also be fermented into an intoxicating liquor which possesses the same corrupting power. Druid cults of Mormo harvest the fruit to brew such liquors and spread them through their regions, as well as using the fruit and the distilled drink as part of their own rituals to willingly corrupt themselves.

On several occasions, isolated villages have fallen under the sway of a bitter tree after the inhabitants, driven by hunger, made a steady diet of the fruit or when the people were poisoned with bitter tree liquor. Tales still circulate of small towns that lure travelers into their midst and then murder them, offering up their lives to the bitter tree that holds sway over the town.



Combat

In battle, bitter trees rely on their magic and the animals and other creatures they have corrupted to defend themselves.

Spells: Bitter trees can cast spells as a ninth-level sorcerer.

Charm (Su): Any creature that consumes more than three pieces of the bitter tree's fruit, or more than three cups of bitter tree liquor, in the space of a week must make a DC 20 Will save or fall under the tree's influence as though *charmed*. This is a supernatural magic effect, not a poison.

If not in the presence of the tree, a charmed victim begins to search it out. If in the presence of the tree, the victim takes orders from the tree. If the tree should be threatened by any source, such as a natural disaster or direct assault, the charmed victim defends the tree to the best of its ability, even giving its life to ensure the tree lives.

Should a creature make the save but continue to consume fruit or liquor before a week elapses, it must make another DC 20 Will save after eating each piece or drinking each cup. Once a creature is charmed, it remains charmed so long as it eats one piece of fruit or drinks one cup per week. Should the creature miss the fruit for a week, it is allowed a DC 20 Will save to break the charm. A *dispel magic* may be cast against a DC of 20. A single bitter tree produces enough fruit to keep a number of medium-size creatures equal to twice its HD under its sway.

Corruption (Su): Any creature charmed by a bitter tree for more than a month changes to evil alignment if not evil already. This effect disappears immediately if the creature frees itself from the bitter tree's charm, either by avoiding the fruit or through the use of a *dispel magic*. Paladins, clerics and others may need to *atone* for such alignment changes.

Plant: Impervious to critical hits. Not affected by spells of mind-altering nature (for example enamoring or charming spells not specifically designed for plants), paralysis, poison, sleep, polymorphing, and stunning.

Half damage from piercing (Ex): Bitter trees take half damage (minimum one point) from piercing type weapons due to the tree's anatomy.

Blade Beast

	Large Magical Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Bite +7 melee, 2 claws +2 melee
Damage:	Bite 1d8+4, claw 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Project blade
Special Qualities:	Absorb blade, bladed body
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 18, Dex 12, Con 17, Int 6, Wis 10, Cha 8
Skills:	Listen +7, Move Silently +5, Spot +6
Feats:	Alertness
Climate/Terrain:	Any plains, forest, hill or mountain
Organization:	Brood (1-6)
Challenge Rating:	3
Treasure:	1d10 random bladed weapons, 5% chance of magic per weapon
Alignment:	Usually neutral evil
Advancement Range:	5-9 HD (Large); 10-12 HD (Huge)

Description

The blade beast is a quadruped creature vaguely resembling a panther or other large feline. Upon close inspection, however, the differences between the two creatures become clear. The creature's jet-black skin is hard and rough like stone, and it is covered in a pattern of fine cracks. A faint red glow, just like the one from the creature's sinister eyes, emerges from these cracks. Some of the glowing cracks seem to form strange runes and symbols on the beast's hide.

The creature earns its name from its strange ability to absorb and integrate any form of bladed weapon into its own body. The blades can then be projected from the creature's hide like elongated metallic spines. It is rightly feared by weaponsmiths in small hamlets whose shops are sometimes raided by blade beasts in search of swords and daggers.

Golthagga of the Forge created blade beasts somewhat whimsically. The titan found it perversely amusing that his beasts could steal enemies' weapons, then turn those weapons against their owners. Once a blade beast had stolen a sufficient number of weapons, Golthagga directed his minions to slay the creature, then gather up the absorbed weapons. In this fashion, Golthagga kept his armories full, and he was also able to examine many magical weapons, learning the secrets of their creation.

Combat

Blade beasts are aggressive by nature, and they attack without provocation. If potential victims carry swords openly, the beast will certainly attack if it thinks it can win. Blade beasts are both brutish and stupid, and they usually attack their prey without any subtlety or tactics.

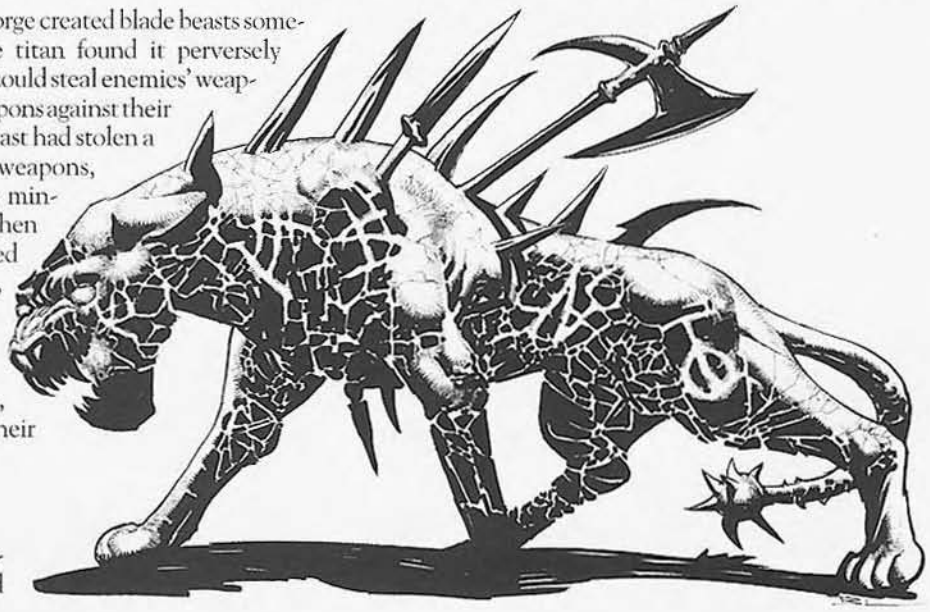
When a blade beast dies, its body splits open and shatters, leaving the creature's accumulated blades intact amid the smoldering shards of its skin. Any blade that was absorbed during the fight with the beast can be found among them.

Absorb Blade (Su): The blade beast can absorb bladed weapons into its body. Each time a sword or similar weapon strikes the blade beast in battle, the wielder must succeed at a Strength check (DC 15) to avoid having his weapon absorbed by the monster. An absorbed weapon is lost, and it cannot be recovered unless the blade beast is slain.

A given blade beast will have absorbed 1d10 weapons. Roll on table 8-12 in *core rulebook II* to determine the weapons' types. There is a 5% chance that a given weapon will be magical. Determine magical weapons' properties using table 8-15 in *core rulebook II* or table 5-3 in ***Relics & Rituals***.

Project Blade (Su): Instead of attacking normally, the blade beast may attack by projecting one of its absorbed blades from its body in order to strike a foe. Treat this attack as if the blade beast made a regular attack with the weapon in question, using the creature's normal +7 melee bonus and +4 damage. The beast will attack with any magical weapon or — if it has not absorbed any — with the weapon that inflicts the most possible damage.

Bladed Body (Ex): In combat, the blade beast slides the sharp tips of absorbed blades through the cracks of its skin. Anyone who strikes the beast while it is thus protected risks cutting himself on the beast's bladed body. When hitting the beast with a weapon with a range increment of five feet or less, a 20% chance exists that the attacker will suffer 1d2 points of damage. Unarmed or grappling attacks that strike the beast deal 1d2 points of damage to the attacker automatically.

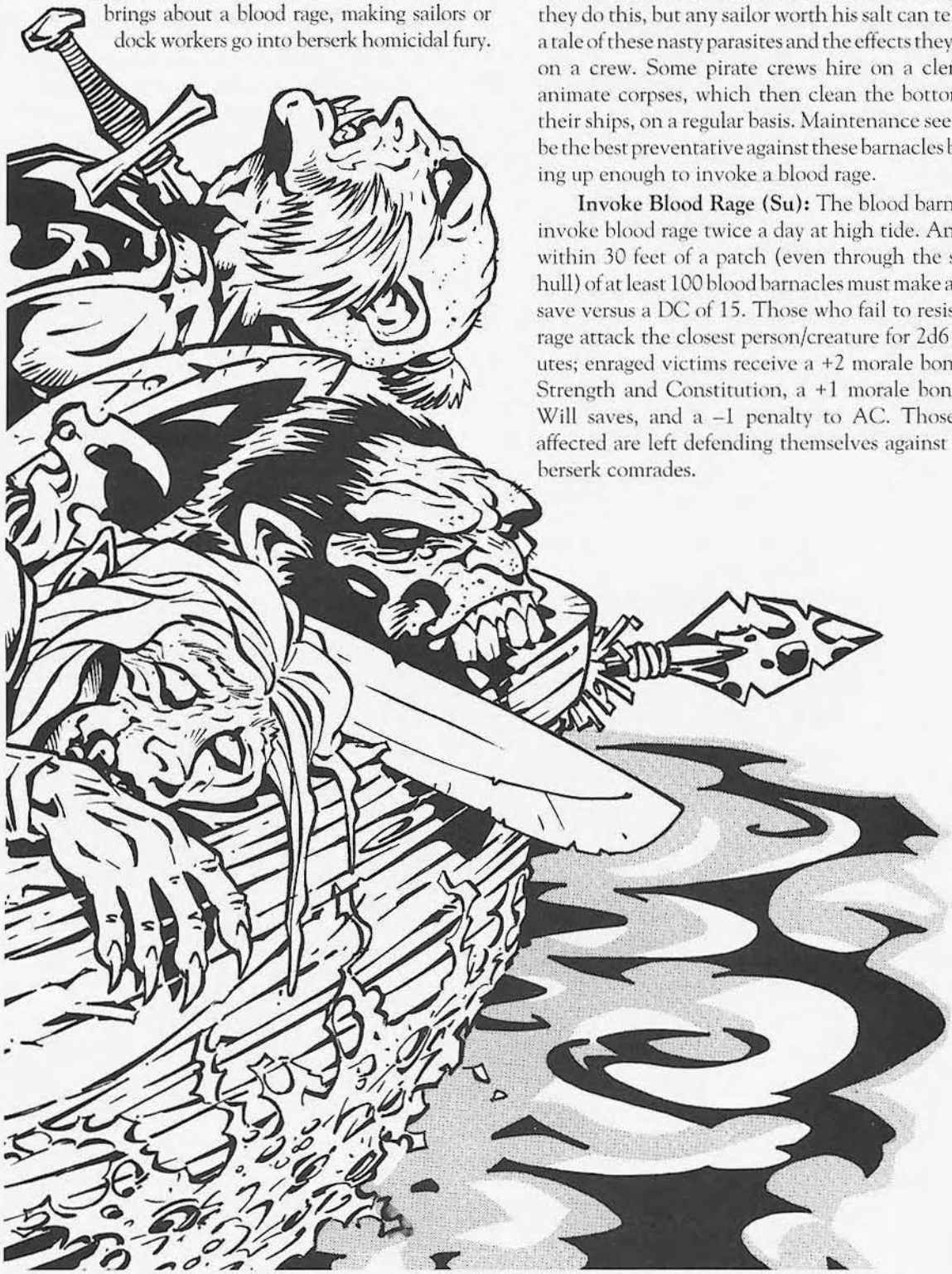


Blood Barnacles

Fine Vermin Hazard

Description

The ichor and blood of Kadum poisoned the seas with a thousand new terrors, blood barnacles among them. This bane of Blood Sea merchants and sailors becomes dangerous when it colonizes the bottom of a boat or wharf. The presence of the barnacles brings about a blood rage, making sailors or dock workers go into berserk homicidal fury.



On the open sea, the crew of an afflicted vessel usually wipes itself out, causing the ship to become a derelict and possibly haunted by blood zombies (q.v.). Woe betide the crew of any other ship that boards and investigates such ghost ships....

Combat

Blood barnacles are non-combative themselves, yet some taint of Kadum allows them to invoke blood rage in creatures near them. Sages are not sure how they do this, but any sailor worth his salt can tell you a tale of these nasty parasites and the effects they have on a crew. Some pirate crews hire on a cleric to animate corpses, which then clean the bottoms of their ships, on a regular basis. Maintenance seems to be the best preventative against these barnacles building up enough to invoke a blood rage.

Invoke Blood Rage (Su): The blood barnacles invoke blood rage twice a day at high tide. Anyone within 30 feet of a patch (even through the ship's hull) of at least 100 blood barnacles must make a Will save versus a DC of 15. Those who fail to resist the rage attack the closest person/creature for 2d6 minutes; enraged victims receive a +2 morale bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a –1 penalty to AC. Those not affected are left defending themselves against their berserk comrades.

Blood Crone

	Large Humanoid (Hag)
Hit Dice:	15d8+15 (82 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	35 ft.
AC:	21 (-1 size, +12 natural)
Attacks:	2 claws +14 melee
Damage:	claw 2d6+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Domination, spells
Special Qualities:	Eyes of blood, damage reduction 20/+1, fast healing 5, horrific countenance
Saves:	Fort +8, Ref +7, Will +14
Abilities:	Str 18, Dex 15, Con 13, Int 22, Wis 20, Cha 21
Skills:	Concentration +18, Listen +12, Move Silently +12, Scry +16, Sense Motive +12, Spellcraft +17, Spot +12
Feats:	Improved Initiative, Great Fortitude, Maximize Spell, Quicken Spell
Climate/Terrain:	Any forest
Organization:	Unique
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	None

Description

Although her remains are scattered and she herself is gone from the Scarred Lands, the spirit of Mormo, Queen of Serpents lives on through the many twisted creatures spawned from the black blood that pumped from her heart and spilled throughout the Hornsaw Forest. Chief among these creatures is the one known as the Blood Crone, believed by many to be a living avatar of the slain titan. It is said that the Blood Crone was originally an ordinary hag, but she came upon a living piece of the titan in the aftermath of Mormo's destruction and devoured it. Transformed by the titan's flesh, the hag gained incredible powers, as well as a portion of Mormo's consciousness. Since then, she and her servitors have continued to dwell in the heart of the Hornsaw, their power and thirst for vengeance growing stronger.

The crone controls many of the creatures in her portion of the Hornsaw through her *domination* power, and she keeps a close watch on all intruders. She and her minions scour the forest constantly, searching for portions of Mormo's corpse. Indeed her rickety shack in the middle of the deepest part of the forest, it is said that she has bottles of blood and vessels filled with Mormo's fleshy organs.

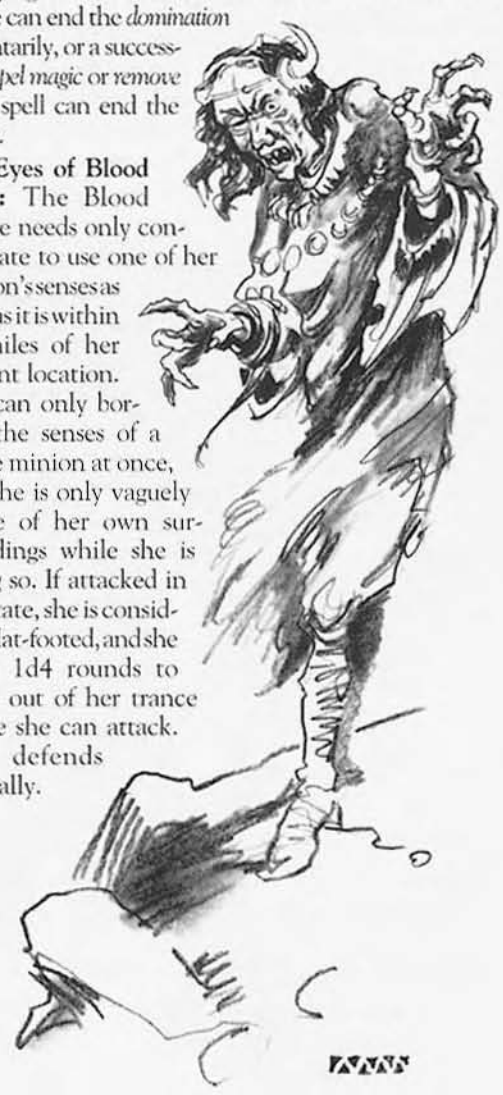
Combat

The Blood Crone prefers to stay out of sight, using her minions to track and terrify anyone in her realm. If she feels that intruders are useful, she has her servitors attempt to capture them; otherwise she simply watches with pleasure as her servitors hunt the strangers down and slay them. Her servitors bring captured prisoners to the crone, and she uses her *domination* power to control them. She does not enter combat unless she is confident of victory, and if she is threatened with defeat, she teleports to safety immediately. She will not leave the Hornsaw.

Horrific Countenance (Su): The hideous appearance of the Blood Crone is such that all who gaze upon her for the first time must make a Will save (DC 22) or be affected as if by a *fear* spell cast by a 15th-level sorceress. Subsequent viewings of the crone have no further effect.

Spells: The Blood Crone casts spells as a 17th-level sorcerer.

Domination (Sp): If she can obtain a sample of a victim's blood, the crone can transform him into a minion creature under her control. As the process involves an hour-long ritual, the victim is usually restrained. First, the crone cuts the victim with her claws and allows a small amount of blood to fall on her open palm. She then proceeds with the ritual, creating a magical bond between herself and the victim. At the end of this time, the victim must make a Will saving throw (DC 22) or be under the crone's control as per a *charm* spell. She can then also use the *eyes of blood* ability through the victim. The spell lasts until removed, and it requires no further attention from the Blood Crone. Victims always act as ordered, even killing or betraying friends in the name of their new mistress. The crone can end the *domination* voluntarily, or a successful *dispel magic* or *remove curse* spell can end the effect.



Eyes of Blood (Su): The Blood Crone needs only concentrate to use one of her minion's senses as long as it is within 25 miles of her current location. She can only borrow the senses of a single minion at once, and she is only vaguely aware of her own surroundings while she is doing so. If attacked in this state, she is considered flat-footed, and she takes 1d4 rounds to come out of her trance before she can attack. She defends normally.

Blood Maiden

	Medium-Size Monstrous Humanoid (Aquatic)
Hit Dice:	2d8 (9 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., swim 50 ft.
AC:	11 (+1 Dex)
Attacks:	Bite +2 melee
Damage:	Bite 1d6
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Siren's call, drain blood, improved grab
Special Qualities:	Blindsight, blood scent
Saves:	Fort +0, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 11, Int 10, Wis 14, Cha 14
Skills:	Bluff +4, Listen +4, Spot +4
Feats:	Improved Initiative
Climate/Terrain:	Temperate aquatic or coastal land
Organization:	Solitary or group (3-6)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	By character class

Description

The blood maidens were once a race of benevolent aquatic beings related to the fey. Sadly, the waters where they dwell became polluted with the blood of Kadum, warping and twisting these creatures beyond recognition. Exposure to the ichor of Kadum has made the blood maidens thirst for the blood of living creatures. Indeed, the blood maidens regard their transformation as a blessing, and drink the blood of other creatures in the misguided hope of receiving even greater powers.

Blood maidens look like comely human females, clad only in long ribbons or strips of white cloth. They have long black hair and pale skin with a green or blue tint to it. When seeing the face of a blood maiden, the creature's monstrous nature becomes clear. Instead of a normal face the blood maiden has only a giant circular maw, like that of a lamprey. With no eyes or nose, the blood maiden orients itself through unknown means.

Because the blood maiden population is entirely female, it is uncertain how they reproduce. It is theorized that a child produced by a blood maiden and any humanoid race will yield a pureblood blood maiden, though it is unclear why anyone would mate with these repulsive creatures.

Blood maidens inhabit coastal areas around the Blood Sea, preying on travelers and sailors.

Combat

The blood maidens' preferred tactic when preying on mortals is to draw them closer by pretending to be ordinary women. They attempt to hide their monstrous faces with their hair, while luring their victims closer with their eerie magical song. When the victim is close enough, the blood maidens spring, hoping to catch their prey by surprise.

Once battle ensures, blood maidens abandon all semblance of logic. Their thirst for blood causes them to attack wantonly in eagerness to feast.

Siren's Call (Su): The song of a blood maiden has magical qualities. Anyone who hears it must succeed at a Will save (DC 13) or be attracted to the blood maiden. This is a sonic, mind-affecting effect. Affected creatures feel an uncontrollable urge to approach the maiden. The effect is broken when the victim sees the blood maiden's face or she stops singing. Victims are always flat-footed the round the spell is broken. A blood maiden cannot sing while fighting.

Drain Blood (Ex): By biting a victim and making a successful grapple check, the blood maiden may start draining blood from the wound. A person thus pinned is drained of 1d2 temporary Constitution points each round in addition to normal bite damage.

Blindsight (Ex): A blood maiden can orient herself through nonvisual means, though no one is certain how she does this. This ability has a range of 100 feet.

Blood Scent (Ex): Blood maidens have an excellent sense for smelling blood and can track any wounded creature as if they possessed the Track feat.

Blood Moth

	Fine Vermin
Hit Dice:	1/8 d8 (1 hp)
Initiative:	+2 (Dex)
Speed:	1 ft., fly 30 ft
AC:	20 (+8 size, +2 Dex)
Attacks:	Bite +3 melee
Damage:	Bite 1
Face/Reach:	1/6 ft.
Special Attacks:	Blood drain
Special Qualities:	Armor penetration
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 1, Dex 14, Con 11, Int—, Wis 10, Cha 15
Skills:	Hide +3, Listen +4, Spot +2
Climate/Terrain:	Warm and temperate forests and plains
Organization:	Swarm (10-50)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	1/4d8 (Tiny)

Description

Blood moths resemble butterflies with broad, beautiful wings with elaborate, colorful patterns. These patterns change and shift subtly as an observer watches, and after a few moments, they form images of skulls, demonic faces and staring, bestial eyes.

Blood moths are the spawn of Gaurak, created by the Voracious One in order to devour prey, then return to their master. The Glutton would then consume them himself, enjoying the varied tastes of the blood moths' victims. Unfortunately, the blood moths lived on even after their master's dismemberment, and they fly in beautiful (if deadly) swarms near such aberrant locations as the Hornsaw Forest and the Perforated Plains.

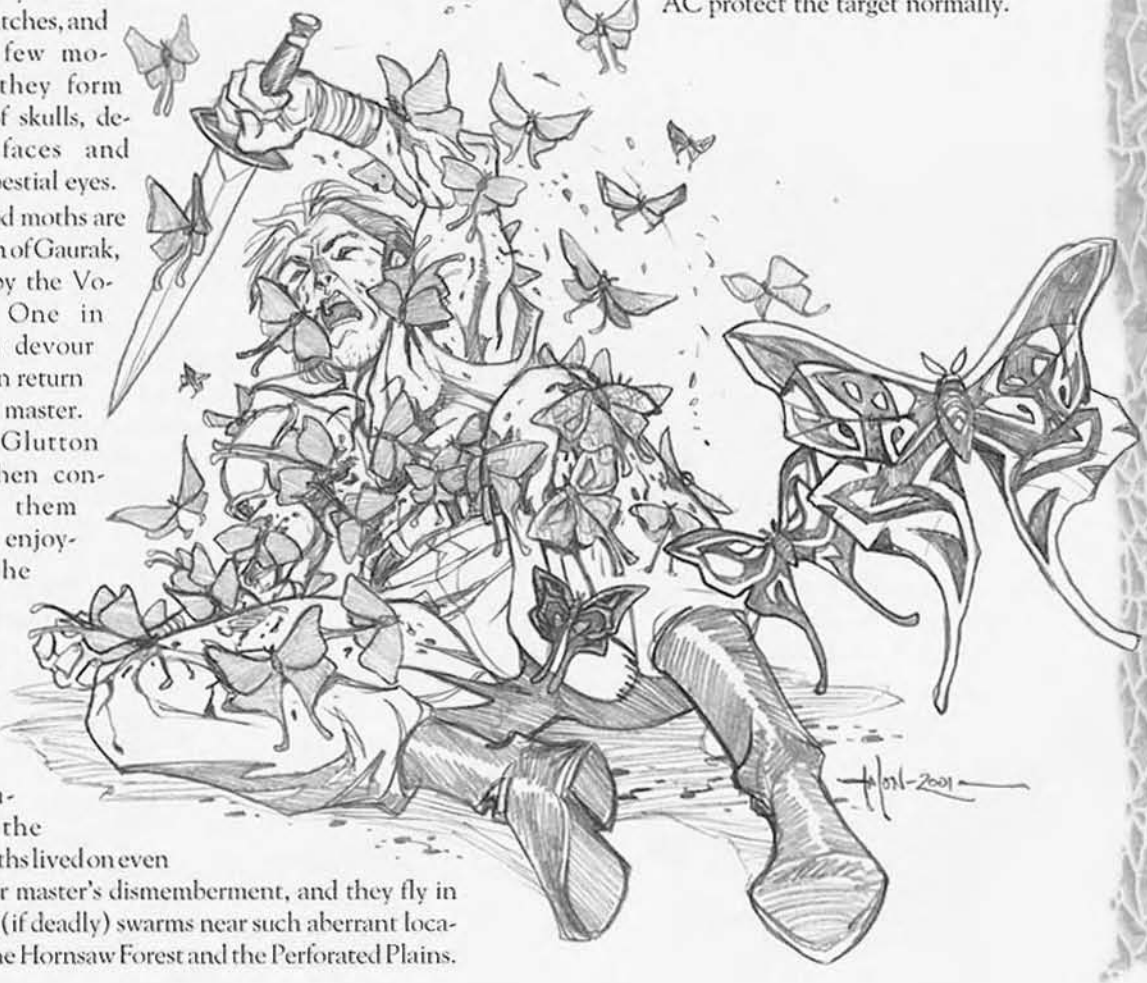
These creatures sometimes trouble the nomads of the Plains of Lede as well, but the local artisans take advantage of this fact. They harvest the wings from slain blood moths and transform them into jewelry and other works of art.

Combat

A single blood moth is not much of a threat, but these creatures never travel alone. Swarms of 10-50 blood moths lurk in fields, glades or woods, flitting about harmlessly until suitable prey approaches. One or two scouts attack first, distracting the victim, then the rest move in, attaching themselves to their prey and gorging themselves on its blood.

Blood Drain (Ex): When it scores a successful hit, a blood moth attaches itself to its prey. Each round thereafter, the blood moth drains one hit point from its victim. After inflicting four points of damage, the blood moth is gorged, after which it detaches and flies away. While attached, a blood moth is an easier target, so it has an AC of 14.

Armor Penetration (Ex): Blood moths are small enough that they can bite victims through chinks and openings in armor, so they ignore all modifications to AC due to armor when attacking. Natural armor, toughness and other modifications to AC protect the target normally.



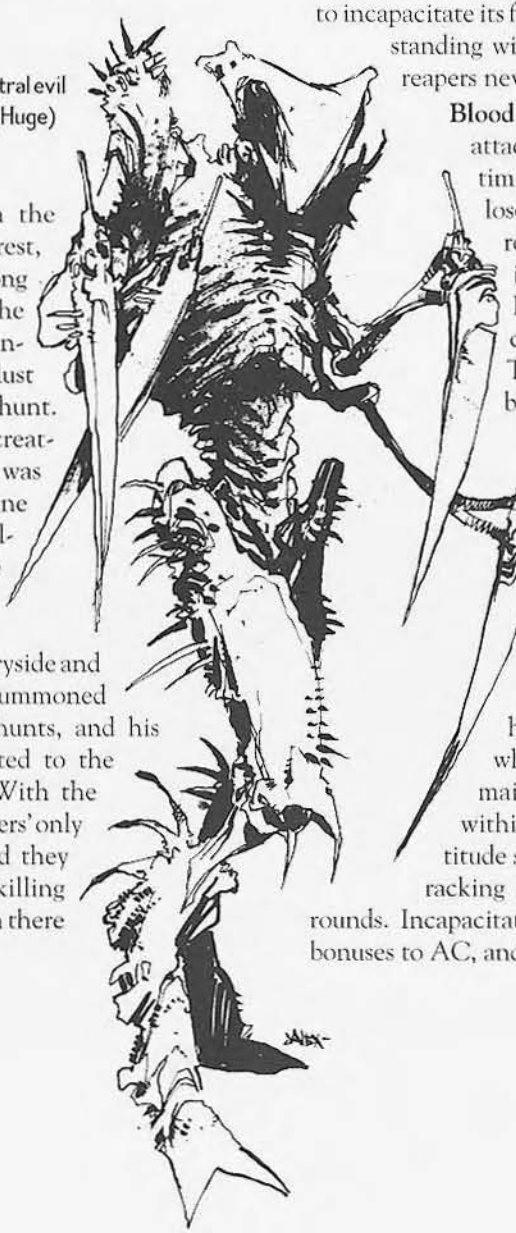
Blood Reaper

	Large Aberration
Hit Dice:	12d8+60 (114 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	26 (-1 Size, +7 Dex, +10 Natural)
Attacks:	4 razors +14; or slam +14
Damage:	4 razors 1d8+6; or slam 2d6+9
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blood loss, blood fire
Special Qualities:	Scent
Saves:	Fort +9, Ref +11, Will +7
Abilities:	Str 22, Dex 25, Con 20, Int 13, Wis 8, Cha 8
Skills:	Hide +10, Intuit Direction +8, Listen +15, Spot +14, Wilderness Lore +15
Feats:	Dodge, Improved Initiative, Mobility, Spring Attack, Tracking
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	13-20 HD (Huge)

Description

Many horrors lurk in the depths of the Hornsaw Forest, but the blood reapers are among the worst. The creation of the titan Hrinruuk, reapers are infused with a ferocious bloodlust and an insatiable desire to hunt. Hrinruuk's motivation for creating these fearful creatures was twofold. Bored with mundane prey, he wanted a greater challenge for his hunts, and he also simply enjoyed the prospect of seeing how his creations ravaged the countryside and its inhabitants. Hrinruuk summoned dozens of reapers for his hunts, and his attentions kept them limited to the vicinity of the Hornsaw. With the titan's fall, however, the reapers' only real predator was gone, and they emerged from the forest, killing and despoiling. They remain there today, a danger to anyone unfortunate enough to travel in the vicinity of the Hornsaw. The only good thing about blood reapers is that they are rare.

Reapers stand eight to ten feet in height, and they resemble a foul union of human and mantis. They are the color of dried blood, with armored exoskeletal bodies covered in sharp spines and barbs that can impale enemies. Reapers' long, insect-like skulls frame black, empty eyes and end in jagged mandibles. Each of a reaper's four arms ends in long retractable scythe-like blades that cause fearful damage in combat.



Combat

Reapers are drawn to blood, and they can smell fresh gore from up to two miles away. A blood reaper is a ferocious fighter that leaps into battle fearlessly and wounds all possible opponents with its scythe-like bladed arms. It will then use its *blood fire* attack to incapacitate its foes and slam anyone who remains standing with its spiked exoskeleton. Blood reapers never retreat from combat.

Blood Loss (Ex): If all four of a reaper's attacks strike the same target, the victim is considered wounded, and he loses an additional 1d4 hit points per round due to bleeding (see wounding p. 187 of *core rulebook II*). Further successful quadruple hits cause additional bleeding damage. This bleeding can only be stopped b ya successful Heal check (DC 15) or the application of any cure spell or other healing spell (*heal, healing circle*, etc.).

Blood Fire (Su): A reaper's essence causes the wounds that it inflicts to burn with agonizing pain. A blood reaper may invoke this power once per day. When the *blood fire* has been invoked, any opponent who has taken a wound (which remains unhealed) from the reaper within the past hour must make a Fortitude save (DC 24) or be stricken with racking pain and incapacitated for 1d6 rounds. Incapacitated characters lose all dexterity bonuses to AC, and they can take no actions.

Blood Sea Jellyfish

	Large Vermin (Aquatic)
Hit Dice:	3d8+6 (19 hp)
Initiative:	-2 (Dex)
Speed:	Swim 10 ft.
AC:	7 (-2 Dex, -1 Size)
Attacks:	4 stinging tentacles +1 melee
Damage:	Stinging tentacle 1d4 and poison
Face/Reach:	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Paralyzing poison
Special Qualities:	Jet, watersense
Saves:	Fort +5, Ref -1, Will +1
Abilities:	Str 10, Dex 6, Con 15, Int -, Wis 10, Cha 2
Skills:	Listen +4
Feats:	None
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary, pair, pod (3-18)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	4- 7HD (Large); 8-12 HD (Huge)

Description

These seemingly docile red and black jellyfish can be seen from a distance floating lazily along in the Blood Sea. However, anyone straying too close quickly finds they are far from lazy. They are capable of expelling a jet of water, enabling them to skim across the surface of the water and suddenly close range to snare prey with their poisonous tentacles.

Blood Sea jellyfish prefer warm waters and often hunt in shallow water. Swimmers, passengers in small skiffs and even dock workers at high tide have been attacked by these jellyfish.

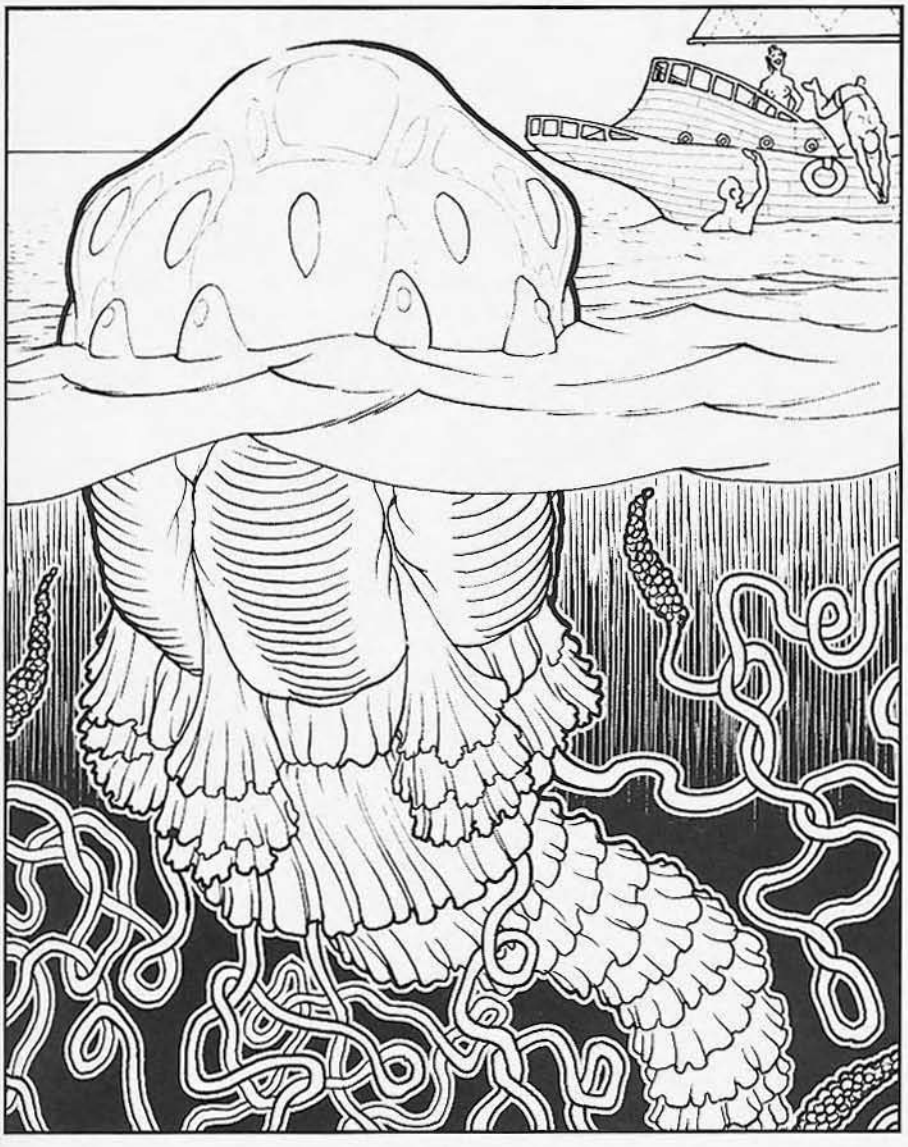
Combat

Blood Sea jellyfish float lazily unless they are within jet range of victims. Once they jet to a victim, they attack anything within range of their tentacles, in or out of the water, to paralyze it and then begin to slowly consume it.

Jet (Ex): The jellyfish can jet once every 1d4+3 rounds at a speed of 120 feet as a full movement action.

Paralyzing Poison (Ex): The tentacles of the jellyfish release a contact poison on touch, Fortitude save (DC 17) initial damage 2d6 temporary Dexterity, secondary damage 1d6 temporary Dexterity.

Watersense (Ex): The jellyfish can sense any creature within 120 feet that is in contact with the water.



Blood Sprite

	Small Fey
Hit Dice:	2d6 (6 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft., climb 15 ft.
AC:	15 (+1 size, +4 Dex)
Attacks:	Bite -1 melee; dagger -1 melee
Damage:	Bite 1 point and paralyze; dagger 1d4-2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Paralyze, improved grab, blood drain
Special Qualities:	SR 11
Saves:	Fort +0, Ref +7, Will +3
Abilities:	Str 7, Dex 18, Con 11, Int 12, Wis 10, Cha 13
Skills:	Bluff +5, Climb +6, Hide +5, Listen +4, Search +4, Spot +4
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any forest and mountains
Organization:	Gang (2-4), band (6-11 blood sprites, with one 4HD thug/leader)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	3-4 HD (small)

Description

Rising out of the chasm where Gormoth's separate halves are imprisoned, blood sprites are mockeries of what were once some sort of pixie. Their wings gone, blood sprites now hunt on the ground. They are vicious little creatures that would seem better suited as Gaurak's brood, however, they have inherited Gormoth's spite and enjoy playing deadly tricks on others. Their favorite game is luring prey into complacency, attacking from the shadows, and then playing with their food.

Too disorganized to form large communities, bands are generally led by a sprite tougher and craftier than the rest. Blood sprites rarely make permanent havens, roaming in packs, sometimes accompanied by murdersprites.

Blood sprites appear as gaunt children, their cherubic faces now thin and pale. When a blood sprite is fully fed on blood, the whites of his eyes turn red.

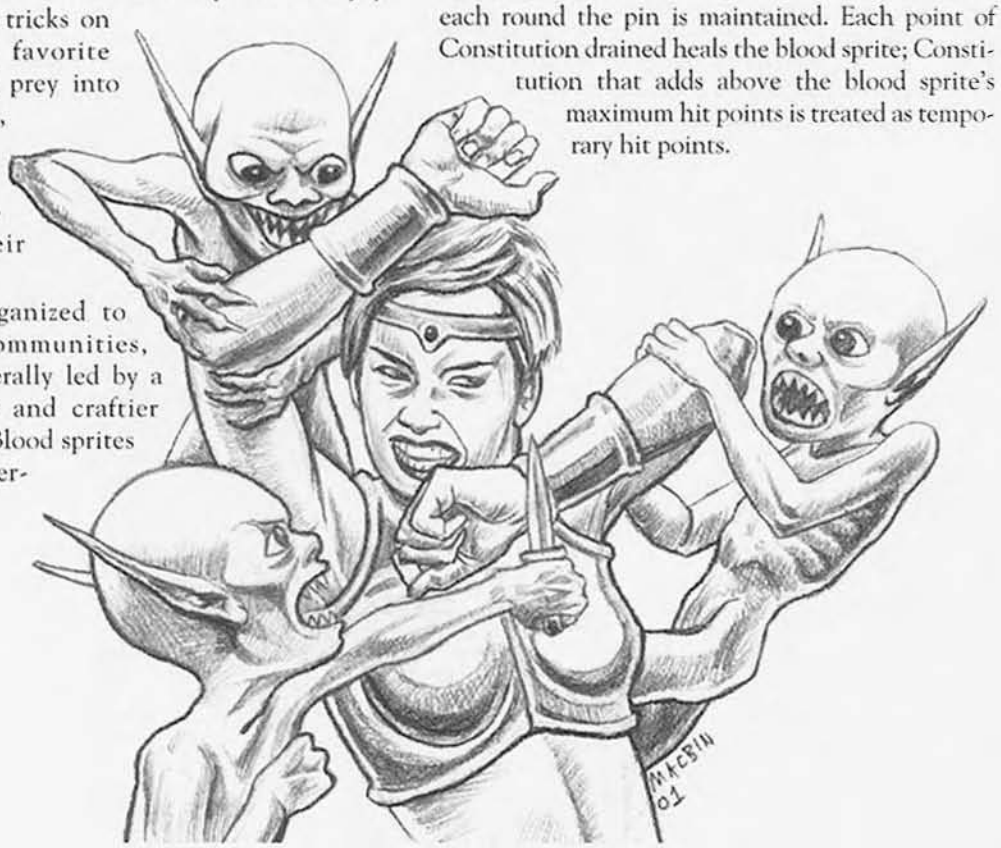
Combat

Blood sprites lure travelers to them by having one fake injury, portraying himself as a hurt child that has been either abandoned or lost. They also like to prey on children, revealing themselves when adults are not around, befriending the child and convincing her to come "play" in the woods. When their prey's defenses are down, they attack en masse (coming out of hiding), attacking one target at a time (more if their numbers permit), paralyzing their target, and then attacking the next until they are either forced to retreat, are sated and leave, or kill their enemies. They only fight to the death if cornered.

Paralyze (Ex): On a successful bite, the blood sprite injects a paralytic poison into the bloodstream of its victim. The victim must succeed on a Fortitude saving throw (DC 11) or be paralyzed for 2d4 rounds.

Improved Grab (Ex): To use this ability, the blood sprite must hit with its bite attack. If it gets a hold, it can begin draining blood.

Blood Drain (Ex): A blood sprite can suck blood from a living victim after it bites by making a successful grapple check. If it grabs its foe, it drains blood, inflicting 1d4 points of temporary Constitution drain each round the pin is maintained. Each point of Constitution drained heals the blood sprite; Constitution that adds above the blood sprite's maximum hit points is treated as temporary hit points.



Blood Zombie

	Medium-Size Undead
Hit Dice:	2d12+3 (16 hp)
Initiative:	-1 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	11 (-1 Dex, +2 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Wood bane
Special Qualities:	Undead, partial actions, rage
Saves:	Fort +0, Ref -1, Will +3
Abilities:	Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1
Feats:	Toughness
Climate/Terrain:	Any aquatic
Organization:	Crew (2-5), squad (5-20) or ship (21-40)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	3-7 HD (Large)

Description

These are the undead spirits of sailors who died on the Blood Sea, especially those who died violently on a vessel overcome with blood barnacles (q.v.). Blood zombies lurk near the seemingly abandoned ships they once crewed, massing up out of the water to scale other boats that come near their haunt and attack any living creature they find. Due to the wood bane touch of the blood zombies, their attack often leaves a even new vessel's hull cracked and leaking. Even if the blood zombies themselves are repelled, survivors of the attack may have little choice but to transfer to the blood zombies' original ship — the one encrusted with blood barnacles....

Blood zombies appear much like other zombies, save that their bodies are bloated with blood-tinged seawater and smell of brine and decomposing flesh.

Combat

Blood zombies are mindless. Nothing draws them as strongly as the warmth of a living being, though, and they attack any nearby. The blow from a blood zombie's fist not only bludgeons opponents, but also sends a bone-numbing cold through them. This has been called the "Chill of the Deep."

Wood Bane (Su): Blood zombies have a supernatural power to warp any wood they touch or that touches them. The effects of this power duplicate the spell *warp wood*, as if the blood zombie were a third-level druid. Primarily this ability causes the hull of a ship they assail to warp, eventually sinking the ship, but wooden weapons used against blood zombies will also be affected.

Partial actions (Ex): Blood zombies are slow and can take only a partial action each round (move or attack, not both unless charging).

Rage (Ex): The same blood barnacle rage that led to many blood zombies' first death still overtakes them in undeath. Once engaged in battle for at least one round, a blood zombie rages for 2d6 minutes, during which time it receives a +2 morale bonus to Strength (so +1 to attack and damage rolls), a +1 morale bonus to Will saves, and a –1 penalty to AC.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description), and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Bloodfly

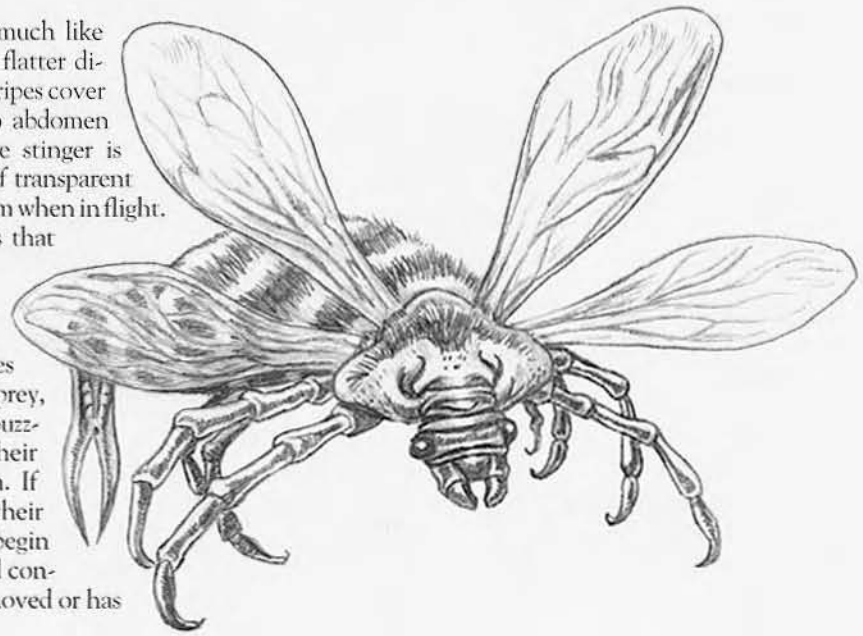
	Tiny (Vermin)
Hit Dice:	1d8 (4 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., fly 40 ft. (good)
AC:	19 (+2 size, +4 Dex, +3 natural)
Attacks:	Stinger +1 melee; 2 claws +1 melee
Damage:	Stinger 1d3; claw 1d2
Face/Reach:	2 1/2 ft. by 2 1/2 ft. / 0 ft.
Special Attacks:	Ability damage, improved grapple, fear, poison
Special Qualities:	Immunity to mind influencing spells, darkvision 60'
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 9, Dex 19, Con 11, Int -, Wis 2, Cha 3
Skills:	Hide +4, Listen +2, Move Silently +2
Feats:	None
Climate/Terrain:	Any temperate or tropical (especially forest)
Organization:	Solitary, swarm (5-30)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	1-2 HD (Medium-size); 3-5 HD (Large)

Description

A bloodfly looks like a combination of a deer tick and a bumblebee, and carries the traits of both. The loud buzzing of a swarm of bloodflies heralds the approach of these stinging, blood-draining vermin.

These dreadful pests were one of the many results of Mormo's blood corrupting and warping the simple creatures of the Hornsaw Forest. The bloodflies have since spread to all but the coldest areas of the Ghelspad continent where they plague livestock and wild creatures alike. While most would prefer to see bloodflies exterminated wherever they are found, bloodflies' anti-coagulant venom is much sought after by medicinal herbalists as well as by blood witches and Mormo-worshipping druids.

The bloodfly is shaped much like the bumblebee but with the flatter dimensions of the tick. Black stripes cover its white body from head to abdomen where its hollow, syringelike stinger is located. It has a double set of transparent wings and makes a distinct hum when in flight. Its legs end in barbed hooks that allow it latch onto its prey.



Combat

When disturbed, bloodflies launch themselves after their prey, giving off a frightfully loud buzzing. They attack by clawing their victims, then by latching on. If successful in latching onto their victims, they sting them and begin draining their blood. This will continue until the bloodfly is removed or has drained enough to satisfy its appetite. If the bloodfly is pulled off, the victim suffers claw damage from the bloodfly's hooked claws and the effects of the bloodfly's anti-coagulant venom. Bloodflies do not attack unless angered or very hungry, preferring to enter a camp at night and attach themselves to warm sleeping bodies in order to feed.

Improved grab (Ex): When it succeeds in an attack, a bloodfly may attempt a grapple with its victim as an automatic free action. It must succeed in its grapple in order to sting its victim on the following round. A bloodfly already attached to an opponent deals 1d4 points of tearing damage to the victim if forcefully removed. Bloodflies may use their improved grab regardless of their victim's size, but cannot grapple with more than one opponent nor take any actions against other opponents while engaged in a grapple.

Ability Damage (Ex): Once attached to its victim, the bloodfly automatically stings him and sucks blood through its hollow stinger for 1d3 points of temporary Constitution damage each round. This continues until the bloodfly has finished eating (Constitution damage equal to double the bloodfly's hit points) or when the victim or bloodfly are dead.

Buzzing (Ex): The effect of the buzzing noise given off by a swarm of five or more bloodflies causes a fear effect. Victims must make a Will save vs. DC 11 or be *shaken* by the effect. (-2 to moral penalty to attack, damage and saves).

Anti-Coagulant (Ex): The bloodfly's stinger carries an anti-coagulant toxin which helps the fly's prey bleed more freely and the bloodfly feed much faster. Unfortunately for the victim, this toxin remains effective even after the bloodfly has finished feeding, or after it has been removed from the victim. In such cases, the victim must make a Fortitude save (DC 11) or suffer 1d3 points of Constitution damage and a similar save a minute later or suffer an additional 1d3 points of Constitution damage. This effect can be avoided by a *cure wounds* or *minor restoration* spell sealing the wound.

Bloodman

	Medium-Size Aberration
Hit Dice:	5d8 (22 hp)
Initiative:	-1 (Dex)
Speed:	10 ft. / 20 ft (liquid)
AC:	16 (-2 Dex, +8 Natural)
Attacks:	2 touch attacks +2 melee
Damage:	Touch 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Steal blood
Special Qualities:	Duplicate, liquid form, weapon immunities and vulnerability
Saves:	Fort +1, Ref +0, Will +0
Abilities:	Str 8, Dex 8, Con 10, Int 3, Wis 3, Cha 3
Skills:	Hide +2, Listen +2, Move Silently +7, Spot +2
Climate/Terrain:	Any warm or temperate land
Organization:	Colony 4-8
Challenge Rating:	5
Treasure:	None
Alignment:	Usually chaotic evil
Advancement Range:	6-10 HD (Medium-size)

Description

Living masses of blood, broken bone and shattered organs, the bloodmen were created by the wicked titan Mormo to terrorize her enemies. They appear as vaguely humanoid masses of crimson liquid with rudimentary limbs and heads that are little more than round extrusions with gaping holes where their eyes and mouths should be. Bloodmen move with a shambling, limping gait, and they leave trails of scarlet behind them.

Bloodmen can also assume a purely liquid state, appearing as an oily pool of dark fluid. Groups of bloodmen live in colonies of 4-8 individuals. Such groups can gather together in a single large pool, and they normally travel together in this state.

Bloodmen need fresh blood to survive, and they move about constantly in search of victims. Small animals are sufficient to keep a bloodman alive, but normally a colony prefers larger prey. They can detect blood within a one-mile radius, and they always move toward the nearest source.

Combat

Bloodmen conceal themselves in liquid form to await the approach of a victim. When prey comes within 20 feet, the bloodmen take on their humanoid form and attack with their *steal blood* power.

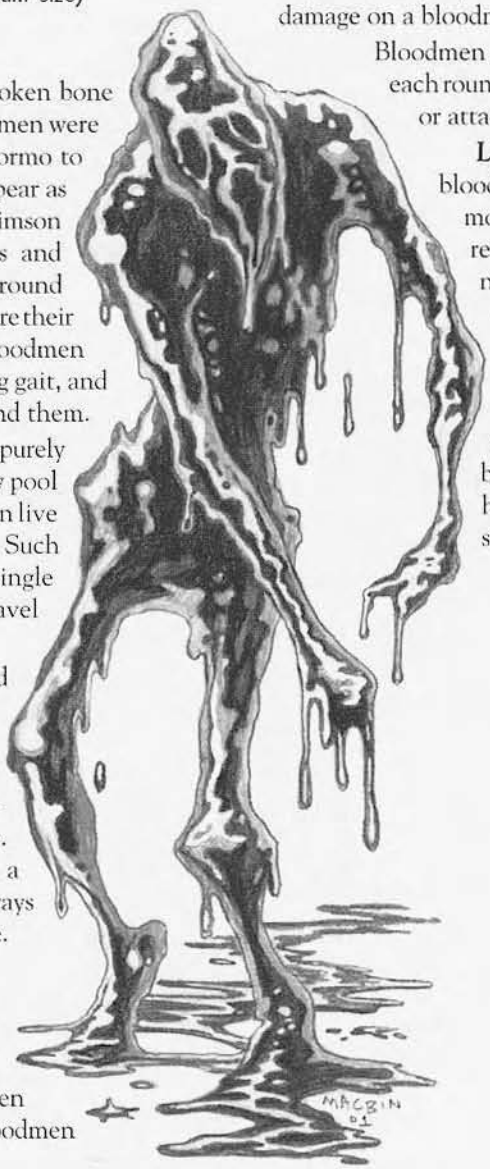
Duplicate (Su): A bloodman colony that collectively possesses 22 extra temporary hit points from stolen blood may sacrifice those hit points to create a new 5-HD bloodman, who rises from the colony's pool in 1d4 rounds.

Steal Blood (Su): Bloodmen's touch attacks ignore armor, shield and natural armor bonuses. A successful strike inflicts 1d4+1 points of bleeding damage that the blood man instantly absorbs. Stolen hit points first restore any of the bloodman's lost hit points and then accumulate as extra temporary hit points.

Weapon Immunities and Vulnerability (Su): A bloodman's liquid body is immune to non-magical slashing and piercing attacks, but it takes normal damage from bludgeoning weapons. Bloodmen take damage from magical slashing and piercing weapons equal to the weapon's magical bonus. A longsword +3, for example, would inflict only three points of damage on a bloodman.

Bloodmen suffer twice the normal damage each round from bleeding from any weapon or attack that has a *wounding* effect.

Liquid Form (Su): In liquid state, bloodmen cannot attack, but they move at double movement rate and retain their normal AC and immunities. A colony's hit points are equal to the sum of all its members, and if attacked, damage is divided equally among all of the colony's individuals. If attacked in liquid state, the bloodmen immediately take on humanoid form to defend themselves.



Bonewing

	Large Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+3 (-1 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 40 ft. (good)
AC:	14 (-1 size, -1 Dex, +6 natural)
Attacks:	Bite +8 melee, 2 claws +6 melee; or sting +6 melee
Damage:	Bite 1d8+5, claw 1d6+2; or sting 1d10+5 and poison
Face/Reach:	10 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision, undead, immunities
Saves:	Fort +2, Ref +1, Will +5
Abilities:	Str 20, Dex 9, Con —, Int 6, Wis 8, Cha 8
Skills:	Listen +5, Spot +3
Feats:	Flyby Attack, Improved Initiative, Multiattack
Climate/Terrain:	Any land
Organization:	Solitary or flock (1-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	10-12 HD (Huge); 13-15 HD (Gargantuan)

Description

Bonewings are fearsome undead predators that resemble skeletal raptors with elongated skulls, jagged beaks and a bony tail tipped with a wicked black barb. They fly at night on tattered, parchment-thin wings and descend on lone travelers or other helpless victims. They sport two wicked, bat-like claws at the top of their wings, and use these to inflict serious slashing damage.

Like undead ghouls, bonewings are driven to devour the flesh of the living. Scholars speculate that they were once normal raptors or other predatory birds, changed by contact with a titan, or changed by the fearful magic unleashed during the Divine War or the Dead Tide of Agavir. They are most common in those regions damaged in the war such as the Hornsaw and Scrub Forests, the Gluttonous Caves, the Spires of Gaurak and the Festering Fields. They are sometimes found near old, isolated sites such as forgotten cemeteries, caverns and ancient ruins.

Bonewings also serve powerful undead creatures such as liches, wraiths and vampires guarding their lairs or swarming out to harvest victims as food for their masters. Bands of ghouls sometimes lurk near bonewings' lairs, following the flocks, hoping to feed off slain victims. Ghouls and bonewings have been known to fight over kills, allowing other potential victims to escape.

Combat

Bonewings swoop down from the night sky, rending victims with beak and claws or stabbing with their poisonous stingers. After the initial assault, bonewings often circle overhead, waiting for their poison to do its work. If the victim fails to succumb, the bonewing swoops in to attack once more, doing so until its target is dead or helpless, after which the creature lands to feed.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Immunities: Immune to cold. Half damage from piercing or slashing weapons.

Poison: A bonewing's piercing stinger carries a venom, DC 13, initial and secondary damage 1d6 Strength.

Burned Ones

	Medium-Size Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	18 (+2 Dex, +6 Natural)
Attacks:	2 claws +7 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Hellfire, immolation, improved grab
Special Qualities:	Undead, create spawn, +4 turn resistance, damage reduction 10/+2
Saves:	Fort +2, Ref +4, Will +9
Abilities:	Str 16, Dex 15, Con –, Int 7, Wis 16, Cha 14
Skills:	Listen +3, Spot +3, Climb +3, Hide +2, Intimidate +6, Move Silently +3
Feats:	Improved Initiative
Climate/Terrain:	Any underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always lawful evil
Advancement Range:	None

Description

The faithful of Vangal are granted power and strength. In the name of their god, they crush all who oppose them. For this, the priests of the Ravager are reviled and feared throughout the Scarred Lands, but woe to the servant who turns his back upon his dark god, or who commits sacrilege in his quest for power. Those who have used Vangal's priesthood as a means to power and then commit an act of betrayal against the Ravager find themselves stripped of their powers and hunted by their former brethren. If captured, these ex-priests are subjected to a ritual which leaves them nothing but a burned husk, destined to roam the earth tormented in an agony of eternal flames. Their only thought is to inflict their curse upon members of other holy faiths. These priests and their unholy progeny are known as the burned ones.

Burned ones appear as humans who have been burned to the bone, eternally seared by the scorching judgment of Vangal. Their faces are scorched and eyeless skulls, with lips stretched tight and leathery across their jaws, blackened by the eternal fire in which they writhe. They exude the stench of burning flesh, which alerts all wary creatures within 60 feet, and they leave traces of soot wherever they step. They are in constant pain, forever tormented by the sensation of being burned alive, a feeling which drives them utterly insane in their undying existence. Their unlives are consumed by a single desire — to make others suffer the way that they have been forced to suffer, to burn for all eternity. Incapable of speech with scorched lips and tongue, burned ones moan pitifully or scream in fury in combat.

These abominations are drawn to deserted temples and places of worship, whether crypts beneath thriving cities or abandoned temples lost to the wilderness. There they stalk, eternally paying penance for their sins, destroying all humans who come within their territory. Tales are told of ancient churches and cathedrals swallowed up in the war between gods and titans, which are now populated by the once-faithful begging to be released from their eternal torment.

Combat

Burned ones prefer to attack from ambush. They tear into victims with wicked claws, stripping flesh away from bone. If the odds of battle seem against them, burned ones summon hellfire to their hands. They attack without fear of dying, as they are forced to live in eternal torment. If killed by conventional means, they rise again in 24 hours to continue to stalk their haunt. Burned ones are permanently destroyed only by having their remains consecrated by a cleric after the burned one has been reduced to zero hit points.

Improved Grab (Ex): If both claw attacks hit, a burned one will attempt to grapple. On the following round, if its victim is a good-aligned divine spellcaster, the burned one will often invoke its Immolation ability.

Hellfire (Su): Burned ones can surround their hands in globes of hellfire, angry red flames that burn all the burned one touches. This adds 2d6 supernatural fire damage to its damage roll, but the pain creates a -2 circumstance penalty to its attack roll.

Immolation (Su): Usually after a burned one succeeds in grappling a creature, it may choose to immolate itself, consuming itself and its victim in flame and smoke. This immolation attack leaves the burned one helpless in agony; however, during the round in which it immolates itself, it deals 8d6 points of supernatural fire damage to both itself any creature which it has locked in a grapple (Fortitude save at DC16 for half damage) each round of immolation. During this Immolation, the burned one can take no action other than to hold on to its foe; however, anyone within five feet of the burned one sustains 2d6 points of damage from the flames. Furthermore, the flame and smoke completely obscure the burning bodies, and any attack against the burned one has an equal chance of hitting its victim.

Create Spawn (Su): When burned ones attack, they often try to grab a cleric and Immolate her. If such an Immolation attack succeeds and reduces the cleric to –10 hp, the cleric burns up to a withered husk. Unless the remains are consecrated or a *protection from evil* spell is cast on the remains, the cleric rises up in 24 hours to stalk the nights as a burned one herself.

Carnival Krewe, Bone Bosun

Small Monstrous Humanoid

Hit Dice:	1d8+3 (7 hp)
Initiative:	+1 (Dex)
Speed:	25 ft.
AC:	12 (+1 size, +1 Dex)
Attacks:	Small scimitar -1 melee; or 2 fists -1 melee
Damage:	Small scimitar 1d4-2; or fist 1 point
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Summon blood kraken
Special Qualities:	Immunity to mind control, fortitude of bone
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 7, Dex 13, Con 16, Int 6, Wis 9, Cha 3
Skills:	Balance +2, Swim +2
Feats:	Blind Fight
Climate/Terrain:	Any aquatic
Organization:	Flotilla 20-40
Challenge Rating:	1/3
Treasure:	None
Alignment:	Usually chaotic evil
Advancement Range:	2-3 HD (Small); 4-6 HD (Medium-size)

Description

Bone bosuns are the sailors of the Blood Bayou's navy. They sail the great bone ships of Queen Ran that bring "converts" over from far away lands to "enjoy" the Jubilee promised by the heron priests.

These creatures are four-foot-tall humanoids with suckered hands and feet that allow them to cling to the bone frame and masts of the slime-covered bone ships. The hair on their heads is long and slimy, looking much like sea algae. Their complexion is an anemic pale. Nonetheless, like most of the minions of the Jack of Tears, they are clothed in colorful carnival clothing. In what can only be called self-mockery, they appear as clownish sailors clad in horizontally striped shirts with cloths tied around their heads in pirate fashion. Some wear eye patches and have peg legs.

Rumors hold that bone bosuns are the fiendish transformations of a humanoid race that Queen Ran enslaved and pressed into service. Others claim that they are the undead remnants of sailors lost to the depths of the Blood Sea. Whatever the case, they are not undead, but in some ways they might as well be. They do not speak, nor can they be affected by mind-controlling powers, for they are utterly under the sway of Queen Ran. They have the ability to call upon the vile blood krakens, much to the terror of foolish crews who have either attacked a bone ship or tried to close with one to investigate it.

Bone ships and their crews are rarely sighted in civilized lands. This is not surprising, for their missions are rather straightforward. Bone bosuns take the heron priests away from the Bay of Tears and bring their converts back. They defend the Blood Bayou from the incursions of unwanted trespassers, be they pirates, explorers or unfortunate ships blown off course by storms.

The great boneships are literally crafted of the bones of countless creatures giant and small. While the bone structure of the bone ships is covered in algae and slime, the bone bosuns fly colorful pennants and flags from the mast, bow and stern, and festoon the ships in all manner of carnival décor.

Bone bosuns are cursed to die at sunrise if they are not attached to a bone ship, thus ensuring their loyalty. They almost never leave their ships unless commanded to do so by a blood kraken, Queen Ran or the Jack of Tears himself.

Combat

In combat, bone bosuns prefer to attack with small scimitars, but they can also attack with their thick, suctioned hands.

Immunity to Mind Control (Su): Queen Ran has established a supernatural bond of obedience within her navy. This bond cannot be infringed upon through mind control.

Fortitude of Bone (Ex): While physically touching the bone structure of a bone ship, a bone bosun possesses its normal Constitution score at 16. Should it lose physical contact with the bone ship, its Constitution falls to 8.

Summon Blood Kraken (Sp): Once per day, a bone bosun may attempt to summon a blood kraken with a 10% chance of success. The bosun calls for these aquatic beasts by keening. To hear a whole flotilla of bosuns wailing their calls for blood kraken is an eerie, blood-curdling experience. The summoned kraken arrives in 2d4 rounds.

Carnival Krewe, Heron Priest

Medium-Size Monstrous Humanoid

Hit Dice:	5d8 (22 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	11 (+1 Dex)
Attacks:	2 fists +5 melee
Damage:	Fist 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	None
Saves:	Fort +1, Ref +5, Will +6
Abilities:	Str 10, Dex 12, Con 10, Int 10, Wis 14, Cha 17
Skills:	Bluff +7, Concentration +4, Diplomacy +6, Disguise +4, Knowledge (Blood Bayou) +4, Spellcraft +4
Feats:	Combat Casting
Climate/Terrain:	Any
Organization:	Single, pair, covey (2-5)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement Range:	6-8 HD (Medium-size)

Description

The heron priests are the birdlike clergy-ambassadors of the Jack of Tears. These strange and costumed creatures hold embassy for the Laughing Man in foreign lands and also ensure that his dark krewes are filled to quota.

It is the explicit task of these bird-men to hold embassy on behalf of the Momus in the lands near the Bay of Tears, including the city-states of the Blossoming Sea. The avowed purpose of the Bayou's embassies is to keep watch on the maritime activities of the seagoing nations Ghelspad and Asherak.

Be that as it may, these ministers have a much deeper and perverse goal, for the embassies of the Jack of Tears are but covers for the active "recruiting" of souls to join the Momus's minions in Blood Bayou. The priests of the Momus are endowed with powers that allow them to "preach" the blessed news—that a grand carnival awaits those willing to leave their current lives behind and set sail to the "blessed lands of joy" where celebrations take place day and night and all worldly cares are left behind.

Depending upon the locale in which they reside, the heron priests may be seen in the streets going about their mission of preaching what they call "the Jubilee." In Rahoch and Fangsfall, their activity is more controlled and secretive, but in decadent Shelzaar the colorfully dressed birdmen are seen roaming the city streets, exhorting the city's downtrodden to join them in the happy lands beyond the sea. Once "converted," creatures enticed to join the Jubilee sail to the Blood Bayou where they are hideously transformed (either before or after being slain) and conscripted into the krewes of the Laughing Man.

In their natural forms, heron priests are seven-foot-tall, thin bird-men with white feathers. Although they keep themselves clean, the natural appearance of the heron priests is at once both grotesque and intimidating. Not surprisingly, the priests of the Momus garb themselves in the colorful costumes of the carnival. The habits of these clerics are fashioned of pure white cloth and highlighted with colorful embroidery, making them appear like playing cards. The heron priests always wear colorful, humanoid masks or hold them over their beaked faces to conceal their avian features.

When seen on the streets of Ghelspad, heron priests are always surrounded by two to six merry converts.

Combat

Heron priests prefer not to fight. They'd rather use their powers of persuasion to convince enemies not to fight, and perhaps even enjoin them to consider a new life in the Blood Bayou.

Spell-like abilities: 3/day: *charm person* ("charm of the jubilee"), *rend the sovereign soul*, *suggestion* ("call of the carnival"). These abilities are as the spells cast by a 5th-level sorcerer (save DC 13 + spell level).

Spells: As a 5th-level sorcerer.

Carnival of Shadows, Dark Harlequin

	Medium-Size Humanoid
Hit Dice:	5d8+20 (42 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	14 (+3 natural, +1 Dex)
Attacks:	Masterwork rapier +7
Damage:	Masterwork rapier 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Touch of pain, touch of joy, spell-like abilities
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 16, Dex 13, Con 19, Int 10, Wis 10, Cha 16
Skills:	Balance +7, Bluff +6, Diplomacy +8, Innuendo +6, Intimidate +5, Jump +4, Listen +3, Sense Motive +6, Spot +3, Tumble +8
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary or Crew (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

The twisted Carnival of Shadows, a dark mockery of human joy and celebration, rules the region known as Blood Bayou. The Carnival's undisputed ruler is Jack of Tears, the being known by the ironic moniker the Laughing Man. Thoroughly evil, yet cunning and subtle, Jack maintains control over his subordinates with an iron hand, and he maintains his secret empire with help from his personal bodyguards, the dark harlequins. When performing errands for their master, dark harlequins are often accompanied by a retinue of 1-4 shadowjesters (q.v.).

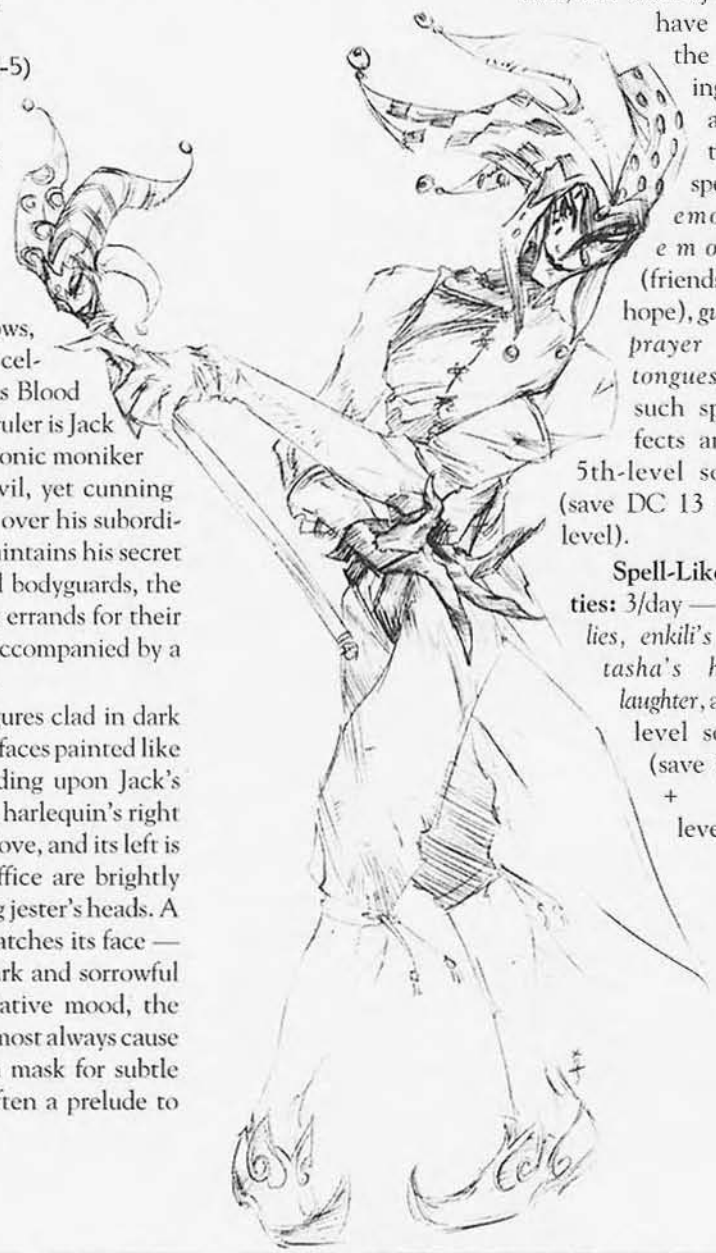
Harlequins appear as gaunt figures clad in dark motley and red foolscaps, their wan faces painted like laughing or crying clowns, depending upon Jack's mood when he dispatches them. A harlequin's right hand is always covered in a white glove, and its left is gloved in red. Their symbols of office are brightly colored wands topped with laughing jester's heads. A harlequin speaks in a voice that matches its face — bright and sunny when smiling, dark and sorrowful when crying. Regardless of its relative mood, the appearance of a dark harlequin is almost always cause for despair, for harlequins' joy is a mask for subtle wickedness, and their sadness is often a prelude to sadistic violence.

Combat

Dark harlequins can fight with normal weapons, and they characteristically carry a masterwork rapier. When they need to drive home a particularly important point for their master, harlequins use their touch attacks. These attacks occur at the harlequin's will; if a harlequin so desires, it needs not deliver either pleasure or pain with its touch.

Touch of Pain (Su): A dark harlequin's red-gloved left hand delivers a jolt of crippling pain to its target. If the harlequin hits its target with a touch attack, the victim must make a Fortitude save (DC 17) or fall to the ground, writhing and helpless (*core rulebook II*, p. 84), for 2d4 rounds. Once the pain has gone, the target is considered fatigued.

Touch of Joy (Su): When a harlequin touches a target with its white-gloved right hand, it causes pleasure and tranquility. At the harlequin's discretion, the *touch of joy* can have one of the following effects as per the spell: *calm emotions*, *emotion* (friendship or hope), *guidance*, *prayer* or *tongues*. All such spell effects are as a 5th-level sorcerer (save DC 13 + spell level).



Spell-Like Abilities: 3/day — *discern lies*, *enkili's prank*, *tasha's hideous laughter*, as a 5th-level sorcerer (save DC 13 + spell level).

Carnival of Shadows, Shadowjester

	Small Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	12 (+1 size, +1 Dex)
Attacks:	Dagger +2 melee
Damage:	Dagger 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Confusing gibber, maddening laughter
Saves:	Fort +1, Ref +4, Will -1
Abilities:	Str 10, Dex 13, Con 13, Int 9, Wis 9, Cha 9
Skills:	Balance +1, Climb +1, Hide +3, Jump +1, Listen +2, Move Silently +3, Spot +2, Tumble +2
Feats:	Alertness
Climate/Terrain:	Any land
Organization:	Band (2-8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	By character class

Description

The court of the creature known as the Momus or, more commonly, Jack of Tears is a strange place, where pain and sorrow are treated as joyous emotions. These diminutive creatures inhabit Jack's rickety palace in large numbers, and they act as servants and messengers for Jack and his officers.

Shadowjesters appear as black silhouettes of misshapen, dwarfish beings, clad in jester's costumes, with foolscaps or dunce caps on their heads, and jester-headed wands clasped in their hands. They are constantly in motion, dancing and capering about with endless energy, chattering and gibbering nonsensical syllables constantly.

Adventurers encounter these creatures most often within the confines of Blood Bayou, but shadowjesters also travel in the retinues of powerful members of Jack's entourage. Dark harlequins (q.v.) are often accompanied by several of the creatures, and Jack himself sometimes brings several when he visits foreign courts or embassies, amused by the chaos that they bring. On occasion, the Momus offers one or two of the little beings to foreign rulers as court fools or entertainers, but so far, no one has accepted.

Shadowjesters live to entertain, serve and cause mischief (when they can get away with it). Normally of minimal intelligence, jesters are possessed of low cunning and a cruel sense of humor. They delight in setting traps, playing practical jokes and hurting other beings. Their wild, maddened laughter echoes constantly through the halls of the Momus' palace, and trouble and chaos inevitably follow when they are allowed into others' homes, palaces or fortresses.

A shadowjester who visited King Virduk's court in the company of the dark harlequin Sashima, for example, caused so much disorder and mischief in the kitchens that the royal chef himself pursued the creature out and down a hallway. As he ran, though, he blundered into a tripwire that dropped a huge load of utensils, pots and saucepans on his head. The unfortunate man barely survived the encounter. Fortunately for the shadowjester, King Virduk himself found the incident endlessly amusing.

Combat

Jesters don't like to fight; they prefer instead to goad foes into attacking. They then flee and lead their victims into booby traps such as deadfalls, tripwires and the like. When forced to fight, shadowjesters jab with small daggers and use their special attacks to confuse and confound their foes.

Confusing Gibber (Su): A shadowjester's bizarre gibberish causes opponents to grow confused and unable to concentrate, especially in combat. Any creature fighting a shadowjester receives a -2 attack penalty due to the disconcerting noise of this sonic, mind-affecting power.

Maddening Laughter (Su): Once per day, a shadowjester can unleash a wild, screeching, cackling laugh that causes temporary confusion and dementia. Anyone within 45 feet who hears this laugh must make a Will save (DC 10) or be affected by the laughter. Victims are affected as by a *confusion* spell. They may attempt a new Will save (DC 10) every three rounds until they resist the effect successfully and end their *confusion*. This is a sonic, mind-affecting power.

Carnivorous Tree

	Huge Plant
Hit Dice:	20d8+60 (150 hp)
Initiative:	-3 (Dex)
Speed:	0 ft.
AC:	25 (-2 size, -3 Dex, +20 natural)
Attacks:	—
Damage:	—
Face/Reach:	10 ft. by 10 ft./0 ft.
Special Attacks:	Crushing, acid
Special Qualities:	Plant, fire vulnerability, resistant to piercing attacks
Saves:	Fort +15, Ref —, Will +3
Abilities:	Str 24, Dex 4, Con 16, Int —, Wis 4, Cha —
Climate/Terrain:	Any forest
Organization:	Solitary or grove (5-12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	21-40 HD (Gargantuan); 41-60 HD (Colossal)

Description

Carnivorous trees are large, old trees, most commonly oak — but possibly hawthorn, maple, walnut or other deciduous varieties that have been rendered carnivorous by exposure to the blood or remains of titans. Any forest can harbor carnivorous trees, though they are most commonly encountered in the thickest tangles of the Hornsaw and other tainted woods.

The first carnivorous trees were exposed to the fresh-spilled blood of the defeated titans, so they are at least 150 years old. Others that have grown since are either the product of an existing flesh eater, have germinated from a ravenous seed or have emerged as the corruption of the interred titans has spread. In the former case, an older tree often overlooks a surrounding grove of its flesh-eating "offspring," all of which develop larger hollows, ones facing away from prevailing winds or within the canopy to contend for and attract different kinds of prey.

Since they sustain themselves on prey in addition to soil nutrients, carnivorous trees tend to be stronger and healthier than the mundane kind around them. Even in forests where most trees are somewhat stunted due to the effects of the Titanswar or other cataclysms, carnivorous trees are healthy and possess thick, green foliage. Some of these stunning trees are found in the hearts of inviolate forests and reach heights of hundreds of feet, with trunks so large it takes a man a full minute to encircle them.

Despite their grandeur, however, carnivorous trees are deadly. Any creature that wanders into a tree's hollow — which can be as small as a barrel or as large as a small room — can become a victim of the plant. These hollows seem particularly inviting in harsh weather conditions such as storms, cold or extreme winds, under all of which a carnivorous tree thrives. Indeed, some carnivorous trees may grow where no other plants can — so long as animals are prevalent and frequently seek protection from the elements. Some flesh eaters are even known to retain their leaves in winter when food is abundant.

A few carnivorous trees are truly prosperous because they have been chosen as the foci of worship by druids. Adherents of the titans believe these trees to be symbols of the ongoing power of the titans in the world. As long as chosen carnivorous trees flourish, the titans are believed to still be alive, even though imprisoned. Druids therefore make frequent offerings to their trees, especially in the form of worshipers of the new gods.

Combat

When a creature enters the hollow of a carnivorous tree trunk, which is usually at or near ground level, tiny changes in the water pressure of the wood and in surface roots cause the bole walls to expand rapidly until the opening has swollen so tight that it doesn't allow for the passage of water or air, trapping the creature inside. The wood inside the trunk continues to distend, crushing the occupant to a bloody paste, just as a thick acidic sap fills the chamber to digest the prey. It takes 30 points of damage inflicted to one spot on a tree to create a hole large enough to extract a Medium-size victim from the trunk.

Crushing (Ex): Once a carnivorous tree traps a creature within its trunk, it does 3d4 hit points every round, automatically. Trapped victims do not have the room to stage their own attacks to escape. Spells with semantic components cannot be cast. Nor can most that require material components or foci that cannot be reached. Even spells with only verbal components require successful Concentration checks, as if the caster were entangled (see *core rulebook II*, p. 84), to be cast.

Acid (Ex): The acidic sap exuded into the trap chamber does an additional 2d4 hit points of damage to a creature every round, in addition to the crushing damage. After four rounds, the chamber is full (trapped victims who have not been

crushed and/or digested at this point may drown/suffocate — see *core rulebook II*, p.85). Non-magical possessions may also be destroyed at the Game Master's discretion; paper, cloth and leather dissolve within a round. Metal corrodes and melts away within six. Anything that breaches the trunk (inflicts 10 points of damage in a single spot) releases a spray of acid that does 2d4 points of damage to anyone outside of the tree who's standing within 10 feet.

Plant: Carnivorous trees are impervious to critical hits, subdual damage and death from massive-damage trauma. They are immune to poison, sleep, mind-influencing effects, paralysis, stunning and polymorphing.

Fire Vulnerability (Ex): Carnivorous trees take double damage from fire attacks unless the attack allows a save, in which case they take double damage on a failure and normal damage otherwise.

Resistant to Piercing Attacks (Ex): Carnivorous trees take only half damage from piercing attacks.

Carrion Hound

	Large Beast
Hit Dice:	5d10+23 (50 hp)
Initiative:	+0
Speed:	30 ft., burrow 10 ft.
AC:	13 (-1 size, +4 natural)
Attacks:	Bite +10 melee, 2 claws +1 melee
Damage:	Bite 2d6+4; claw 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Multiple heads, improved grab, flesh burrow
Special Qualities:	Immunity
Saves:	Fort +10, Ref +4, Will +1
Abilities:	Str 19, Dex 10, Con 18, Int 2, Wis 10, Cha 10
Skills:	Climb +6, Listen +2, Spot +2
Feats:	Great Fortitude, Toughness
Climate/Terrain:	Any underground
Organization:	Solitary or pack (5-10 plus one 8 HD pack leader)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	6-10 HD (Large); 11-15 HD (Huge)

Description

The carrion hounds are loathsome and disgusting beasts that primarily dwell below ground. Created by the gluttonous titan Gaurak during the Divine War, carrion hounds scavenged the land for food, which they consumed only to return to their master and disgorge it for his consumption. Now these ravenous beasts are usually found tunneling beneath the surface of the Scarred Lands, presumably in search of their buried master.

A carrion hound is truly ghastly to behold. It resembles a large mangy wolf or dog covered in sores and patches of rotting flesh. Here and there the skin and fur have peeled away, baring bone and naked muscle. Where the head of a dog would be, the carrion hound has a mass of enormous writhing maggots. These maggots, roughly a dozen in number, serve as the heads of the monster. Because of their maggot heads, some inhabitants of lands where carrion hounds are common have taken to calling them maggot hydras.

Combat

As their name implies, carrion hounds mostly feed on carrion and enjoy the taste of rotting flesh. However, their constant hunger prods them to sometimes create their own cadavers by killing other creatures and letting their corpses fester. Carrion hounds are likely to attack potential prey unless grossly outnumbered.

Carrion hound behavior is a function of pure instinct and makes no use of any advanced tactics. Sometimes, the creature likes to ambush its prey by burrowing out of the ground beneath it.

Multiple Heads (Ex): Even though the carrion hound has many heads, its bite is treated as a single attack. Because of the many individual heads involved in the attack, the beast gets a +4 racial bonus to its bite attack roll.

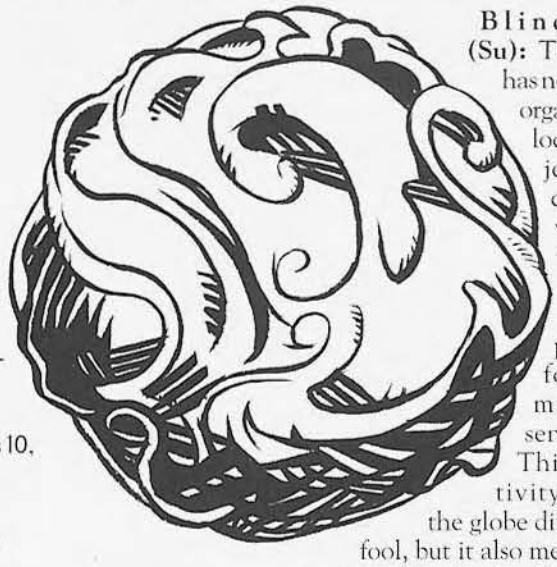
Improved Grab (Ex): To use this ability, the carrion hound must hit with its bite attack. If it gets a hold, it can start to burrow into the victim's flesh.

Flesh Burrow (Ex): The maggot heads of a carrion hound can burrow into the flesh of held opponents. With a successful grapple check, it deals 4d6+8 points of damage to a grabbed victim.

Immunity (Ex): Carrion hounds are immune to non-magical diseases.

Chaos Globe

	Large Construct
Hit Dice:	8d10 (44 hp)
Initiative:	+0
Speed:	fly 25 ft. (perfect)
AC:	22 (-1 size, +13 natural)
Attacks:	Slam +5 melee
Damage:	Slam 2d6
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Chaos strike
Special Qualities:	Blindsight, construct, damage reduction 10/+1
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1
Climate/Terrain:	Any
Organization:	Solitary, pair, sentinel group (3-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None



Description

Magical constructs that apparently originated from the same creators as the thunder orb, chaos globes are smooth spheres, 10 feet in diameter, whose surface swims with a rainbow of strange, random patterns. Most exist as guardians of wizard's homes and workshops, or in ancient fortresses or tombs. A chaos orb moves in total silence, floating three to six feet off the ground.

Combat

Totally dedicated to their task as guardians, chaos orbs attack intruders without hesitation. They fight until destroyed or until they defeat their foes.

Blindsight (Su): The globe has no sensory organs, but it locates objects and creatures within 90 feet with a complex form of magical sensitivity. This sensitivity makes the globe difficult to fool, but it also means that a spellcaster who dispels the power successfully renders the globe blind for 2d4 rounds.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect affects objects specifically. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Chaos Strike (Su): Each round, the chaos globe emits a field of random magical instability, inflicting random magical effects on anyone within a 30-foot radius. Roll 2d10 on the following table to determine the effect.

Die Roll	Effect
2	5d10 points of random type damage (roll 1d4 1 – fire, 2 – cold, 3 – electrical, 4 – sonic); Reflex save (DC 14) halves damage
3	4d10 points of random type damage (roll 1d4 1 – fire, 2 – cold, 3 – electrical, 4 – sonic); Reflex save (DC 14) halves damage
4	3d10 points of random type damage (roll 1d4 1 – fire, 2 – cold, 3 – electrical, 4 – sonic); Reflex save (DC 14) halves damage
6	1d4 points of temporary damage to randomly determined ability; Fortitude save (DC 14) negates
7	1 point of temporary damage to randomly determined ability; Fortitude save (DC 14) negates
8	1d8 points of sonic damage; Fortitude save (DC 14) halves damage
9	1d6 points of sonic damage; Fortitude save (DC 14) halves damage
10	1d4 points of sonic damage; Fortitude save (DC 14) halves damage
11	1d6 points of sonic damage; Fortitude (DC 14) halves damage
12	Target rendered deaf (40%); Fortitude save (DC 14) negates
13	Target rendered blind and deaf; Reflex save (DC 14) negates blindness, and Fortitude save (DC 14) negates deafness
14	Target fatigued; no save allowed
15	Target exhausted; no save allowed
16	1 negative level; Will save (DC 14) negates
17	1d3 negative levels; Will save (DC 14) halves level loss
18	1d6 negative levels; Will save (DC 14) halves level loss
19	Target randomly *polymorphed*; Fortitude save (DC 14) negates
20	Target *teleported without error* 2d10 miles in a random direction; Will save (DC 14) negates

Chern's Children

	Huge Vermin
Hit Dice:	14d8+14 (77 hp)
Initiative:	-1 (-1 Dex)
Speed:	5 ft.
AC:	10 (-2 size, -1 Dex, +3 natural)
Attacks:	1 or 4 bites +8 melee
Damage:	Bite 2d6
Face/Reach:	Special
Special Attacks:	Swarm
Special Qualities:	Slime trail
Saves:	Fort +10, Ref (fails), Will +2
Abilities:	Str 10, Dex 8, Con 12, Int—, Wis 6, Cha 6
Climate/Terrain:	Any
Organization:	Swarm (1)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always Neutral
Advancement Range:	15-20 HD (Gargantuan); 21-30 HD (Colossal)

Description

The pestilent titan Chern created many races of vermin that still infect the Scarred Lands. Among these races are the creatures known as Chern's children. Rather than being a single creature, Chern's children move in swarms of thousands of individuals. Swarms of Chern's children inhabit wastelands and wilderness areas, devouring everything in their path and leaving a trail of foul-smelling slime in their wake.

Often, the mere threat of an approaching swarm is enough to cause an entire settlement to flee. These creatures are especially common on the Bleak Savannah and the Perforated Plains, where isolated communities and tribes have limited access to magic or aid from civilized regions to fend off such swarms.

Combat

Chern's children rely on numbers and unthinkingly relentless assaults to overpower their prey. A typical swarm is 20 feet in diameter.

Swarm (Ex): A swarm of Chern's children may make one attack each round against any creature that comes within five feet of it. Any creature that actually enters the swarm suffers four attacks per round. Treat the swarm as a single individual for purposes of attack and damage; the swarm is destroyed if its hit points drop to zero. The swarm fails all Reflex saves automatically, as it is impossible for such a large group of creatures to avoid such effects.

Slime Trail (Ex): The slime left behind by the swarm is toxic and noisome. Anyone who steps in the slime must make a Fortitude save each round (DC 18) that he is in contact or take 1d4 damage. Anyone who attempts to move faster than half speed in the slime must make a Reflex save (DC 18) or fall into the slime. Falling causes no additional damage, but the foul stench of the slime adheres to the victim, causing a temporary loss of 1d6 Charisma. This effect lasts for 1d4 days, after which the character's Charisma returns with no chance of permanent loss.

Cloudsting

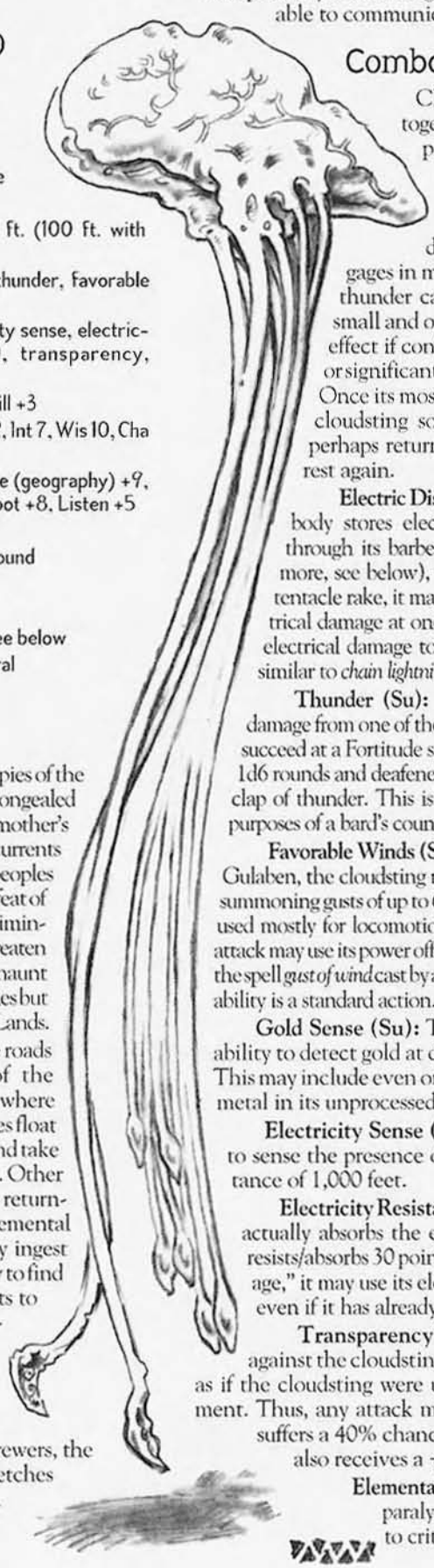
	Huge Elemental (Air)
Hit Dice:	10d8+10 (55 hp)
Initiative:	+3 (Dex)
Speed:	fly 60 ft. (average)
AC:	11 (-2 size, +3 Dex)
Attacks:	8 tentacles +7 melee
Damage:	Tentacle 1d6+2
Face/Reach:	10 ft. by 20 ft./10 ft. (100 ft. with tentacles)
Special Attacks:	Electric discharge, thunder, favorable winds
Special Qualities:	Gold sense, electricity sense, electricity resistance 30, transparency, elemental
Saves:	Fort +4, Ref +10, Will +3
Abilities:	Str 15, Dex 16, Con 12, Int 7, Wis 10, Cha 11
Skills:	Hide +20, Knowledge (geography) +9, Move Silently +11, Spot +8, Listen +5
Feats:	Flyby Attack
Climate/Terrain:	Any except underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	Gold coin only and see below
Alignment:	Usually chaotic neutral
Advancement Range:	11-15 HD (Huge)

Description

These floating creatures, once the spies of the titaness Gulaben, seem to be made of congealed air. Cloudstings wandered where their mother's will took them, drifting upon the air currents even to those distant lands of which the peoples of Ghelspad know nothing. With the defeat of Gulaben, the cloudstings' prowess has diminished, but these elemental creatures still threaten the Divine races. They predominantly haunt the vicinity of Kelder Mountain gold mines but have attacked caravans across the Scarred Lands.

Merchants and travelers upon the roads of the Scarred Lands tell tales of the cloudstings' uncanny knowledge of where gold is hidden. Sometimes, the creatures float low to play the part of the sneak-thief and take bags of coins while a caravan slumbers. Other times they raid wagons laden with ore returning from mines. Though they are elemental creatures of air, cloudstings apparently ingest gold for reasons unknown. Their ability to find stores of gold have led some merchants to label them "gold hounds" and pay explorers to track cloudstings in the wild in the hope that the elemental will be drawn to locations where a new gold mine might profitably be established.

Among alchemists and potion-brewers, the gelatinous ichor of a cloudsting's body fetches as much as 5,000 gp and is a powerful ingredient for any levitation potion or items of similar power. Cloudstings do not speak any known language, though they seem to be able to communicate with each other.



Combat

Cloudstings avoid combat altogether, preferring to spy on their prey, following them at a distance and choosing opportune moments to abscond with gold. If discovered, the cloudsting engages in melee only if pressed, using its thunder capability if the numbers are small and only using its chain-lightning effect if confronted with larger numbers or significantly more powerful opponents. Once its most powerful attack is used, the cloudsting soars out of range and flees, perhaps returning later once a camp is at rest again.

Electric Discharge (Su): The cloudsting's body stores electrical energy, discharging it through its barbed tentacle. Once per day (or more, see below), when the cloudsting makes a tentacle rake, it may discharge 6d4 points of electrical damage at one opponent and 3d4 points of electrical damage to six other targets in an effect similar to *chain lightning*.

Thunder (Su): Any opponent who receives damage from one of the cloudsting's arm attacks must succeed at a Fortitude save (DC 16) or be stunned for 1d6 rounds and deafened for 1d4 minutes by a sudden clap of thunder. This is considered a sonic attack for purposes of a bard's countersong ability.

Favorable Winds (Su): Drawing upon the favor of Gulaben, the cloudsting may control the flow of winds, summoning gusts of up to 60 miles an hour. This power is used mostly for locomotion, though a cloudsting under attack may use its power offensively generating an effect as the spell *gust of wind* cast by a 10th-level sorcerer. Use of the ability is a standard action.

Gold Sense (Su): The cloudsting possesses the ability to detect gold at distances of up to 1,000 feet. This may include even ores and traces of the precious metal in its unprocessed form.

Electricity Sense (Ex): The cloudsting is able to sense the presence of electrical energy at a distance of 1,000 feet.

Electricity Resistance 30 (Ex): The cloudsting actually absorbs the electricity it resists, and if it resists/absorbs 30 points or more of electrical "damage," it may use its electric discharge power again, even if it has already done so in the past day.

Transparency (Ex): Any attack made against the cloudsting's transparent body is made as if the cloudsting were under nine-tenths concealment. Thus, any attack made against the main body suffers a 40% chance of failure. The cloudsting also receives a +10 bonus to its Hide skill.

Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits or flanking.

Corpse Whisperer

	Medium-Size Monstrous Humanoid
Hit Dice:	5d8+15 (37 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	11 (+1 Dex)
Attacks:	2 Claws +8 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Undead spawn
Saves:	Fort +4, Ref +5, Will +7
Abilities:	Str 16, Dex 12, Con 17, Int 19, Wis 17, Cha 13
Skills:	Hide +5, Knowledge (any one) +5, Listen +6, Move Silently +4
Feats:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	6-10 HD (Medium-size); 11-15 HD (Large)

Description

The corpse whisperers are a titanspawn race adopted long ago by Belsameth and empowered to raise armies of undead to lead against the death goddess's enemies. There is a connection between the living and the dead that a corpse whisperer exploits, breathing new unlife into the recently departed so that it joins the corpse whisperer's ranks of the walking dead. The corpse whisperer itself, however, is not undead, but rather a mimic crafted to resemble the undead, allowing it to gain an advantage over those who believe the risen dead to be mindless automatons.

A number of corpse whisperers live on the outskirts of the Hornsaw Forest, especially near Glivid Autel. Vigilant patrols around the Hornsaw Forest have been beset by multiple armies of shambling undead. Whether a single corpse whisperer has taken control of the many undead or a number of the creatures are working together is unclear, but a figure dressed in full military regalia has been spotted directing the undead during these battles. So far, finding and stopping this death general has proven quite difficult.

Other corpse whisperers are encountered marching legions of corpses across the Ukrudan desert, presumably to use the undead as building blocks for Dunahnae's infamous Wall of Bones. What pacts or agreements these whisperers have with Dunahnae remains unknown.

A corpse whisperer appears as an intact zombie, although there is a malevolent intelligence burning in the creature's eyes. It usually dresses in rags or whatever is appropriate for the climate.

Combat

Corpse whisperers are found with legions of undead, directing them into battle. When its minions bring down a foe, the corpse whisperer's abilities come into play, allowing the creature to raise the dead as a loyal follower. A corpse whisperer attacks by getting close to a victim and using its touch attacks to augment its claws.

Spell-like Abilities: At will: *armor of undeath, grim feast, inflict moderate wounds, sleep of the dead, zombie form.* These abilities are as spells cast by a 5th-level sorcerer (Save DC 11 + spell level).

Undead spawn (Su): As a standard action, a corpse whisperer can revive the recently dead by speaking directly into their ears, creating a new follower that immediately joins the creature's minions against its former friends. The effect is similar to *animate dead*, except the undead are always zombies, the corpse must be no more than one hour old for the whisperer to animate it, and there is no limit to the number of undead the corpse whisperer may control. The undead have the standard abilities of a zombie dependent on their size, and unerringly follow the orders of the corpse whisperer.

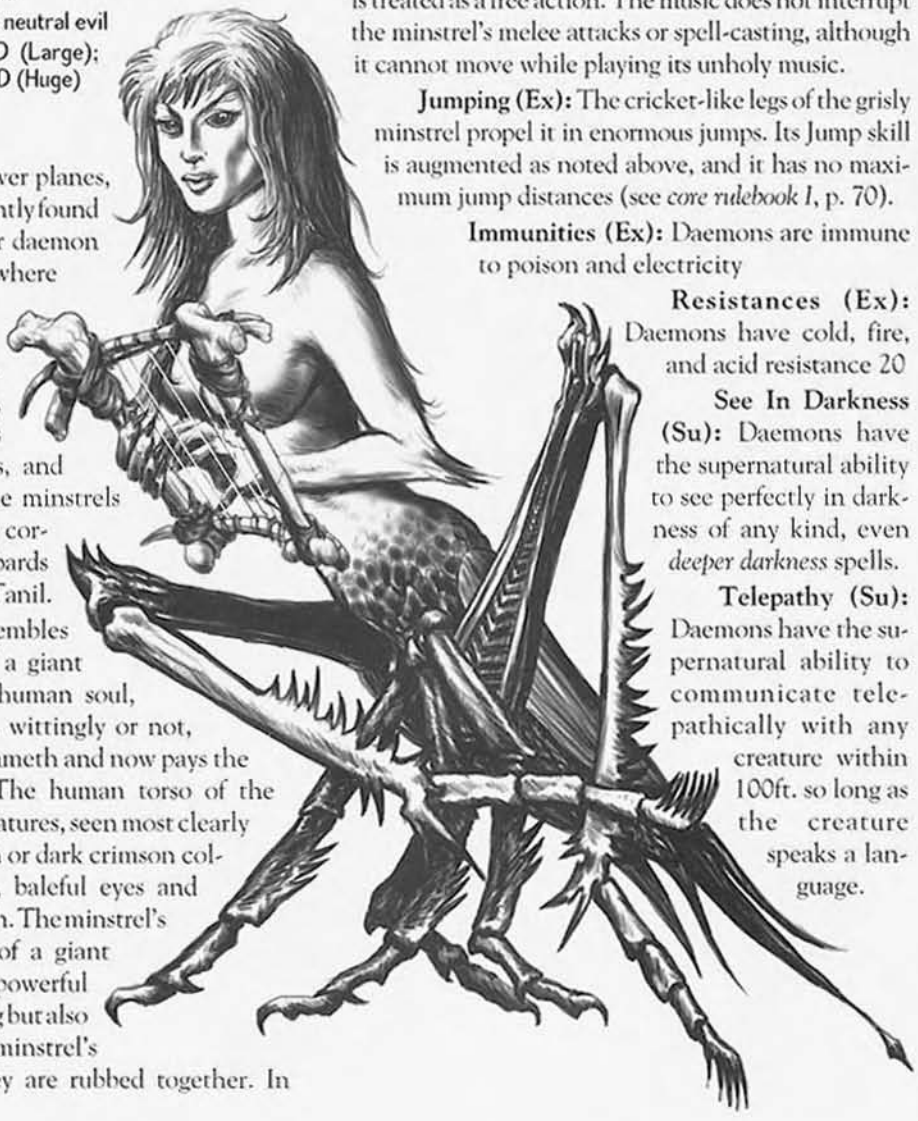
Daemon, Grisly Minstrel

	Large Outsider (Evil)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	19 (-1 size, +3 Dex, +7 natural)
Attacks:	2 Claws +8 melee, bite +6 melee
Damage:	Claw 1d6+5, bite 1d4+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like powers, spells, music
Special Qualities:	Damage reduction 10/+1, SR 18, jumping, immunities, resistances, see in darkness, telepathy
Saves:	Fort +6, Ref +7, Will +6
Abilities:	Str 20, Dex 16, Con 15, Int 11, Wis 10, Cha 19
Skills:	Climb +12, Concentration +8, Jump +22, Listen +8, Move Silently +7, Perform +8, Sense Motive +6, Spot +5
Feats:	Iron Will, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary, team (2-4) or squad (6-10)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	5-8 HD (Large); 9-16 HD (Huge)

Description

The bards of the lower planes, grisly minstrels are frequently found in the company of other daemon or near roads and byways where they lure travelers off the road to ghastly fates. Evil clerics wise enough to understand their value, summon grisly minstrels to augment their forces, and Belsameth also sends the minstrels to the physical plane to corrupt, torment and kill bards and musicians faithful to Tanil.

A grisly minstrel resembles the bastard offspring of a giant cricket and a tortured human soul, usually a musician who, wittingly or not, bartered her soul to Belsameth and now pays the price for her bargain. The human torso of the minstrel has daemonic features, seen most clearly in the creature's obsidian or dark crimson colored skin, pointed ears, baleful eyes and flesh-rendingly sharp teeth. The minstrel's hindquarters are those of a giant cricket, complete with powerful hind legs used for jumping but also ribbed to produce the minstrel's unholy music when they are rubbed together. In addition to the music the daemons produce with their insectoid legs, the grisly minstrels earn their name from the harps they play. Constructed from the bones and torn out vocal cords of mortal bards whom a minstrel has slain, the harp sings when strummed, recreating the haunting voices of the murdered musicians whose remains adorn the gruesome instrument.



Combat

Grisly minstrels typically stay toward the back of any encounter, supporting their allies with either spells or bardic music. When forced into combat and unable to flee, the daemons attack with their front pair of clawed insectoid legs and their bite.

Spell-Like Abilities: Once a day – *dimension door*. This ability is as the spell cast by a 4th-level sorcerer.

Spells: A minstrel has the spell-casting ability of a 6th-level bard.

Music (Su): The grisly minstrel has the ability to use bardic music in the same manner as a bard of level equivalent to the daemon's hit dice plus four. The music is produced by rubbing its hind legs together and is treated as a free action. The music does not interrupt the minstrel's melee attacks or spell-casting, although it cannot move while playing its unholy music.

Jumping (Ex): The cricket-like legs of the grisly minstrel propel it in enormous jumps. Its Jump skill is augmented as noted above, and it has no maximum jump distances (see *core rulebook I*, p. 70).

Immunities (Ex): Daemons are immune to poison and electricity

Resistances (Ex): Daemons have cold, fire, and acid resistance 20

See In Darkness (Su): Daemons have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Daemons have the supernatural ability to communicate telepathically with any creature within 100ft. so long as the creature speaks a language.

Daemon, Moon

	Large (Tall) Outsider (Evil)
Hit Dice:	12d8+36 (90 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	26 (-1 size, +2 Dex, +15 natural)
Attacks:	Bite +15 melee, 2 claws +13 melee
Damage:	Bite 2d4+4, claw 1d12+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Rend, trip, curse of lycanthropy, fear howl, spell-like abilities
Special Qualities:	Alternate form, damage reduction 20/+2 or silver, SR 22, regeneration 6, immunities, resistances, see in darkness, telepathy, summon daemon
Saves:	Fort +11, Ref +10, Will +10
Abilities:	Str 19, Dex 14, Con 17, Int 16, Wis 14, Cha 19
Skills:	Bluff +12, Concentration +10, Disguise +9, Escape Artist +7, Hide +6, Listen +14, Spot +10, Wilderness Lore +11
Feats:	Mobility, Multiattack, Track
Climate/Terrain:	Any land
Organization:	Solitary or pack (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	13-14 HD (Large); 15-18 HD (Huge)

Description

Moon daemons serve the goddess Belsameth. When they are not roaming their goddesses outer plane or racing across her moon, they can be found in the wilds and in the cities of the Scarred Lands, spreading lycanthropy. Moon daemons are the primary servants of Belsameth for sowing lycanthropy among the Scarred Lands, and as such, the servants of Tanil hunt moon daemons wherever and whenever they are sighted.

Moon daemons typically appear in the guise of beautiful or handsome humanoids, dire versions of their chosen animal or in monstrous, black-furred half-man, half-beast lycanthropic forms. Unless cloaked by illusion, the pupils of a moon daemon's eyes will always reflect the current phase of Belsameth's moon, i.e. full black at new moon, full white at full moon, crescent shaped at waxing and waning, etc. Moon daemons come in many variants, as many as there are types of lycanthrope. When they do appear in the physical plane, most commonly it is wolf moon daemons (such as presented here) in rural and wilderness areas or rat moon daemons in larger cities.

Summoned to the world by the mortal servants of Belsameth, these creatures are then let loose on the world to spread their goddess's curse. They accomplish this through flirting and courting other humanoids or through wounding them or wounding animals. Wherever a moon daemon passes, lycanthropy breaks out and savagery and death ensue.

Combat

Though savage fighters, moon daemons have cunning minds to go with their wicked hearts. They will use their shape changing and minor illusionary powers to conceal themselves from detection for as long as possible. If confronted, they will transform into their demonic half-beast state and rend their foes limb from limb.

Rend (Ex): A moon daemon in its natural form that hits an opponent with both claw attacks in the same round latches onto the opponent's body and rends him for an additional 2d8+6 points of damage.

Trip (Ex): If a moon daemon hits with its bite attack in werewolf or wolf form, it may take a free action to attempt to trip its victim (see *core rulebook I*, p. 139). It does not have to make a touch attack nor does this provoke an attack of opportunity, and should the trip fail, the victim may not react to trip the moon daemon.

Curse of Lycanthropy (Su): Anyone struck by the moon daemon's claws or bite while in its dire animal or lycanthropic forms or anyone kissed by a moon daemon while in its humanoid form must pass a Fortitude save (DC 18) or contract lycanthropy. The form of lycanthropy contracted is determined randomly by the Game Master (i.e., it is not necessarily wolf lycanthropy).

Fear Howl (Su): Anyone hearing the moon daemon's howl (which normally has a range of 600 ft. if unobstructed by soundproof walls) must succeed at a Will save (DC 20) or be affected as though by *fear* cast by a 12th-level sorcerer. A successful save indicates that creature cannot be affected again by that moon daemon's fear ability for one day.

Spell-Like Abilities: At will — *change self, charm monster, desecrate, detect good, detect magic, magic circle against good, see invisibility, tongues*; 3/day — *Belsameth's blessing, summon monster V* (fiendish animals only); 1/day — *teleport without error* (self plus 50 pounds of objects only), *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer.

Alternate Form (Su): A moon daemon can shift between its wolf, werewolf and humanoid forms at will as a standard action, similar to a *polymorph self* spell cast by a 12th-level sorcerer. In wolf form, it appears similar to a dire wolf and has a move of 50 ft.

and a +10 attack bite that delivers 1d8+10 damage. In humanoid form, it will use any gear and weapons at its disposal. Its werewolf form is described by the statistics above.

Immunities (Ex): Daemons are immune to poison and electricity.

Resistances (Ex): Daemons have cold, fire and acid resistance 20.

See In Darkness (Su): Daemons have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Daemons have the supernatural ability to communicate telepathically with any creature within 100 ft., so long as the creature speaks a language.

Summon Daemon (Sp): Once a day a moon daemon can attempt to summon 1-3 other moon daemons, with a 50% chance of success, or Belsameth's herald, with a 10% chance of success.

Daemon, Plague Angel

	Medium-Size Outsider (Evil)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., fly 40 ft. (poor)
AC:	21 (+3 Dex, +8 natural)
Attacks:	Wing slap +9/+4 melee; or 2 claws +9 melee
Damage:	Wing slap 1d4+2; claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Cause disease, fear aura
Special Qualities:	Immunity, resistances, damage reduction 10/+1, SR 14, invisibility, telepathy, see in darkness, summon daemon
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 15, Dex 17, Con 14, Int 14, Wis 15, Cha 10
Skills:	Hide +13, Intimidate +10, Knowledge (Religion) +12, Listen +12, Move Silently +13, Search +12, Spot +12
Feats:	Dodge, Mobility
Climate/Terrain:	Any land
Organization:	Charged (1), Brood (3), Swarm (4–8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	8 HD (Medium-size), 9 HD (Medium-size)

Description

Among the fearsome minions of Belsameth are the plague angels. Fashioned by Vangal and given as gifts to his sister, plague angels are formed from the souls of Madriel's healers whom Belsameth succeeded in corrupting during their mortal lives. These daemons are often summoned by priests or sent as gifts to favored worshippers. When they're seen at all, they appear as shapely women with bat wings, but they are completely enshrouded in darkness save for their glowing red eyes. They seem almost like ebony succubi, yet, while succubi are tempters, plague angels are destroyers. At their goddess' command, they descend upon those who are irksome to their patroness. Whispered stories tell of people struck down by disease on the wings of darkness. Far more disturbing are tales of Belsameth's challengers who are left alone at night, even simply to sleep, and are never seen again. It is uncertain what these creatures take as sustenance, although some speculate that it's the fear of their prey.

Combat

Plague angels use their shadowy nature to their best advantage, typically striking at night. They usually travel alone only when an individual has been assigned a particularly daring or provocative mission, such as striking down a priest of Hedrada or devoted follower of Tanil. When they operate as a group, angels make use of their similar appearance to create the illusion of large or small numbers, darting in and out of shadows in different places or showing themselves only one at a time but seeming extremely persistent and pervasive for only a "single" pursuer. Either tactic is intended to frighten prey, and both are used in combination with the ability to inspire fear supernaturally.

Cause Disease (Su): As the *contagion* spell, effective any time a plague angel inflicts five or more damage with a claw attack. With each attack, the Game Master should choose randomly from the spell's list which disease is transmitted, or he can use campaign-appropriate plagues. Otherwise, successive attacks can simply make one disease increasing more virulent.

Fear Aura (Su): On first sight of a plague angel (or after the first attack staged by one that remains hidden), targets must succeed on a Will save (DC 14) or suffer a -2 morale penalty to saving throws, ability and skill checks and attack rolls for the duration of the encounter. One Will save lasts for an entire encounter against a single plague angel, but it must be rolled against each angel in a brood or swarm.

Invisibility (Ex): At night or in deep shadows, a plague angel is effectively invisible, as per the *invisibility* spell, although staging attacks in darkness does not make it visible. If an angel dares act under torch or daylight, it can still use its dark form to hide in shadows, using its Hide skill rating.

Immunities (Ex): Daemons are immune to poison and electricity.

Resistances (Ex): Daemons have cold, fire and acid resistance 20.

See in Darkness (Su): Daemons have the supernatural ability to see perfectly in darkness of any kind, even in *deeper darkness* spells.

Telepathy (Su): Daemons have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language known by the daemon.

Summon Daemon (Sp): Once a day, a plague angel can attempt to summon another 2d10 plague angels with a 50% chance of success, or a moon giant with a 35% chance of success.

The Unshrouded

When not on missions for their goddess, plague angels can assume seeming human form, appearing as attractive but callous women. Their only exceptional characteristic is the red irises of their eyes. They often dress as priestesses of Belsameth and blend in with her followers, but they resume their shadow forms as soon as they're attacked or whenever they're called on a mission by the goddess.

Dananshee

	Medium-Size Fey
Hit Dice:	2d6 (7 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	11 (+1 Dex)
Attacks:	Dagger +1 melee
Damage:	Dagger 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Song of fascination, spell-like abilities
Special Qualities:	Low-light vision, skills
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 10, Dex 13, Con 10, Int 16, Wis 17, Cha 18
Skills:	Animal Empathy +9, Craft (any one) or Knowledge (any one) +8, Escape Artist +5, Hide +6, Listen +9, Move Silently +8, Sense Motive +6, Spot +10, Wilderness Lore +7
Feats:	Alertness, Dodge, Great Fortitude
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	3-6 HD (Medium-size)

Description

The dananshee are supernaturally beautiful faerie creatures, kin to the dryad and nymph. They have delicate features, dark skin and hair of red, gold or light brown. Their eyes are emerald green, blue or amber. They appear dressed in very little clothing, and what they do wear is always the color of the forests (green, brown, golden). Although they are creatures of nature, dananshee embody the savage, merciless side of the natural world, and they are particularly hateful toward races that they consider foes of nature—i.e., dwarves, humans and goblinoids.

Unlike her relatively benign cousins, the dananshee is evil, and she seeks to lure adventurers (particularly male adventurers) to their deaths. Many tales speak of lone travelers enchanted by the sight of a beautiful creature and enraptured by her lovely song, only to be lured into a secluded grove or cavern, then slain and devoured. Other tales suggest that dananshee partake of physical pleasures with their victims before killing them, leading some scholars to speculate that this is how the species reproduces.

Combat

Dananshee avoid melee combat if at all possible, preferring instead to lure an unwary traveler to his demise through her singing. Driven by hatred of "unnatural" races, dananshee prefer to attack dwarves, humans, goblinoids and other creatures. Elves and other sylvan races are usually left unmolested unless the dananshee is particularly hungry. She will not attack a group of individuals on most occasions. Fascinated victims are lured to a secluded spot, then slain by the dananshee and her beasts. If the dananshee is not hungry, she might spare a male victim with a high Charisma score and keep the victim *dominated* for several days.

Physically weak, dananshee are often accompanied by woodland creatures, who slay the dananshee's victims, then share in the subsequent feast. These creatures are twisted by contact with the dananshee. When a dananshee is encountered, roll 1d20 on the following table to determine its companions:

Die Roll	Woodland creature companion
1-5	None
6-10	1-4 dire rats
11-14	1-3 dire weasels
15-17	1-4 wolves
18-19	1-2 black bears or 1 brown bear
20	Roll twice

Song of Domination (Su): All characters within 60 feet who hear a dananshee's song must succeed at a Will save (DC 15) or be affected as by a *dominate person* spell. The effect lasts for 2d4 days. The dananshee commands her victim to her lair, where she usually slays and devours him with the aid of her animal companions. The victim can only defend himself if he is able to overcome the *dominate person* as described under the spell description. Even though the dananshee does not continue singing once a victim is dominated, a bard's countersong ability still allows a *dominated* creature to reattempt his Will save once.

Spell-Like Abilities: At will—*speak with animals*; once per day—*dimension door* as cast by a 7th-level sorcerer.

Dark Womb

	Large Monstrous Humanoid (Hag)
Hit Dice:	10d8+70 (115)
Initiative:	-3 (-3 Dex)
Speed:	10 ft.
AC:	11 (-1 size, natural +5, Dexterity -3)
Attacks:	Bite +9 melee, 2 claws +4 melee
Damage:	Bite 1d3, claws 1d4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 90ft., cloning, charm
Saves:	Fort +10, Ref +4, Will +11
Abilities:	Str 10, Dex 5, Con 25, Int 15, Wis 15, Cha 20
Skills:	Bluff +8, Concentration +10, Gather Information +7, Intimidation +8, Spellcraft +9, Spot +7
Feats:	Chain Spell, Combat Casting, Iron Will, Spell Focus (Necromancy)
Climate/Terrain:	Any underground
Organization:	Hive (1 dark womb + 2d12 cloned servants)
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Always evil
Advancement Range:	11-16 HD (Huge); 17-18 HD

Description

When one of Mormo's hags thought herself good enough to dabble at creating her own life forms, just as the Mother of Serpents did, Mormo put the haughty child back in her place, transforming her into Scarn's first dark womb. The hag's new form allowed her to create all the life she wanted, but none of it would be new. The things she created would be merely clones of that which the gods and titans saw fit to create.

Now, dark wombs can be found in secluded caverns throughout the Scarred Lands, attended by a host of cloned children that serve their dark mother's every need. And needs these monstrous hags have in plenty, from greed for treasures to desire for magical knowledge and items to gnawing hunger to its desire for tissue samples of creatures that would make prized children for the dark womb. Any tissue from a living creature that the hag consumes can be used to gestate a cloned child of such a living creature. The resulting clone children then serve their dark womb mother to their deaths.

Powerful dark wombs create large broods of children to defend their lairs, to seek out treasures for their hag mother, or even to assassinate and replace other humanoids in broader political power schemes. To such ends, a dark womb sends its servants out to collect pieces of other creatures, be those pieces strands of hair from a brush, blood from a slain victim or samples gained through more passionate means. The servant child then brings back the sample that the dark womb devours to produce a cloned offspring.

Dark wombs appear as corpulent hags from the waist up with a huge, translucent, bulbous sac for an abdomen. The overall appearance is half-hag and half-termite queen.

Combat

A dark womb loathes combat, preferring to let its "children" do its dirty work. It usually supports its children from a safe vantage with its sorceress spell use. It particularly favors disabling or weakening opponents with necromantic spells such as metamagically chained *rays of enfeeblement* to make combat easier for its children or to weaken opponents enough so that the her own venom can paralyze them.

Cloning (Su): A dark womb may devour a tissue sample (blood, hair, nail cuttings, etc.) of another creature, then gestate and hatch a cloned version of the creature. The gestation period is one week for creatures size Tiny or smaller, and one additional week for every additional size category above Tiny (i.e., two weeks for Small creatures, 3 weeks for Medium-size creatures, etc.). The dark womb may not clone anything larger than one size smaller than itself. Therefore, a Large dark womb may hatch only Medium-size or smaller clones.

When birthed from the dark womb, the cloned creature is of the same age and maturity as the cloned creature was at the time the tissue sample was taken. Cloned creatures possess the same level of Hit Dice, natural armor, natural attack forms, extraordinary abilities, and statistics of the original creature. They do not possess any skills, feats, knowledge of spell-casting, spell-like abilities, supernatural abilities, personal identity or history information from the original creature. At any one time, a dark womb may not have more than one living clone child cloned from the same individual creature.

Very rarely, a female creature that is cloned by a dark womb spontaneously mutates into a dark womb herself and becomes free of the charm link to her mother dark womb. Such offspring are usually killed or exiled to start their own Hive, if they don't kill their own mother first.

Charm (Su): Any cloned offspring hatched by a dark womb behaves as though *charmed* by her. This effect is permanent, although it may be suppressed by effects such as *anti-magic fields*.

Poison (Ex): The dark womb's bite carries a powerful, enfeebling venom. Victims must make a Fortitude save (DC 22) or take 2d6 points of temporary Strength damage. One minute later, the target must make a second saving throw or suffer an additional 2d6 points of temporary Strength damage.

Spells: All dark wombs cast spells as a sorceress of level equal to its Hit Dice.

Darkling Sentinel

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	9d8+9 (49 hp)
Initiative:	+0
Speed:	30 ft.
AC:	23 (+13 natural)
Attacks:	By weapon +14/+9 melee; by weapon +9 ranged
Damage:	Weapon type +5 (greatsword 2d6+5 or throwing axe 1d6+5)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Crystalline armory
Special Qualities:	Supernatural senses, shatter, SR 19, immunities, telepathy
Saves:	Fort +7, Reflex +6, Will +8
Abilities:	Str 20, Dex 10, Con 13, Int 10, Wis 14, Cha 12
Skills:	Sense Motive +3
Feats:	Combat Reflexes, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Patrol (2-5) or watch (3-18)
Challenge Rating:	9
Treasure:	None, except triple gems
Alignment:	Always lawful evil
Advancement Range:	10-12 HD (Medium-size); 13-15 (Large)

Description

Darkling sentinels are outsiders who make their home on the astral plane or on the Scarred Lands' primary moon, unless they are drawn to the physical plane by a summoning. Wherever they are found, they are usually involved in pacts with other evil outsiders or mortal wizards to guard strongholds against intruders. Sentinels are most often found serving in Belsameth's plane of Tarterus, at her throne on the dark side of the moon or in the towers of the death goddess' more powerful wizards and sorcerers.

Sages believe that darkling sentinels belonged to some unknown race, perhaps a slave race to the Slarecians, who lived on the dark side of the moon long before Gaurak laid waste to it and before Belsameth set her throne on the moon's dark side. Their dark, crystalline bodies are alien enough, showing no signs of sensory organs, although the sentinels detect other creatures perfectly well. Their silent, methodical approach to duty causes many to misjudge them for mindless constructs, instead of the able tacticians they truly are.

Combat

Darkling sentinels attack anyone who would unlawfully attempt to pass the sentinels designated watch but will not seek to attack anyone else. They normally patrol "unarmed," forming weapons as soon as combat is engaged. The sentinel will focus its attacks on any opponent who demonstrates an ability to hurt the sentinel with attack forms that circumvent its shatter defense.

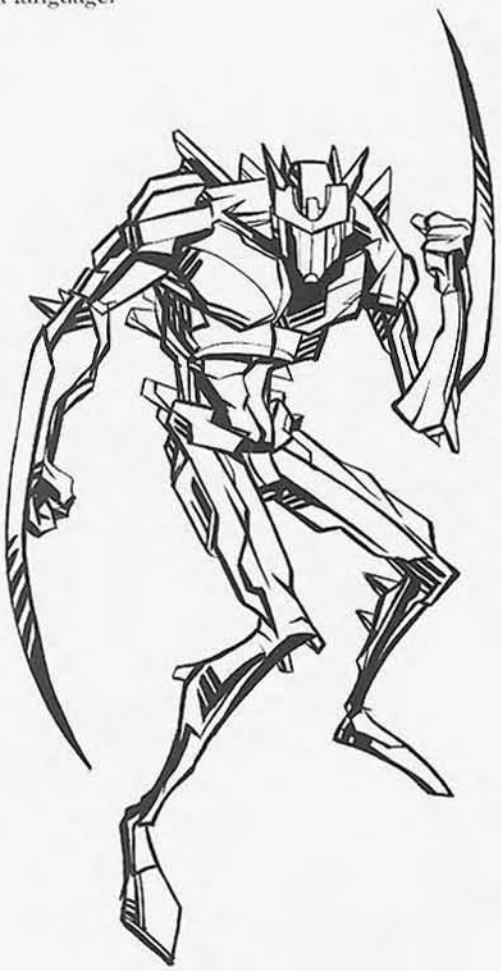
Crystalline armory (Su): Darkling sentinels may form weapons from their crystalline bodies as a free action. They may form any simple or martial melee or thrown weapon. They commonly form dark crystal greatswords for melee or use crystal shards equivalent to throwing axes for ranged attacks.

Supernatural Senses (Su): Sentinels can sense the presence and location of anything within 60 ft.

Shatter (Su): When struck, darkling sentinels may voluntarily shatter under the force of the blow as a free action. The sentinel's body fragments into a shower of mineral shards and then reforms immediately afterward. The sentinel takes no damage from the blow but does suffer 1d4 damage from the shattering effect plus any damage from energy effects from such weapons as flame tongues. If struck by a concussion effect spell or magical effect, even one which normally harms crystalline creatures (e.g., *shatter*), the sentinel may also shatter to avoid damage from the effect.

Immunities (Ex): Darkling sentinels are immune to acid, asphyxiation, hunger, thirst, poison, blindness, deafness and disease.

Telepathy (Su): Sentinels have the supernatural ability to communicate telepathically with any creature within 40 ft., so long as the creature speaks a language.



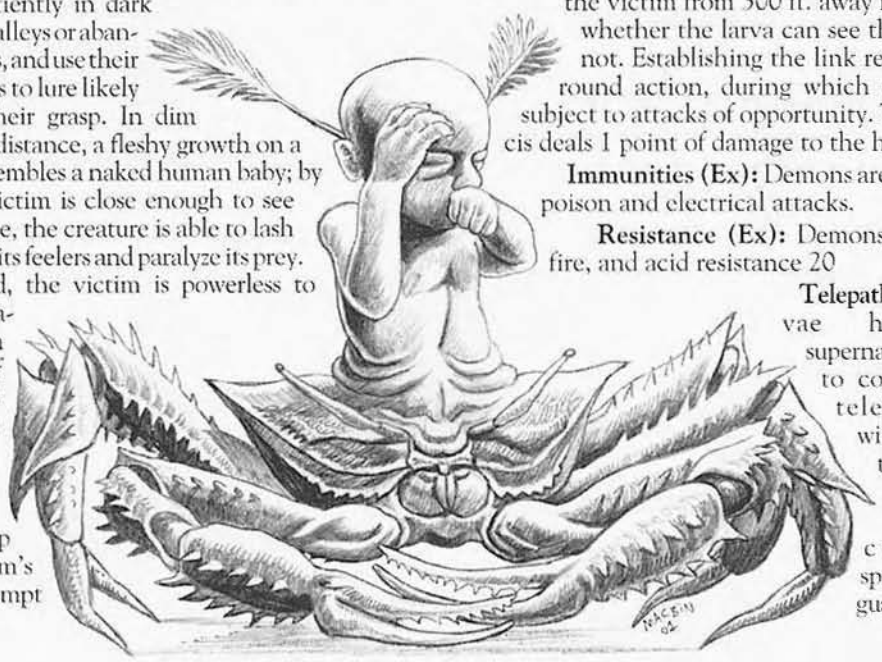
Demon, Abyssal Larva

	Small Outsider (Chaotic, Evil)
Hit Dice:	3d8 (13 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	25 ft., climb 20 ft.
AC:	12 (+1 size, +1 Dex)
Attacks:	2 feelers +4 melee
Damage:	Feeler Slap 1d3 and paralysis
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, paralysis, maddening gaze, empathic link
Special Qualities:	Damage reduction 5/silver, SR 8, immunities, resistance, telepathy
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 12
Skills:	Hide +6, Listen +2, Move Silently +3
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	4-6HD (Small)

Description

Experts in demonic lore believe the vile, crab-like parasites known as the abyssal larvae are spirits that have never known the pleasures of the flesh and, as such, envy the physical sensations of humanoids. Common belief regarding the larvae states that these despicable demons are given the same regard amongst the denizens of the Abyss that a person would give a cockroach; thus, the larvae seek out weak places between the worlds to burrow through and infest new prey.

Abyssal larvae constantly seek new experiences and sensations, which they experience vicariously through victims they mentally dominate. The larvae wait patiently in dark places, in dank alleys or abandoned buildings, and use their magical abilities to lure likely victims into their grasp. In dim light or from a distance, a fleshy growth on a larva's back resembles a naked human baby; by the time the victim is close enough to see through the ruse, the creature is able to lash out with one of its feelers and paralyze its prey. Once paralyzed, the victim is powerless to prevent the creature from attaching itself by sinking its clawed legs into the victim's back and inserting its proboscis deep into the victim's brain in an attempt to dominate him. The larva then uses the dominated victim as its vehicle to explore — and through its empathic link to with the victim, to vicariously partake in — all manner of violence and debauchery.



Certain unscrupulous wizards in the Scarred Lands summon these extraplanar creatures in hopes of possessing a demon familiar, but often, it is the host who is used by the larvae and discarded once he becomes tiresome.

Combat

A larva will usually lure a new host by using its *ghost sound* ability to mimic a crying infant. Once prey wanders within range, the larva will lash out with its gaze and paralysis attacks in order to have the time to link itself to a victim. When forced to do battle, the larva will command its host through its empathic link (see below).

Abyssal larvae speak Abyssal, Common and the language of their present host (if any).

Spell-like Abilities: The abyssal larva may cast *ghost sound* at will as a 3rd level sorcerer.

Paralysis (Ex): If an abyssal larva successfully hits an opponent with one of its feelers, the victim must make a successful Fortitude check (DC 11) or be paralyzed for 2d4 rounds.

Maddening Gaze (Su): An opponent who meets an abyssal larva's eyes must make a successful Will check (DC 12) or behave as though affected by a *confusion* spell as cast by a 3rd-level sorcerer. This is a mind-affecting gaze attack.

Empathic Link (Su): Against a helpless or paralyzed foe, the abyssal larva may insert its proboscis into the victim and attempt to establish mental domination. The victim receives a Will save (DC 12) to resist and be free of such control for a day (although victims that resist often simply get killed by the larva to ease its frustration). Those that fail are affected as by *dominate person* as cast by a 3rd-level sorcerer. In addition, the larva establishes a telepathic and empathic link to the victim which allows it to control the victim from 300 ft. away regardless of whether the larva can see the victim or not. Establishing the link requires a full round action, during which the larva is subject to attacks of opportunity. The proboscis deals 1 point of damage to the host.

Immunities (Ex): Demons are immune to poison and electrical attacks.

Resistance (Ex): Demons have cold, fire, and acid resistance 20

Telepathy (Su): Larvae have the supernatural ability to communicate telepathically with any creature within 300 ft. so long as the creature speaks a language.

Demon, Blade

	Medium-Size Outsider (Chaos, Evil)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+3 (Dex)
Speed:	35 ft., fly 70 ft. (poor)
AC:	23 (+3 Dex, +10 natural)
Attacks:	2 scythehands +14 (special) melee and braid flail +8 melee; or wing buffet +13 melee
Damage:	Scythehands 1d8+6 (special), braid flail 1d6+2; or wing buffet 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft. (flail 10 ft.)
Special Attacks:	Reaching flail, magical scythehands, wounding wings
Special Qualities:	Damage reduction 20/+2, SR 22, battle soul, sense weakness, immunities, resistance, telepathy, summon demon
Saves:	Fort +8, Ref +9, Will +6
Abilities:	Str 18, Dex 17, Con 15, Int 9, Wis 10, Cha 10
Skills:	Intimidate +12, Listen +10, Spot +12
Feats:	Combat Reflexes, Weapon Focus (scythehands), Weapon Specialization (scythehands)
Climate/Terrain:	Any
Organization:	Solitary or pack (2-8)
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	None

Description

The dark god Vangal, never sated in his hunger for blood and battle, has created many depraved and brutal beasts to plague the world of Scarn. Among his most vicious, the blade demons appear as twisted humanoids with scythes for hands and bizarre bladed wings. With blackened iron visors covering their faces, blade demons are silent, expressionless killing machines.

A blade demon is a horror to behold. Its wings are made of human flesh stretched over a skeleton of bones and scythe blades. Its facial visor glows with the heat of freshly forged metal, perpetually searing itself to the flesh of the demon. Blackened stumps at both wrists close around curving blades of dark steel.

Often summoned by the herald of Vangal or the war god's most senior priests through a *lesser planar ally* spell, blade demons are utterly focused on the task of combat. When not engaged in battle, they remain in Scarn only if directly ordered to do so. Even if they are tasked to linger outside of combat, blade demons are impatient, furtive beings prone to random acts of violence and bloodshed.

Combat

Blade demons always, unless ordered to attack immediately, spend the first round of any conflict studying their opponent and fighting with the total defense combat option. This scrutiny gives them the opportunity to use their sense weakness ability. Then, in the next round, they change their scythehands (see below) to best take advantage of that weakness and attack their target.

Blade demons were created for battle and have no pity or fear or mercy. They always choose the full attack option if available once their scythehands have been attuned to their opponent's vulnerabilities. They never retreat or relent in a pursuit unless ordered to do so by their commander or summoner.

Reaching Flail (Ex): A blade demon's braid flail can extend up to 10 feet as a free action. This reach allows the blade demon to take an attack of opportunity with the flail as if it had a reach of 10 ft. Only the flail can be used for this special attack.

Magical Scythehands (Su): Both of a blade demon's hands are +4 weapons. This +4 enhancement bonus can be selected as a normal attack and damage enhancement bonus and/or any of the bonus options on Table 8-15 of *core rulebook II* (page 185). Any normal enhancement bonus to the scythehands is not calculated in the blade demon's attack and damage statistics above and should be added to those. The blade demon can change the nature of his scythehands as a move equivalent action at any time, but the scythehands must always have at least a +1 (of the +4 total) enhancement bonus to attack and damage. For example, a blade demon can make its scythehands +2 *unholy* (which counts as +2 bonus per Table 8-15) weapons. This setting is a blade demon's default choice. However, any combination up to a +4 total bonus is possible, and both of a blade demon's scythehands can have different combinations.

Wounding Wings (Su): The wing buffets of a blade demon are considered wounding. Each wound inflicted by them causes an extra point of damage each round thereafter. This damage can only be halted by a DC 15 Heal check or any *cure* or *heal* spell.

Battle Soul (Ex): Once a blade demon has acted in combat (is no longer flatfooted or surprised), it cannot be affected by compulsion or mind-affecting spells.

Sense Weakness (Su): After observing an individual for one full round action, a blade demon can make a Spot check against DC 20 (25 if the target is concealed by any form of illusion) to determine any form of attack from which the subject takes more or less damage or from which the subject suffers extra effects.

Immunities (Ex): Demons are immune to poison and electrical attacks.

Resistance (Ex): Demons have cold, fire and acid resistance 20.

Telepathy (Su): Demons have the supernatural ability to communicate telepathically with any creature within 100 ft., so long as the creature speaks a language.

Summon Demon (Sp): Once a day a blade demon can attempt to gate in 2d10 dretches or 1 hezrou, with a 50% chance of success, or the herald of Vangal, with a 20% chance of success.

Demon, Blood Horror

	Medium-Size Outsider (Chaos, Evil)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+0
Speed:	Fly 30 ft. (good)
AC:	18 (+8 natural)
Attacks:	Bite +9 melee, 2 claws +7 melee
Damage:	Bite 1d8+1, claw 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, frightful presence, stigma
Special Qualities:	Damage reduction 20/+2, SR 23, immunities, resistance, telepathy, summon demon, vulnerability
Saves:	Fort +8, Ref +6, Will +10
Abilities:	Str 13, Dex 11, Con 15, Int 16, Wis 18, Cha 21
Skills:	Concentration +9, Hide +11, Listen +5, Move Silently +11, Search + 7, Sense Motive +2, Spellcraft +9, Spot +3, Wilderness Lore +4
Feats:	Combat Casting, Multiattack, Track
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	9-13 HD (Medium-size)

Description

Those of Vangal's priests who displease him are visited with a horrible version of the *bleeding disease* that forms unstanchable wounds on the priest, who bleeds until his corpse is a husk. When his soul is greeted in the Abyss, things only get worse, as his soul is crafted into a demon known in the Scarred Lands as a blood horror.

These demons are offered into the service of Vangal's mortal priests in the physical plane as instruments of Vangal's wrath. Blood horrors are reasonably proficient hunters and are often set on the trail of some enemy of Vangal, such as highly revered members of a good or neutrally aligned religion. When the blood horror strikes, it does not always slay its victims outright, preferring to leave the victim suffering from stigma wounds that, like the blood horror's death wounds in its former life, cannot be stanched (save by rare means). The bloody wounds on the victim are a visible reminder to all of what happens to those who displease the god of destruction.

Blood horrors are mostly amorphous creatures with a roughly humanoid shape and a blood red to inky obsidian color. They do have a perceptible maw filled with jagged teeth and distinguishable arms ending in long, thin hands with oozing claws. While they have no true legs or wings, they are able to fly by supernatural means.

Combat

The blood horror uses cunning rather than brute force when "fighting." The blood horror's greatest weapon is his cold, calculating ability to wait and watch his chosen victim for long periods of time. Using its etherealness and invisibility, the blood horror will trail a victim until an opportune moment presents itself. It loathes paladins and good clerics and will seek them out above all other targets.

Spell-Like Abilities: At will — *bleeding disease, detect good, detect magic, grim feast, invisibility*; 3/day — *bloodstorm*; 1/day — *etherealness*. These abilities are as the spells cast by a 16th-level sorcerer.

Frightful Presence (Ex): A blood horror unsettles foes with its mere presence. This ability takes effect automatically whenever another creature within 30 ft. beholds the blood horror or a pack of blood horrors for the first time. Such creatures must attempt a Will save (DC 19) to overcome the fear effect. On a failure, creatures with fewer HD than the blood horror become panicked (see *core rulebook II*, p. 85) for 5d6 rounds. All others who fail are shaken (see *core rulebook II*, p. 85) for 2d6 rounds. Blood horrors ignore the frightful presence of other blood horrors.

Stigma (Su): The wounds inflicted by the blood horror's claws and fangs do not heal normally. Natural healing will not restore any hit points lost to these attacks, and magical healing will restore all but one hit point per claw or bite attack that damaged the victim. For example, a fighter is hit by 2 claws and a bite for 5, 4 and 4 points of damage; these wounds can be healed magically except for 3 hit points (1 per wound) that cannot be healed. Such unhealed wounds will continue to bleed, and the victim will lose one hit point per day per open wound. This daily bleeding damage can be magically healed again, but the damage accrues anew each day. The only known method of fully healing a blood horror's stigma wounds is a *heal* spell cast as the domain spell slot (not a regular spell slot) from an appropriate cleric (which closes all wounds on the victim).

Immunities (Ex): Demons are immune to poison and electrical attacks.

Resistance (Ex): Demons have cold, fire and acid resistance 20.

Telepathy (Su): Demons have the supernatural ability to communicate telepathically with any creature within 100 ft., so long as the creature speaks a language.

Summon Demon (Sp): Once a day, a blood horror can attempt to summon another of its kind, with a 50% chance of success.

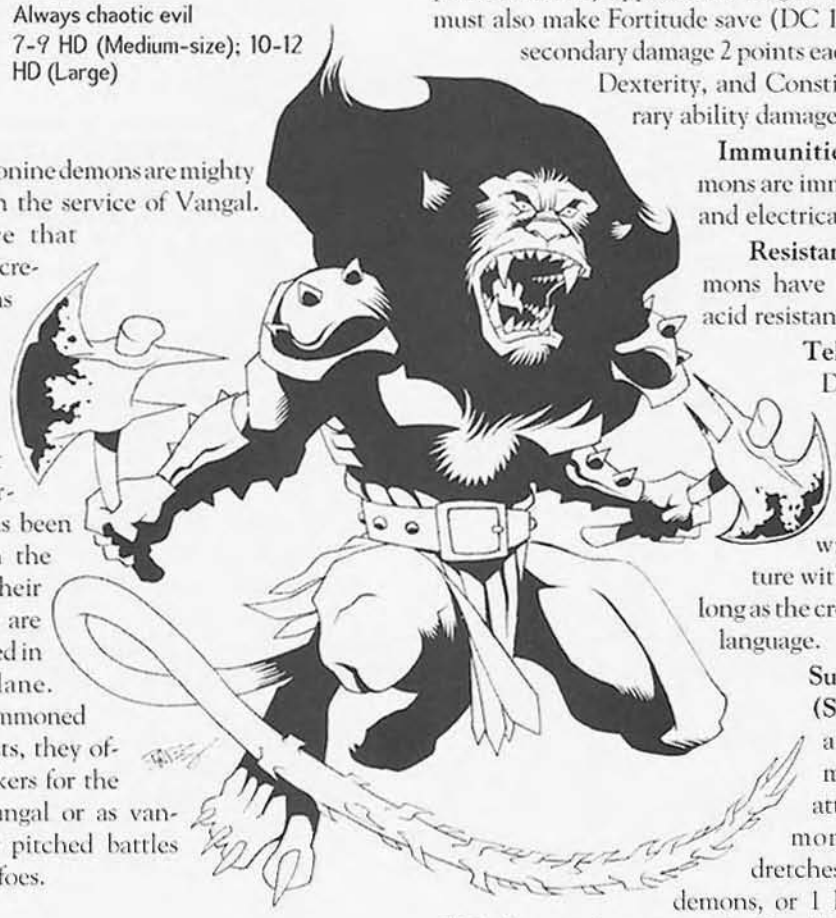
Vulnerability (Ex): *Curing* spells harm a blood horror as though it were undead.

Demon, Leonine

	Medium-Size Outsider (Evil, Chaotic)
Hit Dice:	6d8+24 (51 hp)
Initiative:	+3 (+3 Dex)
Speed:	35 ft.
AC:	21 (+3 Dex, +3 natural, +5 armor)
Attacks:	2 claws +11 melee, bite +6 melee; or tail whip +11 melee; or 2 battleaxes +12 melee
Damage:	Claw 1d6+5, bite 1d4+2; or tail whip 2d6+5; or battleaxe 1d8+5
Face/Reach:	5 ft. by 5 ft. / 5ft. (10 ft. tail whip)
Special Attacks:	Spell-like abilities, roar
Special Qualities:	Damage reduction 15/+1, SR 16, immunities, resistance, telepathy, summon demon
Saves:	Fort +9, Ref +8, Will +5
Abilities:	Str 20, Dex 16, Con 19, Int 8, Wis 11, Cha 15
Skills:	Balance +4, Climb +5, Hide +6, Intimidate +7, Listen +8, Move Silently +6, Spot +6, Wilderness Lore +5
Feats:	Cleave, Power Attack, Track, Weapon Focus (battleaxe)
Climate/Terrain:	Any land and underground
Organization:	Solitary, hunting party (2-5) or pride (6-10)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	7-9 HD (Medium-size); 10-12 HD (Large)

Description

The fierce leonine demons are mighty warriors found in the service of Vangal. Scholars believe that Vangal may have created these demons as his personal shock troops from the dead souls of his mightiest manticora warriors. No one has been able to question the demons about their origins, but they are rarely encountered in the physical plane. When they are summoned by Vangal's priests, they often serve as trackers for the Horsemen of Vangal or as vanguard troops for pitched battles against Vangal's foes.



Leonine demons are tall and powerfully muscled, appearing much like manticora but with even grimmer, demonic features and even fuller manes of hair. Their powerful, serpentine tail is covered in sharp barbs. They are always armed with twin battleaxes in the style of their god.

Combat

Leonine demons fight with fervent dedication and ferocity. They will usually roar a challenge to their foes and then wade into battle and attack with their massive weapons and deadly tails against any foes who did not flee in terror.

Spell-Like Abilities: At will — *battlecry*, *detect good*, *dimensional anchor*, *locate object*, *see invisibility*, and *shatter* as a 6th-level sorcerer.

Roar (Su): As a supernatural sonic effect, a leonine demon can emit a bone-shaking roar. Treat the roar as a cone effect 30 feet long from the demon. Anyone caught in the effect must make a Fortitude save (DC 17) or be deafened for 2d6 minutes and must make a Will save (DC 15) or suffer the roar's fear effect, becoming frightened for 2d6 minutes (see *core rulebook II* p. 84 for effects of being deafened and frightened).

Poison (Ex): A leonine demon's tail barbs are poisonous. Any opponent damaged by the tail whip must also make Fortitude save (DC 17). Initial and secondary damage 2 points each of Strength, Dexterity, and Constitution temporary ability damage.

Immunities (Ex): Demons are immune to poison and electrical attacks.

Resistance (Ex): Demons have cold, fire and acid resistance 20.

Telepathy (Su): Demons have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Summon Demon (Sp): Once a day, a leonine demon can attempt to summon 3d10 dretches, 1d4 leonine demons, or 1 hezrou with a 50% chance of success, or the Herald of Vangal with a 10% chance of success.

Demon, Locust

	Large Outsider (Chaotic, Evil)
Hit Dice:	10d8+40 (85 hp)
Initiative:	+0
Speed:	30 ft., fly 90 ft. (average)
AC:	22 (-1 size, +13 natural)
Attacks:	4 Claws +15 melee, bite +13 melee, and sting +13 melee
Damage:	Claw 1d10+6, bite 2d6+3, sting 1d8+3
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Spell-like abilities, poison, seed of blight
Special Qualities:	Damage reduction 20/+2, SR 19, immunities, resistance, darkvision 120ft., telepathy, summon demon, insect vision
Saves:	Fort +11, Ref +7, Will +10
Abilities:	Str 22, Dex 11, Con 18, Int 10, Wis 16, Cha 13
Skills:	Balance +8, Concentration +11, Hide +5, Knowledge (planes) +10, Listen +11, Search +9, Spot +15
Feats:	Cleave, Flyby Attack, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, swarm (5-20)
Challenge Rating:	12
Treasure:	No coins; double items; double magic
Alignment:	Always chaotic evil
Advancement Range:	11-13 HD (Large); 14-18 HD (Huge)

Description

These creatures were created by the titan Chern to spread blight and disease to plant life. In the war with the gods, these creatures lay waste to the farms and fields of the Divine Races, changing once-populous lands into places filled only with undead plant life and eerie quiet. When Chern was destroyed, the general of the locust demons, the demon lord Tzzt, swore an oath of allegiance to Vangal, and, although Tzzt appears to have remained true to his word thus far, who can say what value lies in the oath of a demon.

The locust demons appear as great golden locusts that have flashes of metallic purple on their chitin hides. Each sports a long, prehensile stinger at the end of its abdomen.

The demon locusts are experts at navigating through the astral plane, since they normally reside there or in Vangal's abyss. However they enjoy the opportunity to visit the Scarred Lands and spread blight. Locust demons are occasionally summoned by a witch or wizard to blight an enemy's fields, to act as a flying mount or to provide information about planar travel and geography.

Combat

Above all else, locust demons prefer to bite and rend the flesh of their opponents. They will often attack from the air, using a flyby attack to grapple and then carry their hapless, possibly paralyzed victim high into the air to be devoured on the wing. If facing many foes, they will often attack under the cover of an insect plague.

Spell-Like Abilities: At will — *desecrate, detect good, dispel good, magic circle against good (self only), shout, summon insects, teleport without error (self + 50 pounds of objects only)*; 3/day — *deeper darkness, insect plague* as cast by a 10th-level sorcerer (DC 11 + spell level).

Seed of Blight (Su): Once per month, the locust demon may use its stinger to plant a seed of blight in the earth. Once planted, the seed spreads a supernatural sickness to all plants within a radius of 100 feet per hit die of the locust demon. The sickness (called demon blight) alters the plant life growing in the region so that instead of being infused with positive life energy, it becomes infused with the negative energy of death. Within a day of being infected, a plant will begin to turn gray and brittle. Within three days, it will have turned entirely gray, and it will crumble to dust at the touch, leaving behind a black and white spectral image of itself as it was in life. The plant is now a spectral plant (q.v.), and poses a grave danger to any who enter the blighted zone.

Poison Sting (Ex): Fortitude save (DC 19); initial damage 2d8 temporary Dexterity, secondary damage 1d8 temporary Dexterity.

Improved Grapple (Ex): If the locust demon should score hits with three or more of its claws, it grapples its opponent automatically. Starting the next round, it will automatically hit with its bite and sting each and every round until the opponent is free (or eaten).

Immunities (Ex): Demons are immune to poison and electrical attacks.

Resistance (Ex): Demons have cold, fire and acid resistance 20. Locust demons also have sonic resistance 20.

Telepathy (Su): Demons have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Summon Demon (Sp): Once per day, a locust demon may attempt to summon 1-2 more locust demons. It has a 50% chance of success. Locust demons will rarely summon their fellows, however, because to do so means that they must share the tasty sentient flesh that is their victory's reward.

Insect Vision (Su): Locust demons can see through the eyes of unintelligent insects within a 120-foot radius of themselves. Doing so gives them an additional +4 to Spot checks when there are insects about, and it makes all nearby clouds of insects transparent to them.

Deryth (Disjoined)

	Small Aberration
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	40 ft., climb 10 ft.
AC:	11 (+1 size)
Attacks:	Slam +0 melee
Damage:	Slam 1d4-1 + poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Amorphous, melding, fortification
Saves:	Fort +0, Ref +0, Will +5
Abilities:	Str 9, Dex 10, Con 10, Int 8, Wis 12, Cha 4
Skills:	Climb +3, Hide+3, Move Silently +4, Spot+3
Feats:	Iron Will
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	1/4
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	None

Description

The deryth were the final creation of the titan Golthain before the other titans stripped him of his senses. As further punishment for his compassion to the lesser races, the titans gathered up the deryth and shattered their bodies, separating them into their parts (skin, bone, blood, muscle and nerves) and flinging the separate pieces to the far ends of the world, while feasting on the entrails that remained. Golthain used his remaining power to transform the disjoined pieces of the deryth into separate living entities. From that point onward, disjoined yet still living fragments of the deryth have wandered the Scarred Lands, searching desperately for the unity that has been denied them.

The deryth achieve unity through their ability to meld with other living creatures. The powers that a melded deryth grants its host makes the deryth sought-after companions, at least initially. Many a host has regretted his decision as more and more disjoined deryth meld with his body until his own identity is lost and he becomes host and unifier to one of each type of disjoined deryth.

The disjoined deryth appears as a small amorphous blob, with colors matching its corresponding subtypes. The colors of each type are as follows: skin — light blue; bone — pale yellow; blood — deep crimson; muscle — deep forest green; nerve — bright violet. Each has four small sensory organs located equidistant around its body.

The deryth feel an overwhelming need to be rejoined as a people. They can accomplish this union only by bonding with sentient life forms. Any life form above 5 intelligence is a likely candidate for

bonding. Disjoined usually bond with sleeping humanoids, as they make easy targets.

Combat

A disjoined rarely enters combat. When forced to fight, a disjoined's typical tactics are to paralyze the strongest threat, then flee. If conflict is the only option, the disjoined lashes out with a weak pseudopod that does minimal damage. A deryth (joined or disjoined) will never attack another deryth, nor allow another deryth to be harmed.

Poison (Ex): A disjoined deryth's poison is a contact sedative. Any creature hit must make a Fortitude save (DC 10) or be completely sedated for 2d4 minutes. A disjoined deryth that is melded with a host may inject poison in its host automatically at any time, no attack roll required. A melded disjoined will almost always attempt to sedate its host in the presence of another deryth (joined or disjoined) especially in the presence of another disjoined of a type that the host does not currently carry. The host may well wake up with a new disjoined inside.

Amorphous (Ex): A disjoined is not subject to critical hits, and it cannot be flanked.

Melding (Ex): The disjoined can meld with any motionless living creature, usually ones affected by the disjoined's sedative poison. The disjoined melds with the creature's body, digesting away the new host's natural tissue that matches the disjoined's type. The creature may attempt a Fortitude save (DC 10) to resist the invasion. A successful save destroys the disjoined.

Once melded, the disjoined can be removed with a *wish*, *limited wish*, *miracle* or similar magic, or by casting *regenerate* upon the host. *Regenerate* entitles the host to a new Fortitude saving throw. If that save is successful, any one disjoined within the host is destroyed and the host regenerates its now missing body tissue. A host that gains *regeneration* through some other means or has it innately can make one such save attempt each day.

Each successive disjoined of a different type that melds with the same host increases the Fortitude save (+4 penalty to DC per disjoined in the host's body) to resist a new disjoined's melding or to expel any of the disjoined via *regenerate*.

Any host who possesses all five types of disjoined becomes a deryth, effectively becoming an NPC.

Fortification (Ex): After successfully melding with a creature, the disjoined bestows upon its "host" some benefits and disadvantages.

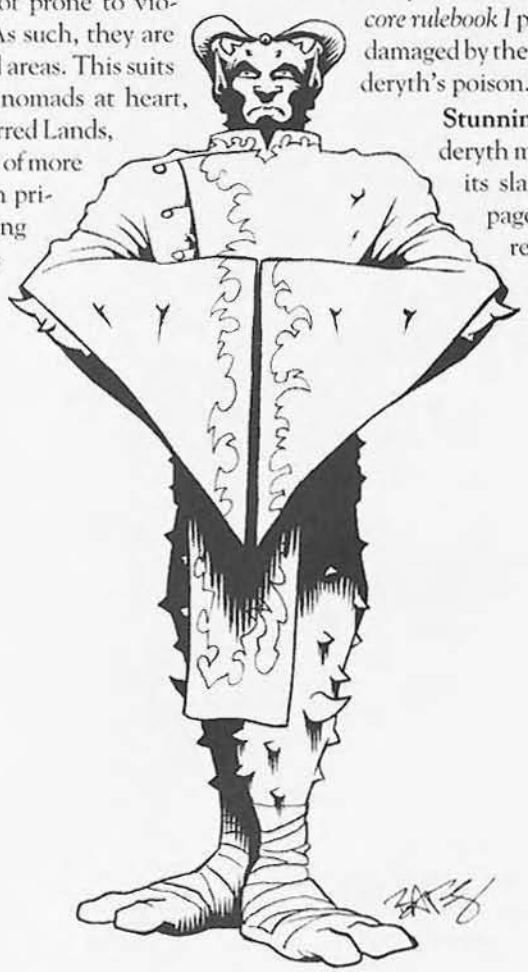
Disjoined Type	Effect
Skin	The host's skin toughens and tints blue. The host gains 1/- damage reduction but suffers a –3 circumstance penalty to any Charisma checks involving social interaction.
Bone	The host gains a +1 enhancement bonus to Constitution but gains 20% more weight from the bone density, giving it a –1 penalty to all fatigue rolls, as well as Climb, Jump, Swim and Tumble checks.
Blood	The host doubles its natural healing rate. However, *cure* spells applied to the host heal one less point of damage per die.
Muscle	The host gains a +1 enhancement bonus to Strength, but has its base movement rate reduced by 5 feet.
Nerves	The host gains a +1 bonus to Initiative and darkvision 60ft., but receives no Fortitude saving throw against future uses of the disjoined's sedative poison.

Deryth (Joined)

	Medium-Size Humanoid
Hit Dice:	5d8+15 (38 hp)
Initiative:	+2 (Dex)
Speed:	25 ft.
AC:	19 (+2 Dex, +7 natural)
Attacks:	2 slams +7 melee
Damage:	Slam 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, spells, stunning fist, spikes
Special Qualities:	Damage reduction 3/-, darkvision 100 ft.
Saves:	Fort +7, Ref +3, Will +1
Abilities:	Str 18, Dex 14, Con 16, Int 13, Wis 11, Cha 15
Skills:	Bluff +2, Concentration +4, Sense Motive +2, Spellcraft +4
Feats:	Combat Casting, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement Range:	By character class

Description

A fully joined deryth is a rare sight in the Scarred Lands. Although they are not prone to violence, they are titanspawn. As such, they are not welcome in most civilized areas. This suits the deryth fine, as they are nomads at heart, wandering the face of the Scarred Lands, searching for the whereabouts of more of their race. A joined deryth primarily engages itself in collecting and reuniting more of its disjoined race. This goal often involves the deryth finding and collecting its disjoined brethren and then kidnapping creatures to become hosts to the fractured deryths, especially if the creature is already host to one or more disjoined deryths.



Deryths are humanoids with powerful, impressive physiques. They stand around six feet tall. A deryth's skin varies from light blue to violet, and small grey spikes adorn most of its body. Horns protrude from just behind the deryth's ears, curving toward the forehead to almost join in the middle. Between these horns is commonly set a precious or magical stone. Deryths have pointed ears, and their eyes range from gray to deep sea green.

Combat

Deryths are not violent by nature, and they normally only engage in combat to protect themselves or other deryths, or to further their goal of rejoining more of their race.

Poison (Ex): Anyone damaged by a deryth's fists must make a Fortitude save (DC 15) or be paralyzed by a powerful sedative for 2d6 rounds.

Spells: Deryth cast as sorcerers of level equal to half their Hit Dice.

Spikes (Ex): The deryth's body is covered by small spikes that are treated as armor spikes (see *core rulebook I* p. 105) in grappling. Opponents damaged by the spikes will also be subject to the deryth's poison.

Stunning Fist (Ex): Twice per day, the deryth may use the Stunning Fist feat in its slam attacks (see *core rulebook I* page 85). Fortitude save (DC 13) to resist the stun.

Despair

	Medium-Size Outsider (Evil)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+6 (+6 Dex)
Speed:	30 ft., fly 90 ft. (good)
AC:	22 (+6 Dex, +6 natural)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d4+1, bite 1d3+1 and disease and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, induce despair, poison, disease
Special Qualities:	Damage reduction 20/+2, SR 22, regeneration 5, telepathy, resistances, immunities, keen vision, limited polymorph
Saves:	Fort +8, Ref +11, Will +7
Abilities:	Str 12, Dex 22, Con 16, Int 18, Wis 14, Cha 18
Skills:	Bluff +10, Concentration +10, Diplomacy +9, Hide +8, Intimidate +10, Listen +8, Move Silently +7, Search +6, Sense Motive +9
Feats:	Skill Focus (Bluff), Skill Focus (Intimidate)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	8-15 HD (Medium-size); 16-25 HD (Large)

Description

Grim and corrupted counterparts of Madriel's hopes, despairs were twisted from their creator's intent by the titan Chern at the outset of the Divine War. Chern spread his foulness through the ranks of hopes to subvert them to his own will and use them as instruments to discourage and destroy the morale of the gods' followers. Serving in large numbers, most despairs were slain at the defeat of their master. However, a few escaped, and they continue to spread pain and hopelessness throughout the Scarred Lands.

Shy and cowardly, despairs focus their attention on isolated settlements and distant locations, where the threat of organized resistance is minimal. Whole villages are often targeted by a despair, who spreads disease and doubt among the population, reveling in the darkness and sorrow that it creates.

After a despair has visited a place, it leaves behind a single dirty gray feather.

Combat

Despairs are cowards. If threatened, they prefer flight over combat. They will only attack isolated individuals or those they are certain that they can overcome. Despairs most often attack from ambush, using their claws and infectious bites on hapless victims, then fleeing immediately, allowing their disease to do its work. Despairs can only fly and use their natural weapons in their true forms.

Poison (Ex): Bite, Fortitude save (DC 16); initial damage 1d3 temporary Constitution secondary damage 2d4 temporary Constitution.

Disease (Su): Bite, Fortitude save (DC 16); incubation period 1d4 days, damage 1d4 temporary Strength and 1d4 temporary Charisma. This rotting disease is called "titan's pestilence." The muscles of the stricken person slowly liquefy, exuded through the skin as a foul pus. The pus is extremely infectious; anyone who comes into contact with it must make a Fortitude save (DC 16) or be infected.

Induce Despair (Su): A despair can create utter depression and hopelessness in its victim by making eye contact. Any victim that the despair chooses to use this power on must make a Will save (DC 15) or be subject to crushing despair and sadness, which renders him unable to take any voluntary actions. Victims do not even feed themselves, and they will eventually perish of starvation (*core rulebook II*, page 86). The victim can attempt to overcome the despair by making another Will save every three days. The effects of this ability are dispelled instantly by the *aura of hope* created by a despair's nemesis, a hope.

Spell-Like Abilities: Continuous: *detect good*, *see invisible*. At will — *bane*, *bestow curse*, *charm person*, *death knell*, *deeper darkness*, *desecrate*, *scare*; 3/day — *contagion*, *enervation*; 1/day — *unholy blight*, *dispel good*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 14 + spell level).

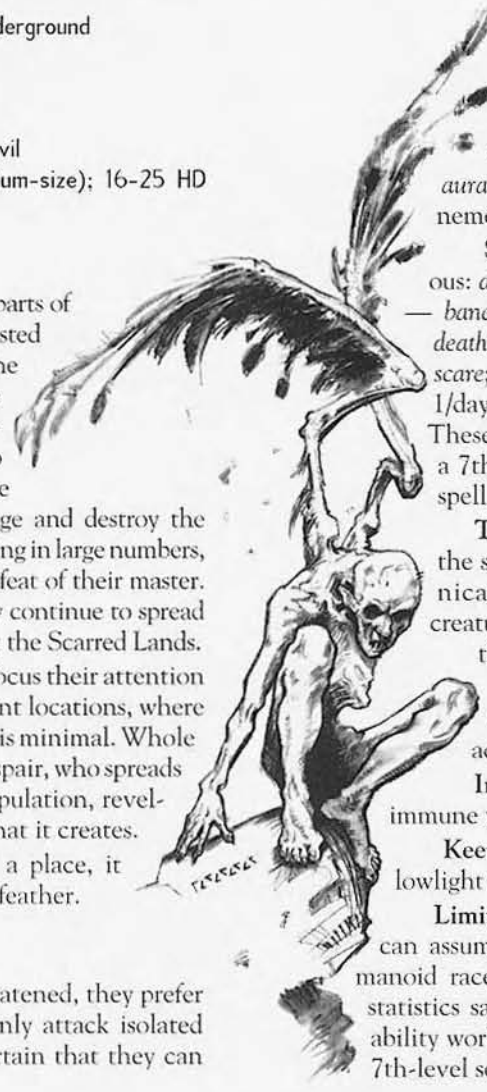
Telepathy (Su): Despairs have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Resistances (Ex): Despairs have cold, electricity, acid and fire resistance 20.

Immunities (Ex): Despairs are immune to poison and disease.

Keen Vision (Ex): Despairs have lowlight vision and 90-foot darkvision.

Limited Polymorph (Su): Despairs can assume the appearance of any humanoid race at will, and they retain all statistics save those related to size. This ability works as if it were a spell cast by a 7th-level sorcerer.



Devil, Heartclutch

	Tiny Outsider (Evil, Lawful)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+9 (+5 Dex, + 4 Improved Initiative)
Speed:	20 ft., fly 30 ft. (poor)
AC:	19 (+2 size, +5 Dex, +2 natural)
Attacks:	Bite +11 melee, 2 claws -1 melee
Damage:	Bite 1d4-2, claw 1d4 -2
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Sneezing death
Special Qualities:	Immunities, resistance, see in darkness, telepathy, summon devil, SR 8, damage reduction 5/silver, vulnerability, spell-like abilities
Saves:	Fort +5, Ref +9, Will + 4
Abilities:	Str 6, Dex 20, Con 13, Int 9, Wis 11, Cha 9
Skills:	Bluff +4, Diplomacy +1, Escape Artist +3, Hide +6, Intimidate +6, Listen +3, Search +5, Sense Motive + 2, Spot +2
Feats:	Improved Initiative, Weapon Finesse (bite)
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair or gang (3-6)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement Range:	5-6 HD (Tiny)

Description

The heartclutch was created by greater devils to send messages between their servants, to deliver warnings to those who displease them or to serve as spies, watchdogs or even familiars to the greater devils' favored mortal minions. Like most devils, heartclutches are fond of tormenting the weak. They particularly enjoy intimidating those they have subjected to their insidious sneezing death. They love to exact bargains from victims in the midst of dying, then release the victim from their sneezing death. Imminent death makes negotiation so much easier.

It is well known among Scarred Lands priests and doctors that if many people in an area die of sneezing fits, then likely the community has done something to raise Chardun's ire, and he has sent these lesser devils as messengers to give notice of his displeasure. Either that, or someone has curried the favor of an evil outsider and received the services of a heartclutch demon to assassinate her enemies.

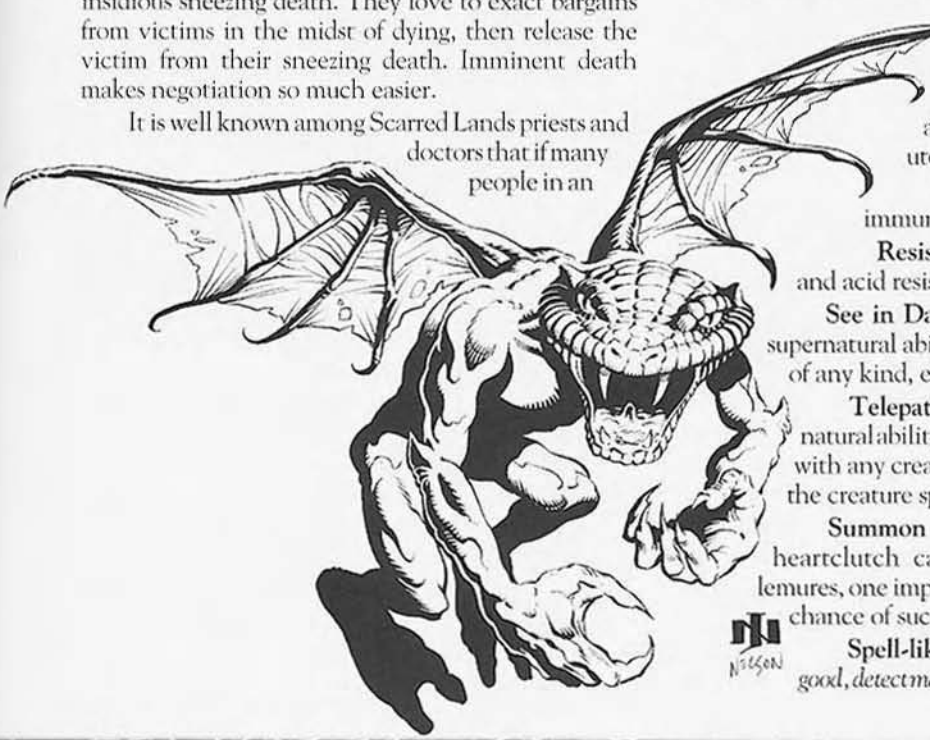
A heartclutch devil appears as small imp-like creature with frail-looking wings. Its body looks like wet clay with a smooth slime coating it. Its face is serpentine, long with finely shaped scales. Its eyes are typically black and glossy, but they glow with an eerie light when the heartclutch is excited.

Combat

These devils tend to avoid combat by flying away, especially if faced by any holy opponent such as a paladin. If forced into combat, they invoke their sneezing death on one or more opponents and then again attempt to escape.

Vulnerability (Ex): The heartclutch cannot go near an area subject to the *hallow* spell, and it cannot affect people who are under the effects of the *bless* spell with its sneezing death if the *bless* spell was cast by a good-aligned priest.

Sneezing Death (Su): Once every three rounds, a heartclutch can invoke this power on any living creature within 20 feet. The victim must make a Fortitude save (DC 11) or begin sneezing uncontrollably. Sneezing victims are –4 to attack, AC, saves and skill checks. They can take only a partial action each round. The victim suffers no damage the first minute of sneezing, but thereafter suffers 1 point of temporary Constitution damage per round. Should a creature's Constitution be brought to 0 by this power, it dies of a massive heart failure. The effect lasts until the creature dies, the effect is cancelled by the heartclutch, or the effect is dispelled. (The effect can be dispelled similar to a *bestow curse*.) Creatures that do not breathe and sneeze are immune to this attack. Once the victim stops sneezing, the Constitution damage is restored at a rate of one point every 10 minutes.



Immunities (Ex): Devils are immune to fire and poison.

Resistance (Ex): Devils have cold and acid resistance 20.

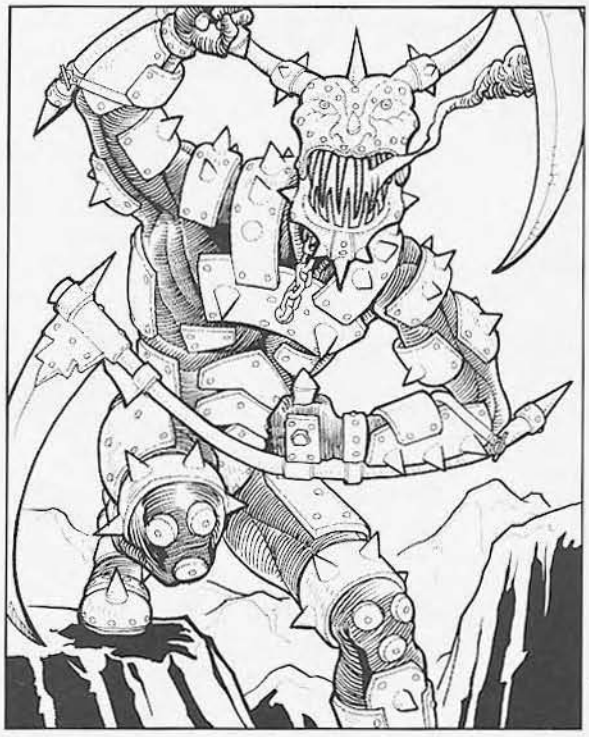
See in Darkness (Su): Devils have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Devils have the supernatural ability to communicate telepathically with any creature within 100 feet, as long as the creature speaks a language.

Summon Devil (Sp): Once a day, a heartclutch can attempt to summon 1d4 lemures, one imp or one heartclutch with a 35% chance of success.

Spell-like Abilities: At will — *detect good*, *detect magic*, *invisibility* (self only), *sneeze*.

Devil, Iron



	Large Outsider (Evil)
Hit Dice:	12d8+72 (114 hp)
Initiative:	+0
Speed:	30 ft.
AC:	25 (-1 size, +16 natural)
Attacks:	Huge scythe +19/+14/+9 melee
Damage:	Huge scythe 1d12+10
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon, spell-like abilities
Special Qualities:	Immunities, resistance, see in darkness, telepathy, damage reduction 20/+2, fear aura, pain transference, rage, SR 20
Saves:	Fort +14, Ref +8, Will +10
Abilities:	Str 24, Dex 11, Con 22, Int 12, Wis 14, Cha 15
Skills:	Climb +10, Intimidate +11, Jump +5, Listen +6, Spot +7
Feats:	Cleave, Great Cleave, Power Attack, Weapon Focus (scythe)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	13-18 HD (Large); 19-36 HD (Huge)

Description

Foul creatures driven by pain and rage, the race of iron devils was created by the titan Thulkas as serve him as an elite, fearless corps of enforcers. They are tall, muscular humanoids with jet black skin and thick iron plates literally riveted into their flesh. Their heads smolder and burn, imprisoned within horned, devil-visage helms.

With Thulkas banished at the end of the Divine War, iron devils swore allegiance to Chardun. They now serve powerful devil-lords, by tormenting souls or enforcing their masters' edicts. They are spurred on by their own agonies, and it is only through inflicting suffering on others that iron devils gain any small amount of respite. Although Thulkas created them, the iron devils feel no loyalty or affection toward him. Instead, they hold him responsible for their constant suffering.

Those who seek vengeance or retribution sometimes call iron devils to the Scarred Lands. Such desires are dangerous, as many have discovered after calling up an iron devil and being unable to dismiss it. Such a devil will turn on its summoner, inflicting horrific torment before returning to its home plane voluntarily.

Combat

Iron devils fight in melee with massive two-handed scythes. They enjoy inflicting pain on their opponents, and they derive improved combat abilities as a result. Iron devils are also impatient, however, and a victim who does not succumb quickly causes the devil to grow frustrated and enraged.

Breath Weapon (Su): Every 1d4 rounds (no more than five times per day), an iron devil can open its visor, revealing its flaming, smoldering visage and unleashing a 30-foot cone of fire. The fire inflicts 8d8 points of damage. A successful Reflex save (DC 22) halves this damage.

Fear Aura (Su): Iron devils exude an aura of fear in a 20-foot radius. The aura is otherwise identical to *fear* cast by a 12th-level sorcerer (save DC 18). If that save is successful, that creature cannot be affected again by that iron devil's fear aura for one full day.

Rage (Ex): After 3d4 rounds of combat, the iron devil flies into a berserk rage, gaining +4 Strength, +4 Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. The rage lasts until the end of combat, or until the iron devil is killed.

Pain Transference (Su): Iron devils derive relief from their constant pain by inflicting pain on others. Each combat round, an iron devil receives a +1 to its attack rolls for every victim that it wounded on the previous round.

Spell-Like Abilities: At will — *burning hands, create undead, dimension door, desecrate, detect good, detect magic, fly, magic circle against good, protection from good, teleport without error* (self plus 50 pounds of objects only), *unholy blight*; 1/day — *incendiary cloud*. These abilities are as the spells cast by a 12th-level sorcerer (DC 12 + spell level).

Immunities (Ex): Devils are immune to fire and poison.

Resistance (Ex): Devils have cold and acid resistance 20.

See in Darkness (Su): Devils have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Iron devils have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

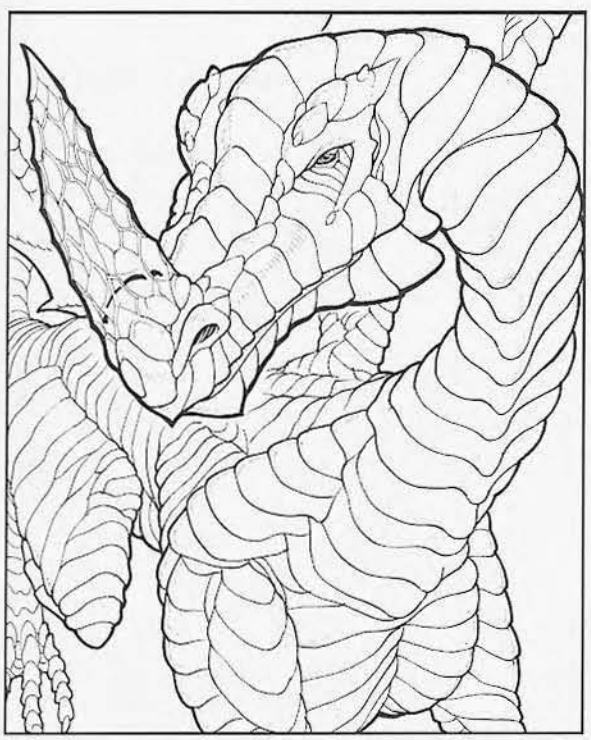
Dragon, Slarecian

	Dragon
Climate/Terrain:	Any land or underground
Organization:	Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm or great wyrm: solitary, pair or family (1-2 and 2-5 offspring)
Challenge Ratings:	Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 13; mature adult 15; old 17; very old 18; ancient 20; wyrm 22; great wyrm 24
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement Range:	Wyrmling 4-5 HD (Tiny); very young 7-8 HD (Small); young 10-11 HD (Medium-size); juvenile 13-14 HD (Medium-size); young adult 16-17 HD (Large); adult 19-20 HD (Large); mature adult 22-23 HD (Huge); old 25-26 HD (Huge); very old 28-29 HD (Huge); ancient 31-32 HD (Huge); wyrm 34-35 HD (Gargantuan); great wyrm 37+ (Gargantuan)

Description

Legend holds that, centuries ago, the ancient race of Slarecians dwelt on Scarn and practiced dark and wicked magic. *The Winged Tyrants*, one of the few Slarecian texts that survives in the common tongue, tells of a cult of Slarecian spellcasters who transformed themselves into draconic form in order to better cast certain spells, as well as for their own protection.

As years passed, these casters spent more and more time in dragon form, finally abandoning their original bodies altogether. These powerful beings grew to near godlike status, ruling vast underground kingdoms, emerging now and then to gather slaves and sacrificial victims from the surface races. They warred ceaselessly, against both each other and other Slarecians. *The Winged Tyrants* even implies that it was the growing power of these Slarecian dragons that caused the gods and titans to unite and destroy the Slarecian race.



Images of Slarecian dragons are rare, but a mosaic uncovered in a ruined palace deep in the Ukrudan Desert shows them as vast reptilian beasts with cracked, multi-hued skin, draconic faces with Slarecian features, each sporting a single jeweled horn in the center of its forehead. The mosaic also portrays these dragons presiding over the sacrifice of humans, elves, dwarves and orcs, making their true natures manifest.

Weakened by internecine warfare, the dragons fell before the onslaught of the gods and titans, and they were slain or scattered. A few are said to live on deep beneath the surface of the Scarred Lands, in hidden Slarecian labyrinths or fortresses, dreaming of a return to their ancient glories. Since the Divine War, of course, half of the dragons' most hated foes have perished or been permanently exiled, leaving only the gods to fight these beasts should they ever return.

Combat

Slarecian dragons are physically weaker than most dragons, but they are magically more adept than most. The most ancient can remember their struggles against their race's archmages, and they are experienced in combating spellcasters.

Slarecian dragons possess the standard attacks, skills, qualities and feats of dragons (see *core rulebook III* p. 61) in addition to the powers listed here.

Magic Reservoir (Su): A Slarecian dragon's jeweled horn acts as a reservoir of magical energies in the same way as described under *rod of absorption* (see *core rulebook II*). It does not absorb magic, but it can store a number of levels equal to the dragon's Intelligence score. Expended spell levels are regenerated at a rate of one level per day.

The horn from a slain dragon continues to function in the same fashion when carried or worn, storing a number of spell levels equal to the Intelligence of the slain dragon. These items were highly prized by Slarecian archmagi, fetching 10,000 gp for every spell level they are capable of storing. The horn from a very old Slarecian dragon, for example, can store up to 26 spell levels, making it worth 260,000 gp.

Breath weapon (Su): A slarecian dragon's breath weapon is a cone of disjunction. As per the spell *Mord's Disjunction* (see *core rulebook I* p. 230).

Other Spell-Like Abilities: 3/day — *polymorph self*; 2/day — *anti-magic field*; 1/day — *foresight*.

Slarecian Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	3d12+3 (22)	14	(+2 size, +2 natural)5	4	3	5	Special (12)	-	-
Very young	S	6d12+6 (45)	16	(+1 size, +5 natural)8	6	5	8	Special (14)	-	-
Young	M	9d12+18 (76)	18	(+8 natural) 11	8	6	11	Special (16)	-	-
Juvenile	M	12d12+24 (102)	21	(+11 natural) 15	10	8	12	Special (18)	-	-
Young adult	L	15d12+45 (142)	23	(-1 size, +14 natural)18	12	9	16	Special (20)	-	23
Adult	L	18d12+72 (189)	26	(-1 size, +17 natural)23	15	11	16	Special (23)	-	25
Mature adult	H	21d12+105 (241)	28	(-2 size, +20 natural)27	17	12	19	Special (25)	-	27
Old	H	24d12+120 (276)	31	(-2 size, +23 natural)31	19	14	21	Special (27)	-	29
Very old	H	27d12+162 (337)	34	(-2 size, +26 natural)35	21	15	23	Special (29)	-	30
Ancient	H	30d12+180 (375)	37	(-2 size, +29 natural)39	23	17	26	Special (31)	-	32
Wyrm	G	33d12+231 (445)	38	(-4 size, +32 natural)41	25	18	28	Special (33)	-	33
Great Wyrm	G	36d12+288 (522)	41	(-4 size, +35 natural)45	28	20	31	Special (35)	-	35

Slarecian Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 150 ft. (average), swim 60 ft., burrow 60 ft.	11	10	13	14	15	14	Cold immunity	-
Very young	60 ft., fly 150 ft. (average), swim 60 ft., burrow 60 ft.	13	10	13	16	17	16	-	-
Young	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	15	10	15	16	17	16	-	2nd
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	17	10	15	18	19	18	Magical Reservoir	4th
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	19	10	17	18	19	18	Damage Reduction 5/+1	6th
Adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	23	10	19	20	21	20	-	8th
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	27	10	21	20	21	20	Damage Reduction 10/+3	10th
Old	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	29	10	21	24	25	24	Polymorph self	12th
Very old	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	31	10	23	26	27	26	Damage Reduction 15/+3	14th
Ancient	60 ft., fly 200 ft. (poor), swim 60 ft., burrow 60 ft.	33	10	23	28	29	28	Anti-Magic Field	16th
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft., burrow 60 ft.	35	10	25	30	31	30	Damage Reduction 20/+4	18th
Great Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft., burrow 60 ft.	37	10	27	32	33	32	Foresight	20th

Dream Folk

	Medium-Size Outsider
Hit Dice:	6d8-12 (15 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	20 (+4 Dex, +6 natural)
Attacks:	Gore +4 melee
Damage:	Gore 2d6-2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Dream feasting, spell-like abilities
Special Qualities:	Dreamsight, dreamwalk, spoken dream
Saves:	Fort +3, Ref +9, Will +6
Abilities:	Str 6, Dex 18, Con 6, Int 16, Wis 13, Cha 19
Skills:	Bluff +8, Diplomacy +8, Listen +4, Sense Motive +8, Spot +8
Feats:	Alertness, Dodge
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	7-12 HD (Medium-size)

Description

Whether dream folk are born of dreams or merely shaped by them is unknown. Lurking in the daydreams and nightmares of mortals, dream folk come in a wide variety of shapes. Some sow discord and suffering, so that they may feast more richly on the vivid dreams thus created; others bring peace and succor to those in need.

Dream folk can walk in physical form, but they require time in the astral realm of dreams to maintain their vitality. Dream folk have different sizes, varying ability scores and skills, and different natural or manufactured weapons. The statistics above describe a typical dream folk.

Among the titanspawn, where dreams and visions are powerful magic, shamans whisper that the dreamfolk were created when the titan Mesos was slain. These shamans explain that dreamfolk work to gather the dispersed particles of Mesos, and many of these pieces have become lodged in the dreams of titanspawn and divine beings alike.

Combat

Dream folk prefer to avoid combat, although the darker sort enjoy provoking violence in others. Dream folks particularly fear confronting beings that are unaffected by mental effects or beings who do not dream.

Dreamsight (Su): Dream folk have the ability to sense the presence of any being that dreams within 100 feet, and they can effectively "see" the being even if it is invisible or ethereal.

Dreamwalk (Sp): This quality functions like *astral projection*, except that the subjects directly enter the realm of dreaming within the astral plane, and they may not venture from the dreaming to other parts of the astral plane. A dreamwalk can only begin if there is a dreaming being within view. This person acts as a gateway to the dreaming. If the dreamer is unwilling to have the dreamwalkers invade its dream, it may attempt a Will save (DC 17) to resist and cause the dreamwalk to fail. Dreamwalkers may not attempt to enter that same dream again.

Dream folk that use this ability disappear, entering dreams directly. Other subjects brought along leave their physical bodies in a deep sleep, while only their astral dream selves enter the dreamwalk. Once a dreamwalk has begun, the dreamwalkers may enter other parts of the dreaming. They return to their physical bodies any time they choose, whenever their dream self is destroyed or whenever a dream they are in collapses as the dreamer awakens or has its dream self or physical body slain. Dream folk that die while dreamwalking are truly dead.

Once in a dream, dreamwalkers may encounter other creatures of the dreaming there such as dreamsnakes, night hags or the creations of the dreamer himself. They may also communicate with a dreamer as if using the *dream* spell. A dreamwalker may also seek out a particular dreaming character (Scry check with an extra +5 circumstance penalty to the DC) and then lead other dreamwalkers there. Dream folk get a racial bonus of adding +10 to their Scry skill for such checks.

Dream Feasting (Sp): Dream folk within a particular character's dream may feast on that character. The victim must make a Will save (DC 17) or suffer one point of Wisdom drain. Dream folk may attempt to feast once each dream. Victims who suffer from the dream feast will awaken afterward as if from a horrid night-

mare, and they will know that they have been assaulted in their sleep.

Spell-Like Abilities: Twice per day — *alter self, charm monster, emotion, invisibility, major image, mirage arcana, modify memory, phantasmal killer, nightmare, scare, seeming, sleep, suggestion* and *veil* as by a sorcerer of a level equal to the dream folk's Hit Dice. Beings that do not dream succeed automatically at their saving throws against any of a dream folk's spell-like abilities.

Spoken Dream (Su): Dream folk can converse telepathically with any being within 100 feet who dreams.

Dreamwrack

Medium-Size Outsider

Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	17 (+4 natural, +3 Dex)
Attacks:	—
Damage:	—
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Emotion
Special Qualities:	Intimate knowledge, empathic link, damage reduction 10/+1, ethereal
Saves:	Fort +5, Ref +7, Will +5
Abilities:	Str 10, Dex 16, Con 13, Int 6, Wis 12, Cha 20
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement Range:	5-15 HD (Medium)

Description

Amid the blue lotus-addled ramblings of the priests of Erias, the demigod of dreams, lie stories of the demigod's displeasure with those mortals who touch too deeply into his realm. Mortals who would seek to upset the stuff of dreams may find their dreams coming back to them in the waking world. Dreamwracks are spirits created when the realm of dreams is disturbed by arcane magic. The half-formed fabric of the disturbed dreams does not dissolve as it should. Instead, it coalesces into an amalgam of dream imagery that is linked to the dreamer from whose dream the wrack was formed. Certainly, the oneiromancers, the dream wizards of the Phylacteric Vault in Darakeene, can attest to being haunted by dreamwracks frequently as they delve deep into Erias' realm in their arcane research.

Once formed, a dreamwrack seeks out its connected dreamer in the physical world, drawn to him empathically by its need and the dreamer's subconscious need to resolve the dream from which the dreamwrack sprang. This misguided hunger for completion drives the dreamwrack to actions that haunt and disturb its dreamer.

Dreamwracks come in three varieties — nightmare, erotic and anxiety — depending on the nature of the dream from which they were formed. Regardless of type, when they appear in the physical plane, their forms are a shadowy collection of shifting images taken from the dream from which the dreamwrack was born. The dreamwrack will even call out in voices imitating the friends, foes and loved ones of the dreamer as the wrack's image forms in those visages. The dreamwrack might also play out scenes of fright, lust or failure as the deepest subconscious of the dreamer might have crafted them. Those who witness the dreamwrack's manifestations will be given glimpses of the subconscious of the dreamer, often in details the dreamer would rather have left to the privacy of his subconscious mind.

A dreamwrack's only goal is to make manifest the feelings and mind state in their dreamer which he had during the dreamwrack's creation dream, and thereby complete themselves. Sometimes, doing so involves "haunting" the dreamer for weeks on end, sometimes it's solved in a single visitation.

Combat

Dreawracks do not really engage in combat per se, although they can certainly be destroyed by it. If injured, they will instinctively turn ethereal and flee.

The dreamwrack's only goal is to find comfort through manifesting emotions in their dreamer, so they typically track and follow their dreamer from the ethereal plane and then appear whenever the dreamer is in a situation similar to the emotion that the dreamwrack desires to call forth. For example, a nightmare might manifest when its victim is in a dangerous combat, an erotic might appear when the victim is in a romantic situation or is alone, and an anxiety might appear just before the victim is facing a difficult task (such as a high-DC skill check). Once it manifests and touches its dreamer once, it will typically fade back to the ethereal and end that particular haunting. Unless it is destroyed sooner, a dreamwrack will normally fade away once its dreamer fails to save against the dreamwrack's emotion effect 1d4 times.

Dreamwracks are formed at the GM's discretion whenever subjects enter the astral realm of dreams or whenever spells such a *dream*, *phantasmal killer* or almost any illusion spell is used. They are created spontaneously as well when a dreamer faces a powerful fear, lust or anxiety.

Intimate Knowledge (Ex): Formed from the subconscious of a dreamer, the dreamwrack possesses intimate knowledge of its dreamer. The dreamer has a +4 circumstance penalty to the DC of any Will saves from the dreamwrack's powers or on any Intelligence-, Wisdom- or Charisma-based skill check involving the dreamwrack.

Empathic Link (Su): The Dreamwrack always knows the general direction of its dreamer, and it can track him faultlessly.

Ethereal (Su): The dreamwrack can shift between ethereal and physical as a standard action.

Emotion (Su): The dreamwrack can make touch attacks to invoke emotions in its victims (any victim, not just its connected dreamer). A Will save (DC 17) is required to resist these mind-affecting powers.

Nightmare: Dreamwracks formed of nightmare fragments invoke fear in those whom they touch. Victims who make their save are still *shaken*; those who fail to save are frightened (see *core rulebook II* page 84-85). Either fear effect lasts for 2d6 minutes.

Erotic: Dreamwracks born of romantic or erotic dreams invoke such passions with their touch. Victims who fail to save against this effect will be enamored with the first suitable mate they see. This effect remains very powerful (similar to a *charm* spell) for 1d4 hours and then begins to wane over 2d6 days. Unfortunately, this effect is characterized more by the primal lusts of the subconscious mind than the romantic ideal of courtship.

Anxiety: Dreamwracks born of anxiety dreams are akin to nightmares. However, instead of confronting a victim head-on with frightful imagery and sound, the anxiety amplifies the dreamer's worries and self-doubt. Those who fail their save to resist the anxiety's touch suffer a -2 morale penalty to attack, damage and saves, as well as a -5 morale penalty to skill checks for 1d4 hours. Also, victims with the Leadership feat are treated as though they do not have that feat for the same duration. The anxiety's touch is based more on despair, so it is not a fear effect for purposes of such immunities.

Dreamwraith

	Medium-Size Outsider (Chaotic, Incorporeal)
Hit Dice:	8d8 (36 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 80 ft. (good)
AC:	15 (+2 Dex , +3 deflection)
Attacks:	Incorporeal touch +10 melee
Damage:	Incorporeal touch 1d4 and Charisma damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charisma damage, dreamslip
Special Qualities:	Incorporeal, spoken dreams, dreamsight, merge with illusion
Saves:	Fort +6, Ref +8, Will +8
Abilities:	Str –, Dex 14, Con 11, Int 16, Wis 14, Cha 16
Skills:	Bluff +6, Hide +5, Knowledge (dreams) +11, Listen +6, Search +10, Sense Motive +11, Spot +9
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9-12 HD (Medium-size); 13-16 HD (Large)

Description

Dreamwraiths are the second most powerful group of outsiders that serve Erias, the demigod of dreams. Whenever Erias decides mortals have tread too deeply upon the sanctity of his realm of dreams and the dreamwracks caused by such an incursion are not sufficient penalty, the god dispatches dreamwraiths to seek out such mortals to force them into slumber and into the realm of dreams, where they will be held accountable for their deeds. Dreamwraiths are also dispatched by Erias or his herald to bring a mortal to the astral realm of dreams should the demigod or his herald desire to speak with the mortal. Usually, only Erias's own priests or arcane oneiromancers who have courted favor with the god are chosen for such audiences and then imparted with prescient advice or tasked with a mission on behalf of the god.

Like most other outsiders that serve Erias, dreamwraiths are not formed from the souls of deceased mortals, but rather from the stuff of dreams itself. They are the embodiment of dreams and nightmares, given form and sentience by the demigod. When called to the physical plane, dreamwraiths take on a ghostly, slowly shifting form like a roiling fog. The ancient wizards of Scarn were first to discover, call and bind dreamwraiths to their will, and spellcasters, especially illusionists and oneiromancers, still call upon these creatures to enhance their illusions or grant them vivid dreams and enhanced emotional experiences.

Combat

Dreamwraiths shun direct attack, preferring to merge with subjects and feed on their emotions. If pressed into combat, a dreamwraith uses its Charisma-draining touch.

Charisma Damage (Su): Living creatures hit by a dreamwraith's incorporeal touch attack must succeed at a Will saving throw (DC 17) or take 1d6 points of temporary Charisma damage as irrational fears and insecurities are revealed and magnified. Lost Charisma returns at a rate of 1 point per hour. A character reduced to 0 Charisma is unconscious, as described on page 72 of *core rulebook II*.

Dreamslip (Su): With a touch, a dreamwraith may attempt to settle into a creature's dreams, feeding upon its psyche and secret emotions. If the subject fails a Will save (DC 17) against this mind-affecting, sleep effect, the dreamwraith has merged with it. The victim immediately falls into a deep sleep, full of vivid dreams. This sleep brings improved natural healing that restores an extra 1 hit point per level for every eight hours of uninterrupted slumber. A merged creature will not awaken voluntarily, save to fulfill bodily needs. If subjected to loud noise, jostling, hunger, thirst, or attack, the sleeping character has a 20% chance per minute of waking for 1d6 minutes before falling back into a slumber. A merged wraith can be driven out with a *dispel chaos*, *dictum*, *banishment* or similar spell. Elves and other creatures that do not sleep are immune to this effect.

Merge with Illusion (Su): Sometimes, a dreamwraith can be persuaded to merge with an illusion to increase its believability, adding +4 to its DC for the purposes of disbelief. The following spells can be affected by a dreamwraith — *change self*, *hallucinatory terrain*, *hypnotic pattern*, *major image*, *minor image*, *mirage arcana*, *nightmare*, *permanent image*, *persistent image*, *programmed image*, *rainbow pattern*, *reverse illusion*, *screen*, *seeming*, *silent image* and *veil*. For spells with extended durations, the dreamwraith will only affect it for a maximum of one day.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Spoken Dream (Su): Dream folk can converse telepathically with any being within 100 ft. capable of dreaming. Such communication manifests in the being as vivid dream or daydream images and sounds.

Dreamsight (Su): Dream folk have the ability to sense the presence of any being capable of dreaming within 100 ft. and can effectively "see" the being even if he is invisible or ethereal.

Elder Larva

	Huge Outsider (Lawful, Evil)
Hit Dice:	10d8+50 (95 hp)
Initiative:	-2 (Dex)
Speed:	15 ft.
AC:	8 (-2 size, -2 Dex, +2 natural)
Attacks:	Bite +13 melee
Damage:	Bite 2d6+5 and disease
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Disease, spell-like abilities, death throes
Special Qualities:	Immunities, resistance, see in darkness, summon devil, SR 13, damage reduction 10/+1, half damage from bludgeoning, regeneration 5
Saves:	Fort +12, Ref +5, Will +7
Abilities:	Str 20, Dex 6, Con 20, Int 9, Wis 10, Cha 14
Skills:	Concentration +4, Knowledge (lower planes) +5, Listen +5, Spellcraft +1, Spot +6
Feats:	Cleave, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	11-13 HD (Huge); 13-17 HD (Gargantuan)

Description

Those mortals who act cruelly and immorally in life are damned to have their souls appear in Chardun's Hell, Belsameth's Tarterus or Vangal's Abyss as a larval maggot. Save for the few that graduate up to become more powerful servants of these evil gods, such souls are tormented eternally in the afterlife. No wonder then that during the Titanswar, when unprecedented magical energies were unleashed and the very gates of Hell were besieged by the titan forces, some few of these tormented souls found their opportunity to escape from the lower planes and make their way back to the physical plane. Numerous souls of the damned, locked in the form of worm-like larvae, still dwell in the Scarred Lands today.

Most of these larvae live in the shadows, hiding from mortals and the notice of the agents of the outer planes. A few of these wretched creatures, however, have grown to monstrous proportions. These elder larvae can grow to 20 feet in length and tower as high as 10 feet. Elder larvae resemble oversized, bloated grubs with slimy, translucent skin and wild, mad-eyed human faces.

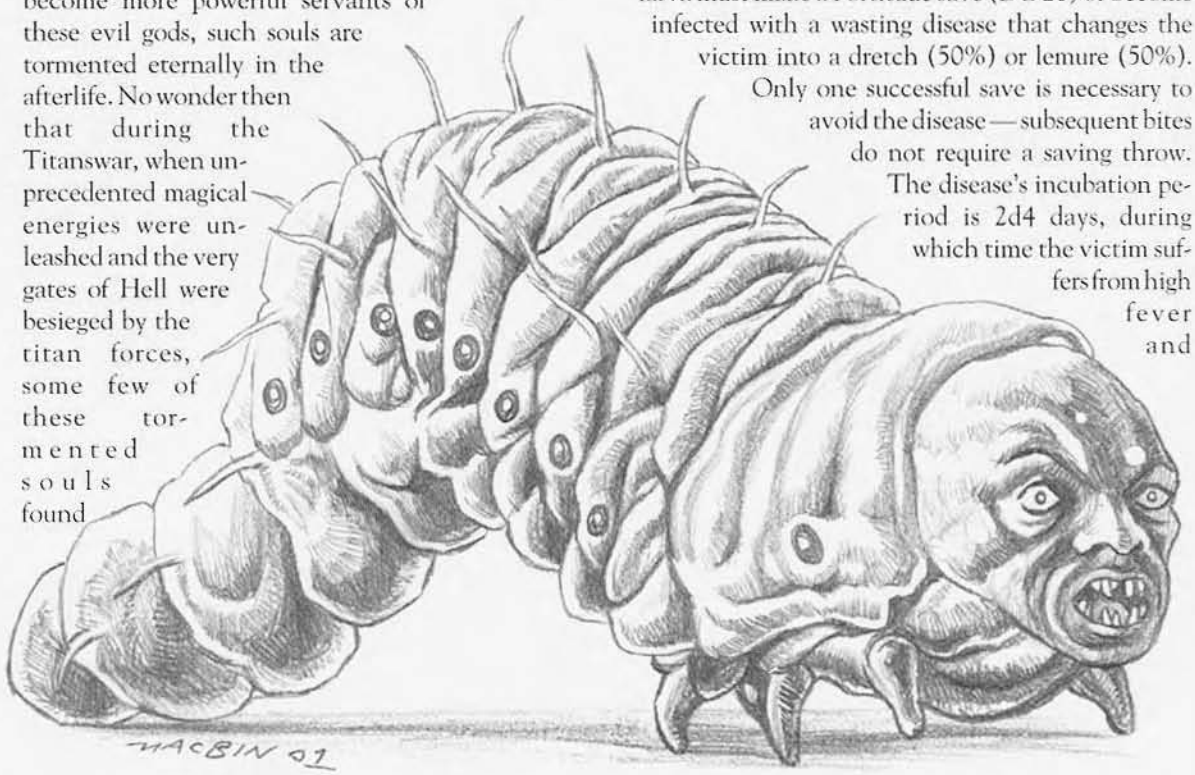
These creatures are often served by a retinue of lesser evil outsiders or mortal humanoids, who are attracted to the creature's diabolical energy. Of course, elder larvae have no real loyalty to their followers, and members of these retinues often end up as snacks for their hungry masters.

Combat

Elder larvae are lazy and rarely initiate combat. If accompanied by a retinue, the elder larva prefers that its companions bring prey to it. Elder larvae will also wait to be attacked and defend themselves with their potent offensive abilities.

Death Throes (Ex): When killed, an elder larva explodes, splashing disgusting slime and corrupt body fluids over a wide area. Any creature within 30 feet of the exploding elder larva must make a Reflex save (DC 20) or suffer 4d8 points of acid damage. A successful save halves this damage.

Disease (Ex): Any opponent bitten by an elder larva must make a Fortitude save (DC 20) or become infected with a wasting disease that changes the victim into a dretch (50%) or lemure (50%). Only one successful save is necessary to avoid the disease—subsequent bites do not require a saving throw. The disease's incubation period is 2d4 days, during which time the victim suffers from high fever and



nausea (-2 to Strength, -6 to Constitution). At the end of this time, the victim is fully transformed into its new form. During incubation, a successful *cure disease* will reverse the process and restore the victim to full health, but once the transformation is complete, only a *wish* or *remove curse* can restore the victim to his original form.

Half Damage from Bludgeoning (Ex): Blunt weapons, even magical ones inflict only half damage against an elder larva's rubbery hide.

Spell-Like Abilities: At will — *darkness*, *desecrate*, *telekinesis* and *teleport without error* (self plus 50 pounds of objects only); 1/day — *cloudkill*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Regeneration (Ex): Takes normal damage from *holy* weapons, a paladin's *smite evil* attack and from any weapon blessed by a divine spell or created by a divine spell (such as *magic weapon* or *spiritual weapon*).

Immunities (Ex): Elder larva are immune to poison and disease.

Resistance (Ex): Elder larva have fire and acid resistance 20 and cold resistance 10.

See In Darkness (Su): Elder larva have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Summon Devil (Sp): Once a day, an elder larva can attempt to summon 1d6 lemures with a 50% chance of success.

Face Stealer

	Medium-Size Monstrous Humanoid
Hit Dice:	3d8 (13 hp)
Initiative:	+0
Speed:	30 ft.
AC:	11 (+1 natural)
Attacks:	2 claws +4 melee
Damage:	Claw 1d4+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Steal visage, improved grab
Special Qualities:	None
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str 12, Dex 11, Con 11, Int 8, Wis 12, Cha 14
Skills:	Bluff +12, Disguise +5*, Listen +7, Spot +7
Feats:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	4-9 HD (Medium-size)

Description

In its natural form, the face stealer looks like a tall lanky humanoid covered in shaggy hair. Its body proportions seem slightly distorted, with unnaturally long arms and a head that seems too small for its body resting on a long thin neck. Its broad bearlike hands end in twisted claws and a warped useless horn adorns its grinning ferretlike head.

The creature is seldom encountered in this form, however, as it has the ability to supernaturally steal the visages of others. The creature magically peels away a victim's face as though it were a mask, leaving the unfortunate soul with no facial features, just raw flesh covering his head and two nostril holes where his nose used to be. Meanwhile, the face stealer may attach the new face and meld it to its own flesh so as to impersonate its victim.

Using this ability the face stealer takes advantage of its victim's wealth and preys on her friends and loved ones while keeping the victim locked away (occasionally torturing the victim for information the face stealer needs to better impersonate them). The sadistic face stealer spends weeks or even months disguised as a normal person, carefully destroying the victim's life inside and out before it starts killing. It enjoys wrecking the reputation and career of its victim almost as much as it enjoys the taste of humanoid flesh. Eventually the temptation to kill becomes irresistible, and the creature begins killing and consuming the victim's circle of friends, starting with causal acquaintances and gradually moving toward family members and lovers. It usually takes steps not to be discovered so it can continue picking off friends and family undisturbed. Should the monster's crimes be revealed, it tries to return its victim's face then steal another face and flee, leaving the original victim to face the criminal charges and other consequences of the face stealer's actions in the victim's guise.

Combat

Despite its vicious appearance the face stealer is an awkward fighter. It usually avoids physical conflict where possible, preferring to ambush a victim and render her helpless by removing her face.

Steal Visage (Su): If the face stealer succeeds at grapple check against any size Large or smaller humanoid, its victim must make a Fortitude save (DC 12) or have its face removed. The victim is left *blinded*, *deafened* and mute. As the victim has no mouth, it will risk starvation if its face is not restored. The face stealer may choose to discard the stolen face or apply it to its own face as a standard action and thereby take on the likeness of the victim, including the victim's speaking voice. The face stealer may at any time peel off a stolen face it wears and/or reapply a face (any face) to a victim. Apart from having the face stealer reapply a victm's face, it requires a *regeneration* (e.g. spell *regenerate* or *ring of regeneration*) effect to restore the victim's face, just as if it were a severed limb.

Skills: Face stealers get a +7 racial bonus to Bluff checks. *When imitating a person whose face they are wearing face stealers get a +15 circumstance bonus to Disguise checks.

Filcher

	Small Monstrous Humanoid
Hit Dice:	1d8 (4 hp)
Initiative:	+7 (+3 Dexterity, +4 Improved Initiative)
Speed:	25ft., climb 20ft.
AC:	14 (+1 Size, +3 Dexterity)
Attacks:	Bite +1 melee
Damage:	Bite 1d4-2
Face/Reach:	5ft. by 5ft./5ft.
Special Attacks:	None
Special Qualities:	Effortless climbers
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 6, Dex 16, Con 10, Int 9, Wis 8, Cha 10
Skills:	Balance +3, Escape Artist +2, Hide +3, Move Silently +3, Pick Pocket +3, Spot +2, Tumble +2
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary, pack (2-4)
Challenge Rating:	1/4
Treasure:	Double standard
Alignment:	Often chaotic good
Advancement Range:	By character class

Description

The filchers are the remnants of a servitor race created by one of the titans — perhaps Denev the Earth Mother herself — before or during the Divine War, though the reasons for their creation are now lost to the mists of time. Despite their animallike appearance, filchers have a strong affinity for civilization, and can be found in nearly every major city of the Scarred Lands, collecting in communal colonies and scavenging what they need from the detritus of human society. With their nimble hands and phenomenal agility, filchers are the scourge of market places and bazaars from Calastia to Darakeene.

Filchers are similar to lemurs, standing nearly three feet tall, and their long, lanky bodies are covered with black, gray or russet fur. Their hands are long-fingered and delicate, and their striped tail is highly prehensile, often standing in as an extra hand or foot when necessary. Though they are equally active during the day or night, filchers generally prefer darkness, where their large reddish-orange eyes give them an advantage over humans. Over the years, filchers have displayed a surprising degree of intelligence, able to use simple tools and even making use of discarded weapons like daggers or darts when threatened. Though they do not seem to speak any language except their own, filchers can understand the common tongue, and are capable of following fairly complex commands when the mood suits them. Though not inherently malicious, filchers enjoy stealing what they can from city dwellers, especially bright objects like coins and jewels, which they either throw away later or bring back to line their communal nest.

For reasons unknown, filchers seem to have a soft spot for children of any race, and have been known to shelter and protect lost or injured young ones until they can be found. Rumors and tavern tales are rife with stories of ambitious thieves befriending filchers and employing them as partners in crime. The legendary Silver Shadow of Calas is reputed to be one such enterprising soul, seemingly able to be in three places at once because he is a friend of energetic filchers.

Combat

Filchers avoid combat at all costs, preferring to take the goods and lead pursuers on a merry chase rather than fight for them. When confronted, they pelt opponents with whatever projectiles are at hand, but if pressed they drop whatever they've stolen and bolt through a nearby window to escape. If caught, they lash out wildly with tooth and claw, but eventually settle into a morose kind of catatonia if it becomes obvious that escape is impossible. Filchers never live more than a few days in captivity, though jailers cannot explain why.

Effortless Climbers (Su): Filchers possess the supernatural ability to climb any surface, no matter how sheer or steep. They can climb glassy surfaces, even scuttle across ceilings as effortlessly as a spider. The filcher must have bare hands and feet for this ability to function.

Filcher Characters

Filchers' preferred class is rogue.

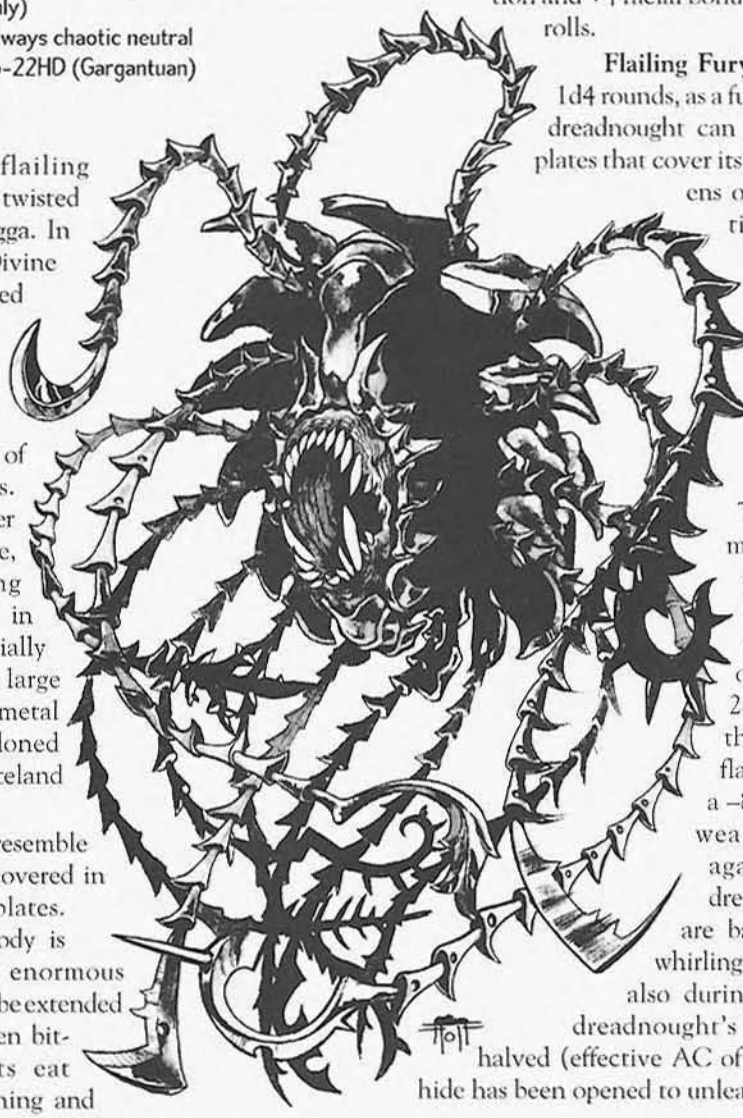
Flailing Dreadnought

	Huge Aberration
Hit Dice:	15d8+75 (142 hp)
Initiative:	+1 (Dex)
Speed:	5 ft., fly 40 ft. (average)
AC:	31 (-2 size, +22 natural, +1 dexterity)
Attacks:	Bite + 17 melee
Damage:	Bite 2d8+12
Face/Reach:	10 ft. by 10 ft. / 10 ft.
Special Attacks:	Flailing fury
Special Qualities:	Blindsight, magnetic perception, SR 18
Saves:	Fort +10, Ref +6, Will +9
Abilities:	Str 27, Dex 12, Con 21, Int 4, Wis 10, Cha 14
Skills:	Intuit Direction +4, Listen +8
Feats:	Power Attack, Cleave, Great Cleave
Climate/Terrain:	Any plains, hills or underground
Organization:	Solitary, pair
Challenge Rating:	12
Treasure:	Double standard (metal objects and coins only)
Alignment:	Always chaotic neutral
Advancement Range:	16-22HD (Gargantuan)

Description

The flailing dreadnought is the twisted creation of Golthagga. In the last days of the Divine War, the titan forged dozens of the creatures and threw them into the battle to shred through the ranks of divine race armies. Now with the war over and their creator gone, the flailing dreadnoughts dwell in remote areas, especially underground near large concentrations of metal ore such as abandoned mines or ruined wasteland cities.

Dreadnoughts resemble huge floating eggs covered in segmented metal plates. One side of the body is dominated by an enormous fanged maw that can be extended like a proboscis when biting. Dreadnoughts eat nearly any living thing and attack anything that comes in their vicinity. They also ingest some amount of metal ore or metallic goods.



Combat

Created to be a weapon of war, the flailing dreadnought is a fierce, if not very bright, opponent. It always engages in combat, roaring and biting, and if it has several opponents near it unleashes its flails.

Blindsight (Ex): The flailing dreadnought is blind, but it can sense objects and living beings by their particular electromagnetic fields in a 200-foot radius. The monster cannot be ambushed (although it can be caught flat-footed in the first round by winning the initiative roll).

Magnetic Perception (Ex): The whole body of the flailing dreadnought is very sensitive to electromagnetic fields, it can discern the position and condition of every metal object in a 200 foot radius. This gives the monster an uncanny sense of orientation and +4 racial bonus to Intuit Direction rolls.

Flailing Fury (Ex): Once every 1d4 rounds, as a full-round action, the dreadnought can separate the metal plates that cover its body, releasing dozens of metallic tentacles tipped with blades, barbs and spikes. In that round the tentacles flail in every direction, striking and tearing apart every being in a 30-foot radius from the monster. The dreadnought makes a +17 melee attack against every creature in the area of effect and anyone struck takes 2d12+8 damage. For the duration of the flailing round, there is a –8 penalty to ranged weapon attack rolls against the dreadnought as missile are batted aside by the whirling tentacles. However, also during this round, the dreadnought's natural armor is halved (effective AC of 20) as its armored hide has been opened to unleash the tentacles.

Flayed Giant

	Large Giant (Aquatic)
Hit Dice:	9d8+36 (76 hp)
Initiative:	+0
Speed:	40 ft., swim 50 ft.
AC:	15 (-1 size, +6 natural)
Attacks:	Huge trident +14/+9 melee; 2 fists +12 melee; trident +7 ranged
Damage:	Huge trident 2d6+9, fists 1d10+7
Face/Reach:	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Capsize, trident expertise
Special Qualities:	Rock catching
Saves:	Fort +10, Ref +3, Will +4
Abilities:	Str 24, Dex 10, Con 19, Int 6, Wis 12, Cha 10
Skills:	Hide +3, Listen +2, Move Silently +3, Spot +3
Feats:	Cleave, Power Attack
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary or gang (2-5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always evil
Advancement Range:	By character class

Description

Once the chosen warriors of Kadum, giants roamed the land as they wished, crushing the diminutive soldiers of the gods as a child would squash an ant. Then the day of bleeding came, when the insolent gods bound Kadum to the bottom of the deepest ocean chasm. In that day, the little races rose up against the giants, driving them from their mountains and lands. Without the power of Kadum, the giants became easy prey. The few that remained were forced to take refuge in the Blood Sea that had become their master's coffin.

The Bleeding One's ichor has made each giant's skin transparent and as resilient as steel. Webbing complete with gills hangs loosely around the flayed giants' necks, and semi-functional fins protrude at odd angles from their extremities. An eerie, neon-red glowing algae endemic to the Blood Sea clings to much of the giants' bodies and gives them the appearance of being on fire.

Combat

While not known for their intelligence, flayed giants can still be relatively cunning. Most often they wait below the water's surface for a ship to pass overhead. Then, at the right moment, they swim upward and pierce the hull of the ship with their huge tridents. While the ship's crew tends to the damage, the flayed giants attempt to capsize the vessel, for prey are easier targets in the water.

Capsize (Ex): To use this ability, the flayed giant must hit with both fist attacks. The flayed giant may use this ability on sea-going vessels of any size, though a properly placed fist attack may destroy a small one-manned vessel in lieu of a capsize attempt. If successful, on the next round the flayed giant may attempt to capsize the vessel by making a Strength check with a DC 10 to capsize rafts, rowboats and similar sized one- to four-man vessels; DC 15 to capsize small barges and similar four- to12-man vessels; DC 20 to capsize a large barge, small warship and similar 12- to 24-man vessels; DC 25 to capsize medium-sized warships and similar 24- to 50-man vessels; DC 30 to capsize large warships and similar 50- to 200-man vessels. The DC is reduced by 4 for each flayed giant aiding in the capsize attempt.

Trident Expertise (Ex): Flayed giants are adept at the use of huge specially made tridents and receive a +2 racial bonus to attack and damage rolls when attacking with a huge trident. Treat these tridents as piercing, large size weapons, usable in both melee and ranged combat with a range increment of 30 feet, damage of 2d6, and critical x 3. Creatures must have Strength of at least 20 and be of at least Large size to use these huge tridents as ranged weapons.

Flesh Strippers

	Diminutive Beast
Hit Dice:	1d10+1 (6 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	18 (+4 size, +1 Dex, +3 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1 point and poison
Face/Reach:	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 2, Dex 13, Con 12, Int 2, Wis 10, Cha 2
Skills:	Jump +20 (no limit), Balance +3, Move Silently +5
Feats:	None
Climate/Terrain:	Any temperate and warm land
Organization:	Pack (5-10) or swarm (10-50)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	1-3 HD (Tiny)

Description

Flesh strippers are horrid pack rodents which are a bane to wild animal herds and domesticated livestock across the Scarred Lands. Packs of the hungry beasts have even been known to prey on other predators and humanoid travelers.

The beasts' name comes from frequent sightings of the rodentlike creatures stripping the flesh from the bones of a grazing animal, while the animal, anesthetized by the flesh strippers' poison, continues to graze or sleep. Often the flesh strippers prey never feels anything until the beasts consume some vital organ and kill their prey.

Flesh strippers resemble small, sleek rats with short, coarse fur that varies from tan to dark brown to black. They have powerful rear legs which propel them into amazing jumps, thus earning them the nickname "flying wraths" when a swarm of them are seen bounding through the tall grass toward their prey. They drool profusely as their venom is carried in their saliva. Herbalists and doctors pay as much as five gold for a vial of flesh stripper saliva, as it makes an excellent topical anesthetic.

Combat

Flesh strippers' usual tactics are to have a single pack member bite potential prey. The pack then waits for the anesthetic to work and for the prey to forget about the initial attack before stalking and beginning to feast on the unaware creature.

Poison (Ex): Those bitten by a flesh stripper must make Fortitude saving throw (DC 11). Those affected become completely numb to pain, pressure and even temperature. Victims also lose 1d4 temporary Dexterity, and they effectively gain the *ferocity* extraordinary power, enabling them to fight even while *disabled* or *dying* (see *core rulebook II* p.84) as they do not suffer from shock while anesthetized. The effect lasts 2d4 hours. Numbed creatures do not notice being injured unless they visually witness the injury, hear it or observe some other phenomenon (such as their bodies moving from the concussion of a bludgeoning blow). GMs are advised to track hit point loss for numbed characters and keep such totals a secret.

Forest Walker

	Huge (Tall) Giant
Hit Dice:	12d8+48 (102 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	19 (-2 size, +1 Dex, +10 Natural)
Attacks:	2 Fists +14 melee; huge greatclub +14 melee
Damage:	Fists 2d4+7; huge greatclub 2d6+10
Face/Reach:	10 ft. by 10 ft. / 15 ft.
Special Attacks:	Druidic spells, spell-like abilities, tree form
Special Qualities:	Damage reduction 10/+1
Saves:	Fort +12, Ref +5, Will +8
Abilities:	Str 24, Dex 13, Con 18, Int 13, Wis 19, Cha 10
Skills:	Animal Empathy +10, Balance +3, Climb +7, Heal +3, Hide +6, Intimidate +5, Jump +4, Listen +11, Move Silently +6, Sense Motive +3, Spot +8, Swim +3, Wilderness Lore +15
Feats:	Cleave, Power Attack, Track
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Often neutral
Advancement Range:	13-18 HD (Gargantuan); 19-25 HD (Colossal)

Description

Children of the Earth Mother Denev, the forest walkers are 15-foot-tall giants seemingly made of rough wood, sprouting patches of moss, creepers and even mushrooms or flowers all over their bodies. Every walker has a rich growth of leaves from its head like long verdant hair, and brilliant blue eyes.

As the children of the other titans ravaged the land, Denev created the forest walkers as guardians of the wilderness. During the Divine War, the forest walkers fought ceaselessly to protect their lands from encroachment. When Denev's weariness caused her to retreat to the heart of the world, the walkers remained behind, continuing their role as wardens and guardians.

Since the war, the walkers have grown more hostile to other species. They feel especially betrayed by the humans, whom the walkers feel have turned their backs on Denev. Today, they dwell in Ghelspad's remaining woodlands such as the Ganjus, Khet and the Fouled Forest. They were driven from the Hornsaw, but a few may linger, and rumors persist of these creatures being sighted in such cursed regions as the Spine Forest and the Stricken Woods.

Walkers are highly protective of their forests, and normally only elves, druids of neutral alignment and certain nature-worshipping barbarian tribes can pass without challenge. Good-aligned walkers allow travelers to pass if they can demonstrate their benign intentions, while evil walkers simply attack any who enter their realms unbidden. Those who damage a forest by cutting trees, starting fires or killing animals needlessly earn the ire of any forest walkers in the vicinity.

Combat

Forest walkers prefer to strike at foes from a distance, using their tree form ability to hide while casting druidic spells and summoning forest creatures to harass their foes. If their spells and attacks by their woodland allies fail, walkers attack directly, pounding foes with their knobby fists or swinging great wooden clubs.

Spells: Forest walkers cast divine magic as 10th-level druids. Save DC is 14 + spell level.

Spell-Like Abilities: 3/day — *summon nature's ally III*; 1/day — *summon nature's ally VI* as a 10th-level druid.

Tree Form (Su): At will, forest walkers can take the form of the most common tree species in their forest. In this form, they are almost totally indistinguishable from any other tree (requiring a spot roll at DC 30 to detect). While in tree form, a forest walker gains an additional +5 AC (for a total AC of 24), damage reduction of 15/+1 and regenerate 10 hit points per round. Fire and acid cause normal damage. Forest walkers in tree form can also cast their druidic spells and summon woodland creatures as usual. If a forest walker wishes to attack, it must change to its normal shape and loses the benefits of being in tree form.

Gallows Eye

	Medium-Size Aberration
Hit Dice:	6d8+12 (39 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	45 ft., climb 30 ft., fly 90 ft. (good)
AC:	17 (+1 Dex, +6 natural)
Attacks:	6 tentacles +6 melee
Damage:	Tentacle 1d3+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Constrict, death touch, enervation gaze, improved grab, spell-like abilities
Special Qualities:	Darkvision 120 ft., flight, necromantic immunity, anatomy
Saves:	Fort +4, Ref +3, Will +8
Abilities:	Str 15, Dex 12, Con 15, Int 18, Wis 17, Cha 17
Skills:	Alchemy +5, Concentration +6, Hide +6, Intuit Direction +5, Knowledge (arcana—necromancy only) +7, Listen +5, Move Silently +8, Search +6, Spellcraft +8, Spot +13*
Feats:	Combat Casting, Flyby Attack, Improved Initiative, Spell-like Ability Focus (necromancy)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or covey (3-5)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement Range:	7-10 HD (Large)

Description

Only a handful of these horrors have ever been encountered and left witnesses, so little is known about the gallows eye. They have been encountered only in the subterranean ruins of the now extinct slarecians. Some sages speculate that the gallows eyes, or "slarecian sentinels" as they are called in certain circles, were created by the titan Mesos as wardens of the dark slarecian cities to keep out the curious from things best left undisturbed. Others believe that the twisted slarecians themselves created the monsters using lost necromantic arts.

Whatever their origin, gallows eyes are known to covet the relics and lore of the slarecians. A few explorers have encountered small groups of gallows eyes working together to protect newly discovered slarecian ruins by driving away interlopers from the surface world. These coveys of gallows eyes are sometimes aided by animated corpses and even stranger necromantic monstrosities that are unique to slarecian ruins.

A gallows eye's body is dominated by a large (3-foot diameter), slightly reptilian eye that glows with a deep violet light. A vein-covered stalk connects the back of the eye to a black bulbous mass from which six 10-foot-long tentacles emerge. A gallows eye has no discernible front, back or flank, and the stalk on which the eye is attached bends to allow the creature a view from any direction.

Combat

Gallows eyes prefer to attack by surprise and at a distance. They usually hang from cavern ceilings and other hard-to-reach places, using their spell abilities and gaze attack to weaken their opponents. If opponents close to melee distance, the suspended gallows eye strikes with its tentacles, attempting to grab opponents and lift them into the air, hanging them until they are dead. It also uses its horrible death touch on the most formidable opponent near it. Gallows eyes often have an entourage of undead servants, and they always have a pre-planned means of escape.

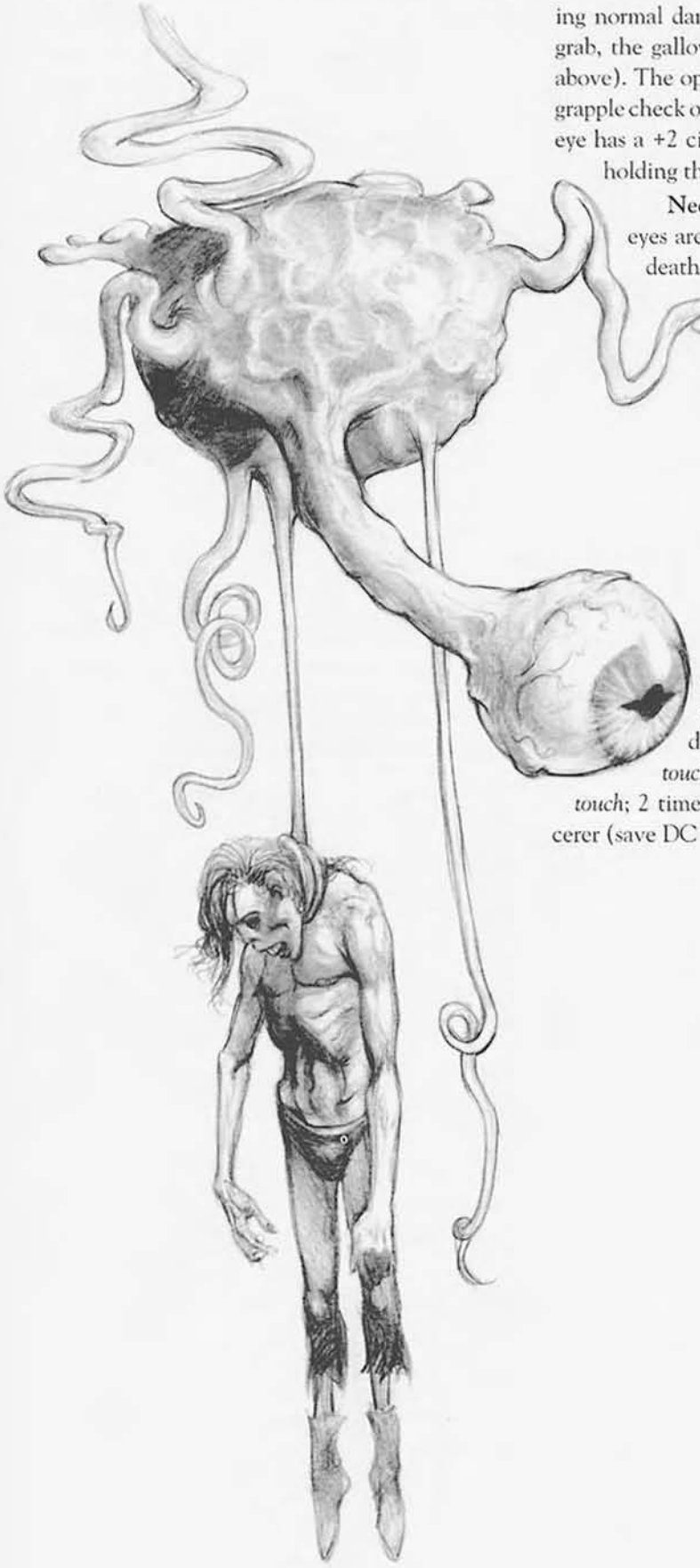
Constrict (Ex): A gallows eye inflicts 1d3+2 points of damage with a successful grapple check against any living, breathing creature. It wraps its tentacle around the victim's neck, so a creature held by a gallows eye cannot speak or cast spells with verbal components. Gallows eyes attacking from above its opponents will also lift its constriction victims a few feet off the floor.

Death Touch (Su): Once per day, one round after making a successful grapple attack on an opponent, a gallows eye can deliver a death effect similar to the spell *slay living*. The victim must succeed at a Fortitude save (DC 16) or be instantly slain. On a successful save, the victim suffers 3d6+6 points of damage instead.

Enervation Gaze (Su): The gaze attack of the gallows eye causes 2d4 negative levels of energy drain to anyone who does not succeed at a Fortitude save (DC 16). Also, a spellcaster loses one spell or spell slot from her highest available level as per the spell *enervation* (*core rulebook I*, p. 199). The level drain lasts 6 hours when all negative levels are restored (no Fortitude save required, no chance of level loss). The gallows eye does not gain hit points from energy drains caused by its gaze attack.

Flight (Su): A gallows eye is affected by a permanent *fly* spell. This is a supernatural ability that does not function in areas where magic is suppressed or negated (like an *antimagic field*).

Improved Grab (Ex): If a gallows eye's tentacle attack hits a size large or smaller opponent, the creature can make an immediate grapple check (without provoking an attack of opportunity). If successful, the tentacle wraps around the opponent's neck (deal-



ing normal damage). One round after a successful grab, the gallows eye can use its death touch (see above). The opponent can escape with a successful grapple check or Escape Artist check, but the gallows eye has a +2 circumstance bonus for each tentacle holding the opponent.

Necromantic Immunity (Su): Gallows eyes are immune to necromantic spells and death effects, except that it still receives any beneficial effects from its own necromantic spell-like abilities.

Skills: *A gallows eye receives a +8 racial bonus to Spot skill checks.

Anatomy (Ex): Gallows eyes have no rear or side and cannot be flanked.

Spell-like Abilities: At will: *cause fear, disrupt undead, inflict minor wounds, ray of enfeeblement*; 3 times/day: *animate dead, enervation, ghoul touch, shadow touch, spectral hand, vampiric touch*; 2 times/day: *leech field* as an 8th-level sorcerer (save DC 13 + spell level).

Gallows Vine

	Large Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5ft.
AC:	16 (+6 natural)
Attacks:	None
Damage:	None
Face/Reach:	5ft. by 5ft./30 ft.
Special Attacks:	Constricting vines
Special Qualities:	Tremorsense, plant
Saves:	Fort +7, Ref +1, Will -2
Abilities:	Str 21, Dex 10, Con 16, Int —, Wis 4, Cha 1
Skills:	None
Feats:	None
Climate/Terrain:	Warm forest
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	5-8HD (Huge)

Description

The gallows vine is a common hazard to travelers braving the depths of the Scarred Lands' forests. The plant typically takes root high in the boles of goliath trees and extends long, coiling vines down to the forest floor. The long green vines mix easily with other natural vines and undergrowth, until living prey attempts to push them aside; then the vines constrict, wrapping themselves around the victim and lifting her high into the air. Once airborne, the victim's weight and the strength of the vines conspire to strangle or asphyxiate her. After death, the body continues to hang in its green noose, slowly twisting in the breeze as fine feeding tendrils sprout from the vine and slowly cover the corpse. As the body decays, the tendrils absorb the bodily fluids, allowing the plant to grow more vines and begin the process anew. Plants that have grown for years accumulate a collection of dangling skeletons, giving rise to its grisly name.

The gallows vine has a central body shaped like an oval seedpod, approximately three feet across. As a seed it is blown into hollows and tree boles, and as it grows it becomes firmly wedged into the narrow space, providing needed leverage and protection from predators. Vines are as thick as a human thumb and may grow up to 30 feet or more in length. When they constrict, the vines are capable of lifting up to 250 pounds to a height of 25 feet and holding it there indefinitely. Victims are left with the happy choice of being suffocated or cutting themselves loose and suffering a potentially bone-breaking fall.

Combat

Gallows vines are not intelligent enough to actively engage in combat. When likely prey brushes against their trailing vines, they constrict and hoist the victim up. The plant can lose any or all of its vines without suffering lasting damage, though if the main body is seriously damaged, the plant releases any still-struggling prey and attempt to sink into its sheltering hollow.

Constricting Vines (Ex): The gallows vine has 1d8 trailing vines lowered at any given time, and constricts them individually based on a particular degree of body heat and vibration. Anything from a small dog to prey the size of a man may be attacked. When the vine constricts, the victim is allowed a Reflex check (DC12) to attempt to evade the attack; if it fails, the prey is hauled up and takes 1d4+5 damage each round. Victims cannot pull themselves free from a vine; both the vine and the victim's own weight work against such an action. The only option is to sever the vine, which requires 10 or more points of slashing, acid, cold or fire damage.

Tremorsense (Ex): The gallows vine is capable of detecting fine changes in air pressure, temperature and vibration through its trailing vines, allowing it to detect prey up to 10 feet away.

Plant: Impervious to critical hits. Not affected by spells of mind-altering nature (for example enamoring or charming spells not specifically designed for plants), paralysis, poison, sleep, polymorphing and stunning.

Gauntling

	Large Aberration
Hit Dice:	5d8+20 (42 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	Bite +6 melee
Damage:	Bite 2d6+6
Face/Reach:	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Feeding frenzy, bite of the starved
Special Qualities:	None
Saves:	Fort +7, Ref +2, Will +5
Abilities:	Str 19, Dex 12, Con 19, Int 11, Wis 12, Cha 8
Skills:	Intimidate +7, Intuit Direction +5, Listen +7, Move Silently +3, Spot +7
Feats:	Great Fortitude, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	6-8 HD (Large); 9-15 HD (Huge)

Description

Although the titan Gaurak remains buried beneath the surface of the Scarred Lands, his cruel will continues to be exerted upon his servants. The wretched creatures known as gauntlings are what remains of fatlings who attempted to partake too heavily of their master's essence, succeeding only in bringing too much of Gaurak's essence into themselves. Gauntlings are doomed to a life of endless hunger, devouring everything in their path, desperately attempting to regain Gaurak's favor, which they feel they have lost.

It is hard to believe that these creatures were once fatlings. Emaciated skeletal beings, gauntlings are tall and crooked, with almost transparent skin. A gauntling's mouth is abnormally large, filled with mismatched teeth of different shapes and sizes.

Gauntlings are driven by hunger and the desire to redeem themselves in Gaurak's eyes. All they eat is considered a tribute to the titan, but their ravenous hunger can never be satiated, and no matter how much a gauntling consumes, no flesh is ever added to its wasted frame. Other servants of Gaurak feel contempt, or at best pity, for gauntlings. The thought of one so honored falling so low is repulsive to them.

Combat

Though they have lost most of their creator's blessings, including access to spells, gauntlings remain formidable opponents. Anything living is considered food for the gauntling, who attacks with blind ferocity.

Feeding Frenzy (Ex): When in battle, the gauntling enters a state of frenzy akin to the rage of a barbarian. A gauntling's feeding frenzy begins involuntarily, immediately upon entering combat. A frenzied gauntling adds +6 to its Strength and Constitution scores and +2 temporary hit points per hit die (*core rulebook I* p.129). These bonuses disappear when the rage ends after 1d6+4 rounds.

Bite of the Starved (Su): The bite of a gauntling drains the life force from living creatures. Each time the gauntling's bite deals damage the victim suffers one negative level. A Fortitude save against a DC of 11 is required to remove the negative levels.

Gaurak Troll

	Huge (Tall) Giant
Hit Dice:	12d8+48 (102 hp)
Initiative:	-1 (Dex)
Speed:	40 ft.
AC:	15 (-2 size, +7 natural)
Attacks:	2 claws +14 melee, bite +9 melee; rock +3 ranged
Damage:	Claw 2d4+7, bite 1d8+3; or rock 2d6+7
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Armor damage, improved grab, rock throwing
Special Qualities:	Regeneration 5, darkvision 60 ft., rock catching
Saves:	Fort +12, Ref +3, Will +3
Abilities:	Str 24, Dex 9, Con 19, Int 6, Wis 9, Cha 15
Skills:	Intimidate +6, Listen +4, Spot +2
Feats:	Power Attack
Climate/Terrain:	Any land
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	13-24 HD (Gargantuan)

Description

Legends say that in the years after the gods buried Gaurak the Gluttonous deep within the bowels of the earth, a pack of hungry trolls stumbled upon the titan's little finger, jutting up into a narrow cavern miles below the ground. The voracious monsters gorged themselves on the titan's flesh, and as they did their bodies were warped by Gaurak's power, causing them to swell in size and strength — and appetite. The more they ate, the more they grew, and the more they hungered. Once they gnawed the finger down to the bone they hunted through the caverns, seeking anything to quell the incessant ache in their bellies. Before long they were driven to the surface in search of food, and since then the Gaurak trolls have spread like a plague across the countryside, killing and eating everything in sight.

Gaurak trolls roam the countryside by night, hunting in packs and devouring anything that crosses their path. Whatever self-awareness these creatures once possessed has been worn away by their incessant hunger, driving them to attack even large, fortified settlements in search of sustenance. Because of their fearlessness and physical power, Gaurak trolls are sometimes accompanied by a number of lesser trolls, hoping for easy pickings in the wake of the giants' depredations. More often than not these opportunists are themselves eaten when food is scarce, as the Gaurak trolls even turn upon one another when their hunger overwhelms them.

Gaurak trolls closely resemble their smaller kin, but stand 12 feet tall, with powerful shoulders and long arms that reach nearly to their knees. Their faces are gaunt and their bellies are always shrunken, no matter how much they eat.

Combat

Gaurak trolls attack anything that they believe they can eat without regard for tactics or survival. A Gaurak troll first hurls any available large rocks at its prey, then rushes forward to finish off the victim with its teeth and claws. Gaurak trolls refuse to retreat from a battle, no matter how grave their injuries — they kill and eat their prey or die trying.

Armor Damage (Ex): A Gaurak troll's immense strength and frenzied attacks are capable of tearing an opponent's armor apart so the troll can get to the meaty interior of its intended meal. If the opponent has both armor and a shield, roll 1D6: A roll of 1-4 affects the shield and a roll of 5-6 affects the armor. Otherwise the attack is directed at an opponent's armor. Whenever the Gaurak troll hits with a claw attack, make a grapple check, adding any magical bonus for armor or shield to the opponent's roll. If the troll wins, the affected shield or armor is torn away and hurled 30 feet in a random direction. An armorsmithing or tailoring check DC 8 is required to repair the straps of such torn-away armor (20 minutes to repair) and shields (five minutes to repair).

Regeneration (Ex): A Gaurak troll regenerates five points of damage per round, and can regrow a severed limb in 5d6 minutes. Damage caused by fire or acid attacks cause normal damage and cannot be regenerated. A Gaurak troll can reattach a severed limb instantly by holding it to the stump.

Golem, Crystal

	Large Construct
Hit Dice:	12d10 (66 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	26 (-1 size, -1 Dex, +14 natural)
Attacks:	2 Slams +15 melee
Damage:	Slams 2d10+7 (+1d6 cold damage)
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Chill Aura
Special Qualities:	Construct, magic immunity, ice walking, damage reduction 20/+2
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	None
Feats:	None
Climate/Terrain:	Any cold land or underground
Organization:	Solitary or pair
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement Range:	15-21 HD (Large)

Description

A towering humanoid construct fashioned from ice, this golem has shining sapphire blue eyes and great macelike fists for hands. The crystal golem, sometimes called an ice or quartz golem, is both a wonder to behold and a deadly adversary. Fashioned from pure ice, these golems stand over 9 feet tall and weigh in excess of 2,000 pounds.

Crystal golems are thought to have been created by the Slarecians themselves, as the golems are often found near Slarecian ruins in the wastelands of Albadia and other arctic areas of the Scarred Lands. Crystal golems follow instructions given to them centuries ago, instructions as basic as killing anything that passes their warded domain to programmed, complex behaviors inexplicable to observers.

The methods for creating these servants has long since been lost, and no new crystal golems have been successfully created in recent centuries.

Combat

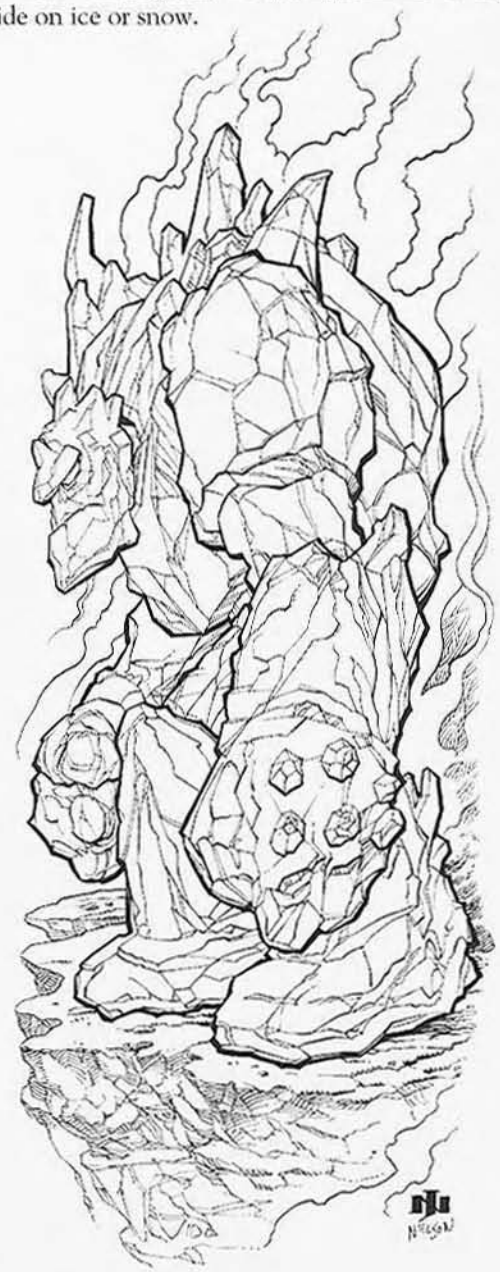
When motionless in arctic conditions, the crystal golem is almost impossible to spot (DC 25). This natural camouflage means the golem often surprises its victims, bursting forth from snow or even from the sides of glacial walls to strike powerful blows with its icy fists.

Chill Aura (Su): The crystal golem emanates an aura of glacial chill about it in a 15-foot radius. All within this area suffer 1d3 cold damage per round. The golem's attacks also carry an extra 1d6 points of cold damage as if they were frost weapons. If the golem lands a critical blow, the target is affected as if by the spell *freezing curse* (Fortitude save DC 16) in addition to any critical damage sustained.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Magic Immunity (Ex): A crystal golem is immune to all spells, spell-like abilities and supernatural effects, except as follows: any fire- or heat-based spell or magic (e.g., a flaming burst weapon's fire damage) affects the golem normally, though the golem ignores the first 10 points of damage it would normally suffer from such attacks. *Shatter* and other spells that affect crystalline creatures affect the golem normally.

Ice Walking (Ex): Crystal golems never slip or slide on ice or snow.



Golem, Quicksilver

	Medium-Size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	+8 (+4 Dexterity, +4 Improved Initiative)
Speed:	60 ft.
AC:	30 (+4 Dex, +4 haste, +12 natural)
Attacks:	2 slams +9/+4 melee
Damage:	Slam 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, darkvision 60 ft., speed, mirror dependence, spell immunity, damage reduction 30/+2
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 14, Dex 18, Con —, Int —, Wis 14, Cha 1
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	11-15 HD (Medium-size), 16-25 HD (Large)

Description

Quicksilver golems are craftier versions of the more common, bulky golems created to protect areas. A quicksilver golem at rest is nothing more than a large, beautiful mirror, usually mounted on a wall. When a situation occurs that activates the golem (such as when an intruder enters the room), a duplicate of whomever stands foremost in the mirror leaps out and attacks the offender. The attacking image/golem may be that of the offender himself, or anyone else casting a reflection at the moment of the triggering event, although the figure must be humanoid.

Quicksilver golems are sometimes used to guard throne rooms and other fine places, since they are unobtrusive when not in use and they seemingly pose no threat until they are activated. In the city-state of Mithril, one is supposed to guard the high priest's bedchamber (though against intruders uninvited by he or his wife, no one knows). One is also rumored to overlook the bathhouse to protect Derigesh's daughters from observers and would-be abductors. Of course, in an ostentatious palace such as Mithril's, with its elaborate architecture and design, there's no telling which of the building's many mirrors is actually a golem, if there are any at all. And if the man on the street knows the legend of the quicksilver guardians, would the high priest really position such mirrors where anyone would know they cast a reflection?

Combat

Quicksilver golems are as straightforward in action as any golem, just much, much faster. They attack one opponent until it's dead, then move on to the next, unless called off by their creator or someone to whom control has been passed. However, the golems' limited range of motion and weakness to being blocked sometimes causes them to be undermined by clever foes.

Speed (Su): Quicksilver golems are as fast as the metal for which they're named. They're always considered to be under the effects of a *haste* spell (+4 AC, extra partial action), and they have Improved Initiative.

Mirror Dependence (Su): The humanoid form of a quicksilver golem is generated by its mirror. A golem can therefore only move into places that are reflected in the mirror. It cannot exist or travel beyond the mirror's range of reflection. Likewise, if the mirror were shattered or covered completely, a projected golem would cease to exist. If the mirror is uncovered, a new, "offending" humanoid would need to cast a reflection for a new golem to manifest.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive-damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect affects objects specifically. Not affected by attacks or spells of mind-altering nature (*enamor* or *charm* spells, for example).

Spell Immunity (Ex): Quicksilver golems are immune to all spells and spell-like effects except as follows. An electricity effect removes it natural speed advantage for three rounds, with no saving throw. A fire effect counteracts the slowing caused by electricity and restores one hit point per three points of damage that are dealt by the fire effect.

Construction

Quicksilver golems are created by the use of a special tome or by arcane spell casters of at least 16th level. The process drains 1,600 XP and requires the following spells: *haste*, *mirror image* and *limited wish*. Creating the mirror and manipulating other components involved requires 80,000 gp and a Craft (Gemcutting or Blacksmithing) check (DC 20).

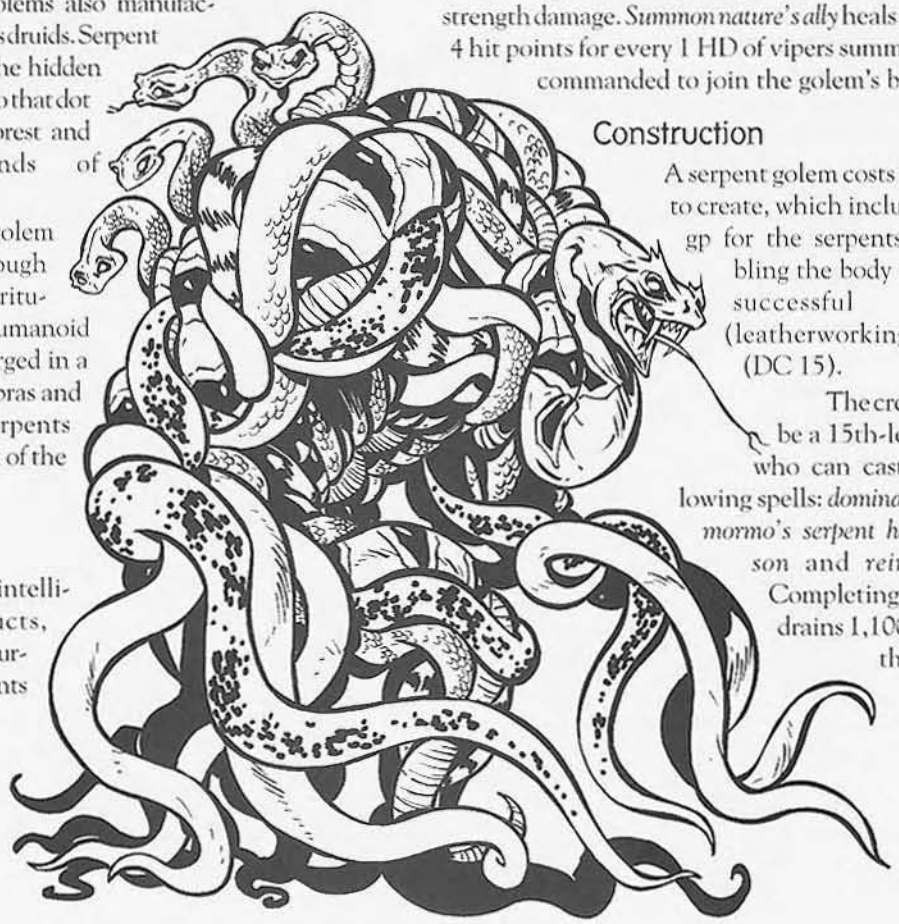
Golem, Serpent

	Medium-Size Construct
Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	19 (-1 Dex, +10 natural)
Attacks:	2 slams +13 melee
Damage:	Slam 2d8+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Poison, entrancement
Special Qualities:	Construct, magic immunity, damage reduction 15/+1
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	None
Feats:	None
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement Range:	11-18 HD (Large); 19-30 HD (Huge)

Description

The druids of Mormo use the magic granted to them by their hideous mother to create these terrifying monsters. Serpent golems are writhing, man-shaped piles of venomous snakes, even more potent than the lesser venom golems also manufactured by Mormo's druids. Serpent golems defend the hidden shrines to Mormo that dot the Hornsaw Forest and the wastelands of Ghelspad.

A serpent golem is created through the use of dark rituals in which a humanoid corpse is submerged in a pit of vipers, cobras and asps. These serpents provide the bulk of the golem's form.



Combat

Being non-intelligent constructs, serpent golems pursue their opponents with frightening determination. Their potent venom and entrancement effect tend to quickly finish off all enemies.

Poison (Ex): Slam, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Constitution.

Entrancement (Su): The slithering, coiled snakes that comprise a serpent golem's body have a hypnotic effect on those viewing their writhing forms. Upon seeing a serpent golem, all creatures must succeed at a Will save (DC 15) or be dazed and unable to take any action except to defend themselves. Vigorous shaking will free any creature from this effect; otherwise it lasts for 1d3 rounds after which the victim must save again if it views the golem again. Opponents who successfully save cannot be affected by the same golem's entrancement for one day.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Magic Immunity (Ex): Serpent golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. *Calm animal* will *slow* the golem for 2d4 rounds. A *charm person or animal* spell inflicts 1d6 damage. A *dominate animal* spell inflicts 2d6 damage and causes 1d2 points of temporary strength damage. *Summon nature's ally* heals the golem 4 hit points for every 1 HD of vipers summoned and commanded to join the golem's body.

Construction

A serpent golem costs 65,000 gp to create, which includes 1,000 gp for the serpents. Assembling the body requires a successful Craft (leatherworking) check (DC 15).

The creator must be a 15th-level druid who can cast the following spells: *dominate animal*, *mormo's serpent hands*, *poison* and *reincarnate*. Completing the ritual drains 1,100 XP from the creator.

Golem, Sword

	Large (Tall) Construct (Golem)
Hit Dice:	10d10 (55 hp)
Initiative:	+0
Speed:	30 ft. (can't run)
AC:	28 (-1 size, +19 natural)
Attacks:	2 blades +8 melee, kick +3 melee, bite +3 melee
Damage:	Blade 2d6+2, kick 1d8+1, bite 2d4+1
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Shards
Special Qualities:	Construct, damage reduction 20/+2, magic immunity
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 15, Dex 10, Con —, Int —, Wis 10, Cha 1
Climate/Terrain:	Any
Organization:	Solitary, patrol (1d2+1)
Challenge Rating:	8
Treasure:	Triple items (swords or daggers) only
Alignment:	Always neutral
Advancement Range:	8-12 HD (Large)

Description

During the Divine War, Corean the Avenger taught his most powerful priests how to create golems from the shattered swords of his fallen warriors in order to protect his temples. After hundreds of warriors met their dooms on the battlefield, Corean's clerics diligently collected their swords and created powerful sword golems to exact revenge.

Sword golems obey simple commands up to a sentence in length given by their creator. Alternatively, they will obey another servant of Corean if ordered to do so by their creator.

Sword golems are huge objects made from the shattered remains of blades of all types. Typically, the arms of these creatures are made from greatswords, and longswords jut up from the golem's knees. Most frightening of all, however, is the creature's maw, which is made of broken daggers and constantly emits a terrible grinding and moaning sound.

Combat

Sword golems attack rather straightforwardly in combat, using all their attacks against one opponent until that opponent falls.

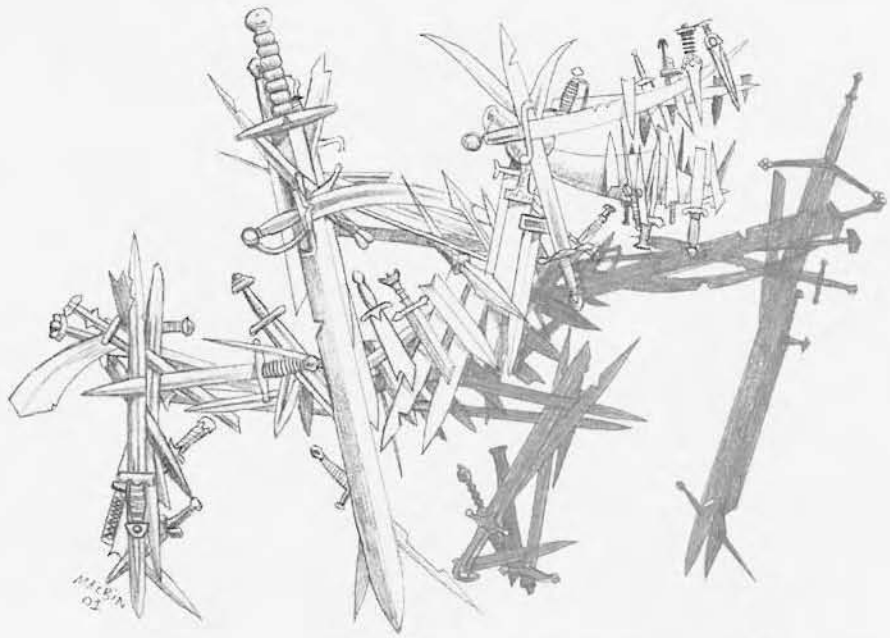
Shards (Ex): Once every 2d6 rounds, the sword golem may release a spray of metal shards as a standard action. This attack deals 5d6 damage to all opponents in a cone extending 30 ft. Those affected may make a Reflex save (DC 15) in order to take only half damage.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).

Magic Immunity (Ex): A sword golem is immune to all spells, spell-like abilities and supernatural effects, except as follows: A *pillar of attraction/repulsion* affects the golem normally, as if it were wearing heavy metal armor; *flame strike* and *purifying flames* heal the golem 1 point for every 3 points of damage it would normally take; *chill metal* reduces the golem's damage reduction to 5/+1 and *slows* the golem for the duration of the spell.

Construction

Construction requires 40,000 gp and four months of gathering broken swords once used in battle. The cost may be reduced to 20,000 gp if an additional two months is spent gathering shards. Creating the body requires an Craft (weaponsmithing) check (DC 18). The ritual requires a 14th-level character who can cast divine spells. Completing the ritual drains 1,000 xp from the creator and requires *blade barrier*, *bless*, *commune*, *prayer*, *resurrection* and *sacred weapon*.



Golem, Tar

	Large Construct
Hit Dice:	4d10 (22 hp)
Initiative:	+0
Speed:	20 ft. (can't run)
AC:	16 (-1 size, +7 natural)
Attacks:	2 slams +7 melee
Damage:	Slam 1d8+5
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Immobilizing attack, flaming pitch
Special Qualities:	Construct, damage reduction 20/+1 vs. bludgeoning, 15/+1 vs. slashing, and 10/+1 piercing, camouflage, darkvision 60 ft., magic immunity
Saves:	Fort +1, Ref +1, Will 0
Abilities:	Str 21, Dex 10, Con—, Int—, Wis 9, Cha 1
Climate/Terrain:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	5-8 HD (Large), 9-15 HD (Huge)

Description

Standing 10 feet or taller and weighing as much as a heavy warhorse, the vaguely humanoid tar golem is a hulking creation built upon the skeleton of a recently-deceased ogre or hill giant. Through magical processes known only to the druids and necromancers of the Khan Thet swamps, great quantities of tar are attached to the skeleton, then two quality gems (usually rubies or diamonds of 1000+ gp value) are set into the golem's skull to activate the construct. All told, each golem requires a total of 20,000gp worth of material components to create, but its complete resistance to moisture makes it a valued servant in the Khan Thet's humid environment. When complete, the tar golem resembles little more than a roughly hewn statue of a man, carved from glossy, black stone. Because of its bituminous covering, the golem is highly resistant to physical damage, and it is capable of trapping an opponent's weapon each time one strikes it. The golem cannot speak or make any vocal noises, and it obeys only its creator.

Combat

Tar golems attack victims with their broad, tarry fists. Each successful attack leaves behind a patch of thick, clinging tar, which slows the victim down until it is finally immobilized. Once an opponent is unable to move, the golem switches targets immediately. The golem continues thus until every combatant has been killed or immobilized.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect affects objects specifically. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Magic Immunity (Ex): A tar golem is immune to all spells, spell-like abilities and supernatural effects, except as follows: Cold-based spells do no damage, but reduce the tar golem's Dexterity by 1 (treat as temporary damage) per 4 points of damage the golem would have taken otherwise. Fire-based attacks cause no damage themselves, but they reverse the effects of any previous cold-based attack immediately, restoring one point of lost Dexterity for every 4 points of fire damage the golem would have taken otherwise. Additonally, any fire attack that would have dealt 10 or more points of damage to the tar golem ignites it. The resulting fire causes two points of damage per round to the golem, and submersion in water is the only way to extinguish the flames. Finally, *transmute rock to mud*, some rocks and a Heal check (DC 10) can be used to heal the golem back to its full health.

Immobilizing Attack (Ex): Each time a tar golem makes a successful attack, the victim must make a Reflex save (DC 12), or lose 2 temporary points of Dexterity due to the golem's clinging tar. It takes one full round of scraping to remove enough tar to regain 1 Dexterity point. If a victim's Dexterity reaches 0, he is immobilized.

Flaming Pitch (Ex): If the golem is ignited (see above), any successful attack by the construct that leaves the golem's victim covered in tar (i.e., the victim fails the Reflex save against the immobilizing attack) now leaves the victim covered in flaming pitch. Unless scraped off (see Immobilizing Attack above), the pitch causes an extra 1d4 points of flame damage for three successive rounds; damage from multiple globs of flaming pitch is cumulative. Note that the victim still suffers the effects of immobilization in addition to the flames, even after the flames die out. Submersion in water or similar suffocation is the only way to extinguish the flame.

Damage Reduction (Ex): The golem ignores the first 20 points of damage from bludgeoning weapons, 15 points of damage from slashing weapons and 10 points from piercing weapons. Additionally, any successful attack (whether it causes damage or not) requires the attacker to make a successful Strength check (DC 20/15/10 bludgeoning/slashing/piercing) to free the weapon from the golem's body. Otherwise, the character is disarmed and the weapon is embedded in the golem. A successful grapple attack against the golem will allow another Strength check to free an embedded weapon from an active golem.

Camouflage (Ex): Tar golems operating in an outdoor environment tend to collect dirt, leaves and other detritus against their sticky hides, providing an inadvertent natural camouflage and an effective Hide skill of +5 when standing still.

Golem, Venom

	Medium-Size Construct
Hit Dice:	2d10 (11 hp)
Initiative:	0
Speed:	40 ft.
AC:	15 (+5 natural)
Attacks:	Bite +2 melee, 2 claws +2 melee; spit poison +1 ranged touch
Damage:	Bite 1d3+1 and poison, claw 1d4+1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, spit poison
Special Qualities:	Damage reduction 15/+1, construct, weapon immunity, magic immunity
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 12, Dex 10, Con -, Int -, Wis 10, Cha 1
Skills:	None
Feats:	None
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3-6 HD (Medium-size), 7-9 HD (Large)

Description

During the final months of the Divine War, the servants of Mormo Mother of Serpents discovered the means to replenish their depleted ranks by collecting the bodies of their fallen warriors and combining them to create venom golems, constructs of serpent flesh and fluid venom. In the short time these creatures were employed, they managed to cause untold carnage among the armies of the gods, and might well have prolonged the conflict had Mormo not fallen a short time later at the hands of her own son, Chardun the Slaver. The divine races made a special point of destroying any tomes they found that detailed the construction of these hideous constructs, but it is believed that the knowledge still remains among the titan's most fervent worshippers, and that they have in fact improved upon the magical methods to construct the even more potent serpent golems.

Venom golems are human-sized constructs fashioned from a conglomeration of snake body parts held together by fluid venom. Their lower body is that of a giant snake, with the upper torso of a human and a human-sized snake's head. Their coloration varies from coppery brown to pale green to lustrous black, depending on the snake parts used in their construction.

Venom golems can perform fairly complex instructions up to about a sentence in length given by their creators. Additionally, these golems serve any worshipper of Mormo if ordered to by the golem's creator.

Combat

Venom golems enter combat by spitting poison from range, then engaging the nearest opponent with claws and teeth.

Weapon Immunity: Venom golems are malleable, making them immune to non-magical blunt weapons.

Poison (Ex): Anyone hit by a venom golem must make a Fortitude save (DC 10) or suffer 1d3 temporary Constitution damage. Secondary damage is 1d2 temporary Constitution.

Spit Poison (Ex): A venom golem may spit poison as a standard action once per round, up to a range of 30 feet. Anyone directly hit by this ranged touch attack is poisoned as if bitten or clawed as described above. This attack is a grenadelike attack and does one point of initial and secondary temporary Constitution damage as splash damage to anyone within five feet of the target, unless they also make the Fortitude saves.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Magic Immunity (Ex): A venom golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: *Slow poison* acts as a *slow* spell upon a venom golem. *Neutralize poison* deals 1d6 damage per caster level up to 15d6 damage upon a venom golem. *Poison* heals the golem 1d6 damage per caster level.

Construction

A venom golem costs 10,000 gp to create, which includes 3,000 gp for the serpent venom. Assembling the body requires a successful Craft check (DC 15) and one month's labor.

The creator must be a 11th-level druid who can cast the following spells: *Mormo's serpent hands*, *poison* and *reincarnate*. Completing the ritual drains 300 XP from the creator.

Grotesque

	Medium-Size Aberration
Hit Dice:	1d8+7 (11 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	13 (-1 Dex, +4 natural)
Attacks:	2 Claws +4 melee, bite -1 melee
Damage:	Claw 1d4+4, bite 1d2+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Taint Power
Special Qualities:	Taint Power
Saves:	Fort +4, Ref +0, Will -2
Abilities:	Str 19, Dex 11, Con 19, Int 3, Wis 3, Cha 3
Skills:	Inuit Direction +3, Swim +4
Feats:	Toughness, plus see below
Climate/Terrain:	Any temperate or warm land
Organization:	Solitary (or see Grotesque Herder)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement Range:	By character class

Description

Unfortunately, the effects of an environment polluted by the blood of godly creatures and radiating the after-effects of the most powerful magics rarely results in new and better races of beings. Whether a race like the Slitheren is truly new and better is a matter of debate, but there can be no doubt that from their own perspective, the Divine War improved this people.

The bulk of the inhabitants of the Scarred Lands affected by the pollutants of the Divine War end up more like the red pisceans, those members of that underwater race that have been so saturated by Kadum's blood that they have become distinct outsiders among their own kind. The war-like pisceans have found a means to put these members of their society to useful ends, but most surface-dwellers who become heavily tainted are ostracized by their neighbors, assuming that they are not simply killed or die of unnatural causes.

Those who survive after being turned out from their homes are the ones who, although perhaps mindless, have gained augmented physical characteristics that allow them to fend for themselves in the harsh environment of the Scarred Lands. Those who live this way long enough are inevitably found and gathered by the herders and join the ranks of the grotesque.

Though they can be of virtually any intelligent race, the grotesque are typically the result of a humanoid who has been over-exposed to a pollutant of the Divine War, whether from eating too many fish from the Blood Sea or living in a community established on the site of powerful magics. Whatever their former characteristics, the grotesque are now mindless aberrations that seek food and sometimes shelter, and that often fight at the behest of their masters who are not quite so mindless.

Combat

The grotesque do not fight with complicated tactics, nor can they be marshaled into anything akin to an attack formation. Individually, they fight mindlessly for their survival and the destruction of their foes. As a herd, they rampage mob-like at those who stand in their path.

Taint Power (Su): All grotesque have one taint power for every HD they possess (these powers are cumulative, so a two-HD grotesque could possess Fast Healing 4). The powers for a specific grotesque may be chosen or determined randomly.

D10 Roll	Taint Power
1	Fast healing 1
2	Fast healing 3
3	Regeneration 1
4	SR 5
5	SR 10
6	Damage reduction 3/+1
7	Damage reduction 6/+1
8	Half damage from blunt or piercing weapons
9	Acidic blood: Slashing or piercing weapons are destroyed if they inflict damage (magic weapons receive a DC 10 save) and the attacker must make a Reflex save (DC 10) or sustain 1d4 damage
10	Radiate magic: Any non-tainted being within 10 feet of the grotesque sustains 1d4 damage per round, automatically. SR 1+ completely negates this damage.

Feats: While all grotesque have the Toughness feat, most also have at least one of these feats as well: Endurance, Great Fortitude, Multiattack, Power Attack and sometimes Cleave.

Grotesque Herder

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	6d8+39 (66 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft. (bipedal), 50 ft. (four-legged)
AC:	19 (+3 Dex, +6 natural)
Attacks:	Bite +2 melee; bite +2 melee, 2 claws +0 melee
Damage:	Bite 1d8+3; bite 1d8+2, claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Howl to blood, taint
Special Qualities:	Immunities, resistance, see in darkness, damage reduction 10/+2, regeneration 8, SR 12
Saves:	Fort +12, Ref +8, Will +6
Abilities:	Str 15, Dex 17, Con 21, Int 15, Wis 13, Cha 17
Skills:	Animal Empathy +4, Balance +6, Intuit Direction +6, Listen +8, Move Silently +8, Spellcraft +4, Spot +8, Wilderness Lore +2
Feats:	Dodge, Endurance, Great Fortitude, Multiattack, Run, Toughness (x3), Track
Climate/Terrain:	Any land
Organization:	Pair, pack (5-8), troupe (5-8 herders, 5-100 grotesque and 1-6 grotesque parasites) or migration (3-18 herders, 5-500 grotesque and 1-12 grotesque parasites)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement Range:	6-9 HD (Medium-size), 10-15 HD (Large)

Description

Among the most predatory and unstoppable creatures of the Scarred Lands, the fiends known as grotesque herders are the bane of all who travel or dwell in the wilderness. While these beings are sometimes encountered in pairs, they're more likely found among the grotesque, those poor humanoids overcome by the aftereffects of the Divine War and that are now pressed into service by the herders (who also utilize these beings as food when they do not hunt).

A grotesque herder can take the form of either a humanoid with a wolf's head or as a particularly fearsome wolf that bears a resemblance to a dire wolf. Their exact history is unknown. It's believed that these cunning creatures call the Scarred Lands home after forsaking their home plane. It is said that the herders are ambitious creatures, determined not to obey whatever titan created them and refusing to submit to any of the gods. Whatever their history, herders clearly bear many of the characteristics of outsiders even though they now dwell exclusively in the Scarred Lands. They have evidently lost any spell-like powers they may have once possessed, however, with the exception of their howl to blood. Also, while not verifiably immortal, herders are extremely long-lived.

Stories of the herders are pervasive, but because many of them feature a hero outwitting or otherwise escaping the beasts, the tales are probably likely false in most cases. One such story is about a rivalry between a particularly large and powerful herder known as Kretis who haunts the plains near the Blood Basin and the lands of Arod Baton, the leader of one of the companies of the Beltanian Vigil of Vesh. One chapter of the story describes how Baton and Kretis fought for several days in the Northen Kelders. A pitched battle had left Arod's men and the remainder of Kretis' pack dead, and the two evaded each other thereafter, neither giving in to his wounds or fatigue. When a pair of other herders found Kretis, Arod was forced to retreat to Vesh.

Combat

The most important thing to understand about grotesque herders is their belief that time is on their side. They do not press too hard in any conflict, because they feel safe in the knowledge that by continuing to inflict as well as they receive damage, they will outlive their foes thanks to the creatures' amazing healing capabilities. Any situation that demands immediate action usually signals the herders to send a herd of the grotesque at their foes, with the masters waiting to strike or retreat as appropriate. They are cunning in the extreme and certainly among the most dangerous foes in the Scarred Lands.

Howl to Blood (Su): The sound of a grotesque herder's howl acts as a long-lasting charm against any creature that is tainted by titans blood. The effect is not very powerful, requiring only a Will save (DC 8) to resist, but those who fail may roll again only once per week thereafter to break the charm. Those affected are under the absolute control of the herder. They go so far as to follow obviously suicidal commands. Those who save versus the howl cannot be affected by it for the remainder of that day.

Taint (Su): Having feasted so often on those tainted by the magical and biological pollutants of

the Divine War, the herders have gained the ability to pass some taint along with their bite (not claw attacks). Those bitten must make a Fortitude save (DC 18) to resist this poison effect. Those who fail the save are considered tainted for purposes of the herders' howl to blood and also lose 1-6 permanent points of Intelligence in return for a special quality determined by the same 1d6 roll (i.e., only a victim who loses six permanent points if Intelligence gains regeneration 1)

D6 Roll	Taint Acquired
1-2	Toughness Feat
3-4	Fast healing 1
5	SR 5
6	Regeneration 1

If all lost Intelligence points are restored somehow, the taint is removed but so are any of its benefits. A victim maybe affected by a herder's taint power more than once, simultaneously.

Immunities (Ex): Herders are immune to fire and poison.

Resistance (Ex): Herders have cold and acid resistance 20.

See In Darkness (Su): Herders have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Grotesque Parasite

	Tiny Outsider (Evil, Lawful)
Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	10 ft.
AC:	14 (+2 size, +2 natural)
Attacks:	2 Claws +3 melee; blade +3 melee
Damage:	Claw 1d4-1, blade 1d6-1
Face/Reach:	2.5 ft. by 2.5 ft./0 ft.
Special Attacks:	Concentration, parasitic dominance, spell-like powers
Special Qualities:	Immunities, resistance, see in darkness, damage reduction 5/+1, regeneration 1, SR 6
Saves:	Fort +3, Ref +3, Will +7
Abilities:	Str 8, Dex 10, Con 11, Int 19, Wis 15, Cha 14
Skills:	Hide +8, Listen +10, Spellcraft +8, Spot +10
Feats:	Alertness, Great Will
Climate/Terrain:	Any land and underground
Organization:	Solitary or see Grotesque Herder
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always lawful evil
Advancement Range:	3-5 HD (Tiny), 4-8 HD (Small)

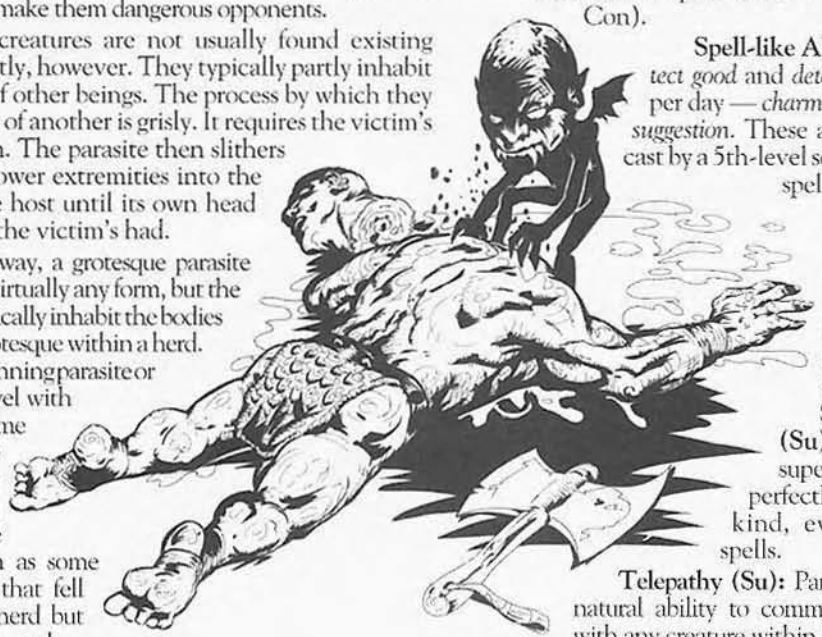
Description

If possible, even less is known of the origin of these devils than of their herder masters. Rarely found alone, grotesque parasites are encountered almost exclusively in the company of herders and the grotesque after which they are named. Presumed to be tagalongs or perhaps devils banished at the same time that the herders were, the parasites are literally such now.

Grotesque parasites typically stand shy of two feet tall. They are spindly and physically unimpressive, except for their human-sized heads and their wickedly fanged mouths. Parasites are very crafty and have a number of spell-like powers that make them dangerous opponents.

These creatures are not usually found existing independently, however. They typically partly inhabit the bodies of other beings. The process by which they take control of another is grisly. It requires the victim's decapitation. The parasite then slithers its slender lower extremities into the frame of the host until its own head rests where the victim's had.

In this way, a grotesque parasite can assume virtually any form, but the creatures typically inhabit the bodies of various grotesque within a herd. And yet, a cunning parasite or two may travel with a herd in some other guise such as that of an animal native to the area or even as some other being that fell prey to the herd but was not consumed.



Combat

If caught outside the body of a host, a grotesque parasite is generally concerned only with its safety and uses whatever means at its disposal to escape. Its mind-control powers can be very effective in covering a retreat, even from a number of foes. If within a frame, a parasite can wade into melee where it uses its spell-like powers to make its physical attacks more effective, such as *commanding* a victim to "freeze" so that he might be struck soundly.

Concentration (Ex): Since a grotesque parasite is usually within the body of another being and often does not sustain direct damage (see below), no Concentration check is required to use its spell-like abilities unless it does sustain direct damage.

Parasitic Dominance (Su): After removing the head (a process which requires d6 minus the victim's size modifier in rounds) of any helpless Tiny to Large animal, beast, fey (human-shaped only), giant, humanoid or monstrous humanoid, a grotesque parasite is able to slip its extremities inside the wound and assume control of the victim's body. The grotesque parasite now has the Strength and natural attacks of its prey, as well as any Special Attacks or Special Qualities, that do not depend on the head of the victim (e.g., it does retain a grotesque's fast healing or a lamia's wisdom drain touch, but not a medusa's gaze attack or any being's spells or spell-like abilities).

A parasite must wriggle into a new host body within an hour after the victim's death or it will not be able to animate the corpse with this power.

Additionally, it's difficult to harm a parasite that's inside another body. Any attack to the head damages it, of course, but bludgeoning attacks cannot otherwise hurt the parasite at all, and the parasite is considered to have nine-tenths cover against slashing attacks and three-quarters cover against piercing attacks. Blows that miss the parasite may still damage the host frame. A host frame is considered to have a number of hit points equal to its HD in life, plus its former Constitution score, plus any natural armor rating (e.g., a gnoll host has 16 hp for 2 HD + 1 natural armor + 13 Con).

Spell-like Abilities: At will — *detect good* and *detect magic*; three times per day — *charm person*, *command* and *suggestion*. These abilities are used as if cast by a 5th-level sorcerer (save DC 12 + spell level).

Immunities (Ex): Parasites are immune to fire and poison.

Resistance (Ex): Parasites have cold and acid resistance 20.

See In Darkness (Su): Parasites have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Parasites have the supernatural ability to communicate telepathically with any creature within 100 feet so long as the creature speaks a language.

Guardian of the Damned

	Large (Tall) Outsider (Lawful)
Hit Dice:	14d8+70 (133 hp)
Initiative:	+2 (-2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	29 (-1 size, -2 Dex, +22 natural)
Attacks:	2 Punches +21 melee
Damage:	Punch 2d8+8
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spells
Special Qualities:	Damage reduction 30/+3, SR 26, regeneration 7, resistances, immunities
Saves:	Fort +14, Ref +7, Will +19
Abilities:	Str 26, Dex 7, Con 20, Int 18, Wis 30, Cha 20
Skills:	Bluff +11, Concentration +15, Diplomacy +16, Intimidate +13, Intuit Direction +14, Knowledge (religion) +15, Listen +10, Sense Motive +16, Spellcraft +15, Spot +10
Feats:	Empower Spell, Extend Spell, Improved Initiative, Power Attack, Sunder
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement Range:	None

Description

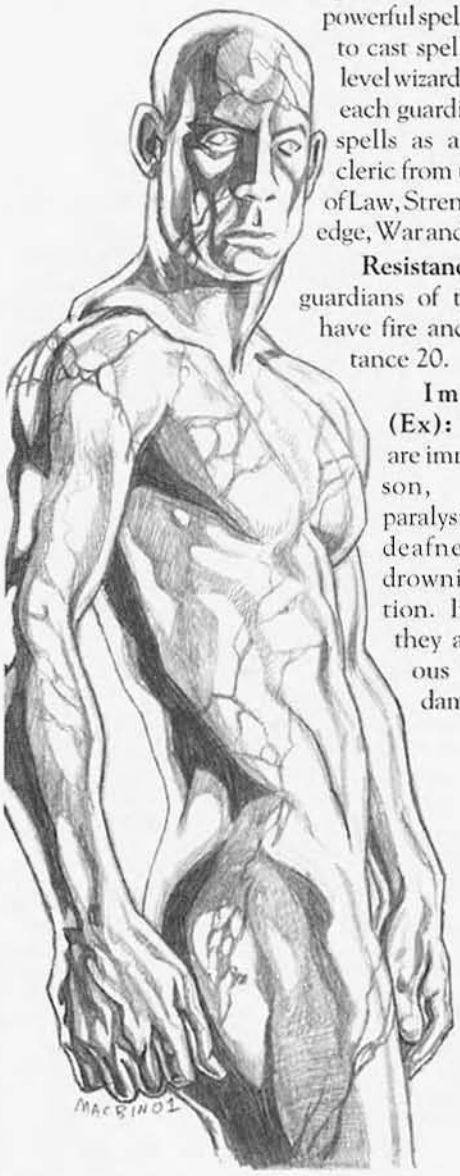
After the gods threw down the titans during the Titanswar, the lawful gods Corean, Hedrada and Chardun met in secret to ensure that the titans would never be free again. It was decided that the three gods would pool their powers to create sixteen guardians, one to watch over each of the fallen twelve titans and one to watch over each of the elemental djinn cities. Corean gifted the guardians with their beautiful and lifelike adamantine and mithril bodies, Hedrada imbued the guardians with a devotion to law and duty, and Chardun granted the guardians their thirst for vengeance. Some might say in a hushed voice, lest the gods hear it, that even the gods did not account for what happened next.

Almost as soon as they were created, the guardians seemed to go rogue. Instead of guarding the titan's remains and the sealed gates of the djinn cities, they left to wander the land on seemingly trivial and inscrutable quests. Now, guardians are as likely to be found arranging for a certain crop to be grown in a village's fields or hiring adventurers to find a particular magic item as they are to be found hunting down titanspawn or physically guarding their charges. Some sages have theorized that guardians are so dedicated to law that they can see larger patterns than mere mortals (or perhaps even some gods) are able to understand. They are locked in a struggle against the titans and djinn that is so long term and subtle that their actions seem unfocused and chaotic to those who cannot see the larger pattern.

Guardians of the damned have finely chiseled adamantine bodies designed to look like large, hairless human males. Their features are stern and do not seem to show any emotion. Fine mithril veins are marbled throughout the guardians and their eyes are composed of solid mithril. Guardians often change their appearance with magic when they must deal with other races.

Combat

Though they have impressive physical abilities, guardians prefer to incapacitate their opponents with spells rather than attack directly. If forced into physical combat, guardians use Power Attack to destroy enemy spellcasters and Sunder to nullify the combat ability of warriors. Guardians are excellent tacticians and will usually manipulate circumstances to avoid combat if possible; if not possible, they usually have foreseen the conflict and are armed with extended duration versions of Knowledge and Protection spells such as *true seeing* and *divine raiment*.



Spells: Guardians are powerful spellcasters, able to cast spells as a 14th-level wizard. In addition, each guardian may cast spells as a 14th-level cleric from the domains of Law, Strength, Knowledge, War and Protection.

Resistances (Ex): All guardians of the damned have fire and cold resistance 20.

Immunities (Ex): Guardians are immune to poison, disease, paralysis, blinding, deafness and drowning/suffocation. In addition, they are impervious to subdual damage.

Hagling

	Small Humanoid (Hag)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., fly 35 ft. (good — storm and moon haglings only), swim 30 ft. (brine hagling only)
AC:	13 (+1 size, +2 natural)
Attacks:	Bite +1 melee, 2 claws -4 melee
Damage:	Bite 1d3-1, claw 1d3-1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Spells, sneak attack, hagling powers
Special Qualities:	Dark stalking, darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 9, Dex 11, Con 13, Int 10, Wis 12, Cha 12
Skills:	Hide +5, Jump +2, Move Silently +5, Spellcraft +1, Swim +2, Wilderness Lore +2
Feats:	Dodge
Climate/Terrain:	Any
Organization:	Solitary, pair or brood (3-6)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement Range:	3 HD (Small)

Description

Even crones as wicked as the Scarred Lands' hags can be affected by a maternal urge. Some satisfy this instinct by kidnaping children from other humanoid races and forcing the children to pretend that the crone is their mother, while feeding the children the same concoctions that are used to transform women into hags (see ***Creature Collection***, p. 94). Though the hag usually satisfies her brief urge for motherhood and eats her captive children long before the concoction takes full effect, some children do survive long enough for the brew to change them into haglings.

Hags that are of a personality bent to keep meddlesome children about long enough for them to become haglings usually keep them for quite some time afterward. Some hags even collect a brood of children to attend them. Most haglings eventually get tired of their "mother's" cruelty and risk her disfavor by running away and hoping the hag does not catch them. Such haglings wander on the edges of society, stealing food and committing mischievous pranks of vandalism. However, sometimes, their pranks turn brutally violent and murderous. Many times they also have been used as spies for their hag mothers, bait for woodland traps and as messengers to those a hag wishes to terrify.

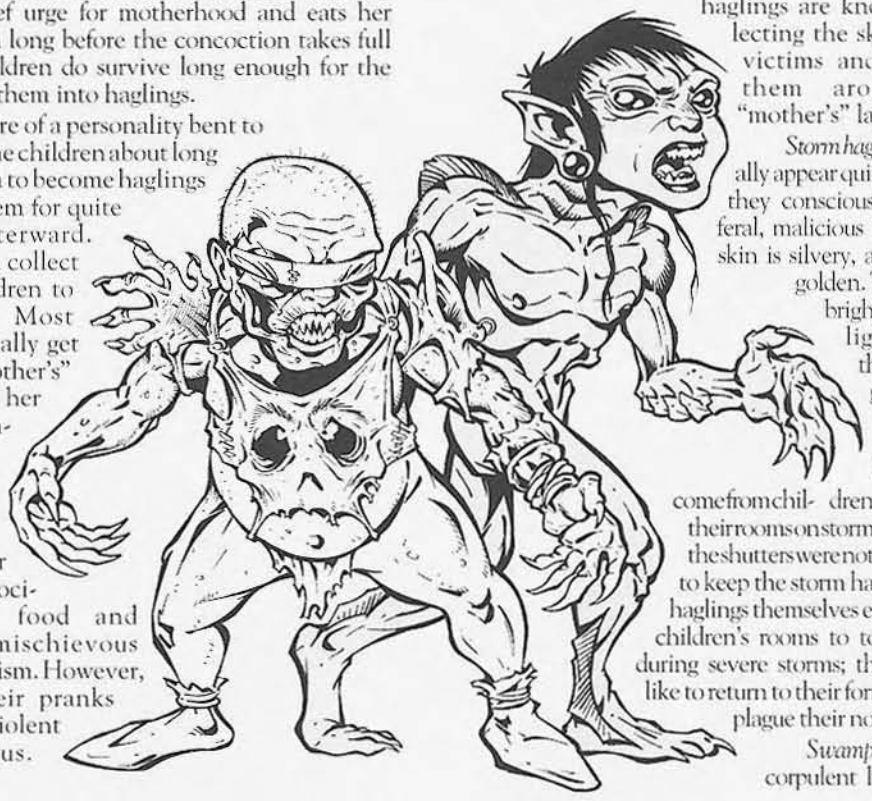
All haglings appear as dirty, scruffy, little children with a gleam of malice in their eyes and fingernails that are now sharp talons. They do not seem to age physically or mature mentally. Their physical aspect and their minor sorcerous powers are further defined by the type of hag that transformed them into haglings:

Brine haglings have gray-green skin, matted black hair and pronounced webbing between fingers and toes. They are usually children presumed drowned but actually taken from fishing villages by brine hags. These haglings have a penchant for drowning small children and animals and for vandalizing fishing boats.

Cavern haglings are nearly blind but have already developed their hag mother's acute sense of smell. Their skin is crusty, as if the haglings are always covered with dirt; they have little of their original hair left; and they possess sharp teeth. These haglings often come from miners' children who are lost in cave-ins actually caused by the cavern hag to cover her abduction. Cavern haglings are known for skinning and tanning their victim's flesh and using it as hide armor.

Ice haglings have pale blue skin and hair as white as fresh snow. They dress is cast off pieces of animal fur that have been poorly tanned. Albadian children are warned by their parents not to wander too far from home lest an ice hag abduct them; unfortunately, the warning rings true — it's not a mere fairy tale used to scare children. Ice haglings are known to collect the bones of small animals and children, which they are happy to show anyone whom they wish to entice away from home to become part of the collection themselves.

Moon haglings have dark skin with large, yellow eyes. These haglings are particularly rare as moon hags seldom bother with children. Moon haglings are known for collecting the skulls of their victims and displaying them around their "mother's" lair.



Storm haglings can actually appear quite charming if they consciously hide their feral, malicious nature. Their skin is silvery, and their hair golden. Their eyes are bright like flashing lightning and their skin not so gaunt as other haglings. Such haglings come from children stolen from their rooms on stormy nights when the shutters were not fastened tight to keep the storm hags out. Storm haglings themselves enjoy entering children's rooms to torment them during severe storms; they especially like to return to their former homes to plague their normal siblings.

Swamp haglings are corpulent little children

with jaundiced skin covered in rashes. They enjoy leading unwary travelers into traps and snares they have set or into swamp hazards such as sink holes, quicksand or slitheren dens. They also have an affinity for poisonous snakes and enjoy playing tricks by putting vipers into travelers' backpacks while they sleep.

Combat

Haglings do not really involve themselves in combat if they do not have to; they are, for the most part, too weak. They prefer to harass and escape, dogging their chosen "playmates" until they prove too boring. If they are feeling violent, haglings will use their stealth to strike from hiding, and if they cannot kill their prey quickly, the haglings flee.

Spells (Sp): All haglings are treated as 1st-level sorcerers with twice the normal number of cantrips per day.

Sneak Attack (Ex): As a 1st-level rogue, +1d6 damage

Hagling Powers: Like their creators, haglings have additional abilities based on their creator. See variants below for details.

Dark Stalking (Su): This ability reflects haglings' talent, when in the shadows or in darkness, for appearing to come from all around a victim, giving them a +8 racial modifier when hiding in shadows and moving silently.

Brine Hagling

Water Breathing (Ex): Brine haglings can breath underwater, swim at 30 ft. and use their other powers normally underwater.

Spell-like Ability: 1/day—*water breathing* as cast by a 2nd-level sorcerer.

Cavern Hagling

Cavern haglings often wear hide armor which gives them an additional +3 to AC.

Blindsight (Ex): Cavern haglings can detect the presence of creatures within 60 ft. by scent and hearing. Possesses the Blind-Fight feat.

Scent (Ex): As the Track feat using its sense of smell.

Spell-like Ability: 1/day — *magic stone*. These abilities are as the spells cast by a 2nd-level sorcerer.

Ice Haglings

Immunities (Ex): Immune to cold, paralysis and sleep.

Vulnerability (Ex): Takes double damage from fire or heat.

Icy Touch (Su): The ice haglings natural claw and bite attacks also deal an additional 1d4 points of cold damage.

Icy Breath (Su): Once a round, the ice hagling can breathe a 15 ft. cone of cold air that deals 1d3 damage unless a Fortitude save (DC 12) is made.

Moon Haglings

Flight (Su): At 35 ft. as a supernatural ability.

Spell-like Ability: 3/day — *disappear*. These abilities are as the spells cast by a 2nd-level sorcerer.

Staggering Touch (Su): The natural claws attacks of the moon hagling stagger an opponent for 1d6 rounds (see *core rulebook II*, p. 85) unless they pass a Fortitude save (DC 12). Staggered victims may only take a partial action each round.

Storm Haglings

Flight (Su): At 35 ft. as a supernatural ability.

Spell-like Ability: 3/day — *flash*; 2/day — *shocking grasp*. These abilities are as the spells cast by a 2nd-level sorcerer.

Swamp Haglings

Immunities (Ex): Immune to poison and non-magical disease.

Skills: +6 bonus to Animal Empathy (swamp reptiles only), Handle Animal (swamp reptiles only), Balance and Hide (when in swampy terrain).

Spell-like Ability: At will — *detect snares and pits*; 1/day — *frog tongue*, *Sethris's potency* and *snare*. These abilities are as the spells cast by a 2nd-level sorcerer.

Hope

	Medium-Size Outsider (Good)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+5 (+5 Dex)
Speed:	30 ft., fly 90 ft. (good)
AC:	19 (+5 Dex, +4 natural)
Attacks:	+ 1 composite longbow +11/+6 (+12/+7 within 30ft.) ranged
Damage:	Arrow 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/+2, SR 20, aura of hope, regeneration 5, telepathy, resistances, immunity, keen vision, limited polymorph
Saves:	Fort +7, Ref +10, Will +9
Abilities:	Str 10, Dex 20, Con 14, Int 18, Wis 18, Cha 22
Skills:	Concentration +9, Diplomacy +9, Knowledge or Craft (any three) +6, Listen +6, Perform +9, Search +6, Sense Motive +6
Feats:	Point Blank Shot, Skill Focus (Diplomacy)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral good
Advancement Range:	7-10 HD (Medium-Size); 10-20 HD (Large)

Description

The angelic beings called hopes were among the divine hosts created by the goddess Madriel. Intended to grant inspiration, healing and comfort to Madriel's followers, hopes served in many battles against the titans, improving the morale of Madriel's troops, and many were slain by the titans and their minions. A few hopes linger on today, still serving their creator and providing aid to the good races, helping to restore hope and confidence in the future of the Scarred Lands. In this effort, they are opposed by the remaining despairs, servitors of the titan Chern. Hopes often pose as wandering bards or serve as diplomats and mediators.

After a hope has visited a place, it leaves behind a single pure white feather.

Combat

Hopes avoid combat, seeing bloodshed as a failure and option of absolute last resort. When forced to fight, a hope will use its magical abilities first, and then avoid physically damaging attacks unless absolutely necessary. Hopes can only fly in their true form.

Aura of Hope (Su): All characters of good alignment within 100 feet of a hope in its true form receive a +2 morale bonus to attack, damage, saving throw and skill check rolls. Additional hopes do not increase this bonus. The *aura of hope* also dispels the effect of the *induce despair* ability of the hope's opposite numbers, the despairs.

Spell-Like Abilities: Continuous — *detect evil, see invisible*; at will — *aid, bless, charm person, consecrate, continual flame, hold person, remove blindness/deafness, remove curse, remove disease, remove fear, remove paralysis*; 3/day — *cure light wounds, cure serious wounds, restoration*; 1/day — *atonement, dispel evil, sunspear*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 16 + spell level).

Spells: Hopes can cast divine spells from the cleric list and from the Good and Healing domains as a 6th-level cleric (save DC 14 + spell level).

Telepathy (Su): Hopes have the supernatural ability to communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Resistances (Ex): Hopes have cold, electricity, acid and fire resistance 20.

Immunity (Ex): Hopes are immune to poison.

Keen Vision (Ex): Hopes have lowlight vision and 90-foot darkvision.

Limited Polymorph (Su): Hopes can assume the shape of any humanoid race at will and for as long as they desire, and they retain all their original statistics, save those related to size. This ability is treated as if cast by a 6th-level sorcerer.

Howling Abomination

	Huge (Tall) Outsider (Chaos, Evil)
Hit Dice:	10d8+30 (75 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	15 (-2 size, +1 Dex, +6 natural)
Attacks:	1d4 Bites +16 melee; 1d4+2 Claws +14 melee
Damage:	Bite 2d6+8; Claw 1d6+4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Sneak attack, frightful presence, death warp
Special Qualities:	Spell-like abilities
Saves:	Fort +10, Ref +8, Will +7
Abilities:	Str 27, Dex 12, Con 16, Int 9, Wis 11, Cha 5
Skills:	Listen +13, Search +12, Spot +11,
Feats:	Multi-attack, Improved Critical (bite), Improved Critical (claw), Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary or bevy (2-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	11-18 HD (Gargantuan); 19-27 HD (Colossal)

Description

Fearsome creations of the titan Mesos, howling abominations resemble roiling distortions in the fabric of space that sprout the limbs and jaws of dozens of different creatures. Their name derives from the wild screeches and ululations that emerge from the churning mass.

The abomination itself is unstable and incapable of existing on the material plane for more than an instant, but is surrounded by a pocket of dimension that helps protect it from attack, while allowing the abomination to savagely lash out at its foes. The true size and shape of the abomination cannot be determined, but the region of distortion that marks its presence is 8-10 feet in diameter, floating a few feet off the ground.

While highly intelligent, howling abominations show no desire to communicate with other beings. They appear to operate under the control of a single intelligence, which some scholars speculate is a remnant of the slain titan. Howling abominations seem particularly savage in their pursuit of the servants of Corean and Vangal, two of Mesos' arch-foes.

Combat

The howling abomination prefers to attack by surprise, attacking spellcasters and clerics first if possible. Its continuous *blink* ability allows the abomination to attack less powerful opponents with relative impunity. If outmatched, an abomination flees, but often shadows its foes and attacks again when the opportunity presents itself.

Sneak Attack (Ex): When attacking with surprise, the howling abomination gets a sneak attack bonus as a 10th-level rogue, inflicting +5d6 damage.

Frightful Presence (Ex): All those within 30 feet of a howling abomination must make a Will save (DC 12) upon first viewing it or hearing it. Opponents of less than 10HD or levels who fail to save are *shaken* for 5d6 rounds suffering a -2 morale penalty to attack, weapon damage and saving throw rolls.

Death Warp (Su): When the howling abomination is slain, its pocket dimension collapses violently. All those within 30 feet that fail to make a Reflex save (DC 18) will be randomly moved 3d6 ft. Those that materialize inside a solid object are affected as per a *blink* spell.

Spell-Like Abilities: Continuous — *blink*

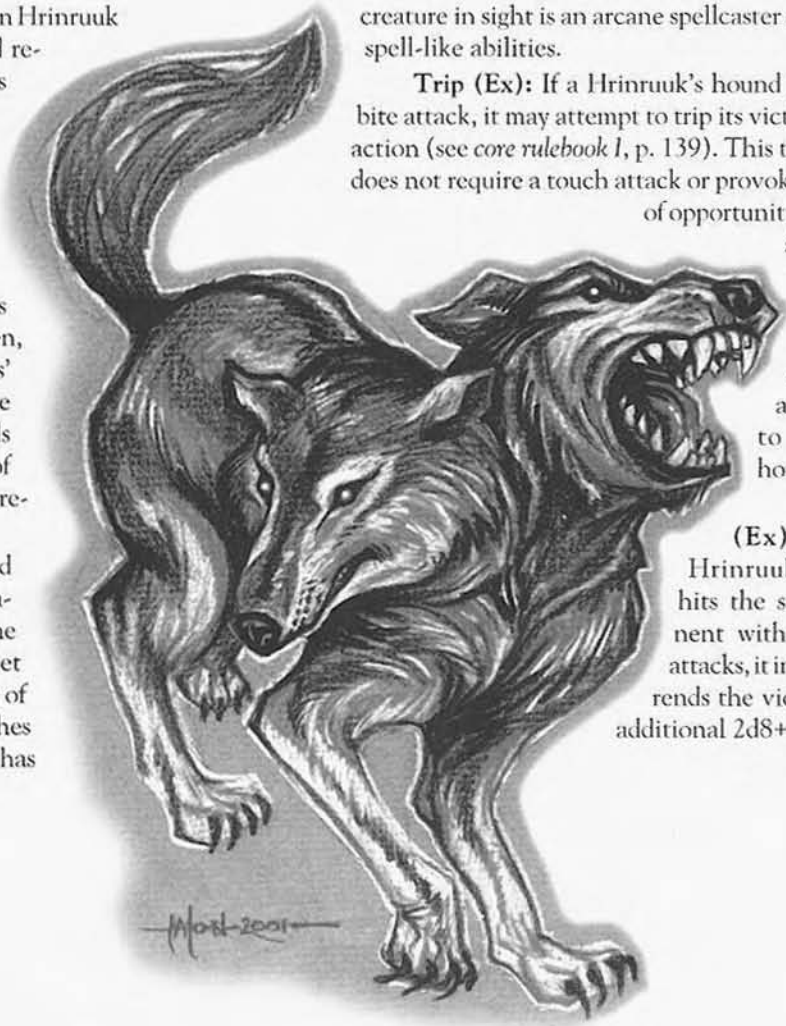
Hrinruuk's Hound

	Large (Long) Magical Beast
Hit Dice:	5d10+10 (37 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	2 bites +8 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Trip, rend
Special Qualities:	Blood scent, darkvision 120 ft., enhanced senses, SR 22
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 15, Int 6, Wis 12, Cha 10
Skills:	Intuit Direction +3, Listen +9, Spot +9, Wilderness Lore +5
Feats:	Improved Initiative, Track
Climate/Terrain:	Any land
Organization:	Packs (2-12)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually chaotic evil
Advancement Range:	6-9 HD (Large)

Description

It is said that the titan Hrinruuk took offense to a barbed remark from the titan Mesos implying that Hrinruuk's daughter Tanil was a superior hunter to her father. Enraged, Hrinruuk raped his own daughter, as if to prove his mastery over her, and then, as repayment for Mesos' insult, created these magic-impervious hounds to hunt the arcane races of Scarn that Mesos had created.

A Hrinruuk's hound is a huge wolf-like creature that grows about nine feet long and about five feet high. Its fur is the colour of rust, with occasional patches of black and brown. It has twin heads set on thick necks and razor sharp teeth. Its four crimson eyes glare balefully around it, betraying a hint of intelligence. The hounds can sense the presence of creatures who use magic and hunt them to the exclusion of all other prey.



Combat

Hrinruuk's hounds attack in packs, targeting any arcane spellcasters or creatures with spell-like abilities.

Blood Scent (Su): Once it has either tasted or smelled the fresh blood of a living being, a hound can instinctively locate that target. This power only works if the distance between the hound and the target is no more than 50 miles.

Enhanced Senses (Su): Hrinruuk's hounds have superior senses in every way. They gain a +4 bonus to Listen and Spot (included above) and a +8 bonus to Wilderness Lore when tracking by scent (not included above). The hound does, however, suffer a –4 penalty to its saving throw against attacks which blind or deafen and any sonic attacks.

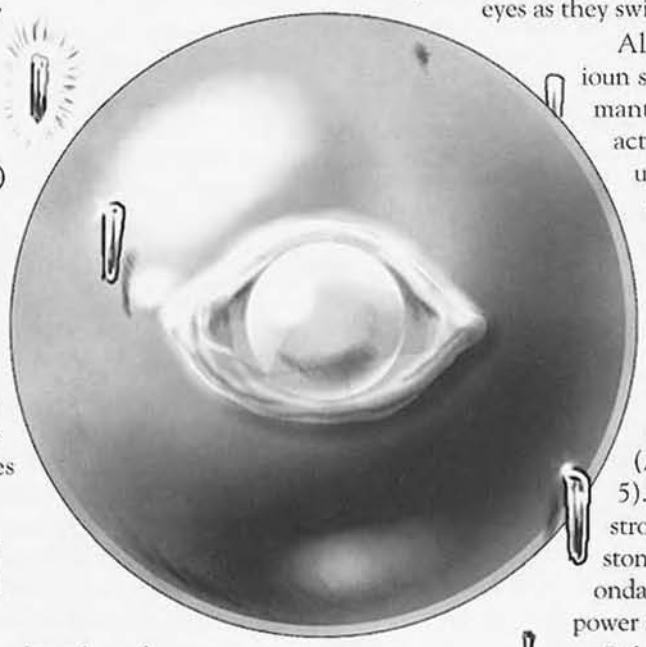
Additionally, Hrinruuk's hounds can sense the presence of arcane magic as if they had a perpetual *detect magic* effect and can identify whether any creature in sight is an arcane spellcaster or possesses spell-like abilities.

Trip (Ex): If a Hrinruuk's hound hits with a bite attack, it may attempt to trip its victim as a free action (see *core rulebook I*, p. 139). This trip attempt does not require a touch attack or provoke an attack of opportunity. If the trip attempt fails, the victim cannot counter and attempt to trip the hound.

Rend (Ex): If a Hrinruuk's hound hits the same opponent with both bite attacks, it immediately rends the victim for an additional 2d8+12 damage

Ioun Beholder

	Diminutive Construct
Hit Dice:	4d10 (22 hp)
Initiative:	+3 (Dex)
Speed:	Roll 30 ft., fly 50 ft. (good)
AC:	28 (+4 size, +3 Dex, +11 natural)
Attacks:	Eye rays +10 ranged touch; 8 rakes +5 melee
Damage:	Rake 1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rainbow pattern, eye rays, suggestion
Special Qualities:	Construct, magic immunity, damage reduction 10/+1, all-around vision, fly, scrying
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 6, Dex 16, Con -, Int 14, Wis 16, Cha 16
Skills:	Scry +8, Search +7, Spot +10
Feats:	Iron Will
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	5 - 12 HD (Diminutive)



Description

The ioun beholder is an exceedingly rare, intelligent construct whose origin is unknown to the scholars of the Scarred Lands. Most assume that the creatures were created by the destroyed Slarecian race and that only now, as treasure seekers plumb the depths of Slarecian ruins, have these constructs been loosed upon the world. The ioun beholder is also known as the crystal beholder, since the creature's core body looks identical to a crystal ball. When encountered, dormant ioun beholders are often mistaken for crystal balls and brought out of ruins by unwary treasure hunters and into cities to be sold. Once activated, an ioun beholder's primary goal seems to involve unleashing other buried Slarecian constructs, and it will use its abilities to force others to help it fulfill its task.

Combat

Ioun beholders are often found dormant, as they require at least eight *ioun stones* to be within 100 ft. of them to activate. In its dormant form, the body of the ioun beholder acts as a *crystal hypnosis ball* (see *core rulebook II*, p. 234), implanting suggestions in its user to find enough *ioun stones* so that the beholder might complete itself. Once there are eight or more *ioun stones* within 100ft., the ioun beholder may instantly take control of all such *ioun stones* and come to life.

An active ioun beholder appears as a floating crystalline orb circled by multi-hued ioun stones that trace orbits around the central sphere. Each ioun stone serves as a "secondary eye" for the ioun beholder. The ioun beholder's eye ray attacks and magic immunities depend on the number and nature of its ioun stone secondary eyes. It rarely engages in melee combat, though, when cornered, it may rake with its secondary eyes as they swirl in orbit.

Although it takes eight ioun stones to activate a dormant ioun beholder, once activated, it will stay active until all of its secondary eyes are destroyed or until its central eye is destroyed. Grabbing an ioun stone does not stop it from functioning as an eye, but each may be targeted and destroyed individually (AC 24, 10 hp, hardness 5). If the central eye is destroyed, any remaining ioun stones that had served as secondary eyes are drained of power and become dull gray.

Below is a list of possible ioun stones the ioun beholder may possess as its secondary eyes and their effects. The Game Master should select or roll randomly the secondary eyes the beholder possesses. The beholder will have one HD for every 2 secondary eyes it controls. It may possess multiple secondary eyes of the same type.

Roll	Ioun Eye Color	Effect Type	Effect
1	Dull gray	eye ray	*Mage Hand*
2	Dusty rose	eye ray	*Color Spray*
3	Clear	eye ray	1d6 subdual damage (starvation and thirst)
4	Pale blue	eye ray	1d6 Strength damage
5	Scarlet and blue	eye ray	1d6 Intelligence damage
6	Incandescent blue	eye ray	1d6 Wisdom damage
7	Deep red	eye ray	1d6 Dexterity damage
8	Pink	eye ray	1d6 Constitution damage
9	Pink and green	eye ray	1d6 Charisma damage
10	Dark blue	eye ray	*Blindness*
11	Vibrant purple	eye ray	Stored spells (6 levels)
12	Iridescent	eye ray	1d6 subdual damage (low oxygen)
13	Pale green	eye ray	*Doom*
14	Pearly white	fast healing	Recover 1 hp per round
15	Pale lavender	absorption	Absorb spells up to 4th level
16	Lavender and green	absorption	Absorb spells up to 8th level
17-20	Dull gray unless a dull gray has already been rolled in which case reroll		

Rainbow Pattern (Su): The continual and scintillating orbits of an ioun beholder's revolving eyes create a *rainbow pattern* as per the spell as cast by a 13th-level sorcerer. The effect is always centered on the ioun beholder itself.

Eye Rays (Su): Each secondary eye capable of producing an eye ray may do so once a round, even when the ioun beholder is attacking physically or moving at full speed. The freedom of its orbiting eyes permits the ioun beholder to aim any number of eyes simultaneously in any direction. Where applicable, each eye's effect resembles a spell cast by a 13th-level sorcerer but follows the rules for a ray (see "Aiming a Spell," p. 148 in *core rulebook I*). All rays have a range of 150 feet and a save DC of 15.

Ability Damage: These eye rays deal 1d6 points of temporary ability damage to a living foe unless the victim succeeds at a Fortitude save. This damage heals at a rate of one point per hour of rest and has no chance of becoming permanent.

Subdual Damage: These eye rays deal 1d6 points of subdual damage of the appropriate type. Subdual damage from starvation or thirst cannot be recovered until the character gets food or water, as needed. Low oxygen subdual damage heals normally.

Blindness: This ray works like the spell. The target must succeed at a Fortitude save to resist.

Doom: This ray works like the spell. The target must succeed at a Will save to resist.

Color Spray: This ray works like the spell, except it affects one creature. The target must succeed at a Will save to resist.

Mage Hand: This ray works like the spell.

Stored Spells: The last spells stored in the vibrant purple ioun stone (up to 6 spell levels) may be used as a magical ray or to affect the ioun beholder itself. One spell-like effect may be used each round and works just like the spell, except it follows the rules for a ray. where applicable.

Absorption: The ioun beholder may draw spells or spell-like abilities into itself, as per a *rod of absorption*. Depending on the type and number of ioun stones, it may absorb spells up to 4th level (pale lavender) for 20 spell levels per day or up to 8th level (lavender and green) for 50 spell levels per day.

Construct: Immune to poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. Unlike most other constructs, the ioun beholder is intelligent and is affected by mind-affecting magic.

Magic Immunity (Ex): The ioun beholder is immune to all magic except magic that specifically affects objects (e.g., *disintegrate*) or crystalline creatures (e.g., *shatter*) and mind-affecting magic (e.g., *charm monster*). Also, if affected by an *anti-magic* effect, the ioun beholder must make a Fortitude save or instantly become dormant for 3d6 rounds or as long as the *anti-magic* effect persists.

All-Around Vision (Ex): Ioun beholders are exceptionally alert and circumspect. Their many eyes give them a +4 bonus to Spot and Search checks, and they can't be flanked.

Flight (Su): An ioun beholder may fly magically as the spell at will, at a speed of 50 feet.

Scrying (Su): At will, an ioun beholder may scry as per the spell *scrying* as cast by a 13th-level sorcerer.

Suggestion (Su): Whether dormant or active, an ioun beholder may use its central eye to implant a *suggestion* once per round as a 13th-level sorcerer. The *suggestion* is given telepathically and is therefore not language-dependent.

Iron Dragon

	Diminutive Construct
Hit Dice:	4d10 (22 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., fly 60 ft. (good)
AC:	23 (+4 size, +1 Dex, +8 natural)
Attacks:	Bite +8 melee, 2 claws +3 melee
Damage:	Bite 1d4+1, claw 1d3
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct, magic immunity, damage reduction 15/+1, telepathic link, true seeing
Saves:	Fort +1, Ref +2, Will +1
Abilities:	Str 13, Dex 13, Con —, Int —, Wis 11, Cha 1
Skills:	None
Feats:	None
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	5-6 HD (Tiny); 7-10 HD (Small)

Description

Iron dragons were designed before the Divine War to be faithful protectors and guardians. Few survive to the present day — they are most often found in the art collections of the rich, or as guardians and status symbols among the most powerful clerics and wizards. A few iron dragons can still be found in ancient tombs, faithfully guarding the remains of their masters, even after uncounted generations.

Each iron dragon is a work of art, gilded with gems and inlaid with precious metals, primarily silver. When an iron dragon takes flight, it is a model of grace and beauty. Despite their apparent fragility and their diminutive size, iron dragons are deadly in a fight with razor-sharp teeth and claws.

Ownership and control of an iron dragon is conveyed by the speaking of a command word that was established when the iron dragon was first created. The command word functions only if the iron dragon currently has no master. A master can also voluntarily release ownership of the dragon by speaking the command word again.

As a work of art, the iron dragon is worth at least 25,000 gp. As a magical device and guardian, it is virtually priceless. Construction of new iron dragons is possible, but many of the secrets were lost in the Divine War. A manual describing iron dragons' creation is rumored to have existed, but no copies have ever been found.

Combat

Iron dragons were created for the sole purpose of guarding and defending their masters. In the event of a threat, they interpose themselves between their master and the threatening creature. They attack with claws, teeth and poisonous gas if the enemy continues to behave in a threatening manner.

Breath Weapon (Su): Every 1d4 rounds, an iron dragon can breathe a cloud of poisonous gas in a 10-foot cube directly in front of itself as a standard action. Anyone inhaling the gas must succeed at a Fortitude save (DC 12) or be paralyzed for 2d8 rounds.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Magic Immunity (Ex): An iron dragon is immune to all spells, spell-like abilities and supernatural effects, except as follows: *rusting grasp* affects it normally; electrical attacks *slow* it for 2d4 rounds, fire effects end any *slow* effect on the iron dragon and heal 1 point of damage for every 3 points it would otherwise inflict.

Telepathic Link (Su): An iron dragon has a limited telepathic link with its master, can respond to simple commands ("Go over there and fetch that flask," "Stay here and admit no one," etc.) and convey images of anything they see with their *true seeing* ability, such as invisible creatures, illusions or polymorphed individuals.

True Sight (Su): An iron dragon's sight is enchanted with *true seeing*, which functions as the arcane spell as cast by a 4th-level sorcerer.

Kadum's Leviathan

Colossal (Long) Undead (Aquatic)

Hit Dice:	40d12 (260 hp)
Initiative:	-3 (Dex)
Speed:	Swim 120 ft.
AC:	19 (-8 size, -3 Dex, +20 natural)
Attacks:	Ram +26 melee; or bite +26 melee, tail +21 melee
Damage:	Ram 4d12+21; or bite 2d6+14 and swallow whole, tail 1d12+7
Face/Reach:	40 ft. by 80 ft./15 ft.
Special Attacks:	Ram, rending bite, gaping maw, swallow whole
Special Qualities:	Blindsight, darkvision 120 ft., fast healing 10, create spawn, undead
Saves:	Fort —, Ref +10, Will +26
Abilities:	Str 38, Dex 4, Con —, Int 2, Wis 12, Cha 6
Skills:	Intuit Direction +7, Listen +9, Spot +6
Feats:	Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	15
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement Range:	41-45 HD (Colossal)

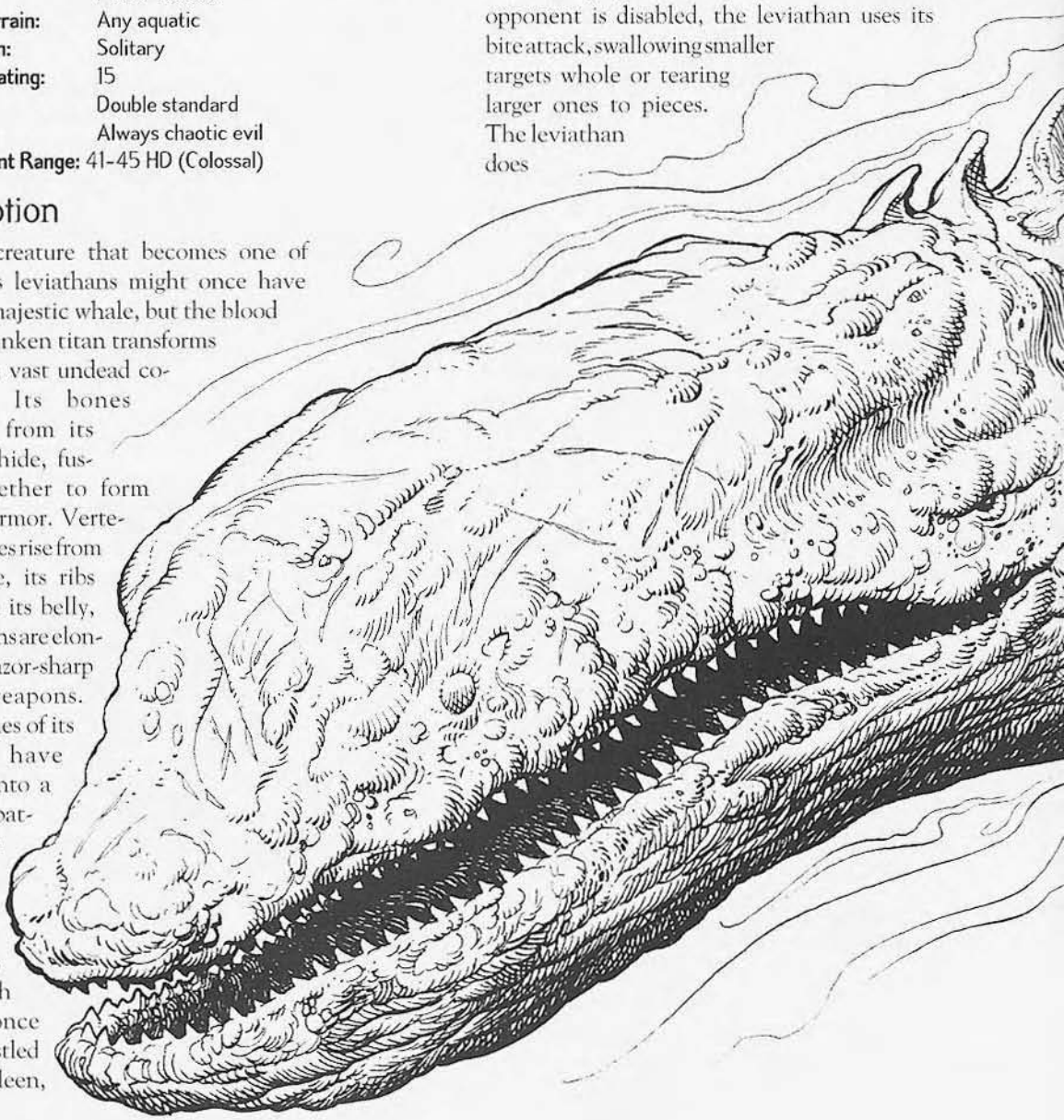
Description

A creature that becomes one of Kadum's leviathans might once have been a majestic whale, but the blood of the sunken titan transforms it into a vast undead colossus. Its bones emerge from its rotting hide, fusing together to form jagged armor. Vertebral spikes rise from its spine, its ribs jut from its belly, and its fins are elongated, razor-sharp bony weapons. The bones of its head have grown into a jagged battering ram, and where its mouth might once have bristled with baleen, it is now studded with sharp, deadly teeth.

The blood of Kadum taints the waters of the Blood Sea, twisting and deforming the creatures that it comes in contact with. The leviathan is the most fearsome of all the beasts known to roam the Blood Sea, but it is thankfully rare. So rare, in fact, that many consider it to be a myth, or an extinct form of undead created when the corpse of an ordinary whale comes in contact with Kadum's blood. Legend holds that these vast creatures can swallow ships whole, and that their cavernous gullets, hollowed out by the loss of their living organs, contain not only vast riches but also scores of undead sailors consumed by the great whale.

Combat

When it encounters a foe, the leviathan immediately uses its ram attack, stunning a living opponent and damaging or destroying a vessel. Once its opponent is disabled, the leviathan uses its bite attack, swallowing smaller targets whole or tearing larger ones to pieces. The leviathan does



not stop its attacks until all its opponents are destroyed or devoured.

Ram (Ex): The leviathan's ram attack has a critical threat range of 18-20/x2 on living opponents. Against ships, a critical hit by the leviathan's ram attack inflicts x3 damage, usually enough to destroy or cripple any but the most powerful vessels.

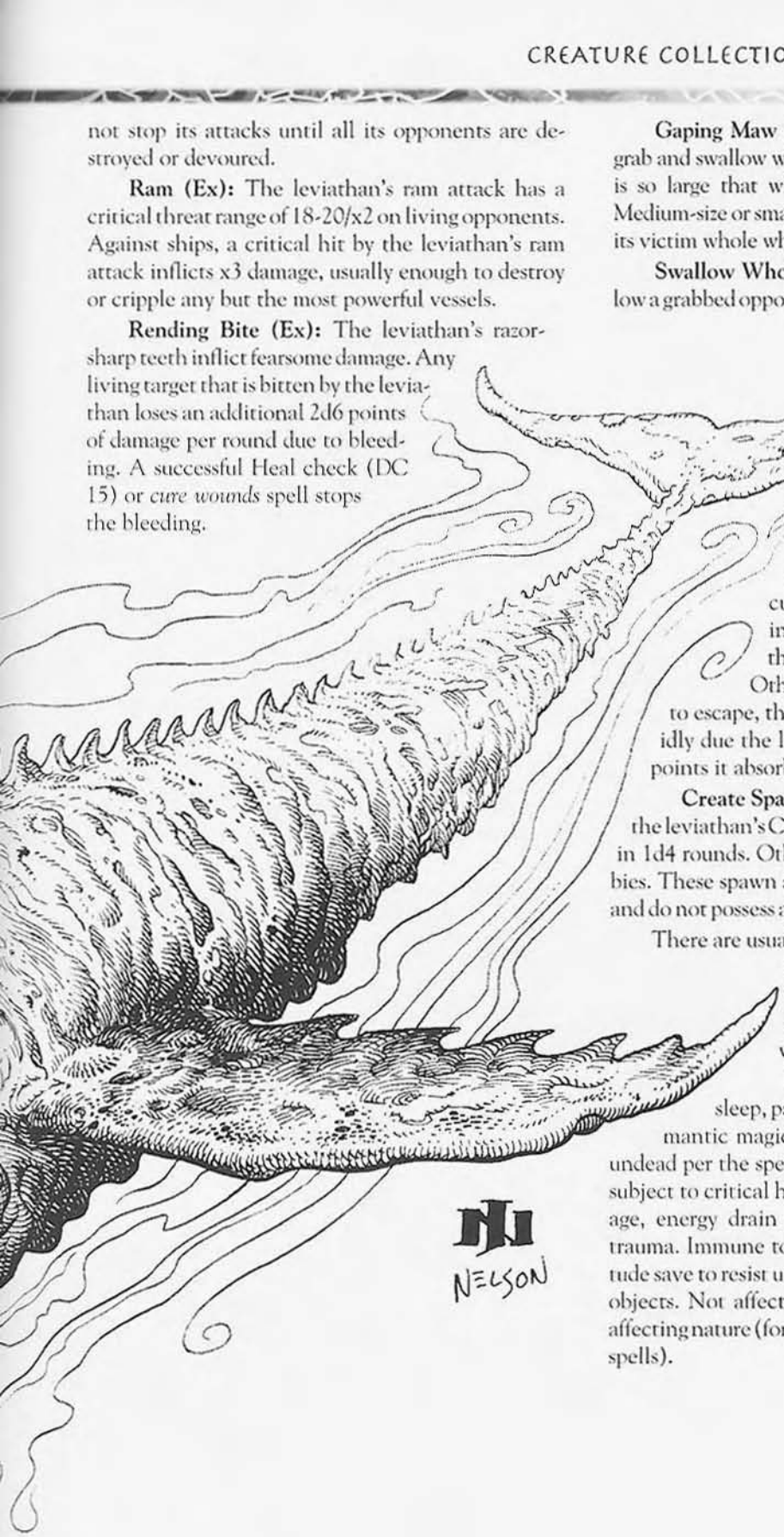
Rending Bite (Ex): The leviathan's razor-sharp teeth inflict fearsome damage. Any living target that is bitten by the leviathan loses an additional 2d6 points of damage per round due to bleeding. A successful Heal check (DC 15) or *cure wounds* spell stops the bleeding.

Gaping Maw (Ex): In addition to its improved grab and swallow whole abilities, the leviathan's maw is so large that when a creature (or an object) is Medium-size or smaller, the leviathan simply swallows its victim whole whenever it succeeds in biting them.

Swallow Whole (Ex): The leviathan can swallow a grabbed opponent of size Gargantuan or smaller by making a successful grapple check. Once swallowed, a victim suffers 1d4 points of permanent Constitution drain each round in the leviathan's gullet. A swallowed victim can cut its way out of the leviathan by inflicting 100 points of damage to the interior of the creature's gullet. Other victims may use the same tear to escape, though such exit wounds close rapidly due the leviathan's fast healing or the hit points it absorbs from Constitution drain.

Create Spawn (Su): Any humanoid slain by the leviathan's Constitution drain becomes a wight in 1d4 rounds. Other living creatures become zombies. These spawn are not in the leviathan's control and do not possess any of the abilities they had in life. There are usually 2d6 wights and 1d6 zombified aquatic creatures of various sizes already inside the leviathan that attack any living creature the whale swallows.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).



Keel Crusher

	Gargantuan Beast
Hit Dice:	16d10+112 (200 hp)
Initiative:	-2 (Dex)
Speed:	10 ft., swim 60 ft.
AC:	22 (-4 size, -2 Dex, +18 natural)
Attacks:	Bite +20 melee
Damage:	Bite 2d8+18
Face/Reach:	20 ft. by 40 ft./10 ft. (bite)
Special Attacks:	Ramming attack
Special Qualities:	Armored shell, vulnerable to cold
Saves:	Fort +17, Ref +8, Will +5
Abilities:	Str 35, Dex 6, Con 24, Int 2, Wis 10, Cha 4
Skills:	Intuit Direction +5, Listen +10, Spot +2
Climate/Terrain:	Warm aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	17-24 HD (Gargantuan); 25-30 HD (Colossal)

Description

Dozens of new horrors rise each day to terrorize sailors on the Blood Sea, but few are as horrifying or as deadly as the leviathans that sailor's legends simply call keel crushers. Some compare these beasts to massive blue-black tortoises due to their immense shells and four gigantic flippers, but the keel crusher's bony head contains row upon row of jagged, shark-like teeth, which it employs against sea creatures and ships alike. The keel crusher's immense size requires a constant intake of food, requiring the beast to hunt almost constantly and to attack anything that offers the prospect of an easy meal.

Keel crushers skim just under the surface of the waves, their bodies propelled at surprising speed by their powerful clawed flippers. Often their shells will emerge above water, making them appear to be tiny, fast moving islands. They hunt the shallow crimson waters near the coast, searching for creatures large enough to sate their constant appetite or the shadows of ships foolish enough to enter their domain.

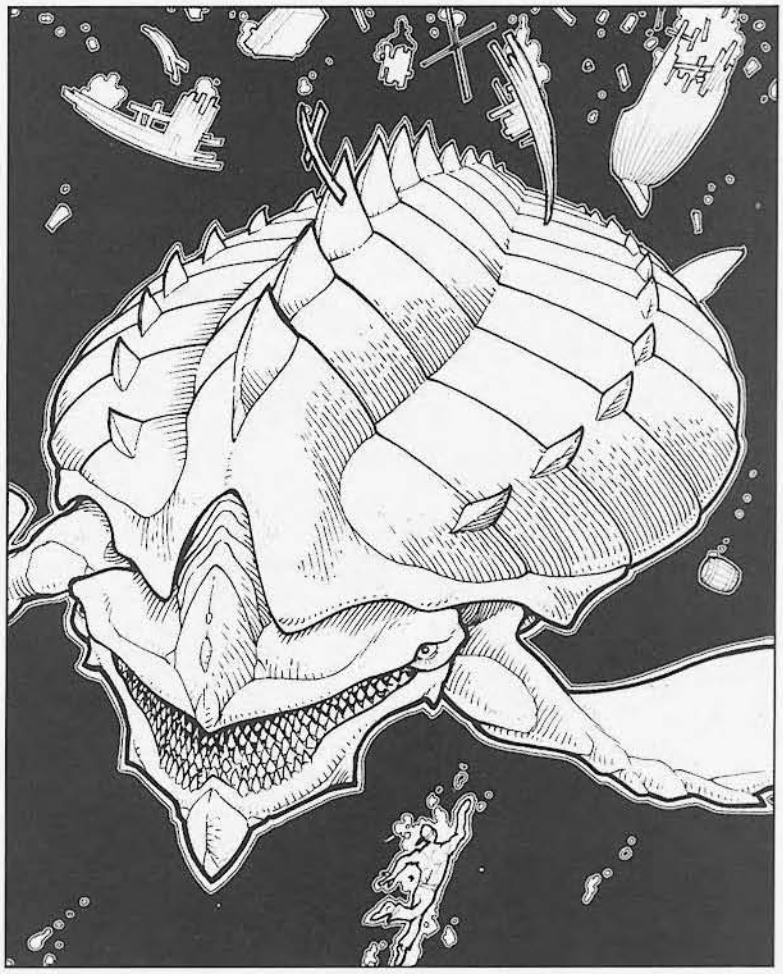
Combat

Regardless of whether their prey is above or below water, keel crushers attack with the same brutally effective style. In the case of a sailing ship, the keel crusher will rush headlong at the vessel, retracting its head and forelegs into its armored shell just before impact and driving a huge hole deep into the ship's hull. The keel crusher then pulls itself out of the cavity and lets the water rush into the ship, while it circles the area and eats the crew as it leaps into the sea.

Ramming Attack (Ex): After taking one round to aim, a keel crusher may retract all but its rear flippers and charge at a single target at least 120 ft. away. This attack is performed with a melee bonus of +8 and does 4d6+18 bludgeoning damage. Often, this attack will be used on the hulls of ships, splitting them like twigs.

Armored Shell (Ex): Keel crushers may take a full move and retract all of their appendages into their shell, gaining a +8 AC bonus but forfeiting any attacks that round.

Vulnerable to Cold (Ex): Keel crushers take double damage from cold-based attacks.



Leeching Willow

	Huge (Tall) Plant
Hit Dice:	10d8+50 (95 hp)
Initiative:	+0
Speed:	0 ft.
AC:	20 (-2 size, +12 natural)
Attacks:	2 branches per opponent in reach +11 melee
Damage:	Branch 1d6+6
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, blood drain
Special Qualities:	Half damage from piercing, fire vulnerability, plant
Saves:	Fort +12, Ref (fails), Will +3
Abilities:	Str 22, Dex —, Con 20, Int 7, Wis 10, Cha 10
Climate/Terrain:	Temperate and warm forest and swamp
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	11-15 HD (Huge); 16-20 HD (Gargantuan)

Description

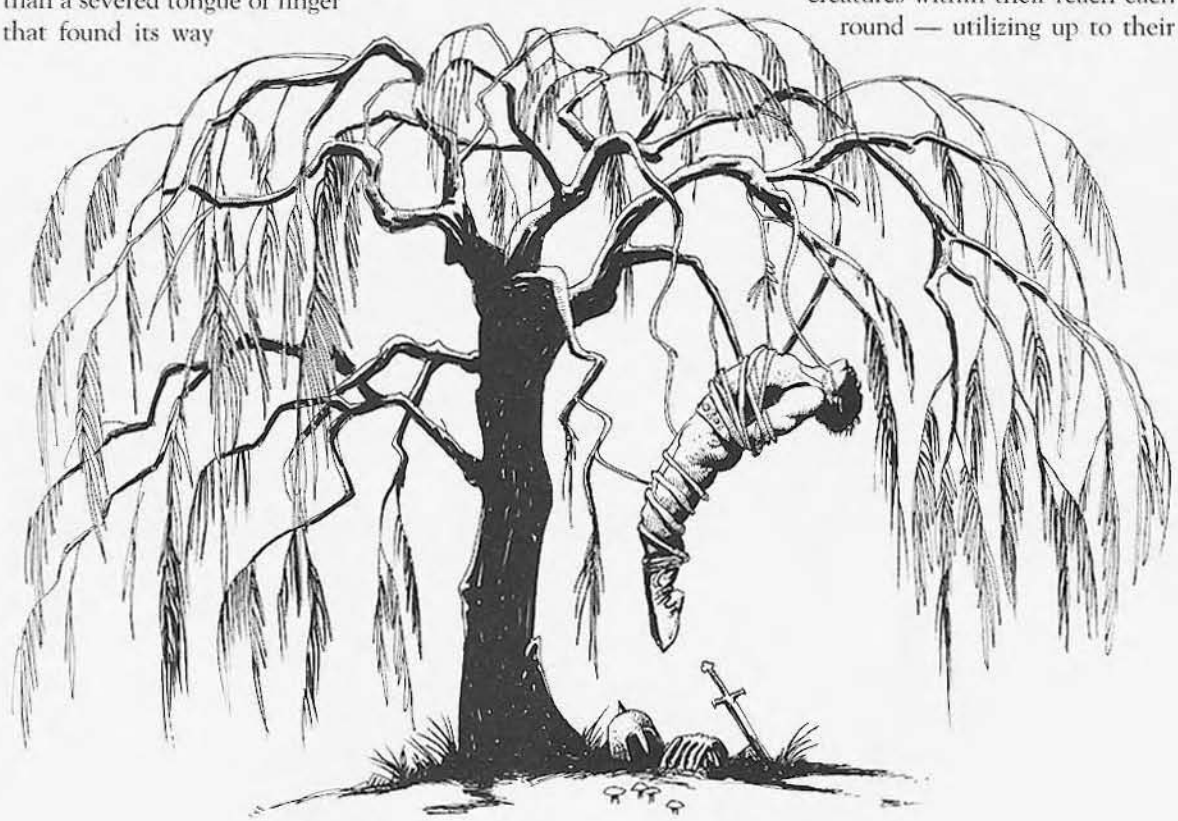
The taint of Mormo's spilt blood reveals itself predominantly through the mutations that have arisen in the Hornsaw Forest. However, when the gods hacked the Queen of Witches apart, her body was strewn across the Scarred Lands, and other areas have also been blighted by her blood. Yugman the Sage claims that it was one such part, perhaps no more than a severed tongue or finger that found its way into the Swamps of Kan Thet. The willow trees there soaked some of the Witch Queen's blood into their roots and have ever since possessed an insatiable thirst for the stuff.

From a distance, a leeching willow is indistinguishable from any normal willow tree, but up close, the differences are easily seen. Unfortunately, however, anyone close enough to make out the crimson stains on the leaves and bark of this sentient tree is already too close for his own good. Any creature that strays too near a leeching willow is certain to become a target for its bloody appetite. Leeching willows will feed upon the creature's blood and leave the carcass to decompose and fertilize the ground around it, a practice that often leaves interesting treasures to attract the next victim to the tree.

Combat

Even though they cannot move from the place where their roots are set, leeching willows still possess formidable combat potential. A number of its long drooping branches are actually thin, hollow tubes that it lashes about, furiously attacking any living creature that comes within its reach, attempting to grasp its victims and then drain their blood.

Leeching willows have a number of attacking branches equal to twice their hit dice. They may only direct up to two new branch attacks (not counting any branches already grappling the victim) at any one opponent each round, but they may double attack all creatures within their reach each round — utilizing up to their



maximum number of attacking branches.

A leeching willow may not have more than one branch grappling a Tiny creature and one more branch maximum for each size level above Tiny (i.e., two for Small, three for Medium-size, four for Large), except that it has no limit on targets size Huge or larger.

Branches are AC 18, hardness 2 and may sustain 10 points of slashing damage before they are severed.

Improved Grab (Ex): To use this ability, the leeching willow must hit with a branch attack.

Blood Drain (Ex): Each round that one of the leeching willow's branches grapples a creature, in addition to its normal grappling damage, the branch drains blood for 1d3 temporary Constitution damage.

Half Damage from Piercing: Piercing weapons deal only half damage to leeching willows, with a minimum of 1 point of damage.

Fire Vulnerability (Ex): A leeching willow takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success. Note the willow cannot move and always fails Reflex saves.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Legion of One

	Huge (Tall) Aberration
Hit Dice:	12d8+60 (114 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	21 (-2 size, +1 Dex, +12 natural)
Attacks:	Bite +15 melee, 2 claws +13 melee
Damage:	Bite 2d8+8; Claw 2d4+4
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Acid spew
Special Qualities:	Generate spawn, regeneration 8, darkvision 60 ft.
Saves:	Fort +9, Ref +5, Will +9
Abilities:	Str 26, Dex 12, Con 20, Int 14, Wis 12, Cha 11
Skills:	Climb +12, Intimidate +10, Listen +11, Move Silently +9, Spot +11
Feats:	Cleave, Great Cleave, Multiattack, Power Attack, Sunder
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement Range:	13-20 HD (Gargantuan); 21-30 HD (Colossal)

Description

A legion of one appears as a monstrous goblin-like creature with dull, gray skin; red, beady eyes and massive, iron fangs. Its long, lanky arms end in wicked, black claws. Constantly roiling and shuddering, the creature's flesh is rubbery and slimy to the touch, and small humanoid creatures can be seen pushing outward against its skin, occasionally breaking halfway out and bleating pitifully before disappearing back into the legion's body with a sickening slurping noise. If the legion so chooses, it can allow these creatures to escape from its body and go forth to do its bidding. Many legions use these spawn to scout out areas for potential targets.

A legion of one is typically lazy and greedy, often depending on its spawn to bring it food and to maintain its lair. Legions of one delight in torturing and devouring humanoids, especially dwarves, and will sometimes work with humanoid tribes or evil overlords in exchange for treasure and food. Enterprising legions sometimes send their offspring into human towns to search out particularly rich residents and steal their treasure. If the risk is warranted, a legion sometimes stomps into town personally and takes what it wants, relying on its spawn to scout out its path so it might strike at the most opportune moment. Some legions direct their spawn to start fires or launch diversionary attacks, allowing the legion enough time to storm into town, grab the loot and flee for the hills before the town guard can react. The connection between the legion and its spawn allows them to work together in a highly coordinated and effective manner.

The legions of one are the remains of several tribes of goblins that lived along the shores of the Blood Sea. When Kadum was first sundered and chained in the depths of the sea, a massive tidal wave of his blood washed over the goblins' enclave, killing the goblins and wiping their settlement from the face of Scarn. The blood melted the goblins together. Blended with the essence of Kadum's foul being, the first legions of one emerged from the resulting puddle of organic matter. Some legions claim to receive visions from the titan and work to return him to his former glory.

New legions are formed when a legion's spawn somehow breaks free of its creator. This event occurs naturally about once every five years for each legion and can also occur when a legion of one is slain while it still has active spawn, in which case all such active spawn become free. A freed spawn quickly begins to devour everything it can find, slowly ballooning to the size of a new legion of one. The local population of legions of one can explode very quickly if

but a single legion is slain while it still has dozens of active spawn.

Combat

In battle, a legion of one relies on its spawn to shield itself from attacks, using its long reach to rake foes bogged down in combat with its spawn. If threatened directly, it uses its acid spew to wear down enemies. If sorely threatened, a legion will beg for mercy, offering bribes in return for its life. However, if spared, the legion will dispatch a few of its spawn to monitor the victors, carefully watching for its chance at revenge.

Acid Spew (Ex): The legion of one can vomit up a sickening stream of stomach acid at targets up to 30 feet away. The spew is treated as a ranged touch attack with a +8 attack bonus and inflicts 3d8 points of damage. In addition, the target must make a Fortitude save (DC 21) or suffer –2 to all skill checks and attack rolls due to the intense burning pain caused by the acid. This penalty lasts 2d4 rounds and does not stack if a target is hit multiple times.

Generate Spawn (Su): The legion of one can squeeze small humanoids from its body that look like smaller versions of the parent creature. These creatures have statistics identical to goblins. The spawn remain in constant mental contact with the legion that created them, and while capable of independent action, they obey the legion's mental orders without question. A legion can spend a partial action to create 1d6 spawn. A legion of one may use this ability up to six times per day, and may have no more than three times its HD in active creatures under its command at any time. Experience for defeating spawn is not included in the legion of one's CR above.

Regeneration (Ex): Fire, acid, cold and electricity deal normal damage to a legion of one.

If a legion of one loses a limb or body part, the lost part regrows in 3d6 minutes. The legion of one can reattach the severed member instantly by holding it to its stump.

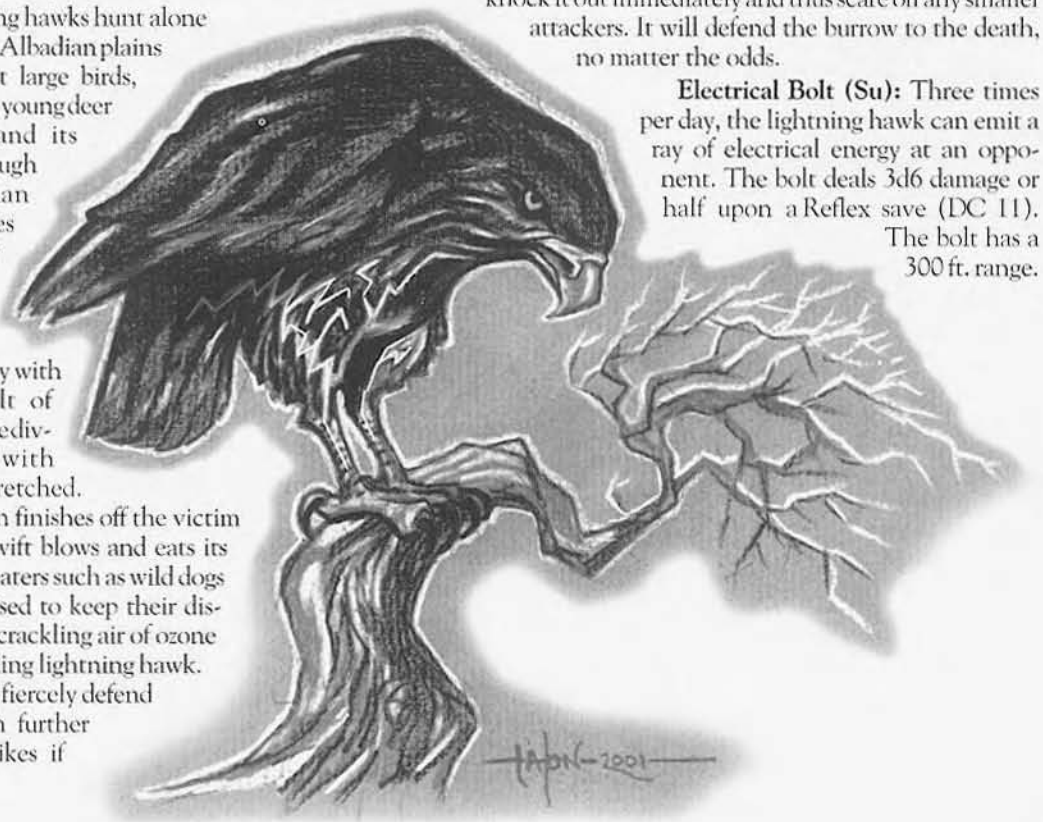
Lightning Hawk

	Small Magical Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+3 (+3 Dex)
Speed:	10 ft., fly 80 ft. (average)
AC:	15 (+1 Size, +3 Dex, +1 natural)
Attacks:	2 talons +1 melee
Damage:	Talons 1d3-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Electrical bolt
Special Qualities:	Electricity resistance 20
Saves:	Fort +2, Ref +5, Will -1
Abilities:	Str 8, Dex 17, Con 11, Int 3, Wis 10, Cha 7
Skills:	Spot +6
Feats:	Flyby Attack
Climate/Terrain:	Any plains
Organization:	Solitary, pair
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2-3 HD (Medium-size)

Description

Among the barbarian tribes of Albadia, it is considered a mark of high honor among young warriors to be presented with the black feathers of a lightning hawk. The feathers represent courage and ferocity in the face of a seemingly overwhelming opponents, evocative of the lightning hawk's ability to attack — and kill — much larger prey by virtue of its natural aggressiveness and magical powers.

Lightning hawks hunt alone over the vast Albadian plains and seek out large birds, hares or even young deer to feed it and its young. Though smaller than many species of hawk or falcon, the lighting hawk stuns or kills its prey with a single bolt of lighting before diving on it with talons outstretched. The bird then finishes off the victim with a few swift blows and eats its fill. Carrion eaters such as wild dogs are well advised to keep their distance by the crackling air of ozone around a feeding lightning hawk. The bird will fiercely defend its prize with further lightning strikes if pressed.



The barbarians of the steps prize the lightning hawk for its powers, believing the bird to be a servant of Denev, the Earth Mother. Lightning hawks make their nests in grassy burrows in remote parts of the plain, and tribesmen are often sent by their parents to gather young chicks, which can be trained to hunt for the tribe's chieftan and family. Lightning hawks are sources of great wealth to the tribes, even more so than their precious horses, and a chieftan's status is most often measured by the number of hawks he owns. Hawk chicks are worth up to 500 gp worth of trade items to any barbarian tribe and can fetch as much as twice that amount in the permanent cities to the south.

Lightning hawks are capable of being trained like any hunting raptor, though special care is required with respect to its electrical attacks. Albadian rangers often keep them as companions, and once a lightning hawk has forged a bond with its owner, the two are inseparable. These hawks are very small, standing little more than a foot tall, with dark black feathers shot through with vivid blue-white markings.

Combat

Lightning hawks attack their prey by striking it with a bolt of electricity, then diving on it and finishing it off with their talons. Once the prey has been slain, a hawk will then land and begin feeding, but will not hesitate to fire other bolts at any large animal (or person) who approaches within 10 feet of its kill. Lightning hawks raise their young cooperatively — the female guards the burrow, while the male hunts for food. If the burrow appears threatened, the female hawk will attack the largest opponent first, hoping to knock it out immediately and thus scare off any smaller attackers. It will defend the burrow to the death, no matter the odds.

Electrical Bolt (Su): Three times per day, the lightning hawk can emit a ray of electrical energy at an opponent. The bolt deals 3d6 damage or half upon a Reflex save (DC 11). The bolt has a 300 ft. range.

Lurker Below

	Medium-Size Magical Beast (Aquatic)
Hit Dice:	3d10+3 (19 hp)
Initiative:	+2 (Dex)
Speed:	Swim 40 ft., burrow 5 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	2 tentacles +5 melee, bite +1 melee
Damage:	Tentacle 2d4 and poison; bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. reach with tentacles)
Special Attacks:	Poison
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 10, Dex 15, Con 12, Int 3, Wis 10, Cha 8
Skills:	Hide +6, Spot +4
Feats:	Multiattack, Weapon Finesse (tentacles)
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	4-10 HD (Large); 10-20 HD (Huge)

Description

The lurker below was once a relatively benign species that inhabited shallow areas of the Blood Sea, hunting small fish and posing little threat to anything else. However, exposure to Kadum's blood twisted and warped these creatures into deadly predators. They developed barbed tentacles that harbor a powerful paralytic poison and now seek to paralyze, drown and devour swimmers and fishermen.

Lurkers below are a menace to coastal communities along the Blood Sea, especially those that fish or harvest from shallow waters. As victims often do not see the threat immediately, many villages assign at least one person to keep careful watch for lurkers when villagers go swimming or wade into the shallows to gather food.

Lurkers are popular as guardians; wizards, warlords, merchants and others who desire security and privacy often place them in moats, pools and water-based traps. Live lurkers fetch up to 500 gp each, but capturing them is a dangerous proposition, and would-be lurker hunters often end up as a meal for their intended prey.

Combat

Lurkers lie in wait, half buried in the sandy sea bottom, then lash out with their tentacles if prey comes close. Although they prefer targets that are swimming or wading, lurkers can also strike victims in boats or on piers, their tentacles reaching up above the water to attack. Attacks against targets that are above the surface of the water are at -4 to hit.

The lurker's poison paralyzes its victims, rendering them helpless and allowing the lurker to use its bite attack. The lurker must succeed in a grapple attack (*core rulebook I*, p. 137) to drag down paralyzed victims who are in boats or above the surface.

Poison (Ex): Anyone struck by the lurker's tentacles must make a DC 13 Fortitude save to resist the poison's effect, or be paralyzed for 3d6 minutes. Swimmers or waders will then be subject to rules for drowning (*core rulebook II*, p. 85), while paralyzed targets who are above the surface must be dragged into the water, as described above. Victims must save each time they are hit.

Mirror Fiend

	Medium-Size Outsider (Chaotic)
Hit Dice:	10d8+30 (75 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	22 (+2 Dex, +10 natural)
Attacks:	2 claws +14 melee; or by weapon type
Damage:	Claws 2d4+4 and mirror possession; or weapon type +4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mirror possession, spell-like abilities, summon fiend
Special Qualities:	Alternate form, fast healing 5, damage reduction 10/+1, immunities, resistances, SR 19, telepathy
Saves:	Fort +10, Ref +9, Will +9
Abilities:	Str 18, Dex 14, Con 17, Int 14, Wis 14, Cha 13
Skills:	Bluff +12, Concentration +9, Disguise +20, Hide +8, Jump +6, Knowledge (arcana) +13, Listen +10, Move Silently +6, Search +10, Spot +13
Feats:	Dodge, Mobility, Silent Spell
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Always chaotic neutral
Advancement Range:	11-15 HD (Medium-size)

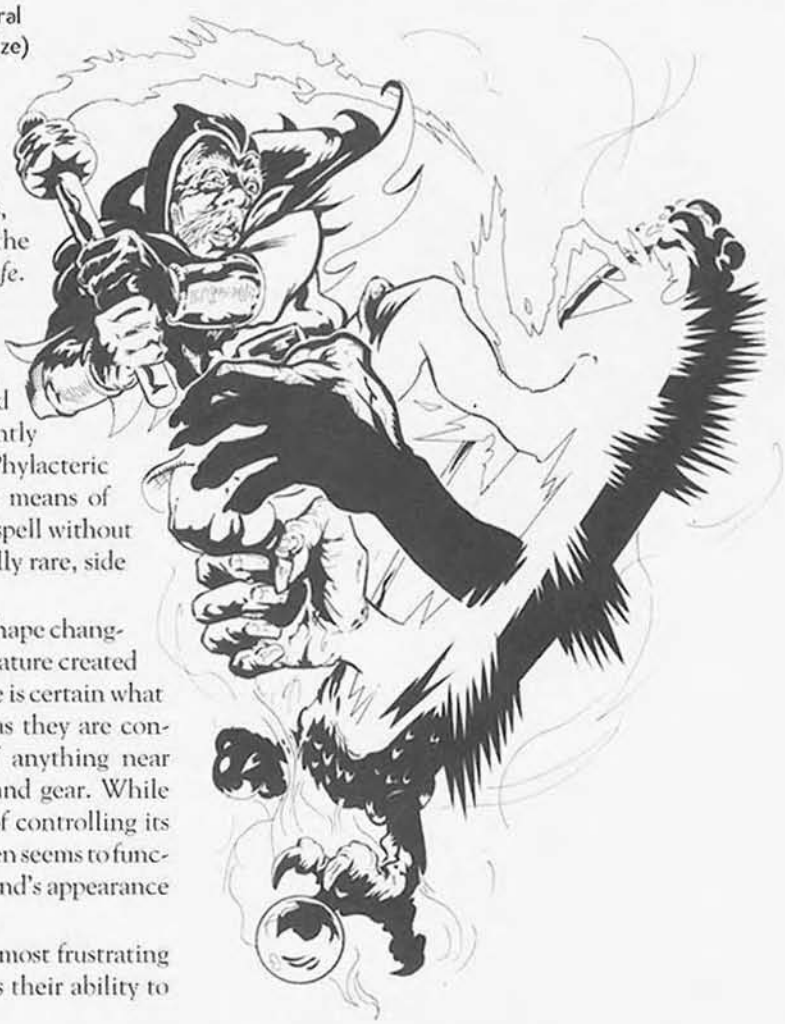
Description

The Phylacteric Vault in Darakeene claims that mirror fiends were rare indeed in the Scarred Lands, until one of the wizards among the Scaled developed the spell *mirror safe*. Some aspect of that spell seems to grant mirror fiends passage from their home plane to the physical plane through the mirror enchanted by the spell. Since the spell has recently come into the possession of the Phylacteric Vault, they are studying the exact means of egress, so as to perhaps redesign the spell without such an unfortunate, albeit thankfully rare, side effect.

Mirror fiends are consummate shape changers as one might expect from any creature created by the goddess Enkili. Indeed, no one is certain what the true form of a mirror fiend is, as they are constantly assuming the likenesses of anything near them, right down to the clothing and gear. While clearly the mirror fiend is capable of controlling its shapechanging power, the power often seems to function autonomously, changing the fiend's appearance to whatever creature is closest to it.

Despite its shapechanging, the most frustrating and dreaded power of these fiends is their ability to swap minds with any creature they touch. The pure chaos they cause in melee as they take the form of an opponent and then swap minds with him, or not, with each touch leaving groups of allies wondering who they should be attacking. As soon as the fiend's true identity is revealed, it imitates and jumps to the next closest person, and so on. Being attacked by a group of mirror fiends only multiplies the chaos.

Previously, mirror fiends were known as Enkili's spies and scouts in the Divine War. The goddess would send these creatures into titanspawn camps to discover plans or to cause confusion with guerilla raids. Now that the fiends have found new portals to the physical plane, they are more commonly discovered making off with a wizard's treasure stores from a *mirror safe* and then blending into mortal societies. Though the creature is always found in the form of some other creature whose appearance it has mimicked, the mirror fiend rarely sets out to specifically cause the mimicked person trouble via the imitation. Also, the fiend is rarely in one form long enough to cause prolonged problems and confusion for the true owner of its identity. However, mirror fiends have a love for odd and wondrous magical items and don't think twice about stealing any they find, a habit that



does sometimes come back to haunt a creature one has mimicked.

Combat

Mirror fiends seldom have cause to fight, but when they do, they treat it like they do most any other thing, as a game. They will swap bodies and identities with as many opponents as possible, admiring the confusion this effect causes in enemy ranks. If a mirror fiend's foes seem informed of its mirror possession power or catch on to the fiend's tricks as the battle ensues, it will become more cunning still. For example, if its victims have already shouted to their comrades about the possession subsequent to being possessed, the fiend will strike opponents but not use its possession and yell to its "allies" that it is their friend that was mirror possessed.

Mirror fiends attack with whatever weapon their current form possesses or by forming wicked claws on their hands.

Mirror Possession (Su): This confusing ability lets the mirror fiend attempt to swap mind and soul with any opponent it strikes, whenever the fiend chooses to use the power upon such a strike. Any being hit by the claws or by a touch attack from the mirror fiend must make a Will save (DC 16 — the GM is advised to roll this save in secret on the character's behalf) to avoid transfer. If the save fails, the mirror fiend's body immediately assumes the form of the victim (if it had not already) and the minds of the victim and the fiend switch bodies. The fiend is now in control of the victim's body and the target is in control of the fiend's body. During the passage of minds between bodies, the mirror fiend is able to read the surface thoughts of its victim similar to the third round effects of the spell *detect thoughts*.

The victim will be dazed for one round after the transfer. However, the mirror fiend is well used to the transfer and suffers no disorientation. It can make full use of all its new form's abilities, as well as retaining its spell-like abilities, although it may refrain from using these so as to maintain its deception.

Note that the victim of a transfer enters a body that is essentially a basic duplicate of his own, so that slaying the mirror fiend that has possessed the victim's original body will usually have little lasting effect on the statistics of the victim. However, he will have to recover the real versions of any of his magical or precious gear.

Spell-Like Abilities: At will — *detect magic, dispel law, fly, identify, invisibility, magic circle against law, mirror image, mirror safe, protection from law, see invisibility, shatter*; 3/day — *chaos hammer, lightning bolt, misdirection*; 1/day — *animate objects*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Summon Fiend (Sp): Once a day, a mirror fiend can attempt to gate in another mirror fiend, with a 30% chance of success, or Enkili's herald, with a 10% chance of success.

Alternate Form (Su): A mirror fiend can shift between its current form and that of any size Small to Large humanoid form at will as a free action, up to once per round. It can take the exact likeness of any creature it can see within 60 feet, including transforming its own personal clothing and gear to non-magical, non-precious replicas of the mimicked creature's outfit and equipment. Any magical items the fiend itself is carrying when it shifts forms do not transform. A mirror fiend can remain in any form indefinitely, though it usually bores of any one visage quickly. The ability is otherwise similar to a *polymorph self* spell cast by a 10th-level sorcerer.

Immunities (Ex): No mortal magic can fix a mirror fiend's form. Effects such as *polymorph* force the creature into the new shape for a moment, but it may immediately return to its natural form as a free action. Mirror fiends are immune to petrification and sonic and electrical effects.

Resistances (Ex): Mirror fiends have acid, cold and fire resistance 5.

Telepathy (Su): Mirror fiends have the supernatural ability to communicate telepathically with any creature within 100 ft., so long as the creature speaks a language.

Mist Reaper

	Medium-Size Undead
Hit Dice:	6d12 (42 hp) incorporeal; 6d12+24 (66 hp) manifested
Initiative:	-1 (Dex)
Speed:	30 ft., fly 100 ft. (poor), swim 50 ft.
AC:	11 incorporeal (-1 Dex, +2 deflection); 15 manifested (-1 Dex, +6 natural)
Attacks:	Punch +7 melee; or short sword +7 melee
Damage:	Punch 1d8+4; or short sword 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Choke
Special Qualities:	Darkvision 60 ft., undead, incorporeal, manifestation, damage reduction, generate fog
Saves:	Fort +2 (+6), Ref +1, Will +8
Abilities:	Str — (18), Dex 9, Con — (18), Int 14, Wis 16, Cha 6
Skills:	Intimidate +6, Intuit Direction +8, Spot +1, Wilderness Lore +2
Feats:	Toughness, Track
Climate/Terrain:	Any land or aquatic
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	7-12 HD (Medium-size)

Description

Murder is all too common across the face of the Scarred Lands. In a world still recovering from a cataclysmic war between gods and titans, where monsters lurk and make war upon civilization, the death or disappearance of the occasional person is often overlooked — or never even noticed. Belsameth, however, numbers every murder. The goddess of death takes stock of every soul that enters her realm and knows the means by which it arrived. Some beings die by war and are the province of Chardun. Others perish to disease and are the stock and trade of Vangal. But people stuck down by unseen attackers, smothered in their sleep or forcibly plunged into the depths are the chattel of the Assassin herself, and she is jealous of every soul that belongs to her.

Thus is her wrath invoked when killers, murderers and cutthroats fail to venerate her when they perform their trade. Even worse is when they commit a murder under her province and seek approval for the act from *another* of the gods. In one particular case, a councilor of Shelzar was kidnaped and held ransom. When his family refused to pay the asking price, the kidnapers drowned the man in the sea and prayed to Enkili that his body be washed far out, never to be found again. Outraged, Belsameth cursed the killers and the corpse to suffer the exact opposite fate. The next night, when a thick fog rolled over the city, a vengeful spirit roiled in with it. To Belsameth's delight, the councilor's ghost visited himself upon each of his killers in turn, murdering them in various gruesome manners. To Belsameth's surprise, the spirit continued its rampage by killing the family members who refused to pay its ransom. It seemed the spirit's thirst for revenge exceeded even the goddess' expectations. Indeed, so fiery was the world's desire for revenge that she didn't create a single angry ghost, but inadvertently awoke the spirits of many people killed by drowning, people who never received proper burials or whose essence was

never shepherded to the gods.

Now, on different nights across the Scarred Lands, angry ghosts continue to emerge from the sea, from lakes and even from town wells to stalk and kill those who dispatched them — or those whom a spirit misguidedly believes was involved in its demise. Some walk the land under cover of fog and are the most infamous of these restless dead. But some have been known to emerge under full moons, new moons or hunter moons — under whatever aspect of Belsameth was significant on the night of their murder.

It's commonly believed that a mist reaper continues to emerge from its watery grave under each appropriate night until it claims the lives of all its offenders or until its body can be recovered and put to rest properly. While incorporeal, reapers have been known to travel hundreds of miles in a single night, making no land-locked locale safe from their wrath — and sometimes, they have even struck by day.

Reports leaked to Vesh's Vigils tell of a ship that was attacked without provocation as it neared Calastian waters. The order was supposedly given by Duke Traviak of Lageni himself, and the ship was, in fact, on a diplomatic mission of peace. Now, on certain nights of the year, an entire ship's crew is said to come ashore to raid Calastian villages, with challenges to Traviak left written in the sand. Whether this is the work of a *group* of mist reapers or pretenders seeking to undermine the hegemony's morale in unknown, but the Vigils strive to find out (and would perhaps lend assistance to the "ghost crew").

Combat

A creeping fog usually precedes the mist reaper's arrival at its destination, which can also forewarn the wary or prepared of its presence. The spirit then closes in on its target and manifests for the kill, using its bare hands or perhaps a discarded weapon brought up from the depths. A reaper ignores all other people except its target, unless someone gets in its way or intercedes directly, in which case the spirit tries to strike or push the person aside. It reserves its choke attack for its intended target and does not let go or even move once the target is held.

Choke (Ex): A reaper has a critical hit range of 18-20 with its bare hands (not with weapons). If a critical hit is achieved, the target is grabbed by the throat and double damage is inflicted. The creature maintains its grip over successive rounds and delivers maximum melee damage (12 hit points) automatically to the victim each round. A Strength check (DC 18) breaks the monster's hold. So does inflicting 10 or more points of damage in a single blow, after all the reaper's protections are accounted for. A choked victim behaves as if grappled (*core rulebook II*, p. 84).

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive-damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of a mind-altering nature (enamoring or charm spells, for example).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): A reaper can become corporeal at will, usually only in the presence of its intended victim. If destroyed while manifested, the spirit merely resumes incorporeal form and returns to its resting place for 2d20+10 nights. After that time, it returns to land in search of its prey once again. Abilities listed in parentheses, above, apply to manifested form only.

Damage Reduction (Su): An incorporeal reaper has damage reduction 10, in addition to its protection for being insubstantial. When manifested, a reaper is considered to have reduction 20/+1.

Generate Fog (Su): Treat as *fog cloud*. If magic is used to see through the fog, an incorporeal reaper is still considered invisible in it (*core rulebook II*, p. 84).

Moon Giant

	Huge Outsider (Evil)
Hit Dice:	18d8+108 (189 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., fly 40 ft. (average)
AC:	24 (-2 size, +2 Dex, +14 natural)
Attacks:	Huge morning star +28/+23/+18/+15 melee; boulder +18/+13/+8 ranged
Damage:	Huge morning star 4d6+12; boulder 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Spell turning, displacement, immunities, see in darkness, telepathy
Saves:	Fort +17, Ref +13, Will +15
Abilities:	Str 35, Dex 14, Con 22, Int 17, Wis 18, Cha 17
Skills:	Scry +20, Spot +12, Listen +12, Concentration +20, Perform (Poetry, Ballad, Eulogy, Lamentation, and six others) +10, Knowledge (Moon) +15, Knowledge (Planes) +10, Spellcraft +10, Jump +10
Feats:	Combat Reflexes, Power Attack, Quicken Spell-Like Ability, Sunder
Climate/Terrain:	Cold or temperate mountains, moon
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double Standard
Alignment:	Always neutral evil
Advancement Range:	19-23 HD (Gargantuan)

Description

Moon giants are not actual giants, but rather outsiders created by Belsameth to aid her in the battle against the titans. It was they who helped the goddess establish a realm on the dark side of the near moon — an important strategic and spiritual location in regard to the underworld (and the waking world, given the moon's proximity and influence).

In the aftermath of the Titanswar, the moon giants now serve as Belsameth's guardians. Some live on the dark side of the moon where they watch over the goddess' ebon throne. Others have been placed at key gateways to the heavenly orb, or near sacred temples or covens. When executing their duty, moon giants seem serenely still. They come to life only once a transgressor is, in their eyes, beyond forgiveness — usually when he makes an overt act against the goddess' followers or temples. Then a moon giant works with diabolical obsession to ensure that a transgressor comes to a quick death.

Unlike other places related to the underworld, the dark side of the moon can be reached via the shadow plane by stepping from the shadows of this world to those of Belsameth's kingdom. Any being with the ability to traverse shadows, including moon giants and

Belsameth's other moon-dwelling servitors, can travel between the dark side of the moon and the Scarred Lands. Unless a shadow walker knows a great deal about the various passages through that realm, however, he must pass through one of the gates of bone: that of the murdered or of the forlorn. Both gates are guarded by moon giants.

Moon giants have round, bald heads and shockingly wide, circular eyes that swirl with hallucinogenic turmoil. Their bodies are thick, stocky and round. They wear no clothes and have no body hair. Their skin is ablative white, with highlights of pale blue and dusty gray. They seem to shimmer under light sources.

Though prone to anger and violence, moon giants are content to be left to the service of their goddess. It's prophesied, however, that when both moons rise full in the night sky, the moon giants will go mad and turn against all who serve Belsameth. The goddess is said to anticipate this seeming treachery as a test of her various followers' loyalty and strength, as though she already intends to forgive her guardians' betrayal (or use it to eliminate the undeserving who supplicate her).

Combat

Despite moon giants' great physical power, they prefer trickery to direct confrontation. They generally attempt to remain unseen via *invisibility* and use illusions to dispose of intruders quickly.

Displacement (Su): Even when a moon giant is spotted, it is difficult to discern its true location. Any melee or ranged attack directed at a moon giant has a 50% chance to miss, unless the moon giant can be located by some other means than sight. *True seeing* discerns a giant's location, but *detect invisibility* does not.

Immunities (Ex): Immune to cold, immune to poison, doesn't breath (immune to gases, drowning, etc).

See In Darkness (Su): Moon giants have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Telepathy (Su): Moon giants have the supernatural ability to communicate telepathically with any creature within 100 feet so long as the creature speaks a language.

Spell-Like Abilities: The following effects can be used at will: *deeper darkness, detect good, detect invisibility, detect magic, dispel magic, faerie fire, invisibility, silence, silent image*. The following effects can be used three times a day: *dimension door, insanity, major image, Otiluke's freezing sphere, projected image, scrying*. The following effects can be used once per day: *reverse gravity, shadow walk*. These abilities are used as spells cast by an 18th-level sorcerer (save DC 13 + spell level).

Spell Turning (Su): Every round, a moon giant turns the first 10 spell levels directed at him, exactly as though *spell turning* was cast on him

Naga, Crown

	Large Aberration
Hit Dice:	9d8+36 (76 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (-1 size, +2 Dex, +8 natural)
Attacks:	2 bites +9/+4 melee
Damage:	Bite 2d6+4 and poison
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.
Special Attacks:	Poison, spells
Special Qualities:	Immunity, SR 12, tense body
Saves:	Fort +7, Ref +7, Will +7
Abilities:	Str 19, Dex 15, Con 18, Int 18, Wis 12, Cha 16
Skills:	Bluff +4, Concentration +6, Diplomacy +2, Hide +6, Listen +8, Move Silently +4, Sense Motive +12, Spot +8
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell, Spring Attack
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or nest (crown naga plus 2-12 young)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	10-13 HD (Large); 14-24 HD (Huge)

Description

Crown nagas are what remains of one of the most proud and venerated abominations of serpent and human that crawled the surface of Scarn. Legends from the Titanswar hold that Mormo selected her favorites among the woman-headed-serpents to use as javelins against the goddess Tanil. The titan drew her obedient naga taut and hurled them at her assailant. Ever alert, however, Tanil cleaved each snake in twain and cast it aside as the battle between creator and usurper waged on.

Although cleft almost in two, the nagas that Mormo threw were not destroyed. Rather, they slithered off in shame for failing their mistress, and sought out holes and burrows in which to hide from her wrath and the might of the assembled gods. Sequestered thusly, the crown nagas survived the Titanswar. It was only much later that some were discovered again, quivering in their dark holes. Druids dedicated to the Serpent Mother coaxed the creatures from their hiding places with promises that the beasts could earn Mormo's favor once again by aiding the effort to restore the dismembered titan.

Some crown nagas are now protected and served by Mormo's druids. The fell worshippers feed and house the serpents, and provide them with mates. In return, the nagas lay nests of writhing offspring. The titan's devotees have taken to using the small, two-headed snakes much in the way their Mother did, as poisonous javelins and arrows against the followers of the accursed gods. By performing such service for their creator, crown nagas regain some of the renown that they possessed hundreds of years ago. They also gain infamy among enemies of the druids, who lose numerous warriors and knights to fanged barbs and bolts. Vesh's Vigilant particularly dread such living weapons being turned against them, and kill whatever two-headed serpents they encounter.

Some crown nagas still exist in hiding across the Scarred Lands, unaware of what has transpired above. They shelter in their tunnels, feeding off rodents and the occasional intruder. These beasts would attack anyone bearing a sign of Tanil on sight, but would also do anything to placate an interloper who claimed to be the hand of Mormo come to exact retribution for the nagas' ancient failure. Underhanded animal handlers and warlords sometimes go in search of crown naga lairs for the bounty of their young.

Combat

Adult crown nagas use their speed to their greatest advantage in combat, slithering quickly among opponents to snap at multiple targets with successive bites. The creatures seek to poison as many enemies as possible as quickly as possible. If opponents prove immune or resistant to a serpent's bite, they retreat into their lairs to harass pursuers with spells.

Immunity (Ex): Immune to poisons.

Poison (Ex): Crown naga venom is deadly. It automatically inflicts 1d6 damage per HD of the crown naga to anyone bitten who fails a Fortitude save (DC 12 + HD). Even succeeding at the roll results in half normal damage.

Spells: Crown nagas can cast spells as ninth-level sorcerers.

Tense Body (Ex): Crown nagas can make their bodies rigid and hard, whether coiled or straight. They can do so for as many rounds as they have Constitution points. They may not move or perform actions in such a state,

beyond casting spells with only a verbal component. In this state, their AC receives a +15 bonus (not reflected, above) and they receive damage reduction 15/+2.

Newborn and Young Crown Nagas

Newborn and young serpents can be harvested, commanded to become rigid and be used as weapons by trainers or by allies of their mother. They do not perform as weapons for other people or intended targets who hope to return fire.

Young nagas stolen from their mothers must be trained to assume weapon form, calling for successive Animal Empathy or Handle Animal checks (DC 14) over weeks. Casting *animal friendship* allows a snake to be used as a weapon immediately, although not if the mother is present; her will overrides any magic used to influence an offspring.

Newborn Crown Naga
Tiny Aberration

Hit Dice:	1d8 (4 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	18 (+2 size, +4 Dex, +2 natural)
Attacks:	2 bites +2 melee
Damage:	Bite 1d4 and poison
Face/Reach:	2.5 ft. by 2.5 ft. (coiled)/0 ft.
Special Attacks:	Poison
Special Qualities:	Immunity, SR 6, tense body
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 10, Dex 18, Con 10, Int 8, Wis 6, Cha 8
Skills:	Hide +8, Listen +4, Move Silently +6, Spot +8
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Spring Attack
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or nest (crown naga plus 2-12 other newborns)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	2-8 HD (Medium-size); 9-13 HD (Large); 14-24 HD (Huge)

Combat

Newborn crown nagas tend to scatter when attacked, defending themselves only as necessary. If rooted out of hiding spots, they resort to their tense-body capability or attack tenaciously. Newborns make ideal missiles for bows, crossbows and similar weapons. They attack and inflict damage as the normal weapons, based on the wielder's scores, except they also deliver poison damage upon a successful hit. They cannot be used as javelins or melee weapons while tensed. After firing, they slither off as quickly as possible, perhaps to return to their mother and her nest or to survive and create their own nests.

Immunity (Ex): As adult.

Poison (Ex): As adult.

Tense Body (Ex): As adult, except AC receives a +5 bonus and they have damage reduction 5/—.

Young Crown Naga
Medium-Size Aberration

Hit Dice:	3d8+6 (19 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	2 bites +4 melee
Damage:	Bite 1d6+2 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Immunity, SR 8, tense body
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 14, Dex 16, Con 15, Int 14, Wis 10, Cha 10
Skills:	Bluff +1, Concentration +3, Diplomacy +1, Hide +4, Listen +6, Move Silently +4, Sense Motive +8, Spot +6
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell, Spring Attack
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or nest (crown naga plus 2-12 other young)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	4-8 HD (Medium-size); 9-13 HD (Large); 14-24 HD (Huge)

Combat

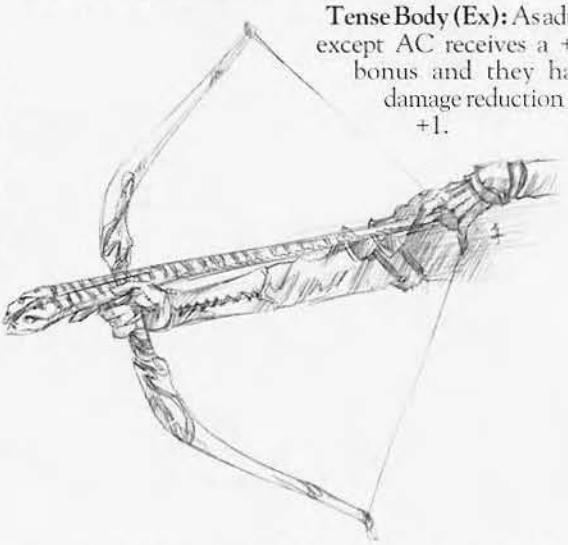
Young crown nagas can lend themselves to be used as tridents and javelins in the hands of allies or trainers, or as melee and ranged weapons. They attack and inflict damage as the normal weapons, based on the wielder's scores, except they also deliver poison damage upon a successful hit. As dangerous monsters in their own right, young crown nagas that are no longer used as weapons may remain on the scene and fight opponents under their own power. They typically do their best to defend their mother or commander.

Immunity (Ex): As adult.

Poison (Ex): As adult.

Spells (Sp): A young crown naga can cast spells as a sixth-level sorcerer.

Tense Body (Ex): As adult, except AC receives a +10 bonus and they have damage reduction 10/+1.



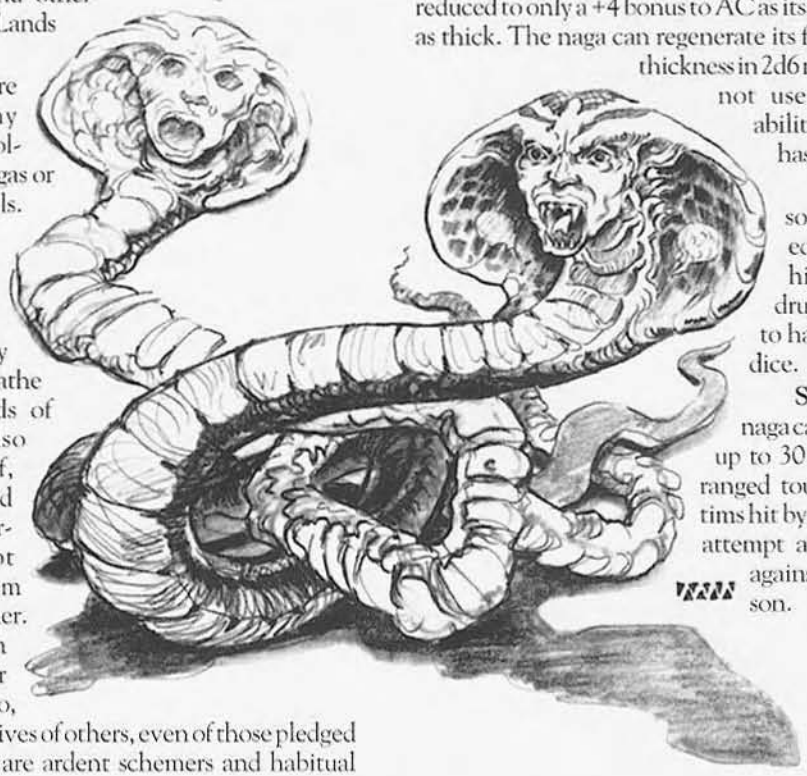
Naga, Hollow

	Large Aberration
Hit Dice:	8d8+16 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	35 ft.
AC:	19 (+2 Dex, -1 size, +8 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Poison, spells, spit, charming gaze
Special Qualities:	Regeneration 2, shed skin
Saves:	Fort +4, Ref +4, Will +9
Abilities:	Str 13, Dex 15, Con 14, Int 14, Wis 17, Cha 18
Skills:	Bluff +11, Concentration +10, Hide +9, Listen +11, Sense Motive +6, Spellcraft +11, Spot +11
Feats:	Combat Casting, Hide Spell, Improved Initiative, Silent Spell
Climate/Terrain:	Temperate or tropical forest or underground
Organization:	Solitary or coven (13)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	9-14 HD (Large)

Description

During the Divine War, when Denev's wood elven druids of Vera-Tre joined with their titaness to wage war on the other titans, Mormo took it upon herself to punish Denev's chosen. Mormo transformed and corrupted some of these wood elven druids into nagas. The resulting aberrations have plagued the Hornsaw Forest and other areas of the Scarred Lands ever since.

These nagas are known by many names, including hollow nagas, devil nagas or even hollow devils. They resemble large cobras with monstrously transformed elven faces and thickly scaled skin. They loathe wood elves, druids of Denev and also Mormo herself, though their hatred of the Mother of Serpents does not conflict with them also worshipping her. Hollow nagas often manipulate other servants of Mormo, caring little for the lives of others, even of those pledged to aid them. They are ardent schemers and habitual liars, and anyone dealing with hollow nagas finds a time will come when the naga decides its servants and associates have outlived their usefulness.



Hollow nagas are rarely found in covens of 13, usually gathered to enact some true ritual or for some other insidious purpose that satisfies the hatred in their corrupted souls.

Combat

Hollow nagas prefer to use their spells and charming gaze to overcome opponents. They often use *improved invisibility* to cast hidden and silent spells on their enemies while the nagas' servants combat enemies directly. If the nagas' presence is revealed, they shed their skins and attempt to escape.

Poison (Ex): Venomous bite, Fortitude save (DC 16); initial and secondary damage 2d4 temporary Constitution.

Charming Gaze (Su): As *charm monster* with a 30 foot range, Will save (DC 18).

Shed Skin (Su): This ability allows the naga to *dimension door* out of its own skin, leaving its shed skin behind. The shed skin continues to function, attacking the nearest living creature for another 2d6 rounds or until it is destroyed. A successful Spot check (DC 13) by anyone within 10 feet of the animated skin reveals that the naga itself is no longer in its now-hollow skin.

The animated skin has 15 hit points and the same armor class, attack, damage and saves as the naga itself. It also has the immunities of a *construct* creature (e.g. immune to mind-affecting magic, anything requiring a Fortitude saving throw that does not affect an object, etc.). The animated skin's bite only carries poison for its first successful bite attack.

After using this ability, the naga's natural armor is reduced to only a +4 bonus to AC as its skin is no longer as thick. The naga can regenerate its flesh back to full thickness in 2d6 minutes and cannot use its shed skin ability again until it has restored its skin.

Spells: As a sorcerer of level equal to the naga's hit dice, and as a druid of level equal to half the naga's hit dice.

Spit (Ex): The naga can spit its venom up to 30 feet. Treat as a ranged touch attack; victims hit by the spittle must attempt a Fortitude save against the naga's poison.

Night-Touched

Description

The night-touched are one of the many varieties of creatures that were created by Hrinruuk to amuse himself on his hunts. The night-touched were an experiment that combined the essence of outsiders with that of the undead. The results were monstrous creatures that were almost alive, almost demon and almost spirit. Needless to say, Hrinruuk was very pleased with his creations, and he spread them throughout the realm.

Physically, night-touched are very strange creatures. In its natural state, their "skin" is extremely smooth with an almost rubber feel to it. It's always a deep obsidian color with seems to absorb any light that touches it. When the night-touched move, the area directly around them blurs and darkens. The night-touched do not have any internal organs, but they are filled with a thick dark green blood.

Although night-touched are very intelligent, their minds do not work in any comprehensible pattern. They are generally solitary, paranoid creatures who assume that everything they cannot control must be destroyed. However, sometimes they will join other creatures and form extremely powerful bands that ravage nearby regions. Night-touched can be found anywhere, but they prefer locations in which they can remain in darkness at all times due to their hatred of sunlight.

Hrinruuk created several breeds of night-touched, each of which was granted different powers to make the chase more interesting.

Combat

All night-touched share these basics qualities:

Burning Chill Aura (Su): All night-touched radiate a 30-foot radius aura of "burning cold." Characters within this aura feel alternately chilled and seared. Only living things are affected by this aura, and those within the area of effect must succeed at a Fortitude save (DC 10 + half the night-touched's HD + the night-touched's Charisma bonus) or else sustain 1d6 hit points of damage. This aura is cumulative for multiple night-touched, and the save must be made every round.

Aversion to Daylight: Night-touched hate light. If exposed to natural daylight, they suffer a -2 morale penalty to all attack rolls.

Immunities (Ex): Night-touched are immune to cold and fire.

Resistances (Ex): Night-touched have an acid resistance of 10.

Telepathy (Su): Night-touched have the supernatural ability to communicate telepathically with any creature within 50 feet as long as the creature speaks a language.

See in Darkness (Su): All night-touched can see perfectly in darkness

Demon's Blood (Ex): While night-touched are technically considered undead, they are demon enough to be considered outsiders as well. So, if a spell or effect only affects outsiders, then a night-touched is a possible target.

Night-Touched Controller

	Medium-Size Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+6 natural, +2 Dex)
Attacks:	2 claws +6 melee
Damage:	Claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Control, spell-like abilities, summon undead, control undead and outsiders
Special Qualities:	Night-touched qualities, undead, summon and control pool
Saves:	Fort +2, Ref +4, Will +11
Abilities:	Str 15, Dex 14, Con—, Int 20, Wis 20, Cha 18
Skills:	Concentration +10, Listen +8, Move Silently +12, Scry +8, Spot +12
Feats:	Alertness, Combat Casting
Climate/Terrain:	Any land and underground
Organization:	Solitary, group (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	9-12 HD (Medium-size) 13-18 HD (Large)

Description

The controller night-touched were supposed to have the ability to control all forms of life, but for some reason, they ended up being able to manipulate only unnatural or supernatural creatures. However, the creatures' mastery over the supernatural became so powerful that they could even force spirits back into the material realm in the form of undead.

Controller night-touched have a vaguely humanoid shape, although they usually have a hunched back and abnormally large clawlike hands.

Night-touched can read and understand nearly all languages. However, they can only communicate with others by telepathy.

Combat

Controllers generally do not engage in direct combat. They prefer to summon or create the appropriate creatures to defeat whatever obstacles are present. When forced into combat they attack with their clawlike hands.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (which doesn't affect undead specifically per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect affects objects specifically. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Spell-Like Abilities: At will—*darkness*, *confusion* and *cause disease*; 3/day—*animate dead*. All are cast as a sorcerer whose level equals the controller's HD (save DC 14 + spell level).

Summon/Control Pool (Ex): The controller has a fixed amount of control/summon points (SP) equal to a 1d4+4 per HD it has. (Roll when the creature is created and add an extra die if it gains HD.) The Controller can spend points from this pool to either summon undead or control outsiders or undead. The controller regains all of its SP after one day.

Summon Undead (Sp): The controller can summon as many undead of whatever type it desires, but it must pay one SP for each HD of creature it summons. (No individual creature can have more HD than one half the controller.) The undead arrive in 1d10 rounds and serve for one hour or until released. If the controller wishes, it may spend two SP per HD, which allows the undead to remain for one day.

Control Undead and Outsiders (Sp): If the controller can see an undead or an evil outsider, it can spend SP equal to the HD of the creature in an attempt control that creature. The controller can attempt to control as many creatures as it wishes, and it can even attempt to control the same creature twice, but it may make only one attempt on a given creature in a round. If the targeted creature wishes, it can make a Will save (DC 18) to resist. If the targeted creature succeeds, the controller still loses the SP, but it may try again next round. Creatures controlled in this way serve for one hour or until released. As with the summon ability, the controller can pay twice as many points to control the creature for one full day. Note that if the controller attempts to control again after one day, the creature gets its usual save.

Sense Unnatural (Su): The controller is capable of sensing all undead and outsiders within a radius of miles equal to its Scry skill. Three times a day, the controller can make a Scry check (DC 10 + HD of creature) to "see" an unnatural creature within this range. If successful, the controller can attempt to control the creature per its ability above.

Night-Touched Hound

	Medium-Size Undead
Hit Dice:	4d12 (26)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Night-touched qualities, unshakable scent, closing speed, undead, skills
Saves:	Fort +1, Ref +4, Will +5
Abilities:	Str 16, Dex 16, Con—, Int 6, Wis 12, Cha 13
Skills:	Hide +6, Listen +12, Move Silently +8, Spot +14, Wilderness Lore +6
Feats:	Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary or pack (1-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic neutral
Advancement Range:	5-7 HD (Medium-size), 8-10 HD (Large)

Description

Alternately called the Little Garabrud or even Hrinruuk's Hounds, these canines are actually night-touched created ages ago by Hrinruuk. Stories still told by those titanspawn who still worship Hrinruuk, claim that the titan created these hounds as competition for himself. He would set them loose after the same prey he sought, and then challenge himself to capture the prey before the hounds tracked it down.

Because of their aversion to sunlight, night-touched hounds typically harry their prey only after sundown. However, they are intelligent animals, and if they have reason to believe that their prey is aware that it is being followed, then a hound will suffer the effects of sunlight. Capture of its prey is always a hound's first priority.

Combat

Night-touched hounds are always ready and willing to attack the prey they hunt, but more often, they are accompanied by more dangerous allies who may be less capable of finding the prey. Otherwise, there is nothing ingenious in a hound's attempt to savage a victim with its teeth until one of them is dead.

Closing Speed (Ex): Whenever a night-touched hound has finally neared prey it has hunted for at least 10 minutes, then the fervor of the hunt seems to generate the capacity for a burst of tremendous speed. The first time the hound closes with such an opponent, it may take a charge action to move at 10 times its normal speed.

Unshakable Scent (Ex): Once a night-touched Hound has scented out its prey, then it will never lose that scent. It will eventually find its way to its prey. Only magical means of hiding the scent (including a druid's ability to *pass without trace*) or aerial or magical transport will allow a victim to evade a night-touched who has locked onto it.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic that doesn't affect undead specifically per the spell's description, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect affects objects specifically. Not affected by attacks or spells of mind-altering nature (for example enamoring or charming spells).

Skills: Night-touched hounds have +2 racial bonuses to Hide, Listen and Move Silently checks, and a +4 racial bonus to Spot checks. They also have a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Pestilite

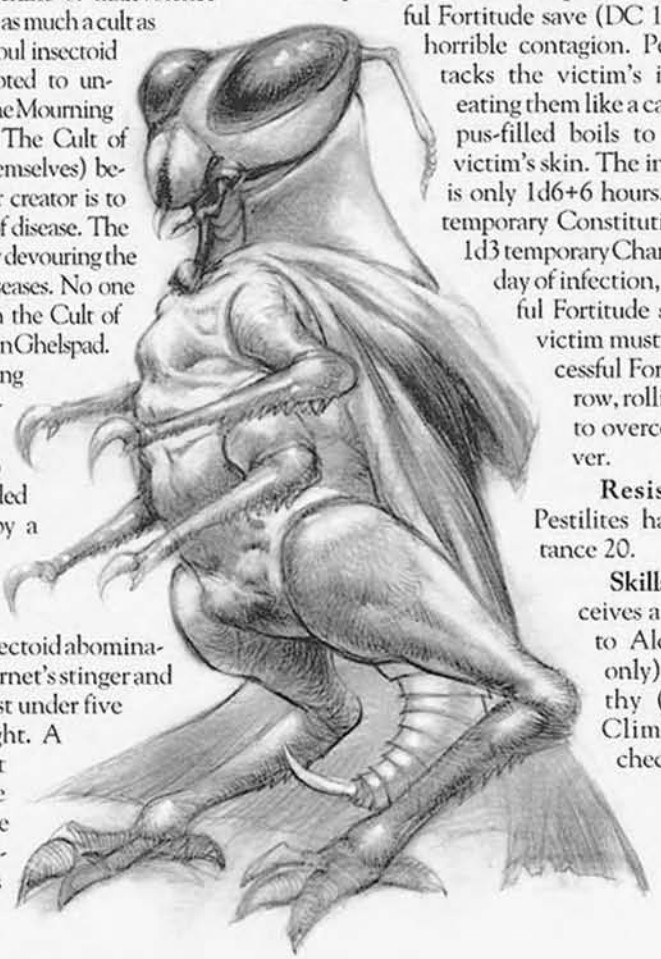
	Small Aberration
Hit Dice:	3d8+9 (22 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., fly 60 ft. (good)
AC:	20 (+1 size, +3 Dex, +6 natural)
Attacks:	4 claws +2 melee, sting -3 melee, bite -3 melee
Damage:	Claw 1d3, sting 1d6, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Cadence, pestilite fever, poison
Special Qualities:	Darkvision 60 ft., hive mind, immunities, resistances
Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 9, Dex 17, Con 16, Int 10, Wis 14, Cha 15
Skills:	Alchemy +7, Animal Empathy (vermin) +5, Climb +6, Hide +8, Listen +5, Move Silently +5, Spot +4
Feats:	Flyby Attack
Climate/Terrain:	Temperate or tropical land
Organization:	Brood (2-5), swarm (6-15), flight (16-25), plague (26-35)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always lawful evil
Advancement Range:	By character class

Description

Pestilites are a well-oiled machine of malevolence created by the titan Chern. They are as much a cult as they are a plague of vermin. These foul insectoid abominations are completely devoted to unearthing Chern's leprous body from the Mourning Marshes and restoring his power. The Cult of Pestilence (as the creatures call themselves) believes that the key to reviving their creator is to infect other creatures with the gift of disease. The cult preaches that Chern is healed by devouring the souls of beings that die of horrid diseases. No one knows if this tenet is true, although the Cult of Pestilence's efforts are widely opposed in Ghelspad. The Order of the Morning Sky is among the pestilites' most formidable enemies.

Cult members are divided into groups of up to 35 pestilites, called "plagues," each of which is led by a "plaguemother." Cultists revere their plaguemothers as spiritual leaders and die to protect them if necessary.

The average pestilite is an insectoid abomination with the body of a locust, a hornet's stinger and a mantislike head. Each stands just under five feet tall and usually walks upright. A sickly yellow carapace covers most of its body, which offers it some protection. The creature's eyes are large and black. Pestilites sometimes move through human cities undetected by wearing long robes or similar clothing.



Pestilite Characters

Pestilite leaders are always female and usually druids, rangers, rogues or sorceresses.

Combat

A pestilite is almost never encountered alone. They swarm their opponents while using their cadence. The creatures swoop down to infect targets with pestilite fever as quickly as possible and then move on. Pestilites know that most infection victims do not live long, so they can retreat and return later to feed upon freshly killed or weakened adversaries.

Cadence (Ex): A dozen or more pestilites can create a deafening cadence as a free action. All other creatures within 60 feet must make a successful Will save (DC 14) or be *deafened* and *shaken* (*core rulebook II*, page 83). These conditions persist as long as the pestilites make their piercing noise, plus 1d6 rounds. Creatures that save successfully cannot be affected by the same group's cadence for one day. This is a sonic, mind-affecting attack.

Hive Mind (Su): All pestilites within 30 miles of their plaguemother are in constant communication. If one is alerted to danger, they all are. No pestilite in a group is considered flat-footed or flanked unless all are.

Immunities (Ex): Pestilites have disease and poison immunity.

Pestilite Fever (Su): Anyone who suffers damage from a pestilite's natural weapons must make a successful Fortitude save (DC 14) or contract a horrible contagion. Pestilite fever attacks the victim's internal organs, eating them like a cancer, and causes pus-filled boils to appear on the victim's skin. The incubation period is only 1d6+6 hours. Damage is 1d6 temporary Constitution damage and 1d3 temporary Charisma damage per day of infection, unless a successful Fortitude save is made. A victim must make three successful Fortitude saves in a row, rolling once per day, to overcome pestilite fever.

Resistances (Ex): Pestilites have sonic resistance 20.

Skills: A pestilite receives a +4 racial bonus to Alchemy (poisons only), Animal Empathy (vermin only), Climb and Hide checks — all shown under Skills, above.

Pilfer Sprite

	Tiny Fey
Hit Dice:	1d6-1 (2 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	10 ft., fly 35 ft. (good)
AC:	18 (+5 Dex, +2 size, +1 natural)
Attacks:	2 Claws -1 melee, bite -6 melee
Damage:	Claw 1d2, bite 1d3
Face/Reach:	2 ft. by 2 ft./0 ft.
Special Attacks:	Familiar possession, intellect drain, spell stealing
Special Qualities:	SR 20, damage reduction 5/+1, spell-like abilities, faerie glamour, detect arcane link
Saves:	Fort -1, Ref +7, Will +2
Abilities:	Str 4, Dex 20, Con 8, Int 13, Wis 11, Cha 8
Skills:	Animal Empathy +10, Hide +4, Knowledge (arcane) +4, Listen +4, Move Silently +4, Perform +10, Search +4, Spellcraft +4, Spot +4, Wilderness lore +4
Feats:	Improved Initiative
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	1/4 (higher if using familiar possession)
Treasure:	Double Standard
Alignment:	Always chaotic evil
Advancement Range:	2-3 HD (Small), 4-6 HD (Medium-size)

Description

These wicked and devious little faeries are said to be the brood of the titan Mesos, who used them to steal magic from the world and make those who practiced the arcane arts miserable beyond compare. Now the sprites roam the Scarred Lands looking to consume those of arcane devotion.

Pilfer sprites attack the familiars of arcane spellcasters, possessing the creatures to get to the animals' masters. When a sprite encounters a familiar, it uses its magic and performance skills to lull the creature into complacency before it spreads faerie glamour over the victim. Once ensconced, the sprite steals spells and intellect from the wizard in question, while simultaneously disrupting his spellcasting capacity. Such theft and assault is committed while a victim tries to rest. The wizard is plagued by nightmares and does not get a good night's sleep.

Pilfer sprites appear as little humanoids with angular and devious features. Each has a single set of wings that produces a small glitter trail about two feet behind it as it flies. Once a sprite is revealed, it flees with its familiar-host if it can, attacks with a spellcaster's own magic if it has to, or abandons a familiar's body altogether and retreats to find another meal.

Combat

These insidious creatures can hinder and annoy spellcasters or be a serious threat to powerful magicians or those with unique, rare or potent familiars.

Detect Arcane Link (Su): A pilfer sprite uses this capability to sense whether a creature is an arcane wizard's familiar. Range is 30 feet.

Faerie Glamour (Su): The dust that trails from a pilfer sprite's wings acts like a powerful narcotic when directed at small animals, making them passive and agreeable. A familiar sprayed with faerie glamour must make a Will save (DC 10) or become docile and easily to possess. Only one such attempt may be made each day.

Familiar Possession (Su): A pilfer sprite may, after causing a familiar to relax its guard with faerie glamour, physically assume residence within the creature, establishing a link with the familiar's master. The sprite is in complete control of the familiar. This being may be recognized with a *detect chaos* or *detect evil* spell cast on the familiar. *Dismissal* or *exorcism* spells force the faerie from the animal. A possessing pilfer sprite may not be separated from its target spellcaster by more than half a mile, or its control of the animal and connection to the wizard is broken. A pilfer sprite attacked physically while in a familiar's body is immune to harm; all damage is inflicted upon the animal.

Spell Stealing (Su): In the first week that a pilfer sprite joins a familiar, the spellcaster experiences difficulties using magic. A concentration check is required to cast any spell. The DC is 5 in the first week, and it increases by five for each week thereafter, to a total of 20 (week one: 5, week two: 10, week three: 15, week four and thereafter: 20). This effect can be attributed to the spellcaster's troubled sleep.

Intellect Drain (Ex): Pilfer sprites rob an arcane spellcaster of his intellect while he sleeps, at a rate of one Intelligence point per week. (This loss is recorded secretly by the Game Master, who also increases the pilfer sprite's Intelligence by one point per week.) The wizard suffers nightmares, which seem to be the source of his woes. A bystander witnessing the intellect theft notices the familiar perch over the spellcaster, staring at him intently. The magician shows obvious signs of discomfort and pain in his sleep. A pilfer sprite that does not feed loses a point of stolen Intelligence for each week that passes. Lost points return to whomever they were stolen from. The sprite's Intelligence score does not drop below its normal starting level. If a pilfer sprite is slain, all stolen Intelligence returns to spellcaster victims. A *lesser restoration* spell also restores 1d4 points of Intelligence to a spellcaster, but these points are not cumulative with any regained from a starving or killed sprite.

If a spellcaster loses sufficient Intelligence points, he may forget his highest level spells, as chosen by the Game Master. These spells are recouped if the adventurer regains his Intelligence points.

Spell-Like Abilities: A pilfer sprite gains the same spellcasting capability as the wizard to whom it has an attachment, as if that wizard possessed his full, undrained Intelligence score. The capacity to cast spells is lost if the sprite ever travels more than a half-mile from its associated wizard.

Piscean

Description

The mighty aquatic race known as the pisceans (pronounced "pie-seen") is a highly organized military autocracy that dwells within the cliffs of the Scarred Lands' continental shelf. There, in the depths of the ocean, these beings carve immense and fantastic cities into cliff faces. From these great underwater ridges, the pisceans interfere with and in some places control surface shipping (such as between Ghelspad and Termana where only the vessels of King Virduk seem guaranteed passage).

Although piscean settlements are scattered, they maintain constant contact with one another through a series of tall coral watchtowers that are linked by some as yet unknown communication method. Through this network of watchtowers, the pisceans organize blockades against surface ships, blockades that have become so common that they are now expected by sea-faring races. Rather than fight the pisceans any longer, Scarred Lands merchants and explorers have come to accept tributes paid to the aquatic race as just another business expense.

When an ocean-going vessel nears certain regions of the ocean that are used for continental trade, it is signaled and surrounded by a piscean collections party. The undersea people maintain detailed records of merchant vessels and have pre-established fees, so any ship that travels a regular route through piscean waters pays an established tax — whether in coins, cargo that can endure underwater or in metals that will rust slowly without exposure to air.

The piscean people allow ships safe passage once the crew has paid tribute, but woe to anyone who seeks to escape or who simply cannot pay. If a vessel is not forthcoming, or if any resistance is offered, the collection party withdraws only to be replaced by a war party. Members of the piscean war party board and attack all crewmembers and passengers, taking whatever they like and leaving a skeleton crew aboard to spread the tale of the consequences of non-compliance.

Pisceans have an ancient and highly stratified society. Codes of conduct and deference among the people are enforced rigidly, and even minor infractions of social grace are punishable. The pisceans are patriarchal; males may take up to three wives and eight concubines. Inheritance is passed down by primogeniture. As piscean society is militaristic, social classes are stratified by rank.

The piscean grand capital is Kiccoopul, where Kiccooma, Devil Lord of the Deep, reigns. Kiccooma is served by nine ministers who govern piscean society across nine ocean regions. Four to 16 plenipotentiaries serve each minister, and six to 12 consuls serve each plenipotentiary in turn.

The ancient society of the pisceans transformed somewhat after the Divine War. As many of the race's larger cities were in the ocean that is now called the Blood Sea, the pisceans who resided there were sorely afflicted by the titan Kadum's blood as it seeped into those waters. At first, the blood only served to augment the pisceans, imbuing them with magical powers as it tainted their bodies and blackened their scaly hides. The black pisceans emerged as a mutated offshoot of the race, and they quickly became the ruling caste of piscean society. However, in their pursuit of more power, some black pisceans exposed themselves to too much of the Bleeding One's ichor and were thereby transformed into the monstrous red pisceans.

Most inhabitants of the Scarred Lands know the pisceans best for their blockades of shipping, but many also remember the assaults that the pisceans made on coastal cities during the blood monsoon some decades ago. Armies of pisceans and other less powerful aquatic races (which the pisceans subjugate into slavery) stormed coastal cities while a supernatural storm of hurricane winds and blood rain swept in from the Blood Sea. Scarred Lands scholars have yet to determine why the amphibious pisceans would want to capture land-based cities or so thoroughly disrupt their profitable network of shipping tariffs. Some speculate that the blood mutated black piscean leaders became enraged during the blood monsoon and marshaled their race into a senseless war. Others conjecture that the black pisceans themselves may have conjured the blood monsoon with some unknown true ritual.

Pisceans speak their own aquatic language, and most collectors and bloodfin lieutenants know Common as well.

Piscean Characters

Green pisceans' favored classes are fighter and barbarian. Black pisceans' favored classes are sorcerer and druid with blood witch and sea witch prestige classes being common advancements. Red pisceans are not intelligent enough to advance in character classes.

Combat

Pisceans have a highly organized military, and they use complex tactics during battle. They utilize trained sea animals in combat as well as bands of soldiers from lesser aquatic humanoid races that the pisceans have enslaved, but green pisceans still from the bulk of their troops. Red pisceans are treated as assault beasts, and piscean leaders unleash these beasts on opponents with no expectations that the red pisceans will be capable of participating in any tactics once they are enraged by the battle. Black pisceans will take up the rear and cast spells from distance.

Piscean, Black

	Large Humanoid (Aquatic)
Hit Dice:	10d8+30 (75 hp)
Initiative:	+1 (Dex)
Speed:	20ft., swim 60 ft.
AC:	16 (+1 Dex, -1 size, +6 natural)
Attacks:	2 claws +10 melee, bite +5 melee
Damage:	Claw 1d8+4, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spells
Special Qualities:	Voice of the sea, cold resistance 10, damage reduction 6/- (bludgeoning or subdual only), amphibious, fast healing 2
Saves:	Fort +6, Ref +8, Will +6
Abilities:	Str 19, Dex 13, Con 17, Int 16, Wis 16, Cha 18
Skills:	Animal (aquatic) Empathy +11, Appraise +3, Bluff +2, Concentration +11, Diplomacy +7, Handle Animal +4, Intimidate +7, Intuit Direction +3, Knowledge (sea) +11, Listen +7, Move Silently +2, Search +2, Sense Motive +6, Spellcraft +10, Spot +5
Feats:	Combat Casting, Craft Rod, Empower Spell, Point Blank Shot, Weapon Focus (harpoon)
Climate/Terrain:	Any ocean or coastal
Organization:	Solitary, plus see piscean, green
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement Range:	11-18 HD or by character class

Description

The first pisceans to explore the deep ocean trench where the gods sank the bleeding titan Kadum came back infused with the imprisoned titan's blood. Reveling in the power of such blood, these pisceans mutated under its influence, growing larger and smarter and learning to channel the primal power of the titan into magical abilities. The blood also pigmented their hides a shade of crimson so dark as to be almost black.

As the pisceans rulers recognized the power coming from Kadum's blood, they began pilgrimages to the depths of the blood-tainted waters while banning those of lower station from traveling too far into those depths lest they also become infused and advance themselves into black pisceans. However, once the first black pisceans further mutated into a monstrous red piscean, the pilgrimages stopped in favor of more measured doses of Kadum's power. Now the pisceans organize the transport of the ichor throughout the oceans of the Scarred Lands that their lord Kiccooma and the ministers, plenipotentiaries and consuls might infuse themselves with the blood without ever traveling to the Blood Sea and risk being tainted too strongly by its waters.

Black pisceans stand 10-11 feet tall and adorn themselves with riches to better denote their superior status. They typically wear no armor and carry no weapons, although they are proficient with the piscean harpoon. All black pisceans study magical crafts and are capable druids and sorcerers. They often use their talents to forge magical items such as rings, rods and wands.

Combat

Although custom mandates that they still master the traditional piscean harpoon, melee combat is beneath the black pisceans, so they are almost never seen armed with the weapon. Such combat is for their green and red brethren or for the slave races. Black pisceans will use their spells form a distance, retreating immediately should their soldiers fall in combat.

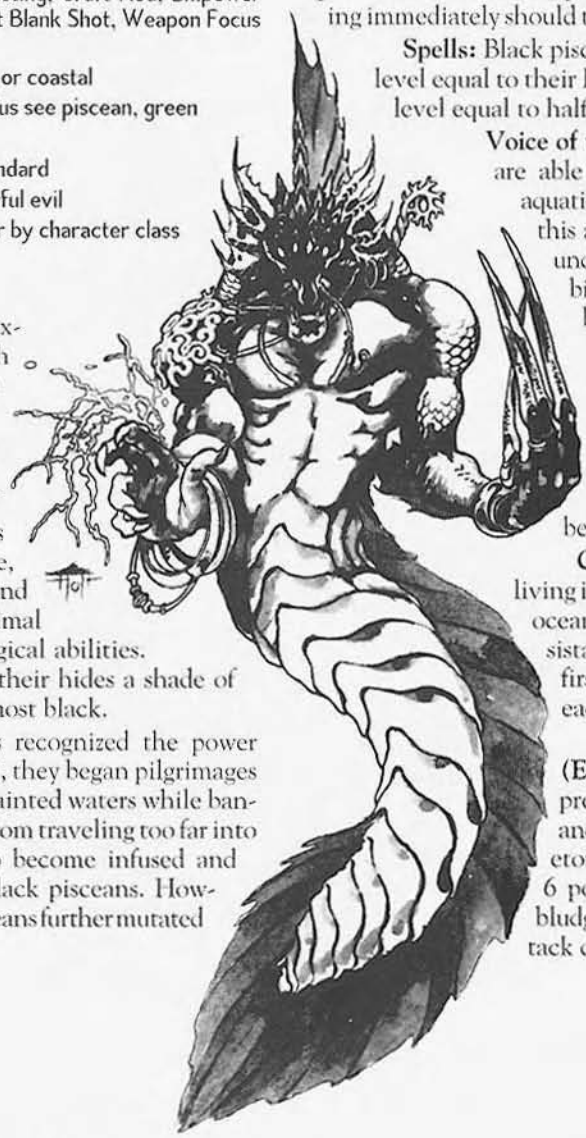
Spells: Black pisceans cast spells as druids of level equal to their Hit Dice and as sorcerers of level equal to half their Hit Dice.

Voice of the Sea (Su): The pisceans are able to communicate with all aquatic creatures at will. They use this ability to command various undersea animals to do their bidding. Some are brought to bear as weapons of war, while most are domesticated as food sources.

Amphibious (Ex): Pisceans can breathe air for one hour per point of Constitution before they begin to "drown."

Cold Resistance (Ex): From living in the cold depths of Scarn's oceans, pisceans have natural resistance to cold, ignoring the first 10 points of cold damage each round.

Damage Reduction 6/- (Ex): Due to the tremendous pressure of the ocean depths and their cartilaginous skeletons, pisceans ignore the first 6 points of damage from any bludgeoning weapon or any attack dealing subdual damage.



Piscean, Green

Large Humanoid (Aquatic)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+1 (Dex)
Speed:	20ft., swim 60 ft.
AC:	16 (+1 Dex, -1 size, +3 hide armor, +3 natural)
Attacks:	2 claws +6 melee, bite +1 melee; or harpoon +7 melee; or harpoon +3 ranged (+4 at point-blank range)
Damage:	Claw 1d6+4, bite 1d6+2; or harpoon 1d8+4 (1d8+5 when thrown at point-blank range)
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Envenomed weapon
Special Qualities:	Voice of the sea, cold resistance 5, damage reduction 5/- (bludgeoning or subdual only), amphibious
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 19, Dex 12, Con 15, Int 12, Wis 12, Cha 10
Skills:	Animal (aquatic) Empathy +7, Appraise +1, Bluff +1, Diplomacy +4, Handle Animal +5, Intimidate +2, Intuit Direction +3, Knowledge (sea) +6, Listen +6, Move Silently +2, Search +2, Sense Motive +3, Spot +3
Feats:	Point Blank Shot, Weapon Focus (harpoon)
Climate/Terrain:	Any ocean or coastal
Organization:	Solitary, hunting party (2-5), collections party (6-12, with one 8 HD Collector), raiding party (13-25, two 7 HD bloodfin lieutenants and one black piscean), war band (25-100, one 7 HD bloodfin lieutenant per 10 troops, one black piscean per 25 troops, and 1 red piscean per 50 troops), or tribe (100-400, one 7 HD bloodfin lieutenant per 10 adults, one 8 HD collector per 50 adults, one black piscean per 25 adults, 1 red piscean per 50 adults, and one 13 HD black piscean consul or one 16 HD black piscean plenipotentiary)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement Range:	6-9 HD or by character class

Description

Greens pisceans average nine feet tall, with streamlined but powerful bodies, covered in emerald scales. Each one wears armor made from shark cartilage and hides and fangs usually crafted from the shark that the piscean killed as its rite of passage from child to adult. Pisceans carry harpoons to the exclusion of all other weapons, relying on their own claws and teeth as secondary weapons and tools for skinning prey.

Tariffs extolled on surface ships have made most pisceans wealthy with land-dweller goods in addition to the pearls and other aquatic treasures they hoard. Their perceived mastery over surface dwellers who bow to their tariffs, combined with their mastery over and enslavement of other aquatic races

makes the pisceans haughty and overbearing toward any other race. They are often surprised to meet any serious resistance to their demands.

Combat

Pisceans wield wicked, razor-sharp harpoons that they poison with venom harvested from various aquatic predators. When assaulting a surface ship, pisceans will swim near the ship and hurl their harpoons at any crew on deck, then drag their victims into the water with the harpoon's towline to finish the unfortunate off with claws and teeth.

A piscean's harpoon is a large, exotic weapon (1d8 damage, Critical x2 damage, range increment 20ft., weight 9lbs.). When the harpoon strikes, it lodges in the victim. Pulling out a harpoon is a move action requiring a Strength check (DC 12), and the harpooned victim suffers 1d4 damage if the check fails and 1d8 damage if it succeeds and the harpoon is ripped free. The harpoon has a 60-foot towline that the piscean can use to reel in a harpooned victim. As a move action, the piscean can attempt a contested Strength check with the harpooned victim. If successful, the piscean can pull an opponent up to 15 feet.

Voice of the Sea (Su): The pisceans are able to communicate with all aquatic creatures at will. They use this ability to command various undersea animals to do their bidding. Some are brought to bear as weapons of war, while most are domesticated as food sources.

Amphibious (Ex): Pisceans can breathe air for one hour per point of Constitution before they begin to "drown."

Envenomed Weapon (Ex): Piscean harpoons are usually envenomed with a paralytic poison extracted from man-o-war jellyfish. The first time a piscean hits with its harpoon, the victim must attempt a Fortitude save (DC 14) or be paralyzed for an initial period of 1d6 rounds. When the initial paralysis period ends, the victim must attempt another Fortitude save (DC 14). If this second save fails, then the victim will be paralyzed for an additional 2d6 minutes.

Cold Resistance (Ex): From living in the cold depths of Scarn's oceans, pisceans have natural resistance to cold, ignoring the first 5 points of cold damage each round.

Damage Reduction 5/- (Ex): Due to the tremendous pressure of the ocean depths and their cartilaginous skeletons, pisceans ignore the first 5 points of damage from any bludgeoning weapon or any attack dealing subdual damage.

Piscean, Red

	Huge (Tall) Humanoid (Aquatic)
Hit Dice:	15d8+60 (127 hp)
Initiative:	-1 (Dex)
Speed:	30 ft., swim 70 ft.
AC:	17 (-1 Dex, -2 size, +10 natural)
Attacks:	2 claws +19/24 melee, bite +17/22 melee; or harpoon +19/24 melee; or harpoon +8 ranged
Damage:	Claw 1d10+10/15, bite 2d6+5/7; or harpoon 1d10+10/15
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Rend
Special Qualities:	Voice of the sea, cold resistance 10, damage reduction 10/- (bludgeoning or subdual only), amphibious, regeneration 5, blood strength
Saves:	Fort +9, Ref +8, Will +4
Abilities:	Str 30/40, Dex 8, Con 18, Int 6, Wis 8, Cha 11
Skills:	Animal (aquatic) Empathy +8, Intimidate +15, Intuit Direction +7, Knowledge (sea) +7, Listen +7, Move Silently +2, Spot +5
Feats:	Cleave, Greater Cleave, Multiattack, Power Attack
Climate/Terrain:	Any ocean or coastal
Organization:	Solitary, pair, plus see green piscean
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	16-19 HD

Description

Red pisceans are monstrous brutes, so infused with Kadum's blood that they have taken on his aspects of strength and rage. Not only does the chained titan's blood cry out for vengeance against the gods who imprisoned Kadum, but the red piscean's anger is further fueled by distant memories of the elite black piscean status that each monster once held before being overcome and transfigured.

Red pisceans now serve their race by venturing into the depths of the Blood Sea to collect water rich with Kadum's ichor so that the potent mixture can be transported to all the black pisceans throughout the race's underwater empire. Since the deepest trenches of the Blood Sea are home to predatory creatures that make the red pisceans seem small by comparison, and since the red pisceans are already so thoroughly tainted by the blood water, the black piscean rulers are content to have the brutes fulfill this duty.

Of course, such strength and savagery has other uses as well. In times of conflict, red pisceans are the forefront of piscean battle lines. The red pisceans' love of bloodshed is so great in fact that they will often venture away from piscean communities, even venturing on to coastal lands, to find things to slaughter.

Combat

The red piscean is not particularly intelligent or cunning. It enters battle with a rage born of its tainted

blood, usually hurling its harpoon and then closing to melee with its opponents.

The red piscean's harpoon is a huge version of the green piscean weapon (1d10 damage, Critical x2 damage, range increment 20ft., weight 14lbs.), but it lacks the towline.

Blood Strength (Su): Once per day, as a free action, the red piscean may call upon the strength of its titan-tainted blood to give itself a +10 enhancement bonus to Strength for 2d4 rounds. All relevant Strength, attack and damage statistics provided here show the pisceans statistics before/after such Strength enhancement.

Rend (Ex): If the red piscean hits with both claw attacks on the same opponent, then it gains an automatic rending attack on its victim for an additional 2d10+15/22 damage.

Voice of the Sea (Su): The pisceans are able to communicate with all aquatic creatures at will. They use this ability to command various undersea animals to do their bidding. Some are brought to bear as weapons of war, while most are domesticated as food sources.

Amphibious (Ex): Pisceans can breathe air for one hour per point of Constitution before they begin to "drown."

Cold Resistance (Ex): From living in the cold depths of Scarn's oceans, pisceans have natural resistance to cold, ignoring the first 10 points of cold damage each round.

Damage Reduction 10/- (Ex): Due to the tremendous pressure of the ocean depths and their cartilaginous skeletons, pisceans ignore the first 10 points of damage from any bludgeoning weapon or any attack that would normally deal subdual damage. However, the red piscean does not have damage reduction against normal attacks that are treated as subdual solely due to the piscean's regeneration ability.

Regeneration 5 (Ex): Fire and acid cause normal damage. The red pisceans may regenerate lost body parts in 2d4 hours.

Preychaser

	Medium-Size Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	15 (+1 Dex, +4 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Fear, low-light vision
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 13, Con 13, Int 3, Wis 10, Cha 9
Skills:	Hide +2, Intimidate +4, Jump +4, Listen +2, Move Silently +1, Spot +7
Feats:	Endurance, Run, Running Attack (treat as Ride-By Attack)
Climate/Terrain:	Any plains
Organization:	Pack (3-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic neutral
Advancement Range:	5-6 HD (Medium-size)

Description

Preychasers, sometimes known as "red hounds" or more recently as "orc hounds," are cunning if not very creative predators. They seem to derive from the stock of wild dogs, but they have obviously been changed by some means. The animals are rust-red in color with thick, mane-like fur dominating their front quarter and short hair in the back. They are powerful runners, with thick tails and jagged, almost reptilian teeth.

Preychasers are believed to be a recent phenomenon. At least, no one has reported sighting them before a few years ago. They're now known to roam the Plains of Lede and even turn up on the fringes or in inhospitable and poor regions of eastern towns such as Mansk and Mullis Town. Locals believe that pack dogs from the plains have been tainted by the waters of Blood Basin or the springs that derive from it, or that strays from urban areas have been similarly changed and seek territory abroad or food where they can find it in ghettoes. Either way, horsemen, herd animals, shepherds and fearful townsfolk have all found themselves on the run from these tenacious predators.

Preychasers always hunt in packs. They never kill a foe outright, preferring to toy with it, instead. This murderous play usually involves chasing and nipping, running a creature to exhaustion before finishing it off. Preychasers are adept at biting prey while both are at a sprint and without ever breaking stride. The beasts literally swarm a victim as it flees, using their exceptional speed to pace and harass their quarry with deliberate near misses and chaotic, terrifying howls. Indeed, the animals' calls are enough to set potential victims into flight, and then the chase begins. Those few opponents who do stand their ground usually give preychasers pause, and the hounds might leave such a potentially formidable or determined being alone to seek easier targets. Then again, they might not.

As preychasers' territory spreads, the orcs of Lede have taken to training and breeding them as war hounds. What better attacker to set upon the Riders of the Kelder Steppes or the Proud than one that runs quarry into the ground? The orcs have been known to track their hounds for days in the wake of a particularly good chase, finally coming upon a half-eaten carcass or even an exhausted and severely weakened victim.

Combat

Red hounds hunt by their sense of sight rather than smell, having little patience to pursue something they can't see and chase. They are impulsive and energetic, with seemingly no pecking order or organization. Pack leader seems to be whichever animal is closest to prey being pursued, which also tends to be the first hound to howl at a potential victim and give chase. Hound reproduction is a mystery to civilized people, as the dogs aren't known to take permanent hunting grounds or lairs, and nothing but adults have ever been seen among them. Despite the creatures' chaotic behavior they rarely fight amongst themselves, not even over food.

Fear (Su): A preychaser can instill *panic* in those who hear it, unless a successful Will save is made (DC 13). A pack is able to affect two Hit Dice worth of creatures for each dog in the group. Therefore, a pack of six affects creatures with 12 or fewer Hit Dice. Those who fail the save but can't see the hounds are *shaken* for 2d6 rounds. Those who fail the save and who see the dogs are *panicked*, and they run aimlessly for 2d6 rounds. If a creature has sufficient endurance, and it can be frightened repeatedly, it may be pursued for an extended period (see rules for running, *core rulebook I*, page 127).

Low-Light Vision (Ex): Red hounds have exceptionally keen eyesight and can spot prey even at night. Their low-light vision has a range of 120 feet.

Quicksilver Stalker

	Medium-Size Aberration
Hit Dice:	8d8+24 (60 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	20 (+5 Dex, +5 natural)
Attacks:	2 Claws +12 melee
Damage:	Claw 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Blindsight, damage reduction 5/+1, invisibility
Saves:	Fort +5, Ref +7, Will +6
Abilities:	Str 16, Dex 20, Con 16, Int 10, Wis 10, Cha 6
Skills:	Balance +4, Climb +6, Escape Artist +11, Jump +5, Listen +8, Spot +8, Swim +10, Wilderness Lore +8
Feats:	Ambidexterity, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Track, Weapon Finesse (claws), Weapon Focus (claws), Whirlwind Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	9-16 HD (Medium-size)

Description

Believed to be the result of an alchemical transformation, perhaps at the hands of the dark elves of Dier Drendal — these creatures exist only to hunt and kill. The alchemical ingredients needed to create a quicksilver stalker are mostly unknown aside from quicksilver and titan's blood—specifically, the blood of Hrinruuk the Hunter. Though rare, quicksilver stalkers can be encountered in any land inhabited by humanoids and in underground areas, especially near dark-elven communities.

Quicksilver stalkers vary in appearance, having the build of humanoids of any race, size or gender — which feeds speculation regarding the true nature of the beasts or their creation. They are distinguishable by their hairless, metallic skin and utter lack of features on the smooth orbs that serve as their heads. These silver monstrosities wear no clothing and carry no equipment, attacking only with the long talons that their fingers have become. They seem to gain their sustenance from the very act of killing, though Yugman claims this supposed "truth" was merely an offhand hypothesis he ventured.

Some wizards have tried to reverse the process that creates a quicksilver stalker (especially notable was the attempt on one believed to have formerly been the Veshian vigilant Cres Caldan, onetime leader of the Ganjus Vigil), but there have been no known successes.

Combat

The quicksilver stalker favors attacking from invisibility for surprise, then becoming invisible once more when the opportunity presents itself. Though individual styles of combat seem to vary based on who the creature was in life, each of these beings is aided by an impressive array of instinctual feats. Many prefer to move into the midst of a party and let loose with a whirlwind attack, hoping to take down multiple foes and then use its several attacks of opportunity to confront those that attempt to flee.

Invisibility (Sp): At will, the creature can become invisible. There is no limit to the number of times per day this can be accomplished. However, each use requires a full action and functions in all respects as the *invisibility* spell as cast by an 8th-level sorcerer.

Blindsight (Su): Quicksilver stalkers have no eyes or ears, but they perceive their surroundings through mystical means. Within an antimagic field or other such negation, a quicksilver stalker fights with all appropriate penalties for complete blindness and deafness.

Ratman, Daywalker

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+6 (15 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 15 ft., burrow 10 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +2 melee, 2 claws -3 melee; shortspear +2 melee; javelin +5 ranged
Damage:	Bite 1d3, claw 1d4, spear 1d8; javelin 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Leap attack
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 12
Skills:	Climb +2, Hide +3, Jump +10, Move Silently +3, Search +2, Spot +3, Wilderness Lore (desert) +3
Feats:	Spirited Charge, Track
Climate/Terrain:	Any desert
Organization:	Solitary, pair, band (3-30 ratmen, plus 1 4th level fighter leader), war band (10-120 ratmen, plus 1 fighter leader of 4th to 7th level per 30 ratmen, plus 1 8th- to 10th-level druid per 100 ratmen)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Description

Of all Slitheren, Daywalkers' existence has perhaps changed most from their days as nocturnal vermin. They once spent their days sheltering from the desert heat, emerging only at night to ferret out drying and decaying carcasses to eat. Now, as ratmen, Daywalkers stride under the burning wasteland sun in tribute to the titan Thulkas, whom they venerate. These ratman tribes gather around the smoldering embers that were scattered when Corean forged the Father of Fire into an arrow before Tanil then fired the titan into the sun. Indeed, the Daywalkers believe that all deserts of the Scarred Lands were created where such sparks landed, which may be true, for these Slitheren are found in most arid lands.

The transformation that created Daywalkers resulted more from magic than from feasting upon titan remains. They gained supernatural capabilities from the burning embers around which their tribes emerged. To this day, each tribe feeds Thulkas' fire by gathering all wood and combustible materials they can find in the wastes, in tribute to their master. Seasoned desert travelers who see light on the night horizon know to avoid it, for fear that the ratmen may try to use *them* to fuel Thulkas' rage.

These sun-bleached Slitheren gain their name for foregoing their nightly existence and honoring their new lord by traveling under the sun by day, so that he may see them, know they worship him and take solace in his imprisonment. Daywalking is not pleasant to these vermin, however, and they often wrap themselves in strips of cloth and gauze, even if for psychological rather than physical comfort from the burning heat.

Combat

Daywalkers are skilled predators, making astounding leaps over dunes to attack caravans, seemingly from out of nowhere. They can also burrow through the sand and spring upward from the ground. Although they attack for food, their most cherished prizes are wagons, chests and barrels — materials made of wood that can burn for a long time. The ratmen typically use spears made from fire-hardened bone — the remains of travelers used to ease Thulkas' suffering.

Resistance to Energy (Ex): Thanks to Thulkas' blessing, Daywalkers resist the first 10 points of fire damage inflicted upon them each round.

Leap Attack (Ex): Daywalkers can leap extended distances and make the equivalent of a Spirited Charge attack with their spears (inflicting triple damage; double damage with any other weapons) at the end of such a maneuver, without penalty. They have a +8 racial bonus to their Jump skill and have no maximum Jump distance (see the skill in *core rulebook I*).

Ratman, Stalker

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+6 (15 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	16 (+3 Dex, +1 natural, +2 leather armor)
Attacks:	Bite +2 melee, 2 claws -3 melee, or Scimitar +2 melee, or hand crossbow +5 ranged
Damage:	Bite 1d3, claw 1d4, scimitar 1d6, hand crossbow 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., skills
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 12
Skills:	Animal Empathy +8, Bluff +3, Climb +5, Escape Artist +2, Handle Animal +8, Hide +4, Jump +2, Move Silently +3, Search +4, Spot +3, Wilderness Lore +4
Feats:	Track and either Ambidexterity or Exotic Weapon Proficiency
Climate/Terrain:	Any land
Organization:	Solitary (plus 1-6 animals or giant animals)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Description

Unlike most Slitheren, Stalkers are loners who travel the Scarred Lands tracking and slaying prey. Sometimes they hunt for money, sometimes simply for the thrill of the chase. In this, they are true to their supposed heritage as the scions of Hrinruuk. These ratmen claim to have been created when rats feasted upon the titan's headless body, as it occasionally rested during its search for its skull. This heritage would certainly explain the Stalkers' uncanny tracking abilities and innate ability to tame and control wild beasts, as the Hunter could.

Stalkers are the Slitheren that city dwellers are most likely to have encountered, if such people have ever laid eyes on a ratman. These vermin occasionally visit establishments of ill repute in the worst sections of towns. They are almost common in the cities ruled by Virduk, as the king's bounty on Vigil medallions and his need for trackers keeps the rats profitably employed.

Cloaked in the dark hoods and capes they prefer when dealing with civilization, Stalkers may be on the hunt or in search of new targets when encountered. Most humanoids prefer to avoid the man-sized, gray-furred killers, no matter what their agenda is. This is not due solely to the rats' reputation as bounty hunters, but to Stalkers' response to anyone who defeats one of their number. Soon after the kill, other Stalkers hunt the individual responsible. They are not interested in revenge — they seek to prove themselves against one capable of defeating one of their own.

Combat

In combat, Stalkers are much like other Slitheren, preferring to strike from ambush. When possible, they prepare a series of traps and drive their prey into them, letting devices and snares do the fighting for them. Stalkers also use their animal packs to harass and drive prey into traps. They always carry some sort of missile or throwing weapon, almost certainly coating the projectile with a poison. In melee, they use any kind of weapon that's available, but prefer wielding weapons in both hands such as two daggers, or use exotic weapons such as a net or whip.

Poisoned Weapons (Ex): Through their many employers, Stalkers have access to a large variety of poisons with which to coat their weapons and traps. These are applied specifically to obtain a particular result, from death to spasms to paralysis. A Fortitude save (DC13) is generally required to resist the results, although weak or strong poisons apply modifiers.

Skills: Stalkers have a +6 racial bonus to Animal Empathy and Handle Animal.

Ratman, White Wraith

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8+6 (15 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +4 melee, 2 claws -1 melee, or Scimitar +4 melee, or javelin +4 ranged
Damage:	Bite 1d3+2, claw 1d4+1, scimitar 1d6+2, javelin 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 14, Dex 15, Con 16, Int 9, Wis 10, Cha 8
Skills:	Balance +2, Climb +5, Hide +3 (+10 among the dead), Intimidate +1, Move Silently +3, Jump +3, Spot +2, Wilderness Lore +2
Feats:	Dodge, Run
Climate/Terrain:	Any land
Organization:	Solitary, pair, band (3-30 ratmen, plus 1 4th level fighter leader), war band (10-100 ratmen, plus 1 fighter leader of 4th to 7th level per 30 ratmen, plus 1 8th- to 10th-level adept/blood witch per 100 ratmen, and 4-24 skeletons)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	By character class

Description

Truly the most bizarre of the ratmen, White Wraiths appear to be animated Slitheren skeletons. All their fleshy parts are translucent to the point of invisibility. They often wear tatters of cloth as protection from the elements, and totemic bits of bone and unworked gems as jewelry, but avoid armor. They prefer to rely on the defenses created by their mutated forms.

No book of lore records from whence these twisted creatures came, but White Wraiths' legends speak of the day when their greatest war band will be judged worthy to return to their Great Shaman and fight in a battle to free their titan creator Gulaben, Lady of the Winds, from her imprisonment by the gods. Their barbaric packs range across the Scarred Lands, ambushing caravans in the wilderness and howling out of the hills to ravage settlements, hoping to be found worthy to join the Great Shaman.

The White Wraith priesthood consists of many shamans who grimly drive their bands to greater and greater heights of pillaging, each priest trying to prove his band and himself to the legendary Great Shaman.

The Great Shaman is a mythical figure described as a giant half-rat/half-whirlwind that watches and judges all White Wraiths from his place at the feet of the bound Gulaben. The Wraiths believe it is he who grants the priesthood the ability to summon the two types of creatures traditionally called for battle: skeletons for combat and air spirits for use as spies and messengers. White Wraith shamans also officiate over rituals in which living prisoners are boiled or burned alive and their naked skeletons are raised to become servants of the warband, while their ghosts are bound as scouts.

Combat

In combat, White Wraiths form a skittering, howling horde that typically strikes from ambush, using the rats' amazing running speed to outmaneuver targets. The ratmen prepare ambushes near battle sites or graveyards, where they hide themselves and their skeleton slaves among the bones of the fallen. They try to strike along with their skeletons in a confusing whirl of bones and weapons. This tactic gives them an additional +2 to AC (not included above) as long as skeletons fight alongside them.

Paralysis (Ex): White Wraith shamans know the secret of a foul paste that these ratmen apply to their weapons before battle. Those hit by a weapon coated with this substance must succeed at a Fortitude save (DC 12) or be paralyzed for 1d4+2 minutes. (Once a successful save is made, no further saves are required against the paste in the same encounter.) It is rumored that this paste was provided to certain shamans who forged alliances with the necromancers of Glivid Autel, but its use has since spread throughout the war bands.

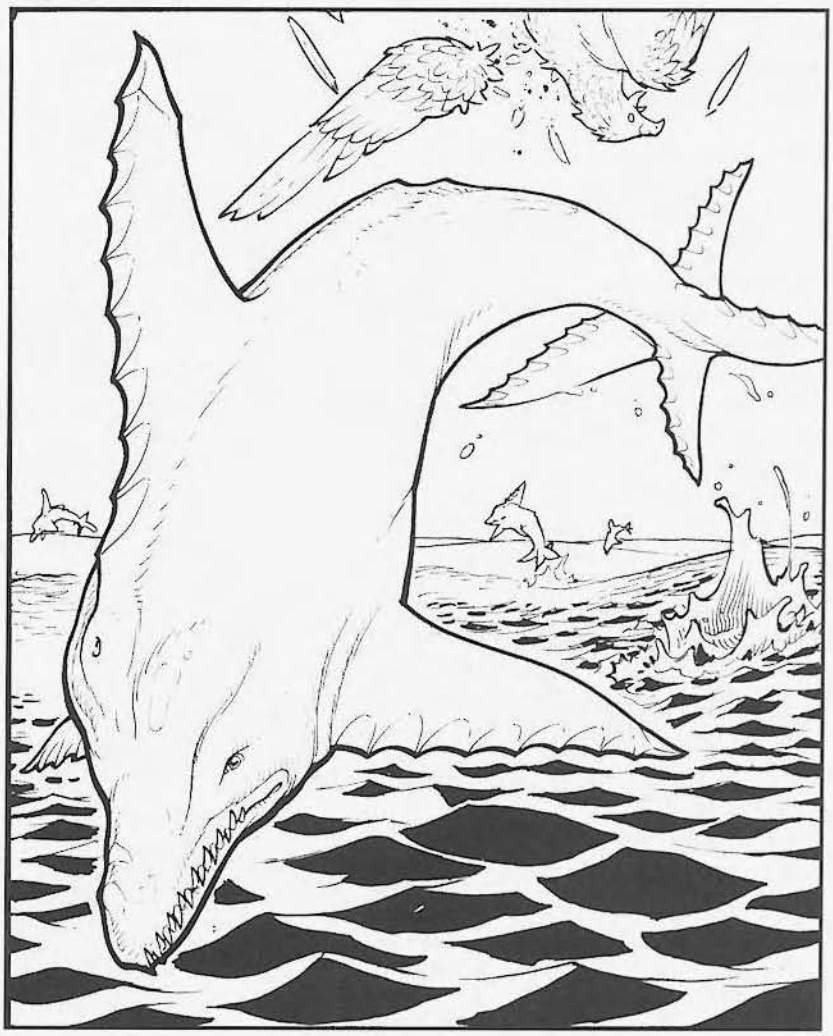
Razorfin Dolphin

	Medium-Size Magical Beast
Hit Dice:	4d10+8 (30 hp)
Initiative:	+4 (Dex)
Speed:	Swim 80 ft.
AC:	18 (+4 Dex, +4 natural)
Attacks:	Bite +6 melee, fin +4 melee, tail +4 melee; or gore +6 melee
Damage:	Bite 1d6+2, fin 1d4+1, tail 1d6+1; gore 2d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sonic cone
Special Qualities:	Blindsight, skills
Saves:	Fort +6, Ref +8, Will +1
Abilities:	Str 15, Dex 18, Con 14, Int 4, Wis 10, Cha 14
Skills:	Listen +9, Spot +9
Feats:	Multiattack
Climate/Terrain:	Any aquatic
Organization:	Solitary, pod (2-10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	5-6 HD (Medium-size); 7-12 HD (Large)

Description

Dolphins have always been welcome sights on the seas of Scarn. Since the Titanswar, though, the dolphins of the Blood Sea have become a hazard, dramatically changed by the blood of Kadum. Where once they were friendly, helpful creatures, razorfin dolphins are now bloodthirsty predators of the sea.

While the razorfin resembles a normal dolphin, all of its fins are serrated and very hard. The teeth of the razorfin are longer and sharper. Its hide is darker and stronger, but the most notable difference is the tail. The razorfin dolphin has a double-finned tail in the form of a cross, with wickedly sharp edges on each fin. A typical razorfin is six to seven feet long, and weighs from 160 to 220 pounds. They prey on anything with blood in the waters, and in pods will even challenge some of the larger sharks and whales.



Combat

The razorfin dolphin usually begins combat by charging and delivering a gore attack with its dorsal fin. The creature uses its speed to great effect, darting in and attacking with bite, side fin and tail. It prefers to tear open its prey and cloud the waters with blood that might well limit visibility for the prey. It uses its sonic cone only if the prey appears too strong to defeat with fin, or if it loses half its hit points.

Sonic Cone (Su): The razorfin dolphin can emit a sonic cone from a mound on its head once every 1d4 rounds. This cone extends outward to a distance of 30 feet, and does 3d6 damage to anything within the area. A successful reflex save (DC 14) halves the damage.

Blindsight (Ex): Razorfin dolphins can "see" by emitting high-frequency sounds that allow them to locate objects and creatures underwater within 120 feet. A *silence* spell or similar magic negates this ability, forcing the razorfin to use its eyes, which can see about as well as a human.

Sagon

	Medium-Size Monstrous Humanoid
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	13 (+3 Dex)
Attacks:	2 Claws +4 melee; bite +0 melee
Damage:	Claw 1d6; bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rend 2d6
Special Qualities:	None
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 10, Dex 16, Con 12, Int 8, Wis 10, Cha 7
Skills:	Listen +2, Spot +2, Hide +4, Move Silently + 1, Jump + 1
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Temperate and warm land
Organization:	Band (3-18)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	By class

Description

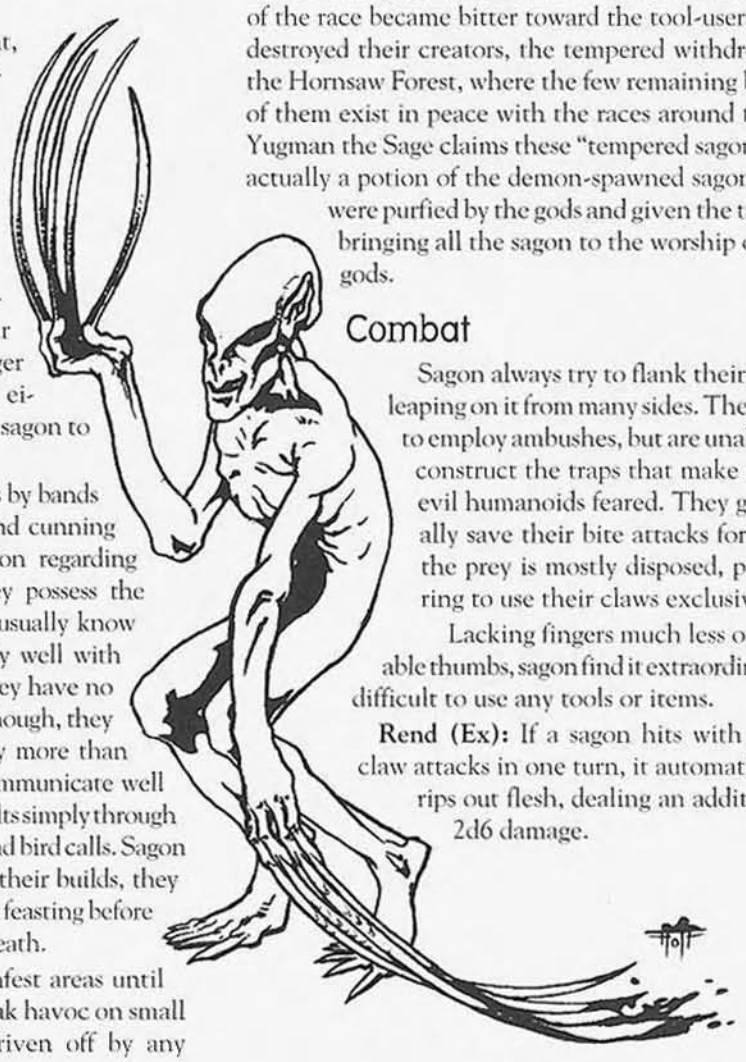
The sagon are a race of gaunt, emaciated humanoids that sometimes pass for skeletons at first glance. Their muscles are wiry and strong, however, and they have no trouble matching the average human in strength. Their most notable feature — and the one that certainly makes the most impact on their enemies — is their long, steel-strong claws. Each finger ends in a two-foot-long claw that either drags the ground or forces the sagon to walk with its arms bent up.

The sagon organize themselves by bands that are led by the most vicious and cunning member. They make no distinction regarding gender except when mating. They possess the ability to speak any language and usually know one of the local languages passably well with perhaps rudiments of others, but they have no language of their own. In combat, though, they don't seem to need a language any more than usable hands; they seem able to communicate well enough to organize pack-tactic assaults simply through the use of grunts and crude animal and bird calls. Sagon prefer intelligent prey, and despite their builds, they are ravenous eaters; they often begin feasting before the meat has finished bleeding to death.

A nomadic race, the sagon infest areas until they are run off. While able to wreak havoc on small communities, they are usually driven off by any organized armed resistance. Because they must constantly be on the move for their preferred prey, they can be found almost anywhere in the Scarred Lands. Their bands vary in culture very little, however, because they have apparently given up on language, tools and all other trappings of civilization. Speculations as to why they are so animalistic vary, but most people agree that they were created by one titan or another, and after the fall of the titans they gave up their civilization out of feelings of despair. Yugman the Sage feels this is a weak-minded idea, and has convincingly argued that the sagon are the spawn of a demon he refuses to name even on paper that was trapped in this world after the Divine War.

Tempered Sagon

Tempered sagon (named after their attitude) are the very rare older brothers of the sagon race. Physically identical to their more savage brethren, tempered sagon are mild-mannered, calm, patient and fair. They are more intelligent than their kin and speak their own language and Sylvan. They maintain a rich, full history of their people, including the times when both sagon races were one. While the majority of the race became bitter toward the tool-users that destroyed their creators, the tempered withdrew to the Hornsaw Forest, where the few remaining bands of them exist in peace with the races around them. Yugman the Sage claims these "tempered sagon" are actually a potion of the demon-spawned sagon that were purfied by the gods and given the task of bringing all the sagon to the worship of the gods.



Combat

Sagon always try to flank their prey, leaping on it from many sides. They like to employ ambushes, but are unable to construct the traps that make other evil humanoids feared. They generally save their bite attacks for after the prey is mostly disposed, preferring to use their claws exclusively.

Lacking fingers much less opposable thumbs, sagon find it extraordinarily difficult to use any tools or items.

Rend (Ex): If a sagon hits with both claw attacks in one turn, it automatically rips out flesh, dealing an additional 2d6 damage.

Sand Mummy

	Medium-Size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., burrow 5 ft. (sand only)
AC:	19 (+1 Dex, +8 natural)
Attacks:	Grasp +4 melee
Damage:	Grasp d3+1 and dehydration
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear, dehydration
Special Qualities:	Undead, darkvision 60 ft., resistant to blows, damage reduction 5/+1
Saves:	Fort +2, Ref +3, Will +7
Abilities:	Str 13, Dex 12, Con —, Int 6, Wis 14, Cha 15
Skills:	Listen +8, Spot +8, Wilderness Lore +8, Move Silently +6, Hide +6
Feats:	Track, Improved Unarmed Strike
Climate/Terrain:	Any desert
Organization:	Solitary hunters
Challenge Rating:	3
Treasure:	None to Standard (only portable items)
Alignment:	Usually neutral evil
Advancement Range:	7-12 HD (Medium-size)

Description

Visitors to the desert who anger the Ubantu tribesmen are left to the mercies of the Onn wasteland. Those who survive are deemed to have been spared by the gods and usually earn the respect of the Ubantu, while others die a terrible death for want of water. Sometimes a spirit feels so strongly that it was wronged in its banishment that it rises from the sands and stalks the living, possessed of an eternal thirst it can never slake. Or so the Ubantu believe, and their understanding of the fearsome sand mummies may be correct for the Desert of Onn. But little do the tribesmen understand that the same mummies also appear in Ghelspad's Ukrudan Desert, far from Ubantu territory and experience. What this means for the Scarred Lands' true understanding of these lingering spirits is unknown, yet the undead continue to stalk the sun-soaked deserts in search of prey.

Deprived of life by relentless sun and unforgiving sand, these naturally mummified corpses crawl from the dunes, granted an eerie unity with the elements. Wasteland dwellers have yet to determine if sand mummies are granted unlife by one of the evil gods or by a vengeful titan. All that's known for sure is the creatures stalk those who must travel trackless deserts between cities and oases, and either leave their victims dried husks or worse yet chase them to death in the blazing heat. The mummies' thirst would appear to derive as much from a desire for revenge or murderous rage as for precious water.

Sand mummies are usually encountered wearing the same clothes and carrying the same equipment they wore in life. They usually discard weapons that don't also serve some purpose as a tool and cast armor aside as too encumbering. Old sand mummies may adopt garb stolen from slain Ubantu and other nomads as their own wears away and they realize the utility of the desert natives. Some even manage to briefly join caravans wrapped carefully in native garb, and wreak terrible havoc.

Combat

Sand mummies stalk the caravan trails of the desert. They are cunningly adept at tracking down small groups or stragglers and slaying them one at a time. They depend upon stealth as long as possible, but are also devilishly clever at using the fear they inspire to separate victims from groups. They intentionally circle a foe and approach from a direction intended to drive him as far away from safety as possible. Victims are snatched, drained of all of their life-giving fluids and discarded. If given the chance, a sand mummy forces a target to flee into the desert and trails after him mercilessly, never letting the victim rest until he or she perishes in the baking sun.

Fear (Su): A terrible hatred and hunger for revenge radiates from a sand mummy in a palpable aura that's difficult to withstand. Anyone viewing a sand mummy closely enough to identify it as undead, rather than some turbaned figure, must succeed at a Will save (DC 15) or flee at maximum movement rate for six rounds. *Panicked* creatures flee in a random direction away from the mummy, suffer a -2 morale penalty to all saving throws, are 50% likely to drop anything they hold and also remain *panicked*, fleeing from all threats for the duration.

Dehydration (Ex): A sand mummy's touch can drain the moisture out of a living victim upon making a successful grapple check. If it pins the foe, it desiccates him, inflicting 1d6 points of temporary Constitution damage each round the pin is maintained (doubled on a critical hit). A victim reduced to zero Constitution dies. For each successful dehydration attack, a sand mummy recovers five hit points (10 on a critical hit), assuming it has lost any. Victims suffering lost Constitution can heal it at a rate of one point per day only if they have access to prodigious quantities of water, an unlikely prospect in the unforgiving desert. Magical *restoration* proceeds as normal.

Undead: Immune to mind-effects, poison, sleep, paralysis, stunning and disease. Not subject to critical

hits, subdual damage, ability damage, energy drain or death from massive damage.

Resistant to Blows (Ex): The leathery, unliving flesh of a sand mummy causes it to suffer only half damage from physical attacks. Apply this effect before damage reduction.

Holy Water Vulnerability (Ex): Sand mummies are unnaturally bound to water and take double damage from all holy water attacks. It is worth noting, however, that they are no more vulnerable to fire than any normal creature due to their connection to the fiery desert.

Unholy Ones (Greater Sand Mummies)

The Ubantu say truly old or ancient corpses still walk the desert, and that these spirits have developed further unholy powers, granted to them as they continue to seek revenge upon the living and serve whatever dark force has given them unlife. These creatures are thought to be able to perform the following treacherous acts.

Corrupt Water (Sp): This evil power lets an unholy sand mummy taint water in up to six containers, containing no more than a total of six gallons, with a disease. Anyone drinking the water must resist blinding sickness, *core rulebook II*, p. 78. The mummy must be able to see the water container and be within 40 feet of it. This effect occurs as a spell-casting action. Sand mummies cannot affect holy water with this power.

Fruit of the Wastes (Sp): As a free action, an unholy sand mummy automatically counters all *create water*, *purify food and drink*, *bless water* and *create food and water* spells cast within 120 feet of it, whether it knows of the casting or not.

Feet of the Camel (Su): An unholy sand mummy may move with the speed of a camel. Increase its base speed to 50 feet. It may also choose to leave tracks as though it was a human or a camel, a power it employs to trick victims. This talent can be used at will.

Sand Wyvern

	Large Magical Beast
Hit Dice:	4d10+8 (30 hp)
Initiative:	+1 (Dex)
Speed:	15 ft., fly 70 ft. (poor)
AC:	15 (-1 size, +1 Dex, + 5 natural)
Attacks:	Bite +5 melee, 2 claws +3 melee, sting +3 melee (females only); or 2 claws +5 melee
Damage:	Bite 2d6+2, claw 1d8+1, sting 1d4+1
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Breath weapon, poison
Special Qualities:	Sandstorm
Saves:	Fort +6, Ref +5, Will +1
Abilities:	Str 14, Dex 12, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +8
Feats:	Flyby Attack, Multiattack
Climate/Terrain:	Temperate and warm desert
Organization:	Solitary, mated pair, flock (3-12)
Challenge Rating:	3
Treasure:	Males: one gem-scale per HD
Alignment:	Always neutral
Advancement Range:	5-7 HD (Large); 8-10 HD (Huge)

Description

Sand wyverns are large winged reptiles that scream across the surface of the Scarred Land's deserts, flying at altitudes of only a few dozen feet. Flocks of these magical beasts fly in formations over the desert surface, throwing up huge sandstorms to drive potential prey out of hiding.

Sand wyverns' mottled brown and dark yellow flesh is exceedingly tough, as are their leathery wings, which stretch across their upper arms. Their long, narrow mouths are filled with dirty, jagged teeth and their large black eyes are covered with a transparent lid. Their rear feet end in wickedly curved claws that they use to scoop prey off the land to take back to their aeries to consume. Their long tails end in a stinger for female dust wyverns and in brilliant gem-scales for males. When sand wyverns travel in large flocks, they have been known to kick up such a great quantity of sand that travelers often mistake their approach for a sandstorm.

There is rumored to be a great nest in the side of a cliff face somewhere in the Ukrudan desert where hundreds, perhaps thousands, of sand wyverns roost during the night. If such were the case, then only the most foolhardy (or desperately greedy) adventurer would ever venture to the place. As for why anyone in his or her right mind would undertake such a journey, humankind's oldest internal motivator once again provides a reason: greed. Each of the long, brilliant gem-scales on a male sand wyvern's tail is worth anywhere from 50 to 200 gold coins depending on how far one travels from the desert fringe towns to sell it. Tribes of hardened wasteland nomads who live along the Splintered River in the Ukrudan desert make their living hunting sand wyverns, which they call Angels of Sand.

Divine War legends describe asaathi training sand wyverns as war mounts. Asaathi children rode the beasts into battle until they grew too large for the beasts to bear. Rumor holds that the Dunahnae army is trying to replicate this training process.

Combat

When attacking on the wing, the sand wyvern may use only its claws or breath weapon. On the ground, sand wyverns attack with a fury of slashes from its hind claws and its bite; females will sting as well.

The only commonly speculated way to avoid an attack by sand wyverns is to "play dead." Though they are carnivores at heart, these creatures will pass right over anything that appears to already have been killed, preferring to tear into living flesh. This tactic may seem far preferable to confronting an angry flock of wyverns, but lying down in the desert and then having a sandstorm pass over often results in being buried alive.

Breath Weapon (Ex): When confronted with obviously powerful or numerous foes, the creature unleashes a massive blast of sand expelled from the sacs on each side of its neck. The sand blast's area of effect is 10 feet wide by 10 feet per HD of the wyvern. This breath weapon is powerful enough to knock even the largest armor-clad man on his back and cause 4d6 points of damage in addition to blinding and knocking prone all subject to it. A successful Reflex save halves the damage, and two Fortitude saves can be made to resist the blindness and to keep one's footing. All saves are made at DC 14. The blindness (see core rulebook II, p. 83) lasts for 1d6+2 rounds or until the victim's eyes can be washed out. Losing one's footing means the victim is knocked prone and dazed for 1 round (see core rulebook II, pp. 84-5). The sand blast can be used but once per hour and then only if the wyvern has had a chance to refill its sand sacs.

Sandstorm (Su): Sand wyverns may generate an effect similar to *gust of wind* when they fly. The wind effectively originates 200 feet behind the wyvern and blows in the direction of the wyvern's flight,

trailing off 100 feet ahead of the wyvern. When flying low over sandy or dusty ground, the wind effect creates a sandstorm cloud that travels with the sand wyvern. Anyone caught in such a storm must succeed at a Fortitude save or be blinded while in the area of effect and for 1d6+2 rounds after leaving the area. A full round spent washing the sand from the victim's eyes restores vision if she is outside the area of effect.

A Spot check at DC 22 is required to notice the difference between a normal sandstorm, if the onlooker has ever seen one (DC 27 if he hasn't), and the wake left by a hunting flock of sand wyverns. Once the storm is close enough to obviously determine that it is being caused by such creatures, they are already in range to attack.

Poison (Ex): Female sand wyverns' stingers are envenomed. Initial and secondary damage is 1d6 Dexterity. Fortitude save DC is 14.

Scar Twin

	Medium-Size Monstrous Humanoid
Hit Dice:	6d8+30 (57 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	16 (+4 Dex, +2 natural)
Attacks:	Short sword +8/+3 melee; or 2 claws +8 melee
Damage:	Short sword 1d6+2; or claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Wound mimicry
Special Qualities:	Fast healing 5, damage reduction 1/-, hardened skin
Saves:	Fort +7, Ref +9, Will +6
Abilities:	Str 15, Dex 18, Con 20, Int 16, Wis 13, Cha 7
Skills:	Balance +9, Climb +9, Escape artist +7, Hide +9, Listen +5, Move Silently +5, Search +7, Spot +8
Feats:	Ambidexterity, Cleave, Dodge, Mobility, Power Attack
Climate/Terrain:	Any coastal land
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	7-12 HD (Medium-size)

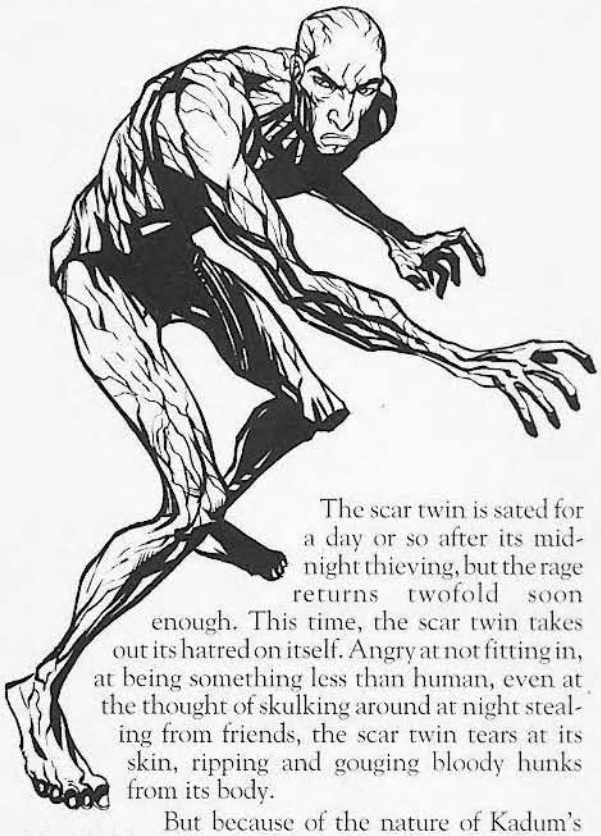
Description

Scar twins appear as normal humans, and go out of their way to imitate humans when they can. Only when a scar twin removes its clothing is its monstrous nature revealed: White scar tracings of old wounds and sores cover its body, each healed but still visible against its pale skin. The torso of many scar twins is a raw mass of healed scar tissue.

Scar twins are humans who have lived their lives near the Blood Sea. For years, these unfortunates have been eating the fish of the sea, tainting themselves with Kadum's lifeblood. They have bathed repeatedly in the bloody waters churned from the depths by the titan's thrashings. Some claim Kadum finally calls to the loneliest of these men and women and makes them scar twins to fulfill his vengeance.

Most of the time, a scar twin is a hidden danger. Often they eke out what passes as a normal life, never bothering anyone until something angers them. Many never leave their ancestral homes after their turning, though they often find themselves ostracized by family and friends who do not realize the depth of the change that has occurred. This isolation often makes a scar twin mentally unstable and creates a murderous rage within the creature to punish those it once embraced as neighbors.

At night, the agile scar twin finds its way into neighboring homes, intent on stealing a precious object from each of the occupants. This might be a brooch from the woman of the house, a favored pipe from the man or even a stuffed teddy bear from a child's room. The scar twin then returns to the comfort of its home, where it adopts the new item as its own. Scar twins often have rooms of seemingly useless junk, most of it stolen.



The scar twin is sated for a day or so after its midnight thieving, but the rage returns twofold soon enough. This time, the scar twin takes out its hatred on itself. Angry at not fitting in, at being something less than human, even at the thought of skulking around at night stealing from friends, the scar twin tears at its skin, ripping and gouging bloody hunks from its body.

But because of the nature of Kadum's blood, this damage does no great harm to the scar twin. Instead, the wounds are transferred to the person whose stolen items are currently favored by the scar twin. The scar twin eventually heals; its victim is not so fortunate. Many a horrified wife has awakened to find her husband dead from slashing tears without a known cause... and few suspects for the murder save herself.

Combat

A scar twin forced into melee attacks with a short sword or other weapon. It much prefers hiding and using its wound mimicry ability to destroy those around it.

Wound Mimicry (Ex): A scar twin tears at its own skin after possessing an item stolen from someone. The person who lost the item bears the brunt of the damage the scar twin does to its own body. Wounds open across the victim's body for as long as the scar twin possesses the victim's belonging. Both the victim and the scar twin sustain claw damage as indicated above. Scar twins will not kill themselves this way, but they often come close. Only when the victim dies or the stolen item is recovered is the link broken. The link also can be broken if the victim moves more than 10 miles from the scar twin.

Hardened Skin (Ex): A scar twin has thicker skin and a body desensitized to pain and injury from years of self-flagellation and mutilation. This provides a +2 natural armor class bonus, damage reduction 1/- as indicated above and also gives the scar twin increased resistance to critical hits. Whenever an opponent threatens a critical on a scar twin, the scar twin is treated as having a +5 bonus to its AC for purposes of the second roll to determine if the threatened critical was indeed a critical hit.

Seeker's Bane

	Medium-Size Undead (Incorporeal)
Hit Dice:	3d12 (19 hp)
Initiative:	+0
Speed:	30 ft.
AC:	11 (+1 deflection)
Attacks:	*Chill touch* +1 melee touch
Damage:	*Chill touch* 1d6 and possible Strength damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Undead, incorporeal
Saves:	Fort +1, Ref +1, Will +4
Abilities:	Str –, Dex 10, Con –, Int 14, Wis 10, Cha 10
Skills:	Bluff +4, Intimidate +2, Listen +4, Search +2, Spot +3
Feats:	None
Climate/Terrain:	Any underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	4–6 HD (Medium-size)

Description

For every adventurous soul who finds his way into a ruined tower and returns laden with riches, there are an unknown number who suffer a terrible fate, slain by lurking monsters or caught in lethal traps. A seeker's bane is the spirit of one of these lost adventurers, twisted and embittered by its lonely death. These malicious spirits haunt the broken halls and darkened caverns where they died and seek to trick other adventurers into suffering a similar fate.

After long years of lingering near its once-living body, a seeker's bane becomes intimately familiar with the details — and hidden perils — of its environment. It knows what monsters make their lairs nearby, where traps are hidden and how they are sprung, or where to step when crossing a narrow ledge to avoid falling into the chasm below. Later, when other eager and adventurous souls find their way into the spirit's demesne, the seeker's bane uses its illusory powers to lure the adventurers to their deaths.

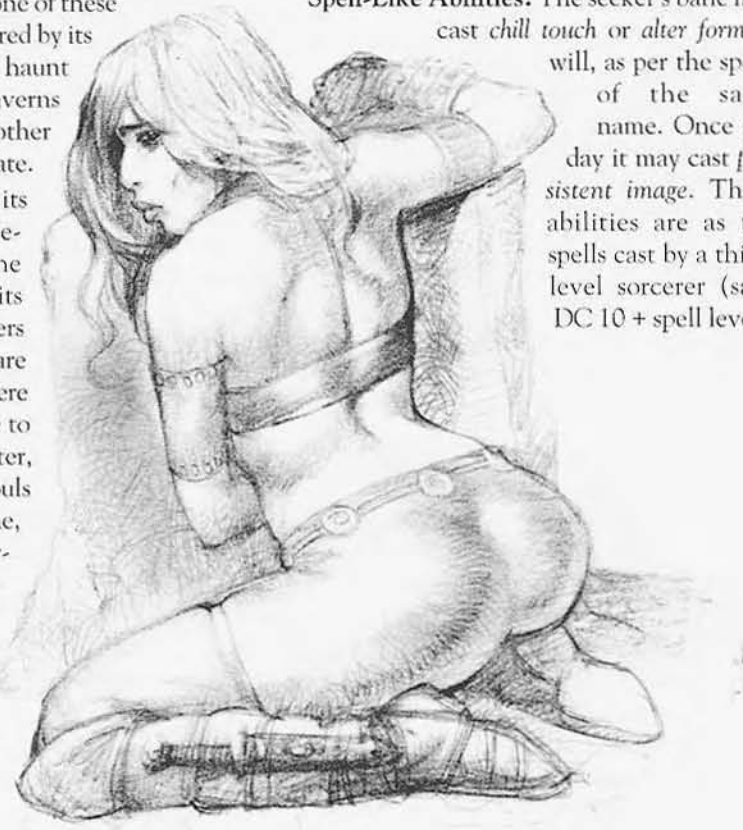
Combat

The seeker's bane avoids direct combat, instead singling out an individual and altering its shape to win that person's compassion or trust. The spirit might appear as a wounded fellow adventurer pleading for help, or an attractive stranger requesting help in return for treasure or items. Then the seeker's bane leads the adventurer away from the rest of the party, using its illusory powers to guide the victim over a precipice, onto a boobytrap or into a monster's lair. The spirit often casts convincing illusions over waiting monsters, causing them to appear to be injured adventurers or corpses. Many of the more intelligent monsters, such as orcs or bugbears, come to learn the spirit's habits and often play along with its subterfuge as much as they are able. Once the trap is sprung, the spirit retreats to a safe distance, feeding on the negative energy generated by the victim's suffering.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage from a corporeal source (except magical force effects). Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Spell-Like Abilities: The seeker's bane may cast *chill touch* or *alter form* at will, as per the spells of the same name. Once per day it may cast *persistent image*. These abilities are as the spells cast by a third-level sorcerer (save DC 10 + spell level).



Shackledeath

	Large Outsider (Evil, Lawful)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	17 (-1 size, +3 Dex, +5 natural)
Attacks:	2 Claws +10/+5 melee, 4 shackles +5 melee
Damage:	Claw 1d6+5, shackle see below
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Shackle, punishment
Special Qualities:	Immunities, damage reduction 10/+1, spell resistance 5, resistance, see in darkness
Saves:	Fort +7, Ref +8, Will +10
Abilities:	Str 20, Dex 16, Con 15, Int 16, Wis 16, Cha 16
Skills:	Concentration +10, Escape Artist +8, Knowledge (arcana) +9, Knowledge (law) +12, Listen +11, Move Silently +8, Search +11, Sense Motive +12, Spot +11, Wilderness Lore +6
Feats:	Iron Will, Track
Climate/Terrain:	Any land and underground
Organization:	Solitary or punishment squad (2-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always lawful evil
Advancement Range:	7-12 HD (Large); 13-18 HD (Huge)

Description

Easily mistaken for undead, shackledeaths are actually extraplanar creatures in service to Chardun. They resemble tall humanoid skeletons with green glowing eyes. Their collarbones are abnormally long and thick, extending roughly two feet from each shoulder. From each of these collarbones hang two chains, each about six feet in length. These chains end in manacles or shackles of black iron. Shackledeaths sometimes wear the tattered remains of what may once have been robes worn by clerics of Chardun. They walk with a shambling gait that belies their speed and agility.

Shackledeaths enforce the will of Chardun in the mortal world and act as enforcers and executioners of people that offend the god or fail in their duties to him. They are often sent to punish rather than kill; Chardun is a deity of oppression rather than wanton slaughter. Offenders are left with their lives and the knowledge of what awaits them should they fail again. It's possible that truly devout or zealous followers of Chardun have been granted the service and aid of shackledeaths, and keep them as guardians. The Slaver is particularly watchful of these blessed minions, however. They might be prominent among his followers, but they also have farther to plummet if they fall from grace. Chardun tolerates no sympathy or compassion among his elite and expects his shackledeaths in the service of such turncoats to deliver punishment.

Legend has it that many different kinds of creatures similar to shackledeaths exist beyond the realm of the Scarred Lands. If these stories are true, even more terrible creatures may afflict the world's people. Only time will reveal the truth of the matter.

Though they hardly ever speak, shackledeaths are fluent in Common, Celestial, Infernal and Abyssal.

Combat

Shackledeath duties usually involve crippling or intimidating rather than inflicting lethal injuries. They have no qualms about killing if they feel the need, however, such as when a follower of Chardun defies the punishment he deserves. Shackledeaths are fanatically dedicated to their work and do not retreat unless they face utter defeat. In such cases, they are intelligent enough to fall back in order to regroup, but they always seek alternative ways to fulfill their missions, watching and stalking their victim for all his natural days if need be.

Shackle (Ex): A creature hit by a shackledeath's chain attack is considered caught in lieu of suffering damage. The manacle at the end of the chain clasps around the victim's arm or leg. A trapped victim's movement is impaired, reducing it by one-quarter for each chain attached to him, resulting in a -1 penalty to all attack rolls and skill checks for each shackle (for each shackle attack that has struck him). A person caught in the monster's shackles may free himself by succeeding at a Strength check (DC 18) per manacle. Trying to break free is a partial action.

Punishment (Sp): Trapping an opponent in a manacle allows a shackledeath to use its magical powers on him. As a standard action, a shackledeath may use one of the following spell-like abilities on a shackled creature, depending on how many shackles in which it is caught. Persons caught in a single manacle are subject to *chill touch*, *ghoul touch* or *blindness/deafness*. Two shackles: *vampiric touch* or *contagion*. Three shackles: *bestow curse* or *hold monster*. Four shackles: *finger of death*. These spells are treated as if cast by an 8th-level sorcerer. Availability of effects is cumulative; a shackledeath with three manacles on a victim can apply any spells for having one, two or three chains on that target.

Immunities (Ex): Shackledeaths are immune to cold and poison. Furthermore, a shackledeath's skel-

etal form takes only half damage from piercing or slashing weapons.

Resistance (Ex): Shackledeaths have acid resistance 20.

See in Darkness (Su): Shackledeaths have the supernatural ability to see perfectly in darkness of any kind, even in *deeper darkness* spells.

Shadow Lord

	Medium-Size Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (good)
AC:	15 (+2 Dex, +3 deflection)
Attacks:	Incorporeal touch +4 melee
Damage:	Incorporeal touch 1d6+2 temporary Strength
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Strength damage, create spawn
Special Qualities:	Undead, incorporeal, awaken shadow, shadow puppet, summon shadows, +4 turn resistance
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str —, Dex 15, Con —, Int 12, Wis 13, Cha 16
Skills:	Disguise +11, Hide +10, Intuit Direction +8, Knowledge (religion) +8, Listen +8, Spot +8
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	6-12 HD (Medium-size)

Description

The origins of shadow lords are uncertain. A variety of explanations are suggested by sages, necromancers and others interested in such things — or who even know that these beings exist. Some claim they are the spirits of members of the infamous Cult of Ancients. These assassins made a pact with Belsameth in life to continue to serve her in death. Others suggest, though discreetly, that a terrible accident at Hollowfaust (or an intentional event at Glivid Autel) allowed the release of particularly malicious ghosts. Finally, it's believed that once in the Scarred Lands' two full moons, someone is born whose hatred is so great that he makes it his life's work to snuff out the lives of others — and continues to do so from beyond the grave.

Shadow lords wield great power over darkness and have the ability to summon or create undead shadows to serve them. It would seem that shadow lords are jealous of the living, their physical forms and their possessions. Lords often covet the same things they did in life — sex, wealth or power — and hunt and kill those who exemplify those qualities. It's as if the lords find some satisfaction in assuming the shadow forms of such people, and even more in killing victims after "walking a league in their shoes," so to speak.

Shadow lords can understand the languages they knew when alive, typically Common, and can speak in a soft whisper.

Combat

Shadow lords are twisted, evil beings composed of darkness. They can assume the shape of any medium-sized creature's mundane shadow, but their evil

nature tends to reveal itself by the subtle twisting and warping of the image's form. Though difficult to perceive in the dark, lords are apparent under bright light. Unlike their lesser brethren, they are cunning in their attacks.

Shadow lords rarely attack spontaneously or immediately. They usually stalk a target. When an opportunity presents itself, they awaken the target's normal shadow, command it to leave and then take its place. A lord usually waits until a target is in a dark area or is otherwise occupied before impersonating his shadow. A mimicking lord learns everything it can about a target — where he lives, who his associates are, what his profession is — before acting. When a lord believes its subject is most vulnerable — far from help, at night and perhaps already injured — the lord creates and summons undead shadows to attack, or it possesses the target and leads him to his doom.

Strength Damage (Su): With a successful touch attack, a shadow lord causes 1d6+2 points of temporary Strength damage to a creature. A creature reduced to zero Strength dies.

Create Spawn (Su): A humanoid reduced to zero strength by a shadow lord rises as a shadow (see *core rulebook III*, p. 161) in the next round and is under the shadow lord's control.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures or +1 or better magic weapons or magic and has a 50% chance to ignore any damage for a corporeal source. Can pass through solid objects at will and its own attacks pass through armor. Always moves silently.

Awaken Shadow (Su): A shadow lord can awaken another creature's mundane shadow, turning it into an undead shadow under the lord's control. This power has a range of 30 feet and can be used once per hour as a free action. The living target must succeed at a Fortitude save (DC 13) to resist, whether he knows that his shadow is endangered or not. A creature bereft of a shadow suffers a -2 luck penalty to saving throws, ability checks and skill checks until his negative image is reclaimed. A *lesser restoration* spell is sufficient to restore a person's shadow. If a subject's undead shadow still exists when *lesser restoration* is cast, that undead shadow is destroyed.

Shadow Puppet (Su): A shadow lord can attempt to physically control the movements of any creature whose shadow it has replaced and mimicked for a least an hour. The living subject is forced to follow to the shadow lord's movements, which can be self-destructive, unless she succeeds at a Will save (DC 13). This power can be used only once per hour, persists for 1d4 rounds and is a regular action.

Summon Shadows (Su): A shadow lord can summon 2d6 undead shadows (if there are that many within the power's 500-foot range). The summoned shadows are under the lord's control for 10 minutes. After this time, the shadows are released and probably return to their original locations. This power can be used once an hour as a free action.

Shadowcat

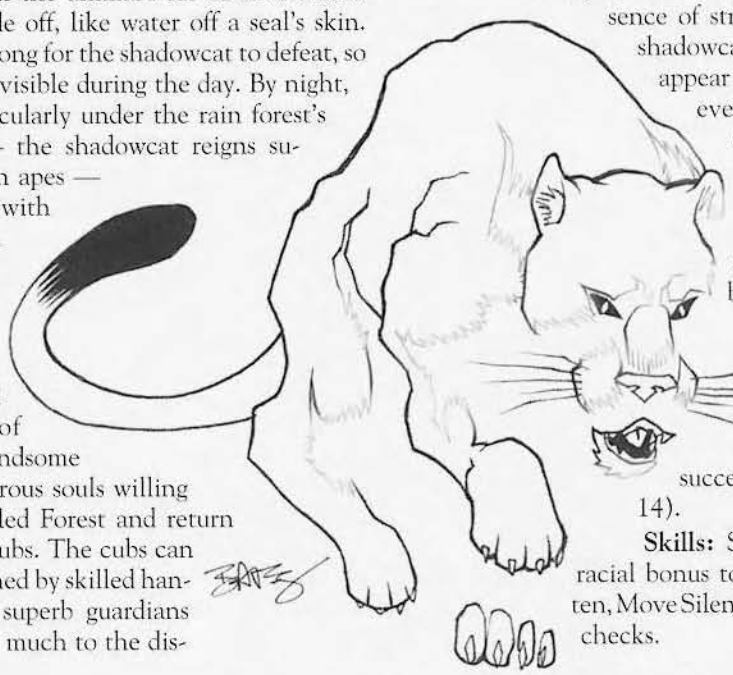
	Medium-Size Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +4 melee, 2 claws -1 melee
Damage:	Bite 1d6, claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Suffocating jaws, improved grab
Special Qualities:	Natural invisibility, scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 11, Dex 15, Con 13, Int 6, Wis 10, Cha 8
Skills:	Balance +6*, Climb +10*, Listen +8*, Move Silently +8*, Spot +4, Swim +2, Wilderness Lore +5*
Feats:	Improved Initiative
Climate/Terrain:	Warm forest
Organization:	Solitary, daytime pack (2-6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	5-8 HD (Large)

Description

The cunning and deadly shadowcat ranks among the most dangerous nocturnal predators that stalk the Fouled Forest and other wooded areas of the Scarred Lands. By day, these gray felines lounge in the highest branches of the rain forest's mammoth trees, digesting the previous night's meal. Once the sun has set, however, the shadowcats slip to the forest floor, ready to hunt — and disappear from sight.

Learned men from the Phylacteriv Vault in Darakeene have long puzzled over the shadowcat's peculiar form of natural invisibility; it is widely held that something in the animal's fur or hide allows weak light to slide off, like water off a seal's skin. Sunlight is too strong for the shadowcat to defeat, so the feline is fully visible during the day. By night, however — particularly under the rain forest's heavy canopy — the shadowcat reigns supreme, preying on apes — and humans — with equal proficiency.

Because of the shadowcat's intelligence and unique capabilities, the rich and powerful of Darakeene pay handsome prices to adventurous souls willing to brave the Fouled Forest and return with shadowcat cubs. The cubs can be raised and trained by skilled handlers to become superb guardians and hunting cats, much to the dismay of Darakeene's furtive thieves' guilds. A young cub in good health can fetch as much as 1,000 gp in the Darakeene markets, though would-be shadowcat dealers should beware — mothers who lose their cubs have been known to track thieves across hundreds of miles and into cities to seek revenge.



Combat

Shadowcats rely on their invisibility to creep up on their prey unawares and strike from behind, knocking their prey to the ground and locking their jaws around the victim's throat. Like most predatory felines, the shadowcat suffocates its prey by strangling it with its bite.

Shadowcats hunt alone, but by day they congregate in packs, lounging on the wide branches of enormous trees and seeking protection in numbers. Shadowcat cubs are carried into the trees by their mother and kept safe in hollow parts of the tree bole. If threatened, the cats operate as a group, using their superior dexterity and climbing ability to launch hit-and-run attacks on opponents. Female shadowcats rally to defend their cubs and abandon the young only when they themselves are close to the point of death. This is by no means the end of the battle, however; the mothers retreat to lick their wounds and later use their superior sense of smell to track their attackers and exact revenge days or even weeks later.

Suffocating Jaws (Ex): The shadowcat kills by strangling opponents with its bite. If the shadowcat succeeds with its improved grab grapple attack, the victim loses 2 temporary Constitution points per round thereafter as long as the grapple continues. Lost Constitution returns at a rate of one point per five minutes once the victim is free of the choke.

Natural Invisibility (Su): The Shadowcat has a powerful form of natural invisibility that makes it a deadly and efficient predator. In the absence of strong natural light, the shadowcat can completely disappear and remains invisible even while attacking. This ability cannot be negated by *purge invisibility* or similar effects. However, a very strong source of light, such as a bonfire or a bright, full moon causes the animal to cast a faint shadow. This shadow can be detected by a successful Spot check (DC 14).

Skills: Shadowcats gain a +4 racial bonus to Balance, Climb, Listen, Move Silently and Wilderness Lore checks.

Shadowraven (Eyes of Golthain)

	Diminutive Outsider
Hit Dice:	1/2 d8+1 (3 hp)
Initiative:	+5 (Dex)
Speed:	Fly 60 ft. (good)
AC:	23 (+4 size, +5 Dex, +4 natural)
Attacks:	Peck +10 melee, 2 claws +5 melee
Damage:	Peck 1 point; claw 1 point
Face/Reach:	1 ft. by 1 ft./1 ft.
Special Attacks:	Shadow venom
Special Qualities:	Darkvision 120 ft., ethereal jaunt
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 1, Dex 21, Con 12, Int 10, Wis 13, Cha 13
Skills:	Gather Information +5, Hide +10, Listen +10, Move Silently +8, Read Lips +3, Spot +12
Feats:	Flyby Attack, Weapon Finesse (claw), Weapon Finesse (peck)
Climate/Terrain:	Any land
Organization:	Flock (10-40)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	1-2 HD (Tiny)

Description

Shadowravens are tiny birds swathed in darkness. Blood-red eyes glimmer within the folds of midnight that make up their forms. Wisps of shadow drift from their wings. Their exact form is vague and indistinct because they straddle the barrier between this world and the ethereal realm. Perhaps only an observer from that plane could describe the creatures accurately.

Whether shadowravens were originally natives of the Ethereal Plane or from some darker domain is unknown. Long before his imprisonment by the gods, the titan Golthain the Faceless transformed mundane birds into the disturbing creatures that darken the skies of the Scarred Lands today. These "animals" were once Golthain's senses, his eyes and ears in the outside world. Wherever his influence was plied, a flock of shadowraven could be found close by.

Nowadays, shadowravens can be found everywhere across the Scarred Lands. Indeed, they may have increased their number by mating with dread ravens. The shadow birds' mournful cries can be heard echoing at night as they seek out their lost master. Large gatherings of shadowravens can be seen swooping overhead or listening within trees at important gatherings or events among land-bound races. "Lest not the ears of Golthain hear you" is a popular saying in some regions, as a reminder of discretion when secrets are told or private matters are discussed.

Were it possible for the Faceless One to still receive information learned by his creations, he might be the most informed of all the defeated titans. That could make him either a force for good or ill in the world, depending on whether he still feels any empathy for living beings or is abused by his titan brethren and robbed of what he knows — assuming any other titan's influence can even reach Golthain these days.

Shadowravens understand any number of worldly languages but cannot speak.

Combat

Shadowravens do not normally attack targets; they gather and observe rather than perform strikes. If they are assaulted, they typically fly away or seem to leave the physical realm altogether. If left no options, they swarm oppressors, using their claws and beaks to slash and tear. It's theorized that the birds can communicate telepathically since they seem to respond to each other's actions and movements flawlessly, or maybe their collective intellect is actually that of their creator.

Shadowravens do not like brilliant lights. Sudden flashes can scare them away.

Shadow Venom (Su): A shadowraven's claws and beak are coated with an unnatural poison. Damage inflicted by a shadowraven cannot be healed magically.

Ethereal Jaunt (Su): A shadowraven can shift from the Ethereal to the Material Plane and back again as a move-equivalent action (or as part of a move-equivalent action). This capability is otherwise identical to the spell *ethereal jaunt* as cast by a 15th-level sorcerer.

Shard Spider

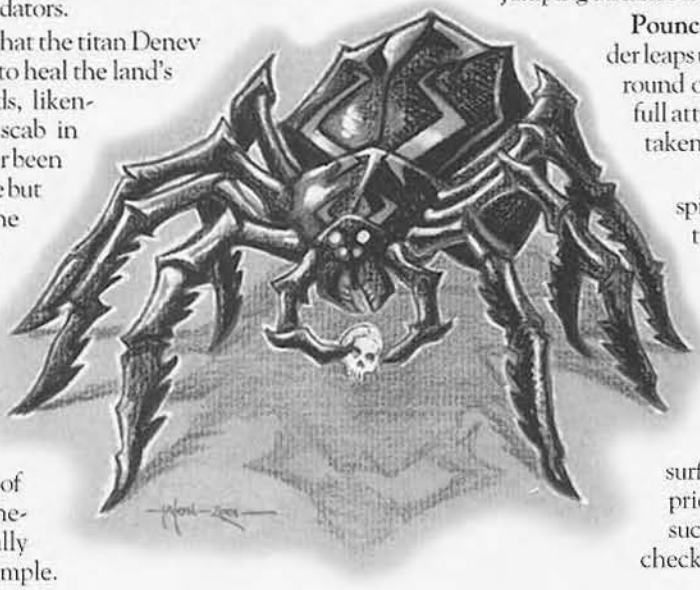
	Large Magical Beast (Earth)
Hit Dice:	6d10+12 (45 hp)
Initiative:	+4 (-1 size, +1 Dex, +4 Improved Initiative)
Speed:	40 ft., climb 20 ft (30 ft. on web)
AC:	22 (-1 size, +1 Dex, +12 natural)
Attacks:	Bite +13 melee, 2 claws +9 melee
Damage:	Bite 2d8+7, claws 1d6+5 (x4 critical)
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Hardened body
Special Qualities:	Camouflage, leaping, pounce, climbing, damage reduction 5/+1
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Spot +4, Hide +4/+14*, Jump +8/+18†
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Any land except marshes and underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	7-12 HD (Large)

Description

Some years after the Titanswar ended, these strange beasts appeared in those lands that suffered the most terrible devastation. The shard spider is shaped much like a tarantula, but its body is protected by a stony shell. The shell can be gray or black, and its surface is uneven and jagged. From a distance, the shard spider looks as if it were assembled from a pile of sharp stone fragments. Its mandibles are reinforced with metal and fearsomely sharp.

Shard spiders make their homes in the many chasms and rents that now mar the surface of the Scarred Lands. They spin dense metallic webs deep in these rifts but use these webs as homes rather than traps. The spiders obtain food through hunting, and they can be truly ferocious predators.

Sages speculate that the titan Denev created shard spiders to heal the land's most grievous wounds, likening their webs to a scab in flesh. They have never been found to lair anywhere but an unnatural rift in the earth's crust, such as around Corean's Cleft, although their webs are sometimes found deep underground in such areas. The substance of their webs is of great interest to alchemists, who will usually pay well for a fresh sample.



Combat

Shard spiders prefer to lurk in rocky terrain near their webs, waiting for prey, but are often forced to range far for their food. When found near their webs, they hide in the rocks and initiate combat by leaping at their prey. If there are many opponents, they sometimes try to bull rush one into the chasm and onto their webs. When encountered farther from home, they are more cautious in their attacks. A shard spider will run away if it finds itself severely pressed.

Creatures who fall into a shard spider's web take an extra 2d6 damage due to the slashing action of strands. Metallic armor reduces the extra damage to 1d6. Climbing through the web is very difficult to do without taking damage; treat the web as if it were a field of caltrops (see *core rulebook I*, p.107) for purposes of movement, except that both hand and foot protection is required.

Although the spiders do not collect treasure, their mandibles are nearly as hard as adamantine and each one can be made into a hafted weapon equivalent to a +2 battleaxe (this bonus is not magical in nature).

Hardened Body (Ex): A shard spider's stony armor gives it damage reduction 5/+1. The spider's legs are tipped in stronger stone and are as effective as picks at piercing armor, so its claw attacks have a x4 damage multiplier on critical hits. Finally, the spider's mandibles are sheathed in a metallic secretion as hard as adamantine and are equivalent to +2 weapons. These bonuses are already figured into the statistics given above.

Camouflage (Ex): *A shard spider can crouch down and take on the appearanceof a rubble pile. This camouflage effectively gives it a +10 bonus to Hide checks in appropriate landscapes.

Leaping (Ex): †A shard spider has greater strength for jumping than it does for combat and gains a +4 racial bonus to the Jump skill (already figured into the statistics given). Once per minute, it can gather itself for a truly prodigious leap. This leap is a full round action, but the spider gains an additional +10 to the roll and its jumping distance is not limited by its height.

Pounce (Ex): If the shard spider leaps upon a foe during the first round of combat, it can make a full attack, even if it has already taken a move action.

Climbing (Ex): A shard spider can climb even vertical surfaces at half its normal movement rate, with no skill roll required. It accomplishes this by using its legs as pitons, driving their sharp points into the surface. The spider can be pried off the wall with a successful opposed Strength check.

Shockbat

	Large Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+6 (Dex)
Speed:	20 ft., fly 40 ft. (good)
AC:	18 (-1 size, +6 Dex, +3 natural)
Attacks:	Bite +5 melee; electrical attack +5 melee touch; sonic attack +8 ranged touch
Damage:	Bite 1d8+4
Face/Reach:	10 ft. by 5 ft./5 ft.
Special Attacks:	Electrical attack, sonic attack
Special Qualities:	Blindsight, electricity immunity
Saves:	Fort +7, Ref +10, Will +0
Abilities:	Str 17, Dex 22, Con 17, Int 4, Wis 9, Cha 6
Skills:	Listen +11*, Move Silently +6, Spot +5*
Feats:	Flyby Attack
Climate/Terrain:	Temperate and warm desert, forest, hill, plains and underground
Organization:	Solitary or colony (3-24)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	5-6 HD (Large); 7-12 HD (Huge)

Description

Shockbats are a particularly aggressive species that hide in the caverns and canyons of the Scarred Lands. They are gigantic, black-furred bats with dark, feral eyes. While they fly, shockbats are surrounded by crackling blue clouds of electrical energy. These creatures are also dangerous because of their powerful sonar, which can be used offensively to stun targets, leaving them vulnerable to attack.

Shockbats are wild and virtually untamable, but certain cavern hags have succeeded in persuading nearby shockbats not to attack them so long as they provide the creatures with a steady supply of food.

Highly territorial and carnivorous, shockbats move into an area and begin to attack prey — initially wild animals and livestock. Once these are exhausted, the shockbat colony begins to prey on local humanoids, preferring the taste of humans and elves over other humanoid prey.

Combat

Initially, shockbats use their sonic attack to stun prey, then swoop in to attack with their electrical discharge, killing or disabling their victim. The swarm then descends to feed. Dead victims are quickly stripped of flesh, while living opponents are dispatched with fierce bite attacks.

Blindsight (Ex): Shockbats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate all corporeal objects and creatures within 120 feet. A *silence* spell negates this ability and forces the shockbat to rely on its weak vision, which has a maximum range of 10 feet.

Electrical Attack (Ex): If a shockbat makes a successful touch attack, its target takes 3d6 points of electrical damage. This damage is halved if the victim succeeds at a Reflex saving throw (DC 15). The shockbat can discharge this attack once every 10-40 minutes.

Sonic Attack (Ex): Each round, a shockbat can turn its natural sonar against a single target. This is a ranged touch attack and a sonic effect. The victim of such an attack must make a Fortitude saving throw (DC 16) or be stunned for 1d3 rounds (see *core rulebook II*, page 85).

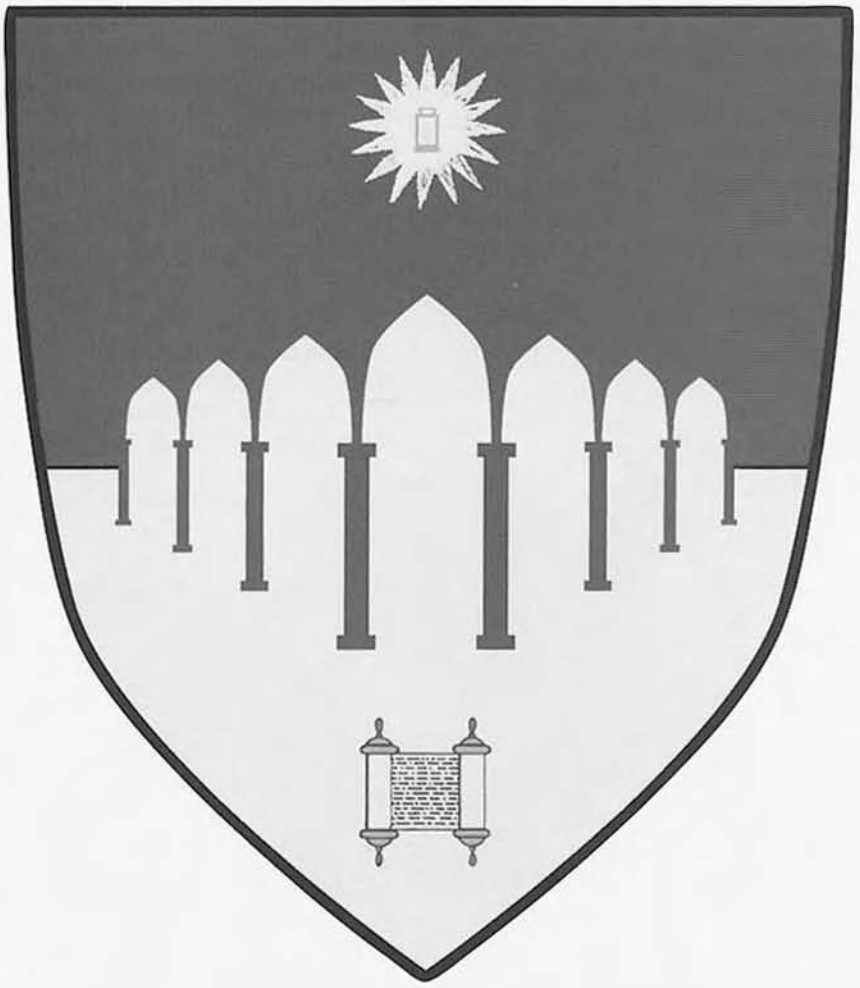
Skills: *Shockbats receive a +4 racial bonus to Listen and Spot checks. This bonus is lost if its blindsight is negated.

Siege Undead

Description

"Siege undead" is a collective term for three different types of undead creatures that may be crafted from a single corpse. The formulae for creating these creatures was supposedly developed by Yrgdryth, a priest of Belsameth, during a particularly long and protracted siege. While the name of the caster is known, the details of the battle are strangely lost (which may say more about the efforts of the wizard to claim authorship for the technique and glory for the presumed victory that anything about the memory of men). The best known version of the story places Yrgdryth inside a fortress on the plains that have since become the Mounds of Man. Hordes of titanspawn attacked in unending waves, and the divine defenders were able to continue to repulse the attacks only because of the economical creation of replacement forces the wizard's process allowed. The fact that these replacements were undead also allowed the still living among the defenders to more easily ration the dwindling food supplies.

In order to maximize the value of each dead soldier who was raised to fight again for the Divine Army, Yrgdryth devised this unique methodology for fashioning three undead soldiers from a single cadaver, all three of which are raised with a single casting. To date, few people have replicated this feat, and no one has discovered a way to apply this procedure to anything but a human corpse, although rumors frequently circulate about advances in this technique within the walls of Hollowfaust.



Siege Undead, Boneman

	Medium-Size Undead
Hit Dice:	2d12 (13 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	16 (-1 Dex, +1 natural, +2 shield, +4 armor)
Attacks:	Sword +1 melee; or 2 swords +1 melee
Damage:	Sword 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Undead, immunities
Saves:	Fort +0, Ref -1, Will +3
Abilities:	Str 10, Dex 9, Con —, Int 5, Wis 10, Cha 10
Skills:	Climb +5, Listen +4, Spot +5
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Battalion (2-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	3-4 HD (Medium-size)

Description

Perhaps the least unusual of the siege undead, bonemen are often mistaken for normal skeletons, although there are some differences, the most obvious of which is that bonemen are usually held together with nails, rivets and bits of wire. To create a boneman, a cadaver's entire skeleton must be very carefully removed from the body with the least possible damage to the skin and musculature. Any cartilaginous or soft-tissue attachments must be strengthened or replaced, usually with wire or nails.

Even so, bonemen are fairly jerky and uncoordinated, but since the brain of the cadaver remains within them, they at least possess a rudimentary intelligence and are capable of following somewhat complex orders, initiating independent actions and formulating simple combat tactics and strategies. Despite their lack of coordination, the absence of bulky muscle tissue makes them surprisingly fast, and they can easily outrun an average man.

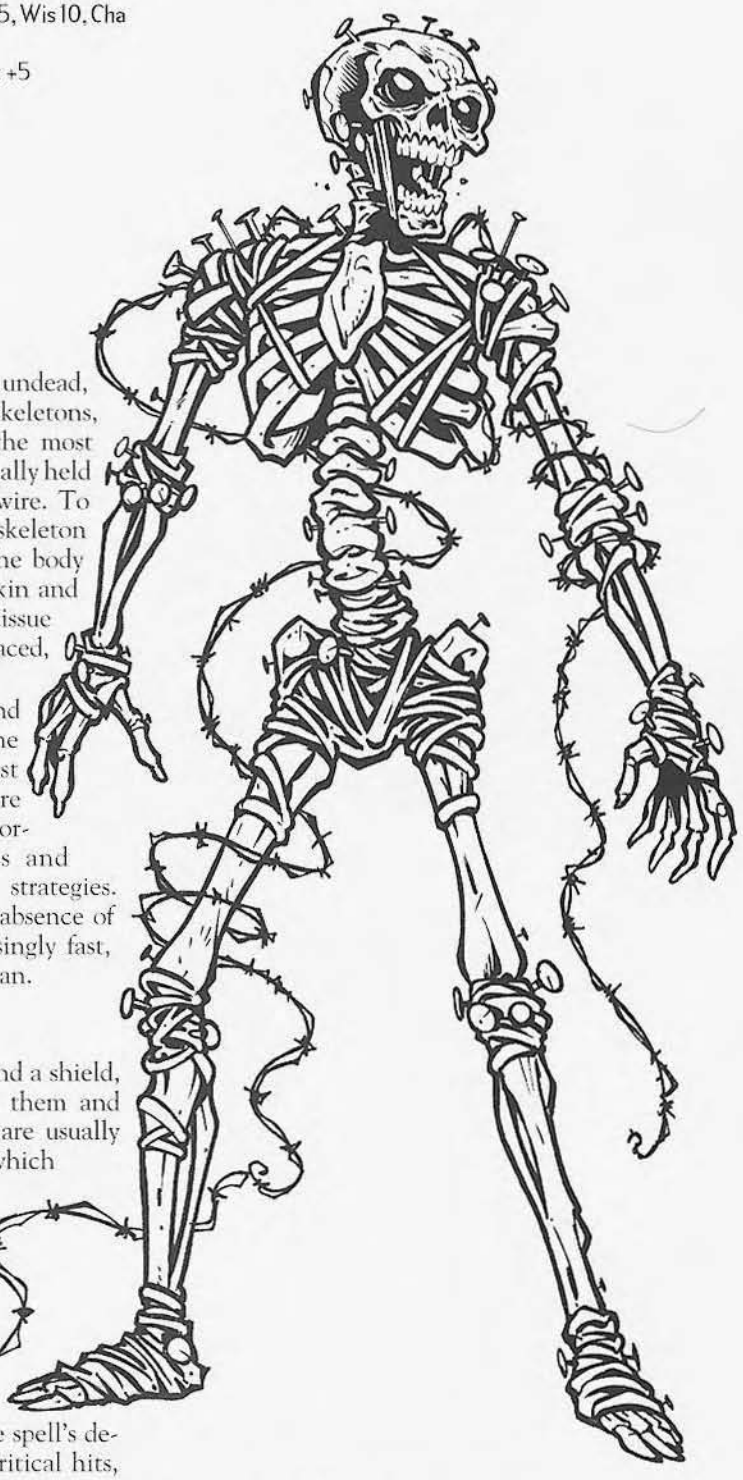
Combat

Bonemen are armed with a sword and a shield, which are both permanently wired to them and cannot be dropped or disarmed. They are usually dressed in bits and pieces of armor, which generally average out to an AC 4.

Adversaries who are used to fighting normal skeletons find bonemen to be swift and cunning opponents, at least as far as undead are concerned.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).

Immunities (Ex): Bonemen have cold immunity. Because they lack flesh or internal organs (except the brain), they take only half damage from slashing weapons and only half damage from piercing weapons, unless the hit is a critical (in which case it's assumed to have pierced the skull and injured the brain).



Siege Undead, Meatman

	Medium-Size Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+0
Speed:	30 ft.
AC:	16 (+2 natural, +4 armor)
Attacks:	2 Blades +7 melee
Damage:	Blade 1d6+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rend
Special Qualities:	Frightful presence, undead
Saves:	Fort -2, Ref +1, Will +4
Abilities:	Str 20, Dex 10, Con —, Int —, Wis 4, Cha 10
Climate/Terrain:	Any land
Organization:	Battalion (2-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	5-8 HD (Medium-size)

Description

The creation of a meatman requires a cadaver's skin to be peeled off and then the entire skeleton to be very carefully removed from the body with the least damage to the musculature. The bones are then replaced, either with wooden rods or metal bars (the latter being the more common) and the muscles sewn back up. The whole body is then tightly bound up with wire or rope to keep the sutures from splitting as the thing exerts itself. To avoid the complications of trying to replace the delicate bone structure of the hands, they are instead replaced with rough iron blades, which are attached directly to the artificial skeletal structure to enhance their durability.

From a distance, a meatman may be mistaken for a normal man holding a blade, particularly if it is wearing concealing armor, but at closer range, the rotten stench is a dead giveaway, even if the skinless body is hidden.

Combat

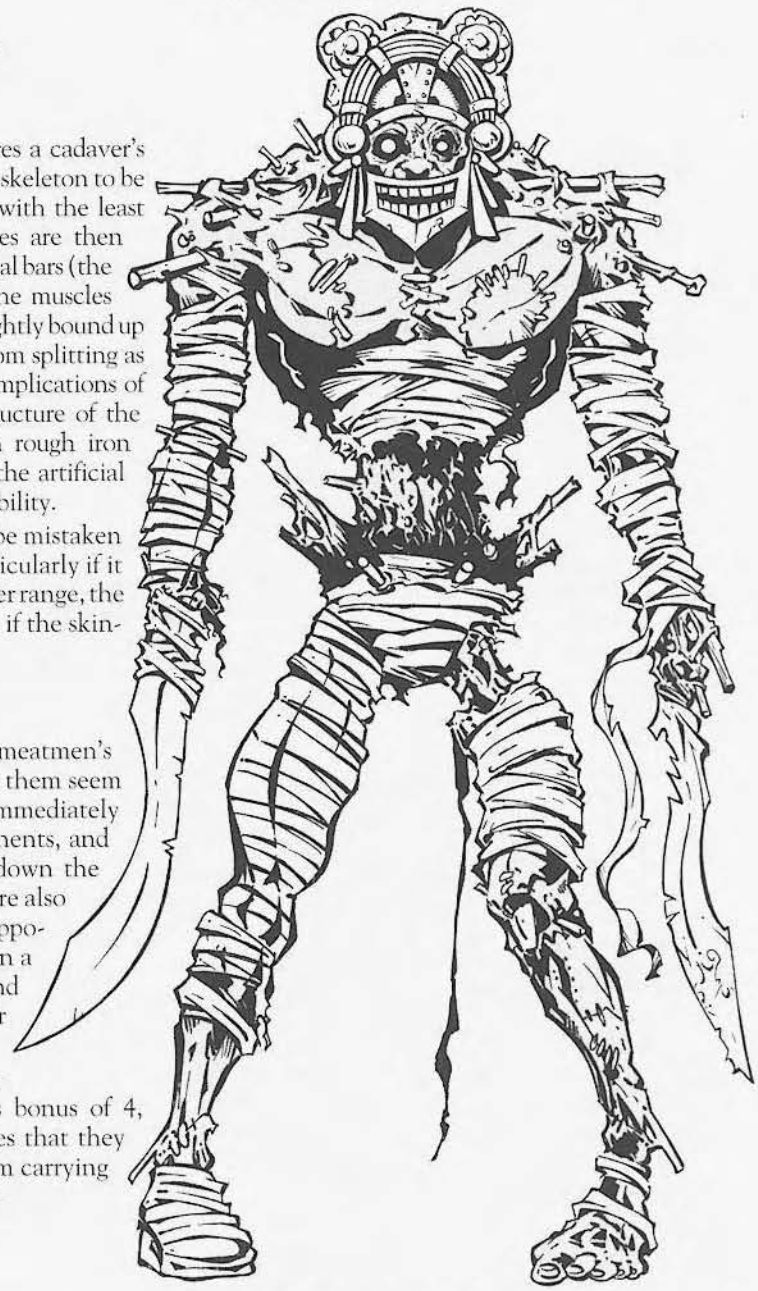
Though they have no intelligence, meatmen's mindless hunger for living flesh makes them seem to enjoy combat, and they can be set immediately to that task. They are gruesome opponents, and their vile appearance tends to wear down the resolve of their opponents. Meatmen are also tenacious foes, hacking away at any opponent they can reach in combat. If given a chance to attack two targets in a round rather than one, they will always opt for attacking both targets.

Meatmen are normally clad in bits of armor, which give an armor class bonus of 4, equivalent to a chain shirt. The blades that they possess in place of hands preclude them carrying any other weapons or bearing a shield.

Rend (Ex): If a meatman hits a single target with both blades, it twists and tears at the target. This attack automatically deals an additional 2d6+7 damage.

Frightful Presence (Ex): Anyone who has fewer levels or hit dice than the meatman may be become *frightened* (see p. 84 in *core rulebook II*) for 5d6 rounds unless she makes a Will save (DC 12). Any opponent who successfully saves is immune to the fear effect of any meatman for a day.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).



Siege Undead, Sandman

	Medium-Size Undead
Hit Dice:	5d12 (32 hp)
Initiative:	-3 (Dex)
Speed:	20 ft.
AC:	10 (-3 Dex, +3 natural)
Attacks:	Slam +5 melee, 2 punches +0 melee
Damage:	Slam 1d8+3; punch 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blinding
Special Qualities:	Undead, immunities
Saves:	Fort +1, Ref -2, Will +0
Abilities:	Str 16, Dex 5, Con —, Int —, Wis 2, Cha 10
Climate/Terrain:	Any land
Organization:	Battalion (2-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	6-8 HD (Medium-size)

Description

To create a sandman, an entire skeleton must be very carefully removed from a cadaver with the least damage to the skin. The skin is then carefully sewn back up, including all orifices save for the mouth, and the seams are vigilantly sealed with tar or wax. The whole thing is then filled with a mixture of wet sand and small stones and the mouth is sewn shut and sealed. The small stones mixed in with the sand tend to jam up around lacerations, helping to seal the wound and preventing the escape of too much sand. The result of this process is an undead that is slow and bulky but extremely tough.

Combat

Sandmen are utterly mindless and will indifferently attack anyone who comes within melee range. When pointed in a direction and given a shove they will continue to amble off in that direction until stopped or destroyed. A common tactic is to point dozens of sandmen at enemy lines to lumber mindlessly forward, ignoring enemy missiles and breaking the opponent's formation.

The primary attack of a sandman is a body slam, followed by a series of pummeling attacks. Sandmen never carry weapons.

Blinding (Ex): When a sandman has been wounded, it sprays sand out of the wound at the enemy that struck it. The target must make a Reflex save (DC 10) to avoid being *blinded* for 1d4 rounds. The maximum range of the spray is 10 ft.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).

Immunities: Sandmen suffer only 1 hit point of damage from piercing melee weapons and suffer no damage at all from blunt weapons. Piercing missile weapons such as arrows, bolts and javelins become stuck in the Sandman and also do no damage.

Skein

	Medium-Size Monstrous Humanoid
Hit Dice:	8d8+24 (60 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	30 ft., climb 30 ft.
AC:	15 (Dex)
Attacks:	Webs +13/+8 ranged; or 2 claws +11/+6 melee
Damage:	Webs entangle (see below); or claw 2d4+3 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, razor web, poison
Special Qualities:	Spell-like abilities, immunities, darkvision 60 ft.
Saves:	Fort +9, Ref +11, Will +3
Abilities:	Str 16, Dex 21, Con 17, Int 15, Wis 13, Cha 12
Skills:	Balance +8, Bluff +4, Climb +8, Craft (weaving) +5, *Hide +10, Intimidate +4, Jump +6, Listen +6, Move Silently +4, Spot +5
Feats:	Alertness, Dodge, Improved Initiative
Climate/Terrain:	Any marsh
Organization:	Clutch (4)
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement Range:	9-10 HD (Medium-size); 11-12 HD (Medium-size)

Description

Three generations ago, the city of Hedrad suffered one of its greatest humiliations when it was discovered that the ruling theocracy had fallen under the sway of one member's wife, Angal Lonin. The selfish, petty woman was displeased with the way her husband and his three peers ran the city, believing that the letter of many of its laws was too restrictive and denied her the luxuries befitting her station. Feeling oppressed, Angal convinced the wives of the city's other three high priests to influence their spouses for greater liberties and special treatment above the citizens. The priests were resilient at first, but wore down in time and allowed their wives latitudes to placate them. When Hedrada himself learned of the indiscretion among his representatives — in his chosen city, no less — he struck the high priests blind and banned them from office. As punishment for the women's intrigues, he cursed them with the forms of web-spinning spiders and allowed the people of Hedrad to drive the creatures from their streets. The women, dubbed the skeins, fled to the outlands and eventually found shelter in the Mourning Marshes.

Hedrada's unflinching decree has made for an equally rigid sentence. The women still exist today, decades later, and have learned to accept their exile and miserable surroundings. Indeed, their demeanor and spirit has grown as harsh and unyielding as the fen in which they live — and as stern as the Judge himself.

Travelers foolish enough to do so can still find the skeins within the depths of the marshes, perhaps among the dry mounds in which they have carved out caves and tunnels. It seems the spider-women live in the burrows — though the trees above the muck are thick with webs and could hide any sort of lair.

It's impossible to tell how the skeins would receive visitors after all these years. Anyone bearing a symbol of Hedrada is sure to drive them into a frenzy. It's also possible that, free of Hedrad's stifling laws, the skeins have explored their darkest and most carnal desires and are quick to perform more with whomever they capture.

The four skeins are a grotesque merger of spider and human female. The haggard, greasy women remain bipedal, though they are stooped and have pronounced hunchbacks as if a giant spider's body rests just beneath their skin. Eight hairy spider legs protrude from the women's backs, with the feet meeting at their front. The women still travel on human legs but can now spin webs physically where they once did so metaphorically. Spider limbs also assist in climbing and grappling foes that come close enough to touch. The women tend to wear soiled and stained robes that disguise the worst of their misshapen forms.

Combat

The skeins never stand still for a fight. They prefer to study intruders from hiding and ambush them, covering interlopers with webs from the canopy above or from concealed traps dug where the ground rises above the swamp. If outnumbered, they flee altogether, but they are absolutely devoted to each other and seek to save any one of their four who might be captured or wounded.

If intruders are defeated, the skeins do not kill them. Instead, they're stung repeatedly until severely weakened and taken off one by one, in turn with each of the skeins, to be the subject of unthinkable acts.

Razor Web (Ex): A skein can shoot a strand of razor-sharp webbing from their lowest set of spider legs. This webbing can be fired up to eight times per day. This attack is similar to a net, has a maximum range of 50 feet and is effective against targets up to medium-size. A successful attack anchors a target in place and inflicts 1d8 damage on those who struggle against it as it slices into their skin. An entangled character can escape with a successful Escape Artist check (DC 19) or can break the web with a Strength check (DC 17). Each 5-foot section of webbing has 14 hit points. Skeins can move about their razor webs without any trouble.

Poison (Ex): The claws on a skein's legs nearest her head launch a debilitating poison. A creature must succeed at a Fortitude save (DC 17) for each successful claw attack. On a failed roll, 1d4 temporary Strength points are lost, which can be recovered naturally at a rate of one per day.

Spell-like Abilities: The following effects can be performed once per day, as if cast by a 12th-level sorcerer: *charm person*, *charm monster* and *jump*.

Immunities: Skeins are immune to poison.

Skills: *Skeins receive a +6 racial bonus to Hide checks because of their protective coloring.

Skeletal Host

	Medium-Size Construct
Hit Dice:	7d10 (38 hp)/+15 (skin) (53 hp)
Initiative:	+0
Speed:	30 ft.
AC:	21 (+11 natural)
Attacks:	Internal weapon +9 (2 or 6 attacks)
Damage:	Internal weapon 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Internal weapons
Special Qualities:	Absorb metal, skinsteal, darkvision 60', magic immunity, construct, damage reduction 15/+1, fast healing 1 (skin only)
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 18, Dex 10, Con —, Int 13, Wis 11, Cha 12
Skills:	Disable Device +6, Disguise +10*, Listen +4, Open Lock +4, Spot +4
Feats:	Cleave, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or group (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	7-9 HD (Medium-size), 10-12 HD (Large)

Description

A skeletal host in his natural form appears as an impossible humanoid construct, a seemingly random collection of metallic bones and struts, armor plate, crystals and so on. Most skeletal hosts wear skin and clothing stolen from other creatures in order to disguise their true nature. Only in combat will the skin rip, revealing the metal construct beneath.

Skeletal hosts are the titanspawn of Golthagga, perhaps the most subtle creations he ever managed (not that he strived for subtlety very often). They are constructs, but they are not mindless, possessing a will and purpose of their own. It is rare to encounter a "naked" skeletal host, for they have the power to flay the skin from living creatures to wear and move among them. If a skeletal host is careful, it can remain in one disguise for years.

Skeletal hosts despise "shambling meat," as they call humanoids and animals. These hateful creatures use their influence to cause the greatest harm to the greatest number once they have reached a position of power. Many a "bandit lord" in the Scarred Lands carries a metallic secret beneath their skin.

Most skeletal hosts are solitary. On rare occasions, a small group of them work together for mutual benefit, such as the infamous Deelerian Crystal Affair in which several skeletal hosts infiltrated one of the Vigils of Vesh and commandeered dozens of men for nearly six months before some of the lower-ranking officers among the Vigil began to suspect something was amiss. The actions of a young officer named Katonis saved the Vigil from walking into a deathtrap.

Combat

Skeletal hosts are adept at using the natural weaponry of their skin-stolen form and are proficient with simple and martial weapons when in humanoid form. If a host's true nature becomes known, the kid gloves — and the skin — come off, unleashing the arsenal of natural weapons carried within.

Internal Weapons (Ex): Each skeletal host has at least one sharp object concealed in each forearm or hand that springs forth at will without greatly damaging any skin the host is wearing. If the host chooses to forgo appearances, it can unleash another four weapons that are mounted on armlike limbs that deploy from the host's

chest cavity, ripping apart any skin the host is wearing as they deploy. These internal weapons resemble oddly curved knives, spiked swords or twisted, sharp, serrated things not easily named.

Absorb Metal (Su): Skeletal hosts can absorb metal to heal themselves if they are not covered in skin. If the skinless host is struck with a metal weapon that does minimum damage (a natural 1 is rolled on each damage dice), the skeletal host and attacker immediately resolve a contested Strength check. If the skeletal host wins the check, it has drawn the weapon into itself and heals a number of hit points equal to the maximum damage of the weapon. For example, a fighter hits a skeletal host with a longsword and rolls a "1," so the longsword is pulled into the skeletal host as the creature heals 8 hit points of damage. Magic items receive a saving throw (see *core rulebook II*, p. 176) to resist absorption. If the save is successful, the item is considered to have fallen to the ground at the skeletal host's feet.

Skinsteal (Su): Skeletal hosts have the ability to flay the skin off a freshly killed humanoid, animal or even magical beast of small to large size. The skeletal host is able to reorient its metallic frame to become the endoskeleton for the skin. Once this is done, the skeletal host looks exactly like the source of the skin, gaining any natural or extraordinary abilities the humanoid or animal possessed (but not supernatural powers or spell-like powers). The skeletal host gains the natural armor class and natural attacks of this new form. The host even speaks in a similar tone to the skin-stolen victim, but its speech patterns are different.

Any form so stolen is ruined once the skeletal host sustains 15 hit points of damage. These first 15 points of damage affect (and destroy) only this exterior form and do not count against the skeletal host's own hit point total. The skeletal host receives its damage reduction against only these first 15 points of damage.

Magic Immunity (Ex): A skeletal host is immune to all spells, spell-like abilities, and supernatural effects, except as follows: mind-affecting magical effects, *rusting grasp*, and electrical damage, which all affect it normally.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects.

Fast Healing 1 (Ex): The skeletal host can only fast heal damage to the 15 hit points of its flesh covering, not to its real body.

Skills: *Wearing a stolen skin gives the skeletal host a +10 bonus to Disguise.

Skin Weaver

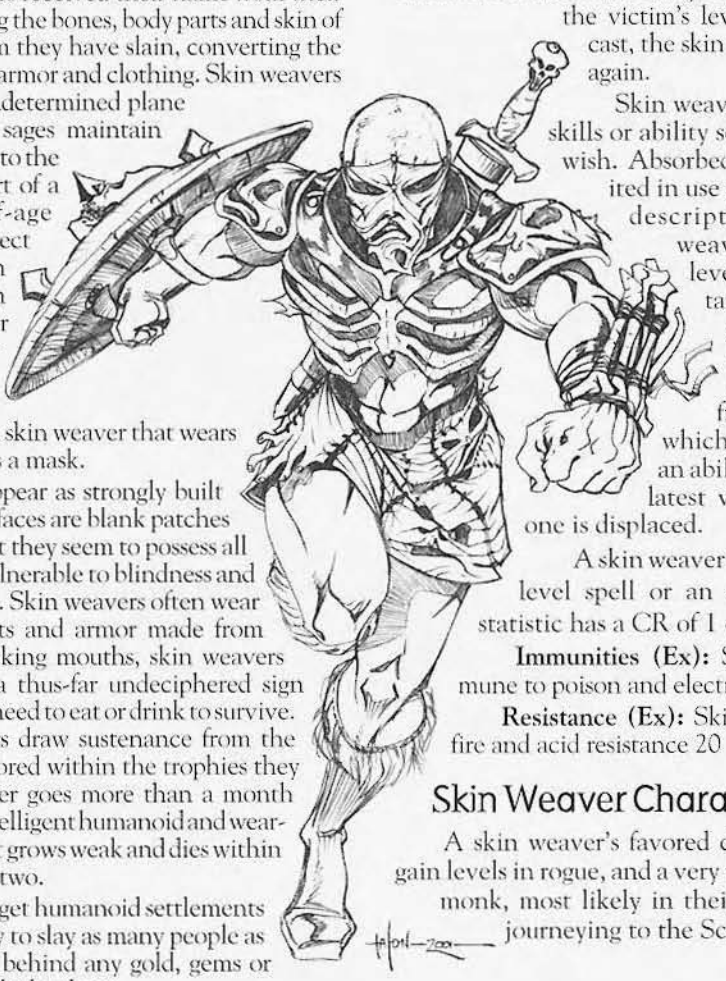
	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (+4 leathered human skin armor)
Attacks:	Longsword +3 melee; or javelin +2 ranged
Damage:	Longsword 1d8+1; or javelin 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Absorb capability, immunities, resistance
Saves:	Fort +4, Ref +3, Will +2
Abilities:	Str 12, Dex 10, Con 13, Int 11, Wis 8, Cha 12
Skills:	Craft +4, Hide +4, Listen +3, Spot +3
Feats:	Power Attack
Climate/Terrain:	Any land
Organization:	Gang (5-20)
Challenge Rating:	1/2 or 1+ (see "Combat," below)
Treasure:	None
Alignment:	Chaotic evil
Advancement Range:	By character class

Description

The alien outsiders known as skin weavers are among the most unpredictable foes travelers can encounter. Skin weavers received their name from their tradition of collecting the bones, body parts and skin of humanoid foes whom they have slain, converting the items into gruesome armor and clothing. Skin weavers originate from an undetermined plane of existence. Some sages maintain that weavers journey to the Scarred Lands as part of a sort of coming-of-age ritual. Once they collect enough trophies from fallen foes, they return home to rejoin their society. Many seasoned warriors have had the terrifying experience of battling a skin weaver that wears a dear friend's face as a mask.

Skin weavers appear as strongly built human males. Their faces are blank patches of featureless skin, yet they seem to possess all five senses and are vulnerable to blindness and other sensory attacks. Skin weavers often wear gruesome masks, kilts and armor made from human remains. Lacking mouths, skin weavers communicate with a thus-far undeciphered sign language and do not need to eat or drink to survive. Instead, skin weavers draw sustenance from the lingering life force stored within the trophies they wear. If a skin weaver goes more than a month without slaying an intelligent humanoid and wearing its skin or bones, it grows weak and dies within the space of a day or two.

Skin weavers target humanoid settlements for raids, seeking only to slay as many people as possible and leaving behind any gold, gems or magic items that might be there.



Combat

Skin weavers tend to use wave attacks, charging their enemies with little organization. They are fanatical warriors and have never been known to retreat. A skin weaver's capacity to absorb the capabilities of its victims makes the creature unpredictable and dangerous.

Absorb Capability (Su): When a skin weaver fashions an article of clothing or a piece of armor from a fallen foe, the creature absorbs a random power or ability from that enemy. A skin weaver can absorb and use only one borrowed capability at a time and is otherwise limited by the parameters of the absorbed power. A weaver may absorb one ability score, one class capability, one skill or one magical spell from a defeated opponent. An absorbed ability score replaces the skin weaver's statistic. Thus, a skin weaver that wears the skull of an ogre can replace its 12 Strength with the ogre's 21, gaining an improved attack and damage bonus. An absorbed class ability operates as if the skin weaver is 2nd level in the appropriate class. If the class ability is unavailable at level two, the skin weaver uses it as if attained at the minimum level needed to gain access to the skill. Thus, a skin weaver that slays a barbarian may use the barbarian's rage special ability as if it were a 2nd-level barbarian. If it absorbs a druid's *wild shape* ability, it operates as a 5th-level druid. A skin weaver can use an absorbed skill at its victim's ranks, modified by the skin weaver's own appropriate stat modifier. A skin weaver may cast an absorbed spell at the victim's level. Once the spell is cast, the skin weaver may not use it again.

Skin weavers may use absorbed skills or ability scores as often as they wish. Absorbed class skills are limited in use according to the skill description and the skin weaver's effective class level. A skin weaver retains a victim's absorbed capability until it fashions a piece of armor or clothing from a new victim, at which point it has access to an ability or power from the latest victim. The previous one is displaced.

A skin weaver with access to a high-level spell or an extraordinarily high statistic has a CR of 1 or more.

Immunities (Ex): Skin weavers are immune to poison and electrical attacks.

Resistance (Ex): Skin weavers have cold, fire and acid resistance 20

Skin Weaver Characters

A skin weaver's favored class is fighter. Some gain levels in rogue, and a very rare few gain levels in monk, most likely in their home plane before journeying to the Scarred Lands.

Skiver

	Large Outsider (Evil)
Hit Dice:	4d8+16 (34 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	21 (-1 size, +12 natural)
Attacks:	Tail +9 melee, 2 whips +7 melee; or slam +9 melee
Damage:	Tail 1d8+5, whip 1d6+5; or slam 1d10+7;
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Acidic poison, mesmerize
Special Qualities:	Immunities, resistances, see in darkness, telepathy, SR 9, damage reduction 5/+1
Saves:	Fort +8, Ref +4, Will +3
Abilities:	Str 20, Dex 10, Con 18, Int 3, Wis 8, Cha 8
Skills:	Hide +7, Listen +4, Spot +5
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Any land
Organization:	Solitary or pack (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	5-8 HD (Large); 9-12 HD (Huge)

Description

Skivers are the attack dogs of the outer realms. The armor-plated bodies of these massive, scorpionlike beasts are almost completely transparent. They possess a dozen pairs of legs. Rather than the pincers of a scorpion, they have instead a pair of long, barbed, whiplike appendages.

Skivers are rarely encountered on their own. Instead, they are under the control of other, more powerful and intelligent outsiders. They are trained and employed by demons, devils and daomens alike who are all known to employ spikemasters — individuals skilled in the training and control of skivers — each of whom controls a pack of up to five skivers in battle.

That said, solitary skivers have been encountered all across Ghelspad. Unaccompanied skivers are most commonly found in the Kelder Mountains, Hornsaw Forest, Bleak Savannah, Swamps of Kan Thet, Ukrudan Desert and the Plains of Lede. Travelers passing near or through any of these locales should be wary.

Combat

A skiver's first attack in combat is always a strike with its tail. They follow up with a slam, attempting to knock their opponent to the ground where it can be finished off with a few well-placed whiplashes.

Acidic Poison (Ex): The tail of a skiver injects a foul acidic poison. Unless the victim succeeds at a Fortitude save (DC 16), the poison causes 1d6 hit points of initial damage and 1d2 points of secondary ability drain to Str, Dex, Con and Cha as it eats away at the body from within. This damage is permanent. Should any of the affected abilities be reduced to zero because of the poison, the victim dies.

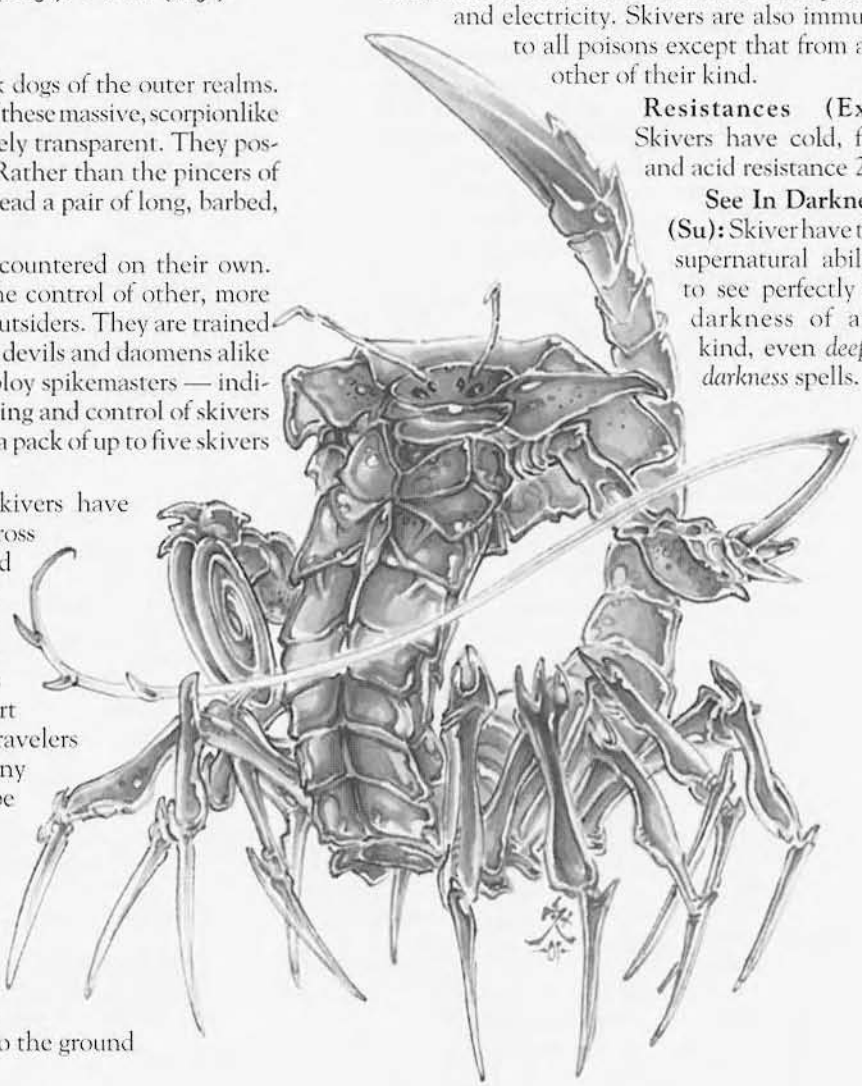
Skiver poison is incredibly valuable. A single dose can go for as much as 3,000 gp; 1d3-1 doses may be extracted from a dead skiver, though the extraction of each dose requires an Alchemy check (DC 15), failure indicating the dose is lost and the alchemist must make a Fortitude save (DC 16) or suffer 1d6 acid damage.

Mesmerize (Su): In place of its melee attacks, a skiver can attempt to mesmerize all opponents facing it by swaying its upper body to and fro in a rhythmic manner. Targets who succeed at a Will save (DC 11) are unaffected; otherwise, the victim is unable to take any actions at all for 1d3+1 rounds. The effect is broken if the target takes damage.

Immunities (Ex): Skivers are immune to poison and electricity. Skivers are also immune to all poisons except that from another of their kind.

Resistances (Ex): Skivers have cold, fire and acid resistance 20.

See In Darkness (Su): Skiver have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.



Skull King

	Medium-Size Undead
Hit Dice:	7d12 (45 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Battleaxe +4 melee
Damage:	Battleaxe 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells, multicast, command undead
Special Qualities:	Undead, immunities, darkvision 60 ft.
Saves:	Fort +2, Ref +3, Will +8
Abilities:	Str 13, Dex 12, Con —, Int 16, Wis 16, Cha 16
Skills:	Bluff +9, Concentration +9, Diplomacy +9, Intimidate +10, Knowledge (arcana) +8, Knowledge (politics) +13, Listen +14*, Search +11*, Sense Motive +10, Spellcraft +9, Spot +14*
Feats:	Alertness, Combat Casting, Improved Initiative, Leadership, Still Spell
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Triple standard
Alignment:	Always lawful evil
Advancement Range:	8-14 HD (Medium-size)

Description

Skull kings are believed to be the lingering remains of court executioners and assassins who, in life, performed their duties with either extreme remorse or extreme satisfaction. The debate continues as to which is more likely. The former are thought to remain in this world after death because they lost their souls long ago, regretting the murders they had to perform, yet still following orders. The latter brought such enthusiasm to the murders they committed that their fouled spirits kept their bodies animate after death. Either way, skull kings collect the skulls of their most regretted or favorite execution victims and magically bear them on their bodies in a restless unlife.

Having dedicated their lives to killing on behalf of others, skull kings dedicate their unlives to putting others at their beck and call. Specifically, they blackmail, extort or threaten lords or monarchs — often those whom they served before — and become unseen powers behind thrones. They essentially turn nobles and kings into their own private executioners, but rather than order individuals to the chopping block, the skull kings have monarchs command entire armies to the grave in futile battles and wars or attrition.

Perhaps skull kings manipulate living leaders in revenge for the atrocities the creatures had to perform in life, or perhaps skull kings' taste for death has yet to be sated even beyond the grave. Either way, they can sometimes be found behind puppet royalty in domains, counties or nations that make war on their neighbors relentlessly and purposelessly.

A skull king looks like a headless human skeleton, dressed in regal vestments or bejeweled, ornate armor. Its clothing and equipment are perhaps overly decorated, with all sorts of embroidery, jewels and other signs of wealth and status. Although the entity is strictly headless, two to four disembodied skulls float around its neck and shoulders, depending on the individual. The skull king can see, hear and speak through these skulls as though each were its original head.

Combat

Skull kings disdain combat; they consider it beneath them. They let their minions, living and undead, fight for them, while they maintain a safe distance. Skull kings use their spells to best effect in keeping their most powerful opponents at bay. If they expect trouble, they come prepared, with better armor and a greater number of minions. Should they be forced into a fight, they prove powerful adversaries.

Spells: A skull king can cast spells as though it were a sorcerer of a level equal to its hit dice.

Multicast (Ex): By chanting several spells at once with its multiple skulls, a king can cast more than one spell in a single action. All the heads may cast spells simultaneously, so long as they are all cast using the Still Spell feat.

Command Undead (Su): Skull kings can magically command lesser undead to do their bidding (consider skull kings to be the equivalent of mummies). The effect works as a *control undead* spell cast by a 9th-level sorcerer and is usable three times per

day, at will. Unintelligent undead such as skeletons and zombies remain controlled indefinitely.

Undead: Immune to poison, sleep, paralysis, stunning, death, necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive-damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of mind-altering nature (enamoring or charm spells, for example).

Immunities (Ex): Being skeletal, skull kings take only half damage from piercing or slashing weapons. They also have cold immunity.

Skills: *Because of their many heads, skull kings get a +4 bonus to Listen, Search and Spot checks, included above.

Skullworm

	Diminutive Vermin
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., swim 20 ft.
AC:	16 (+4 size, +2 Dex)
Attacks:	See below
Damage:	See below
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Mind control
Special Qualities:	Heat sense 60 ft., vermin
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 3, Dex 14, Con 10, Int —, Wis 14, Cha 1
Skills:	Hide +18, Spot +7
Feats:	None
Climate/Terrain:	Temperate and warm marsh or underground
Organization:	Solitary
Challenge Rating:	1/4 (or by victim after infection)
Treasure:	None (or by victim after infection)
Alignment:	Always chaotic evil
Advancement Range:	None

Description

Jealous of the power the upstart gods acquired from the belief and devotion of humanoids, Chern set out to undermine the divine usurpers by making them question the value of their precious devotees. He created skullworms to infest the humanoid races and force them to commit heinous acts against each other and the gods, reasserting the titans' reign over all. Perhaps, given time to see his plan through to its malign fruition, Chern would have succeeded. And yet, even though he now lies defeated beneath the Mourning Marshes, his creations still exist and some say take sustenance from his lingering will, continuing to threaten the best intentions of man and woman.

Skullworms are maggot-like vermin, approximately six inches long at full size. In keeping with their creator, they exist in warm, damp, festering places such as swamps, rubbish heaps, sewers and dumping grounds. Though they can survive in these locales, their true purpose is to find and invade the bodies of humanoids to control their minds. If one reaches a person's brain, it replaces the consciousness of the victim with its own (or perhaps more accurately a projection of Chern's own). A worm has access to all the memories of its host and uses them to copy his behavior almost exactly. Then it starts to corrupt and destroy what the host holds dear, usually in the cruelest way possible. The victim is painfully aware of his actions but is essentially an observer of his body's functions and is unable to do anything about it, which is perhaps the cruelest torment of all. The worm uses the victim to kill his family and friends and destroy his accomplishments.

A worm can remain in control of a host for years unless detected magically or unless someone who knows the person realizes that he behaves out of character and possibly against his will.

Defenders of King Virduk of Calastia quietly suggest that he might have been exposed to one of

these creatures as a boy, when he murdered his father and usurped the throne. Surely such evil could not be the product of a young human mind alone? If this were true, Calastia's tyrannical rule over its surroundings lands might be brought to an end by anyone who can liberate Virduk's mind. Or, after all these years, might the monarch's own spirit have joined to his potential controller's, making him a willing participant in his domineering rule?

Combat

A skullworm does not attack per se. It climbs onto a potential host when he enters the creature's domain. The worm uses heat-detecting senses to find and wriggle onto potential victims. A Spot check (DC 18) is required to notice a worm as it climbs aboard.

Mind Control (Su): A worm wastes no time burrowing into the flesh of a humanoid target. The experience is extremely painful for the victim (although no measurable damage is done), who must make Fortitude save (DC 13) to remain conscious. It takes approximately 10 minutes for a worm to reach the brain, after which time the unconscious victim recovers but is no longer truly himself. During the first six rounds that a worm burrows, it is apparent beneath the skin and can be burned away with an open flame. The host suffers 1d6 damage from such treatment. The only other means of saving the host at this point is to cast *cure disease* or a similar spell on him. If the intended host is conscious and is the spell caster, he can attempt the spell with a successful Concentration check (DC 15) due to the pain and the struggle of wills that slowly begins to take place. If no such spell is cast before 10 minutes elapses, the target is under the worm's control.

A worm accesses its host's memories, thoughts and beliefs immediately and sets out on a subtle and gradual course of destruction, or it may occasionally resort to such acts immediately. Its ideal is to subvert all the good the host has done in life, especially in regard to the gods, profaning their names. The worm has complete access to all of the host's powers and spells, even those derived from the gods, such as a paladin's or cleric's. It's only when the host performs an act that defies the god in question that such capabilities might be revoked (as decided by the Game Master).

People who know the victim recognize that he acts out of character over the course of subtle events with a Sense Motive check (DC 20). Overtly out-of-character acts makes such behavior obvious. Worms are quick to alienate their subjects' from friends and allies to avoid detection. A host's alignment detects as chaotic evil. Only a *greater restoration*, *wish* or *miracle* spell can save a person in this state.

Heat Sense (Ex): A skullworm can detect sources of body heat at up to 60 feet away.

Vermin: Not affected by attacks or spells of mind-altering nature (enamoring or charm spells, for example). That means a controlled host is also immune to such effects.

Slarecian Gatekeeper

	Huge Outsider (Lawful)
Hit Dice:	20d8+100 (190 hp)
Initiative:	-3 (Dex)
Speed:	5 ft.
AC:	21 (-2 size, -3 Dex, +16 natural)
Attacks:	Club +26 melee
Damage:	Club 4d10+8
Face/Reach:	10 ft. by 20 ft./20 ft.
Special Attacks:	Forcewall, electrical field
Special Qualities:	Immunities, SR 20, telepathy, spell-like abilities
Saves:	Fort +17, Ref +9, Will +19
Abilities:	Str 26, Dex 4, Con 20, Int 14, Wis 25, Cha 20
Skills:	Knowledge (arcana) +10, Knowledge (geography) +20, Knowledge (the planes) +20, Spot +20
Feats:	None
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement Range:	None

Description

Whether the gatekeeper is truly a sentient being or simply a useful extradimensional object is a subject of debate. What is known is that the ancient Slarecians originally perfected the rituals that call up the gatekeepers, and today they retain the name of their first summoners.

When summoned, a gatekeeper has the ability to create mystic portals between distant locations, allowing individuals — or even armies — to pass effortlessly and instantly from one to the other. The true ritual that allows a gatekeeper to be summoned is old, arcane and difficult to learn, but once successfully cast allows the caster to take advantage of the gatekeeper's special transportation abilities.

Physically, a gatekeeper resembles a shifting conglomeration of wires, gems, spheres and less recognizable shapes made of a wide range of materials. Roiling darkness from which vague shapes sometimes emerge fills the gatekeeper's archway. The gatekeeper requires an offering of 10,000 coins of gold, silver or mithril. If such an offering is not present, the gatekeeper immediately attacks the summoner. Otherwise, the gift is instantly absorbed into the substance of the gatekeeper.

Once successfully summoned and appeased, the gatekeeper communes telepathically with the summoner, seeking an image of his desired destination. If the summoner can successfully focus on the location of his desire, he will be instantly transported to the specified location when he walks through the gate. If the caster's mental call to his desired location is not focused enough, the caster is transported to a random location in the same plane.

Combat

Gatekeepers are relatively benign but defend themselves fiercely if attacked. They also attack casters who do not provide the required payment. Once all foes are vanquished, the gatekeeper vanishes. The gatekeeper attacks with its various supernatural powers or by swinging a large clublike metal extrusion at targets up to 20 feet away.

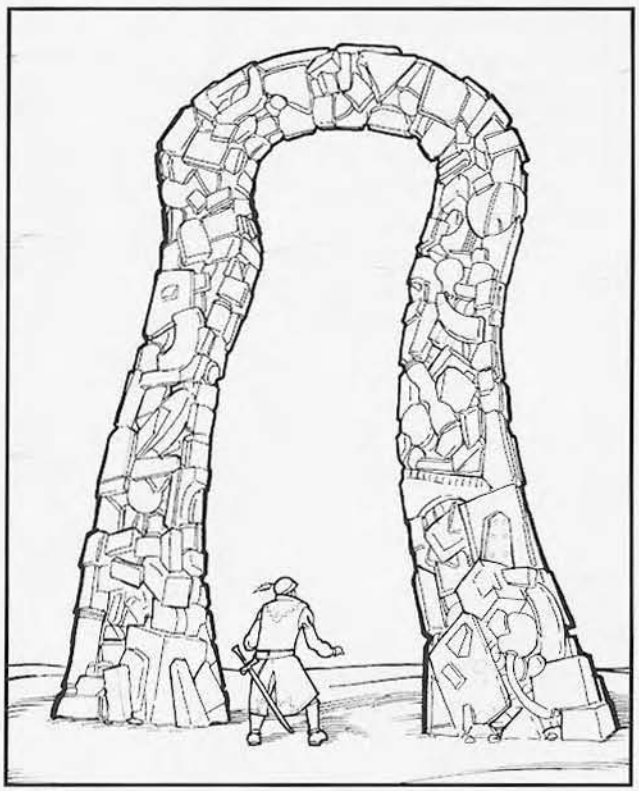
Forcewall (Su): Gatekeepers can create and maintain up to three *walls of force* (similar to a 20th-level sorcerer). These walls can be created as a standard action and dismissed as a free action.

Electrical Field (Su): Every 1d4 rounds, a gatekeeper can unleash a circular field of electrical energy, inflicting 5d10 points of damage on all targets within a 50-foot radius. A successful Reflex save (DC27) halves this damage.

Immunities (Su): Similar to constructs and undead, gatekeepers are immune to any effect that requires a Fortitude save to resist.

Telepathy (Su): Gatekeepers have the supernatural ability to communicate telepathically with any creature within 200 feet, so long as the creature speaks a language.

Spell-like Abilities: At will: *gate*, *teleport without error* as a 20th-level sorcerer. Only useable upon itself and anyone stepping through the gatekeeper's portal.



Slarecian Shadowspawn

	Medium-Size Outsider (Incorporeal, Evil)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 10 ft. (perfect)
AC:	16 (+3 Dex, +3 Deflection)
Attacks:	2 claws +6 melee
Damage:	Claw 2d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Pass through, death shriek, shadowbind
Special Qualities:	Light vulnerability, incorporeal, weapon resistance
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str —, Dex 16, Con 13, Int 18, Wis 16, Cha 16
Skills:	Appraise +6, Hide +10, Knowledge (art) +8, Listen +6, Spot +6
Feats:	Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement Range:	4-6 HD (Medium-size); 7-10 HD (Large)

Description

Despite many superficial similarities to the undead shadow, a shadowspawn is not undead at all. A shadowspawn is a creature composed of shifting masses of shadows held together in the vague form of a man's torso, shrouded in torn and tattered robes and floating a few feet off the ground. Shadowspawn take up residence in ruined or abandoned subterranean locations near to, or preferably in, heavily populated areas. They will remain in the same lair for as long as possible, moving only if forced to do so.

The sage Yugman is responsible for these creatures becoming associated with the Slarecians. He has theorized (and claims he has scraps of ancient texts to support his case) that a host of Slarecians escaped the gods and the titans by joining with the shadows they evidently understood so well.

Strangely, despite their own dark and terrifying appearance shadowspawns are obsessed with beauty; all of a shadowspawn's wealth is in the form of decorative art. There will usually be dozens of these items, all of the finest quality, decorating its lair. This desire for opulence has fueled acceptance of Yugman's theory, for the Slarecians are thought to have richly outfitted themselves and their homes.

A shadowspawn survives by capturing living creatures and draining their essence. It does this by attacking them as they sleep. The victim of these attacks becomes encased in an impenetrable, glasslike shell that in turn makes them as weightless as the shadowstuff of the shadowspawn itself. The trapped victim is then whisked away to the shadowspawn's lair where it becomes a macabre decoration along with the dozens of other artifacts it has collected. The lair will normally be decorated with 3D6 of these "statues" — the trapped victims in varying states of health. When the shadowspawn is destroyed, its scream breaks the shells surrounding its victims, freeing them.

No shadowspawn is known to have been captured, although rumors abound that the Penumbral Lord Dar'Tan has either interrogated or befriended some of these elusive creatures.

Combat

In combat, the shadowspawn attacks with its daggerlike claws; because these claws are incorporeal,

they actually damage opponents with a numbing touch instead of physical slashing damage.

Pass Through (Su): Instead of its normal attack, the shadowspawn may instead "pass through" a target. This attack inflicts a bone-numbing chill for 2d6+3 damage and *stuns* the target for 2 rounds unless she succeeds a Fortitude save (DC 15). However, this attack also does 1d4 damage to the shadowspawn itself and negates the Dexterity bonus to its armor class in the round that the pass through is performed.

Death Shriek (Ex): When a shadowspawn is killed, it emits a terrifying death shriek that can be even more deadly than any attack possessed by the shadowspawn while alive. Anyone within 10 feet of the creature must succeed at a Fortitude save (DC 13) or be *deafened* for 1d6 weeks. Anyone within 30 feet must succeed at a Fortitude save (DC 11) or be *deafened* for 1d6 days. Anyone within 100 feet must succeed at a Fortitude save (DC 9) or be *deafened* for 1d6 hours. These saves are cumulative, so someone within 10 feet of the shadowspawn when it shrieks must succeed at all three saves or suffer some form of deafness. If anyone should fail two or more of these saving throws, they are deafened permanently.

As if that wasn't bad enough, the scream causes massive structural damage to the surrounding area — for example, causing the roof of the shadowspawn's lair to collapse. Anyone in this area suffers 3d6 damage, or 1d6 damage if they succeed at a successful Reflex save (DC 12). On the up side, the scream releases all of the shadowspawn's shadowbound victims.

Shadowbind (Su): Any helpless, sleeping or stunned (such as by the shadowspawn's pass through attack) victim touched by a Slarecian shadowspawn must succeed at a Fortitude save (DC 14) or become encased in shadows that quickly coalesce and harden into a glassy shell. Those trapped suffer one point of Strength drain each day the shadowspawn feeds from her. A single shadowspawn may only feed on one point total per day, so two victims cannot both be drained in the same day. However, victims encased in these glassy shadows exist in a state of fitful sleep. While vaguely aware of what's occurring to them and around them, they are unable to take any actions, save perhaps telepathic or dream communication. Additionally, those trapped become weightless. A shadowbind may be broken only by exposing the glassy shell to complete sunlight or by the death shriek of the shadowspawn.

Light Vulnerability (Ex): Any light based spell that damages undead (e.g., *searing light)* also damages a shadowspawn as though it were undead. Also, direct sunlight striking the shadowspawn will destroy it completely.

Incorporeal: Shadowspawn may only be harmed by other incorporeal creatures, by +1 or better magical weapons, or magic. It has a 50% chance to ignore damage from any corporeal source (except force effects), can move silently and can pass through solid objects at will. The shadowspawn's own attacks ignore opponent's armor.

Weapon Resistance (Ex): If a magical weapon harms the incorporeal shadowspawn, the creature suffers only 1 point of damage per +1 enhancement bonus of the weapon. The exceptions to this are ghost touch and holy weapons that inflict damage normally if they strike the shadowspawn. A sun blade (which does double damage per its description) can be effective as well.

Slarecian Worm

	Tiny Outsider (Incorporeal)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., fly 40 ft. (when incorporeal)
AC:	14 (+2 size, +2 Dex)/16 (+2 size, +2 Dex, +2 deflection) when incorporeal
Attacks:	Bite +4 melee (when corporeal); spines +4 melee (when corporeal); or feeding ray +10 ranged touch
Damage:	Bite 1 point; spines 1d6-4
Face/Reach:	2 ft. by 5 ft./0 ft.
Special Attacks:	Feeding, silence
Special Qualities:	Incorporeal, telepathy, voice
Saves:	Fort +6, Ref +7, Will +9
Abilities:	Str 2, Dex 15, Con 13, Int 9, Wis 18, Cha 14
Skills:	Bluff +6, Disguise +4, Knowledge (the planes, religion) +4, Hide +2, Listen +6, Spot +6
Feats:	Alertness, Flyby attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, breeding mass (2-7 6 HD adults, 2-40 1 HD hatchlings)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	7-10 HD (Small); 11-13 HD (Medium-size); 14-20 HD (Large)

Description

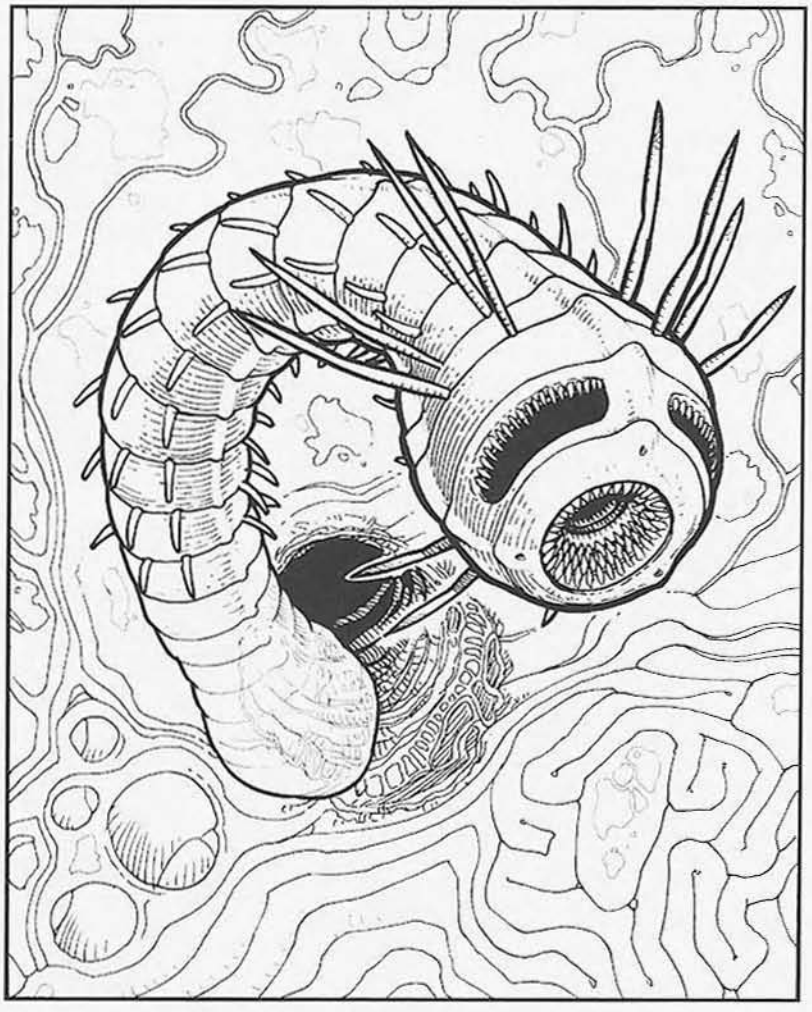
Ancient stories tell of beings akin to "lice of the titans," beings that fed off of the titans' essence with great subtlety. These tales led to these creatures being called titansworms. One such story describes these divine pests as being the tool of Mormo's poisoning of Gormoth, a black tide of worms poured into his very essence. But after the discovery of a tome in a slarecian crypt, these creatures gained their current name. The tome implies that these worms worked at the behest of the slarecians themselves, and thereafter returned some portion of the energy they consumed to their masters.

After the destruction of the slarecians, these parasites were set loose upon the Scarred Lands. Wherever magic is present in any quantity, these worms insinuate themselves, though the true extent of their threat remains largely unknown because they are difficult to detect. Additionally, some scholars have reported certain patterns to the discovered infestations of slarecian worms, and this has led to concerns they continue to receive direction from an intelligence greater than themselves.

Many of these parasites still afflict the titans, boring through their mammoth husks. The gods and their servants have eliminated many of their populations, but outbreaks still occur.

Slarecian worms consume magical and spiritual energy, so they target spellcasters, magic items or innately magical beings. There is a common traveler's tale involving titanworms. The story is set in any given hinterland or backwater of Ghelspad where arcane spellcasters are distrusted and executed in large pits. At the bottom of the pits, squirming masses of slarecian worms consume them. There is little evidence that this really happens, but the legends persist.

Slarecian worms are fairly intelligent in their own right, though they focus most of their efforts on finding food. Their form often seems amorphous, especially when they become incorporeal, but their



natural form is that of a black worm, about 2 feet long, with a large, toothed mouth and a series of flexible spines. The worms emit a zone of silence when hunting, which often makes spellcasting difficult for victims and opponents.

These creatures are encountered either alone or in large masses. They alternate between foraging periods and intense breeding, with no fixed period to the cycle. Slarecian worms are at their most dangerous when breeding. Some reputable explorers claim that in the span of a few months a mere handful of them can grow to a population of thousands.

Combat

When attacking, slarecian worms typically use their silence ability while still out of sight, and then move in. Remaining incorporeal, the worm tries to focus a feeding ray at the most promising targets.

Slarecian worms can be a bit impatient. Though it would be prudent to find out what creatures pose the greatest threat before closing, slarecian worms usually attempt a feeding attack early, regardless of the relative strengths of their targets.

When breeding, young slarecian worms simply attack any possible prey. Dozens may strike a single target at once.

Feeding (Su): Any magical forces that come in contact with (or even near) a slarecian worm are subject to its hunger. A worm's touch drains arcane and divine forces automatically, although it may extend this effect three feet per hit die as a ray to affect a single target or as a sphere with a radius of the worm's hit dice in feet to affect multiple targets.

Outsiders, constructs, elementals, fey, undead and other fundamentally supernatural beings are subject to an effect much like *enervation*. This effect applies even to undead, as this is an unraveling of forces rather than negative energy.

In addition, anything so affected is also subjected to a continual *dispel magic*, using the worm's hit dice as caster level. This applies to all applicable spells, targets or items within range.

This feeding cannot be completely shut off, though it may be dampened so that only direct contact causes the drain. The worm is immune to its own field.

It's believed that older, more powerful slarecian worms are able to make use of magical energy so "eaten," but nothing has been substantiated. Younger worms seem to simply use this ability to provide for their own sustenance.

Silence (Su): A combination of *antimagic field* and *silence* can be created by slarecian worms. This effect extends in a 10 foot radius from the worm, lasting one minute per hit die. The range can be shifted at will throughout the duration, up to the maximum 10 feet. Silence takes a full round to activate. This ability is as a spell cast by a sorcerer of a level equal to the worm's hit dice.

Incorporeal: Slarecian worms may switch between incorporeal and corporeal form. Switching either way takes one full round of action.

While incorporeal, a slarecian worm can only be harmed by other incorporeal creatures, +1 or better magic weapons and spells, spell-like abilities or supernatural abilities. It is immune to all nonmagical attack forms and has a 50% chance of ignoring damage from any magical corporeal source (except force effects). The worm can pass through physical objects, but not forces, and moves silently if it so wishes. When moving, it uses its fly rating. Hide is at +10 if the worm chooses to keep most of its body within an object.

While corporeal, the slarecian worm moves at its normal speed and has no access to flight. If another being casts *antimagic field* or *dispel magic* successfully against it, the worm takes 1d6 hp of damage and becomes incorporeal.

Telepathy (Ex): Slarecian worms can sense or communicate with any of their kind within one mile.

Voice (Ex): These beings can create a wide variety of sounds while corporeal and can potentially "speak" any language. This is handled as with normal characters, one language plus a number determined by the character's Intelligence bonus. Slarecian worms can know any spoken language, but generally know Common and the languages of humanoid races.

Slime Reaver

	Small Humanoid (Aquatic)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 40 ft.
AC:	19 (+2 Dex, +1 size, +3 natural, +3 bone armor)
Attacks:	Halfspear +3 melee; dart +5 ranged; net +5 ranged
Damage:	Halfspear 1d6; dart 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Amphibious, camouflage, leap
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 10, Wis 12, Cha 11
Skills:	Hide +5, Jump +8, Listen +1, Spot +2, Wilderness Lore (undersea) +4
Feats:	Exotic Weapon Proficiency (net), Spring Attack (leap)
Climate/Terrain:	Warm and temperate aquatic and marsh
Organization:	Cluster (3-6); patrol (5-8 reavers, plus 1 5th-level ranger and 1 5th-level sorcerer); shoal (9-16 reavers, plus 2 5th-level sorcerers and 1 6th-level druid); tribe (10-100 reavers plus noncombatants, plus 4 6th- to 8th-level druids, 6 5th- to 7th-level sorcerers, and 6 5th- to 7th-level rangers)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Description

Slime reavers are amphibious froglike humanoids that inhabit many of the Scarred Land's marshes, swamps and freshwater lakes. Slime reavers are known to occasionally battle with the Slitheren in the Mourning Marshes, but are equally known to trade with them. The reavers also make frequent slaving raids against the frontier settlements of Vesh that lie in or near the marsh.

Reavers worship several titans, most notably Chern and Gulaben. Slime reaver druids usually have some sort of shrine to these and other titans.

Slavery is not only accepted in the reavers' culture, it is encouraged. "Landspawn" craftsmen are prized as slaves since they are set to work creating items for the reavers to use or barter to other races. Aquatic villages of reavers have even developed magical rings of water breathing that prevent normal breathing and fail if the wearer ventures too far from its master (who wears a similar ring). Captured landspawn are controlled through these slaver rings.

Slime reavers speak their own language and a few know Common.

Combat

The reavers excel at guerilla warfare. They rise from reeds or shallow water, attacking the most dangerous foes with nets and darts before closing in for the kill. Those reavers not involved in combat concentrate on netting and capturing anyone who looks like slave material. Spellcasters assist from afar. If a battle starts going against them, they quickly retreat with whatever they can, diving underwater where most opponents cannot follow. Slave-rings are placed on the captured, and all return to the tribe.

Reavers wear bone breastplates (+3 armor bonus, +4 maximum Dex bonus, -2 armor check penalty, 20% arcane spell failure) often made from giant tortoise shells.

Amphibious (Ex): Slime reavers can breathe both air and water.

Camoflage (Ex): The reavers' skin tone and features grant them a +4 racial bonus to the Hide skill.

Leap (Ex): Because of their powerful legs, slime reavers can leap twice the distance indicated in the Jump skill when they are doing any standing jump and triple the distance when jumping back. They also receive a +8 racial bonus to the Jump skill and ignore the normal maximum distances of the Jump skill. Reavers are considered to have the Spring Attack feat, except they must use leap to gain the effects of the feat — jumping into combat and then jumping back out of combat. At the gamemaster's option, reaver characters may not perform a Spring Attack until they take this feat.

Poison (Ex): Before attacking, the reavers usually coat their darts and spears with a mild poison (Fortitude save, DC 14, initial and secondary damage 1d4 temporary Strength). Poisoned darts lose their potency after a single attack, while spears retain their poison for two attacks, even if unsuccessful.

Slime Reaver Characters

Slime reavers favor the ranger class, though barbarians are also common. Druids are the most common spellcaster with some few sorcerers.

Soul Guardian

	Medium-Size Outsider (Alignment Varies)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 80 ft. (good)
AC:	24 (+4 Dex, +10 natural)
Attacks:	By weapon +11 melee
Damage:	By weapon +3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Keen sight, soul sight, magic circle, tongues, SR 19
Saves:	Fort +8, Ref +10, Will +8
Abilities:	Str 16, Dex 18, Con 14, Int 14, Wis 15, Cha 17
Skills:	Listen +10, Sense Motive +20, Spot +10, Knowledge (planes) +10
Feats:	Alertness, Combat Casting, Improved Initiative
Climate/Terrain:	Any
Organization:	Solitary, pair, squad (3-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Any except true neutral
Advancement Range:	9-12 (Medium-size)

Description

During the Divine War, many souls were lost in the chaos of battles throughout the astral planes. Many mortals of the divine races who died fighting for their deities on the physical plane never found their way through the tumult of the astral plane to the final rest they earned in the home plane of their deity.

To protect their charges through the passage from life to death (and also to make sure they had fresh souls to fashion into celestial or abyssal troops for the ongoing war), the gods created the soul guardians to shepherd souls travelling through the astral plane to their final rest. To this day, soul guardians are responsible for transporting the souls of the dead to their proper destinations.

Soul guardians vary widely in physical description, their appearance seemingly based upon the realm to which they will escort the soul of the departed. For example, Madriel's faithful witness an angel with peacock wings that escorts their soul to the afterworld, while Chardun's faithful are visited by a dark shade who chains the damned and flogs them on to their place of eternal torment. It is unknown whether every god and goddess has their own soul guardians or whether the guardians change aspect depending on the soul they carry.

Those souls whose corporeal remains are subjected to resurrection are also escorted by soul guardians back from the outer planes, across the astral plane to their corporeal remains. Such has led to stories of soul guardians who were bribed or coerced by powerful mages to return souls to life or to pass messages to spirits of the dead. As guardians are given free passage into the outer realms of the gods, some mages are also said to bribe or coerce soul guardians to escort the mage's astral presence past the gatekeepers of the divine realms, giving the mages access to the home planes of the gods.

Combat

The guardians avoid conflicts, only doing battle to defend the souls they escort. Soul guardians wield the favored weapon of the god whom they serve.

Keen Sight (Ex): Guardians can see at any range perfectly, though not invisible or ethereal creatures or objects nor through obstructions.

Spell-Like Abilities: At will: *alter self*, *command*, *detect magic*, *plane shift*, *protection from chaos/evil/good/law*, *shield other*; twice per day: *divine raiment*, *protection from elements*, *raise dead*, *teleport without error* cast as an eighth-level sorcerer (DC 13 + spell level).

Soul Sight (Su): Guardians know the alignment of any being they view. They will also recognize a creature's type (outsider, humanoid, plant, etc.).

Magic Circle (Sp): Guardians may conjure up a magic circle against any alignment, identical to a spell cast by a sorcerer with the guardian's hit dice in level. This magic circle may be dispelled or shifted to any other type, but only one type is in operation at one time.

Tongues (Su): Guardians have a permanent tongues ability as the spell cast by a 12th-level sorcerer.

Resistance (Ex): Soul guardians have acid, cold, electrical and fire resistance 20.

Telepathy (Su): Soul guardians have the supernatural ability to communicate telepathically with any creature within 100 feet so long as the creature speaks a language.

Spectral Plant

Small to Gargantuan Undead Plant Hazard (Incorporeal)

Description

Plants, like other living things, are normally infused with positive life energy. But certain foul perversions of life and nature, such as the seed of a locust demon, can corrupt a plant with the negative energy of death. The result is a spectral plant.

While very small plants such as grasses wither and die when subjected to such negative energy, any kind of flora from small bushes to gargantuan trees might be infected with the blight that turns them into spectral plants. The physical remains of the plant disappear, replaced by an invisible and incorporeal spectre of its former nature. Spectral plants appear only when a living creature passes through them, and then only as flickering ghostly images.

Spectral plants are normally found only in regions plagued by locust demons, or where certain necromantic rites have been practiced (such as in the vicinity of Glivid Autel or the Stricken Woods). While the spectral plants themselves are invisible, the area in which they exist is difficult to miss — no living plants or animals remain in the region, only the remains of small, withered plants and dead animals.

Combat

Spectral plants are incorporeal and immobile, and would seem to pose little threat. Indeed, corporeal creatures can pass through them at will, but doing so saps a creature's life energy.

Spectral plants are treated as objects and have hit points, hardness and a Fortitude save DC to resist their energy drain based on their size.

Size	Hardness	Hit Points	Save DC
Small	4	10	11
Medium-size	5	15	13
Large	6	20	15
Huge	6	28	17
Gargantuan	7	40	19

Energy Drain (Su): Any living creature passing through a spectral plant must succeed at a Fortitude save (DC per table above) or suffer 1 negative level. The saving throw to remove each such negative level is at the same DC. If the body of a victim who was slain by this energy drain is left in contact with spectral plants for the 24 hours immediately following their death, the woeful soul returns as a spectre.

Incorporeal (Su): Spectral plants can only be effected by other incorporeal creatures, +1 or better magic weapons, or magic. Spectral plants have a 50% chance to ignore any damage from a corporeal source. Solid objects and creatures pass through spectral plants at will.

Improved Invisibility (Su): Spectral plants remain invisible except for a round in which a living creature passes through one and suffers its energy drain.

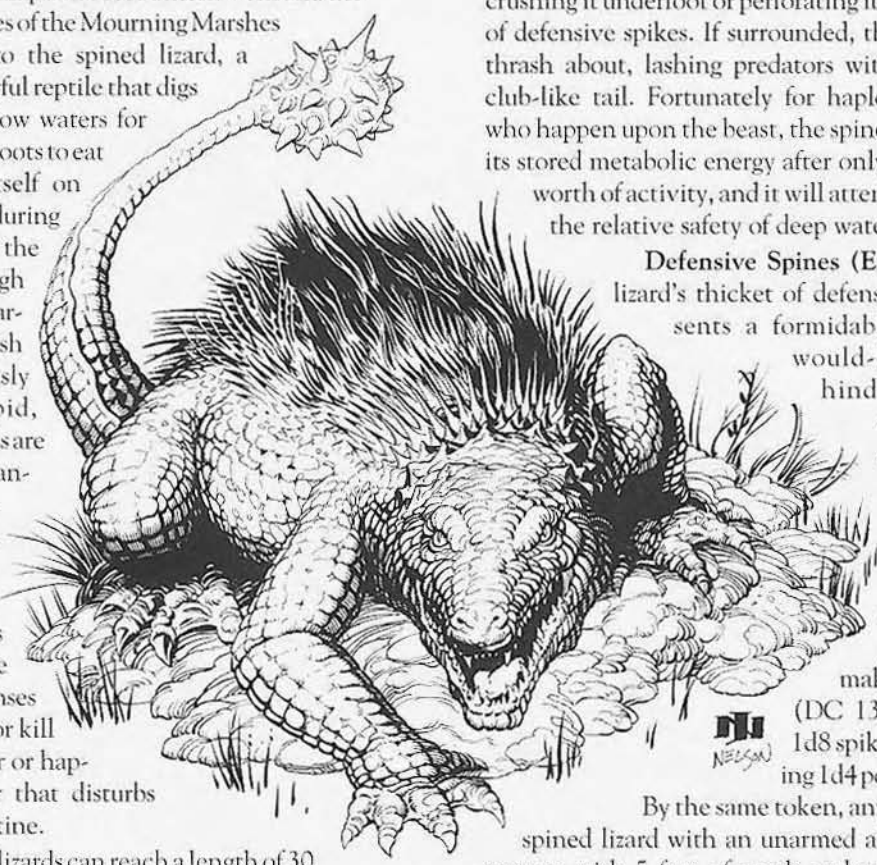
Special Turning (Ex): If a cleric or paladin uses the turn undead ability, she may destroy a region of spectral plants. For every hit die that a cleric is able to turn, she may inflict 1d8 points of damage to any spectral plant, ignoring hardness.

Spined Lizard

	Large Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, -1 size, +7 natural)
Attacks:	Tail swipe +6 melee
Damage:	Tail swipe 1d6+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Defensive spines, tail lash
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 19, Dex 13, Con 17, Int 2, Wis 10, Cha 6
Skills:	Move Silently +5, Spot +3
Climate/Terrain:	Warm marsh
Organization:	Solitary, herd (2-6)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	5-8 HD (Huge)

Description

The swamplands of southern Vesh and the misty reaches of the Mourning Marshes are home to the spined lizard, a large, powerful reptile that digs in the shallow waters for grasses and roots to eat and suns itself on riverbanks during the heat of the day. Although they are apparently sluggish and obviously quite stupid, spined lizards are also easily panicked. When startled, this beast employs its formidable natural defenses to drive off or kill any predator or hapless traveler that disturbs its daily routine.



Spined lizards can reach a length of 30 feet or longer, and they have fairly flat, broad bodies that give them extra buoyancy when crossing rivers or rooting through the marsh bed for food. The reptile's tail is thick and muscular, ending in a large, bony knob as deadly as any mace, but that weapon isn't the most dangerous one in the creature's arsenal. The spined lizard's broad back is covered by row upon row of long, sharp spines that normally lie flat when the reptile is at rest. However, when the spined lizard is threatened, those spines spring erect in a fearsome thicket.

Because spined lizards are normally fairly sluggish and they move along low to the ground, they are often hard to spot in the tall grasses along the shores of the marsh, and most attacks occur when travelers stumble onto a foraging reptile. Spined lizards are easily surprised and even more easily panicked. When this occurs, the reptile's spikes stand erect, and the spined lizard rushes right at the potential threat, intending to either scare the enemy away or trample it. What's even more dangerous is when there are more than one spined lizard in the vicinity. The warning bellow from one will set the entire herd stampeding in every direction, impaling or flattening everything in the way.

Combat

When threatened, the spined lizard uses its own body as a weapon, charging its opponent and either crushing it underfoot or perforating it with its thicket of defensive spikes. If surrounded, the creature will thrash about, lashing predators with its powerful, club-like tail. Fortunately for hapless adventurers who happen upon the beast, the spined lizard uses up its stored metabolic energy after only a few minutes worth of activity, and it will attempt to retreat to the relative safety of deep water.

Defensive Spines (Ex): The spined lizard's thicket of defensive spines presents a formidable obstacle to would-be predators, hindering attacks and impaling opponents when the reptile charges. If the spined lizard charges, anyone in its path must make a Reflex save (DC 13) or be hit by 1d8 spikes, each inflicting 1d4 points of damage. By the same token, anyone who hits a spined lizard with an unarmed attack or with a weapon with 5 feet of reach or less, must make a Reflex save (DC 13) or be stabbed by 1d4 spines.

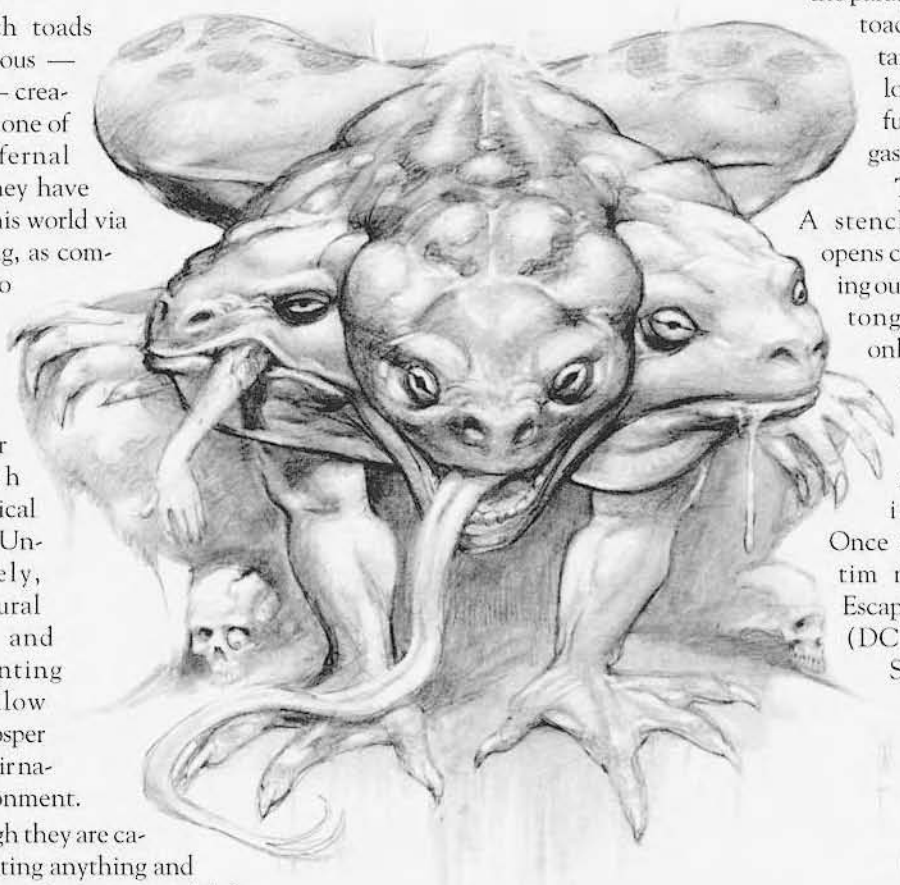
Tail Lash (Ex): When surrounded by opponents, the spined lizard will lash out with broad sweeps of its powerful tail, hoping to knock opponents to the ground so it can escape. Opponents hit with a tail lash must make a Reflex save (DC 16) or be knocked prone.

Stench Toad

	Large (Long) Outsider (Evil)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	40 ft., swim 25 ft.
AC:	12 (-1 size, +3 natural)
Attacks:	3 bites +8/+3 melee; or 3 tongues +4/-1 ranged
Damage:	Bite 1d8+5; tongue (see below); or 1d10 digestion
Face/Reach:	5 ft. by 10 ft./5 ft. (30 ft. with tongues)
Special Attacks:	Tongues, swallow whole, stench breath
Special Qualities:	Stench
Saves:	Fort +7, Ref +4, Will +4
Abilities:	Str 21, Dex 11, Con 17, Int 3, Wis 10, Cha 10
Skills:	Jump +7, Move Silently +3, Spot +5, Swim +12
Feats:	Weapon Focus (tongues)
Climate/Terrain:	Any marsh and underground
Organization:	Solitary or pod (2-4)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	5-8 HD (Huge)

Description

Stench toads are malicious — if stupid — creatures from one of the infernal planes. They have come to this world via summoning, as companions to more intelligent extra-planar visitors or through sheer magical accidents. Unfortunately, their natural abilities and cruel hunting streak allow them to prosper outside their native environment.



Though they are capable of eating anything and everything, making it impossible for stench toads to starve, they hunt instinctively. Though they have no higher reasoning, they demonstrate a distinct preference for sentient prey. Whether this tendency is a bred instinct or a primal evil desire to inspire fear in prey is unknown, but the results remain the same: Stench toads are man-eaters.

The one factor that stymies their growth and expansion in this world is their smell. While stench toads' powerful reek makes them formidable opponents, it also makes them rather easy to find. Thus, the toads are limited to making their homes in places that stink as badly as they do. Most lair in swamps, where marsh gas and miasma mask their presence. More cunning specimens settle in the sewers and dumps of cities, putting themselves in close proximity to prey and giving them an innocuous place to hide between forays.

Combat

Stench toads try to incapacitate as many foes as possible, as quickly as possible. Their tongues are therefore their primary weapons. The toads try to swallow combatants three at a time when confronting a group, belching forth their digested remains into the midst of the survivors. Any who fall prey to the paralytic effects of a toad's breath are targeted the following round as fuel for the next gas volley.

Tongues (Ex): A stench toad often opens combat by lashing out with its sticky tongues. It need only make a touch attack to snare a target, and the attack suffers no range increment. Once snared, a victim must pass an Escape Artist check (DC 15) or a Strength check (DC 17) to escape. A victim is drawn 10 feet toward the toad for every round that he is held. A toad's tongue can suffer 10

hits points of damage before being severed, which is not counted toward the damage suffered by the toad as a whole.

Swallow Whole (Ex): A toad may attempt to swallow a creature of up to Medium-size whole. The toad must succeed in a grapple check. If its tongue has snared a creature, the toad gets a +4 circumstance modifier to the attack.

Creatures swallowed by a toad suffer 1d10 points of digestion damage automatically per round that they remain in the stomach. They may attempt to cut their way out of the monster's belly with any small slashing weapon providing one was readied before being swallowed. It takes 15 points of damage (damaged inflicted inside a toad is automatic) to cut a hole large enough to escape through. Once a victim is out, muscular action in the toad's stomach closes the hole again, effectively sealing it shut. Each stomach is big enough to hold one Large or two Medium-size creatures.

Stench Breath (Ex): As victims are digested, they are used to fuel a noxious cloud that collects in the animal's swelling throats. The toad may belch this nauseating gas forth in a roiling cloud, filling a 10-foot area in front of it. All caught within this cloud must make a Fortitude save (DC 15) or be paralyzed for 1d4 rounds as they retch and gag uncontrollably. This gas inflicts secondary damage in the form of 1d6 temporary Strength loss to those who fail their save.

For every 10 points of damage inflicted on a creature being digested, the toad produces one blast of breath, and each throat pouch is capable of storing four blasts. More than one blast may be loosed at once should the toad so choose, creating an especially thick and pungent cloud. For every blast beyond the first breathed simultaneously, add 5 to the DC of the save and accumulate dice rolled for paralysis duration and Strength loss.

Stench (Ex): A toad's mucus coating has a nauseating odor all its own. All who come within 20 feet must make a Fortitude save (DC 12) or suffer 1d4 points of temporary Strength loss. If the roll succeeds, an opponent resists the smell for the remainder of the encounter.

Stone Zombie

	Medium-Size Construct
Hit Dice:	2d10+3 (14 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	17 (-1 Dex, +8 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Necromantic construct, hardness 8, partial actions only, darkvision 60 ft., cannot be turned
Saves:	Fort +0, Ref -1, Will +0
Abilities:	Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1
Feats:	Toughness
Climate/Terrain:	Any land or underground
Organization:	Gang (2-5), squad (6-10) or mob (11-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3-5 HD (Large); 6-9 HD (Huge)

Description

Some unethical sorcerers in the southern city of Fangsfall, particularly those who were a part of the exodus from lands invaded by Calastia (and some say Calastian exiles hiding among the refugees), have discovered problems pursuing their arcane arts. In particular, the regional heat and humidity advanced the rate of decay and intensified the disgusting nature of undead servitors (corpses), making them impossible to work with or simply distasteful to keep around. With ritual work, however, the magicians learned how to combine the magic of spells so that "agents" turned to rock, yet retained their animate nature. The result was the unexpected benefit of a construct that could not be turned because it was no longer undead, but that was already enchanted by animation magic.

Stone zombies appear to be mobile statues, without continued rot or stench. Creation of these servitors has even assumed an artistic quality. Once the zombies are rendered into stone, some wizards carve sigils or imagery into the rocky forms (or commission craftsmen to do so, usually without explaining the true origins of the "statues"). Particularly well-crafted zombies can operate as guardians and double as interesting decorations and status symbols.

How long can it be, though, before Lord Vrail learns of the statues at large in his city and its outlands? Would he have them destroyed and the creators banished, or would he employ the statues as "art" across the city, knowing secretly that they might be used one day to control the tide of refugees pressing his gates?

Combat

A single creator may control only a number of stone zombies equal to his level, assuming that they are Medium-size 2 HD creatures, and stone zombies will follow his commands unswervingly.

Necromantic Construct: Stone zombies are treated as constructs and therefore are immune to mind-influence effects, poison, sleep, paralysis, critical hits, subdual damage, energy drain, stunning, death from massive-damage trauma, disease and necromantic effects. If a *stone to flesh* spell is cast on one, however, it reverts into a normal zombie, the ritual's magic disrupted.

Partial Actions Only (Ex): Stone zombies are just as limited in motion as their fleshy counterparts. They may perform only partial actions each round, either moving or attacking, and they are able to do both only if they perform a partial charge.

Cannot be Turned (Ex): Stone zombies are not treated as undead and therefore cannot be turned or rebuked. If one should be returned to flesh form, it becomes subject to normal clerical influence again.

Hardness (Ex): These creatures are very difficult to harm due to their stone forms. All attacks cause eight fewer points of damage than normal.

Monstrous Stone Zombies

Large stone zombies have been created, but their weight is extremely prohibitive, making them relatively useless in buildings with more than a single floor. Their availability also correlates directly to the availability of large corpses such as those of ogres or even hill giants. Big stone zombies simply have more Hit Dice than usual, as indicated under Advancement Range, above.

Stormchild

	Small Outsider (Air)
Hit Dice:	1d8+1 (5 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., fly 20 ft. (at 5 HD+)
AC:	10 (+1 size, -1 Dex)
Attacks:	Punch +1 melee
Damage:	Punch 1d4-1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Blindsight, immunities, keen senses, SR 11
Saves:	Fort +3, Ref +1, Will +5
Abilities:	Str 8, Dex 8, Con 12, Int 10, Wis 12, Cha 10
Skills:	Climb+2, Hide+1, Listen+3, Move Silently+2, Sense Motive +1, Spot +3, Tumble +1
Feats:	Alertness, Iron Will, Whirlwind Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	By character class

Description

Stormchildren, with their distant gaze, wispy hair and pale skin are feared whenever they appear, for their powers emerge early in life, before the wisdom to bear them is acquired.

According to legend, the titan Lethene or perhaps Gulaben would sometimes possess the body of a woman and walk the lands of Scarn. The reasons for assuming physical form are unknown, though perhaps even a Dame of Storms or Lady of Winds needed to know material existence from time to time. Stories of such intervention usually led to the death of the titan's host, but in a few the possessor allowed her vessel to live and left behind some slight trace of her essence. Over the generations that followed, boons appeared and reappeared in families descended from such "blessed."

In more recent years, tales of stormchildren as titanspawn have been contested by the priests of Madriel. Adherents of the goddess believe that the children are actually the chosen of the Redeemer, children with divine blood that makes them neither human nor quite gods. There is some hushed speculation that Madriel's followers claim the children to control their power, making the youths mere pawns, regardless of their true origins. But with supporters of the titans outlawed in civilized nations, who can argue with Madriel's priests?

Of course, caught between these factions are the stormchildren themselves — youths who manifest inexplicable powers, often suddenly and without warning. Some families, secretly aware of their lineage, watch each offspring intently for sign of a change. Other stormchildren can be the first, seemingly spontaneous member of a clan to be of "higher blood." Regardless of history, the result is a powerful force in a fragile shell, with little focus and sometimes no moral guidance. Stormchildren are known to lash out at those who harm or oppress them, and can never find acceptance among their own people again after the change. Some are killed out of fear and jealousy by villagers and townsfolk, who claim to fear the havoc the children could wreak.

Clever would-be patrons make cautious efforts to reach out to these outsider youths. If such wardens succeed, they gain a powerful ally — or tool. If they fail, it can mean death.

Strangely, none of Ghelspad's denizens tells of stormchildren appearing as adults, as if the boys and girls cannot mature, do not age or something inexplicable befalls them before they can grow.

Combat

Statistics are provided for a human-born stormchild, but an elf, half-elf or the rare dwarf may be possible. There are even reports of a few halfling-born stormchildren, though such stories go hand-in-hand with whispers of how King Virduk has sequestered all families so "blessed" and "encourages" childbirth in said families.

Blindsight (Ex): Can see perfectly unless in absolute light or darkness.

Immunities (Su): Stormchildren can shrug off the effects of weather. Their hit dice are added as a bonus to any saves against normal weather effects, including heat and cold. They have double spell resistance against any spell involving wind or weather.

Keen Senses (Ex): Stormchildren have darkvision up to 60 feet and may see invisible or ethereal beings up to 60 feet away.

Spell-Like Abilities: Stormchildren gain a variety of spell-like abilities at different hit dice levels. A child's hit dice are its effective level for spell effects.

1-4: *Control winds*, *control weather* and *fly* once each per day.

5-8: The above effects may be used three times a day. *Lightning* and *foresight* may be cast once per day.

9+ *Control winds*, *control weather* and *fly* are usable at will. *Lightning* and *foresight* can be cast three times per day.

Stormchildren Characters

If stormchildren truly can grow to adulthood, they might become members of almost any class. The patron, if any, who helps them control their powers typically influences their path. Those who follow Madriel often become clerics, while those who fall in among the titanspawn likely become druids. Runaway stormchildren, without guidance, are likely to become rogues, rangers or even barbarians.

Sundered Mage

Medium-Size Aberration

Hit Dice:	8d8 + 40 (76 hp)/4d8 + 20 (38 hp)*
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (+2 Dex, +4 natural)/14 (+2 Dex, +2 natural)*
Attacks:	Dagger +6/+3* melee
Damage:	Dagger 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Dual-form, darkvision 60 ft., regeneration 6/3*, see invisible/ethereal, all-around vision
Saves:	Fort +7/+6*, Ref +4/+3*, Will +10/+8*
Abilities:	Str 10, Dex 14, Con 20, Int 15, Wis 11, Cha 18
Skills:	Concentration +10, Knowledge (Arcana) +10, Search +10, Spellcraft +10, Spot +12
Feats:	Combat Casting, Enlarge Spell, Maximize Spell
Climate/Terrain:	Any
Organization:	Solitary, pair, circle (6)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	None

*Numbers after the slash refer to the sundered mage's dual forms. The first number refers to the mage in its single-body form; the second to each of its two separate bodies.

Description

Sundered mages were once a race of magical beings created by the titan Mesos. However, the spiteful titan Gormoth found the mages interesting playthings and vessels to ease his own suffering from the poisoning with which his sister Mormo afflicted him. Gormoth bound the mages to his own spirit, forcing them to live in endless torment as their psychic link to the Writhing Lord dispersed his pain into them.

When Chardun and Vangal split Gormoth from head to crotch in the Titanswar, Gormorth's link to the mages caused a ripple effect that sundered their frames in twain as well. Far from dying, the sundered mages' physically rejoined their sundered halves. However, the split in their spirits remained, giving rise to their unique ability to split their form into twin replicas or rejoin into one body as they please.

In its natural state, a sundered mage resembles a sexless humanoid figure, but with two contorted, angry faces that shift constantly about its head. They wear wizard's robes and often carry wands or staves. As a rule, sundered mages hide from other civilized races, usually in concealed lairs such as caverns, ruins and forests.

As sundered mages remain connected to Gormoth, they are in constant pain, which varies from mere discomfort to wracking agony. They suffer the psychic reverberations of Gormoths's pain from both Mormo's poison and also from the agony of his two flailing halves trying to reunite. This constant pain has left the sundered mages grim and callous to the pain that they inflict upon others. They pursue any and all means of severing their tie to Gormoth, and they mercilessly dispatch any who purposefully or inadvertently bar them from exploring any means of accomplishing their goal.

Combat

A sundered mage will be encountered in dual form 50% of the time. As it is poor in combat, the mage will engage enemies with spells if possible, splitting up into its dual form as needed to confuse and outmaneuver its foes. If one of its two bodies is badly injured, it merges back into a single body as quickly as it can.

Dual-Form (Su): A sundered mage is capable of splitting into two separate bodies. This transformation takes a standard action and provokes attacks of opportunity. The two bodies can reunite in the same fashion.

The two bodies are completely independent of one another in regard to movement, spell casting and combat. They share a single mind, and they can communicate with one another instantly. What one experiences, the other feels, and the two bodies have full use of each others' vision and other senses. This ability has unlimited range, as long as both bodies remain on the same plane of existence.

The dual-form ability has its hazards. If one of the bodies is slain when the mage is split, then the other body dies. Spells that affect the abilities or statistics of one body affect the other body automatically.

If a wounded sundered mage reforms into a single body, its hit points are reunited as well. If it subsequently splits again, divide its remaining hit points in half for each body.

Spells: The sundered mage's dual form bodies are less potent spellcasters than the sundered mage's united single form. A mage in a single body casts spells as a 12th-level sorcerer; the separate forms each cast at 8th level. When the mage re-forms into a single body, any expended spell levels are still lost, and it must prepare its spells in the normal manner.

See Invisible/Ethereal (Su): The sundered mage can detect all invisible and ethereal objects or beings within 60 feet.

All-Around Vision (Ex): The mage's faces slide and move around its face constantly. Sundered mages receive a +4 racial bonus to Spot and Search rolls, and they cannot be flanked.

Sundered Woman

	Medium-Size Fey
Hit Dice:	6d6 (21 hp)
Initiative:	+5 (Dex)
Speed:	30 ft.
AC:	19 (+5 Dex, +4 natural)
Attacks:	Claw +8 melee
Damage:	Claw 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Wounding touch
Special Qualities:	Spell-like abilities, monster empathy
Saves:	Fort +2, Ref +10, Will +3
Abilities:	Str 12, Dex 20, Con 11, Int 14, Wis 6, Cha 15
Skills:	Climb +8, Hide + 13, Listen +6, Monster Empathy +10, Move Silently +13, Spot +6, Wilderness Lore +6
Feats:	Dodge, Weapon Finesse (claw)
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always Chaotic Neutral
Advancement Range:	7-12 HD (Medium-size)

Description

Some of the oldest children of the forest still suffer from the titan's influence over the world, even all these years after the creators' defeat. Throughout the Scarred Lands, wherever titanspawn or the lords' own hands have afflicted magical woods, dryads have suffered. Where forests have been leveled, charred or corrupted by unholy influence, the dryad kin of those lost trees have been driven to madness. Kept alive by some cruel twist of fate or unknowable will, the refugee fey have been twisted into a mockery of their former beauty. Without the trees to which they were bound, the wood spirits suffer a confused, wrathful and wretched existence, ostracized from their homes and forced to exist alone and afraid.

From a distance, these creatures appear to be beautiful women, nymphs or hamadryads. Up close, one sees that deep wounds mar their flesh. Their injuries do not bleed, though, and their flesh rejoins and splits in new places as they move.

Most sundered women seem oblivious to their grotesque appearance. They tend to wander lost in the forest, searching for the one tree that is their partner but never finding it. Anyone who gets in their way or interferes with their search is subject to their wrath. Animals tend to avoid the delusional women and seek shelter in their presence, much as animals would if a violent storm suddenly arose.

Sundered women vary widely in personality and purpose. Some are little more than agents of destruction, bent on inflicting harm on whatever they encounter. Others seem kindly, but tend to break their "toys," because they don't understand the consequences of their actions. A few appear rational and purposeful but harbor subtle forms of insanity. Adventurers are advised to avoid these creatures if possible, even if they seem to promise aid or would be better off put out of their misery.

It's even possible to encounter one of these lost women outside the woodlands. This creature is the saddest of all, however, because her forest home has been completely decimated, or she has become so lost that she no longer knows where her home might be. These individuals are perhaps the most dangerous sundered women, for they have lost all bearing on the reality they once knew. Unfortunately, they might also be the only ones who could relate the fate that befell their homes, and what has become of any titanspawn responsible. Sundered women can also be vastly knowledgeable of the world around which their trees grew and may speak of events hundreds of years past — if they can be communicated with and understood.

Combat

Sundered women tend to avoid direct combat or even ignore the presence of others — until the search for their home is interfered with, when they can lash out. Others seek to lure intruders into traps to find out if *these* foreigners were the ones who destroyed the local forest. No matter what, each sundered woman behaves in accordance with her own particular form of insanity.

Wounding Touch (Su): The claw attack of a sundered woman is particularly vicious. Such wounds bleed longer than normal, inflicting an extra point of damage on the following round before clotting. Damage taken from a sundered woman's claws is also resistant to magical healing, so *cure* spells are only half as effective as usual, and such damage is always healed last if a subject of the spell has suffered other wounds as well. The same properties apply to damaged suffered from a sundered woman's *inflict minor wounds* ability.

For example, a character has taken 10 points of damage from an ogre's club and eight points of damage from a sundered woman's claws and spells. The first *cure light wounds* spell cast on him heals six points, which goes toward the damage done by the ogre. The second spell heals eight points: four of these heal the rest of the damage from the ogre, and the remaining four points heal only two points of the damage inflicted by the sundered woman. The character has six points of damage remaining, and requires 12 points of magical healing or six points of natural healing to recover fully.

Spell-Like Abilities: Like dryads, sundered women can communicate with plants at will (as *speak*

with plants) and use *charm person* three times per day as if cast by a 6th-level sorcerer. Sundered women also have access to the following spell-like abilities: *change self* (3/day), *inflict minor wounds* (3/day), *shatter* (3/day), *invisibility* (2/day) and *poison* (1/day).

Monster Empathy (Ex): Sundered women have access to this unusual variation of the Animal Empathy skill. Normal animals have a pronounced aversion to their presence, so the estranged fey find comfort with twisted creatures like themselves. This skill operates just as the Animal Empathy skill, but works best on aberrations. The skill can also be used on beasts or magical beasts of a chaotic or evil alignment with a -4 penalty to the roll.

Surged Giant

	Huge (Tall) Giant
Hit Dice:	10d8 (45 hp)
Initiative:	-2 (Dex)
Speed:	40 ft.
AC:	14 (-2 size, -2 Dex, +8 natural)
Attacks:	1 fist +18 melee, 1 greatfist +18 melee
Damage:	Fist 1d6+13, greatfist 3d6+13
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., bludgeoning damage resistance 5/-, vulnerability, regeneration 1
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 37, Dex 7, Con 10, Int 7, Wis 8, Cha 5
Skills:	Jump +4, Listen +4, Spot +5, Swim +2
Feats:	Cleave, Great Cleave, Power Attack
Climate/Terrain:	Warm and temperate land
Organization:	Solitary, pair or clan (3-12)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	11-15 HD (Huge)

Description

Surged giants were fashioned by Kadum the Mountainshaker in one of the monstrous titan's few attempts at crafting mortal races. Gormoth promptly ridiculed the creation for its relative weakness and at Gormoth's goading, Kadum let his race feast upon his blood and grow far stronger than they were crafted to become. The end result was a race of giants empowered with far too much strength and muscle mass than their bodies were meant to carry.

Surged giants are massive humanoids with bulging, distorted musculatures that constantly spasm and twitch and wrack the giant with painful cramps. Often, when it exerts its tremendous strength, its underlying tendons and bones pop and snap, as they cannot handle the stress of the muscle action. However, the giants' vitality is such that their bodies mend quickly. Surged giants are further distinguished by their massive hand and forearm, fashioned into a living battering ram and used to bludgeon foes into pudding.

Combat

Surged giants tend to have an inflated sense of their own prowess. This egotism, combined with their wee intellects, makes their battle plans fall into the "charge and smash with greatfist" range of complexity.

Improved Grab (Ex): To use this ability, the surged giant must hit with a fist attack.

Bludgeoning Damage Resistance (Ex): The walls of muscle surrounding the surged giant allow it to ignore the first 5 points of damage from any bludgeoning weapon or concussion damage effect.

Vulnerability (Ex): The overburdened frames of the surged giant make it prone to crippling strikes. Opponents may increase their critical threat range by two when attacking surged giants (e.g., a longsword which normally threatens a critical on a 19-20 will threaten a critical on a 17-20).

Regeneration (Ex): Fire, cold and acid deal normal damage.

Sutak

	Medium-Size Monstrous Humanoid
Hit Dice:	2d8 (9 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +2 natural, +4 scale mail)
Attacks:	Heavy flail +3 melee; or bite +2 melee; or shortbow +3 ranged
Damage:	Heavy flail 1d10; bite 1d4; shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Fire resistance 10
Saves:	Fort +0, Ref +4, Will +3
Abilities:	Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 8
Skills:	Intimidate +7, Intuit Direction +3, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +3
Feats:	Weapon Focus (flail)
Climate/Terrain:	Any desert
Organization:	Scouting party (4-10), raiding party (10-40, plus one 2nd-level fighter per 10 sutak), scourge (20-100, plus one 2nd-level fighter per 10 sutak, plus one 4th-level sorcerer per 50 sutak, plus one 5th-level fighter leader), or clan (100-300 plus one 2nd-level fighter or ranger per 10 adults, one 5th-level champion per 60 adults, one 6th-level sorcerer and one 6th- to 8th-level chieftain)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	By character class

Description

Often called the "plague of the Ukrudan Desert," the fierce and cruel sutak are among the most numerous and aggressive of the titanspawn remaining in the Scarred Lands. The favored children of Thulkas, the Iron Titan, the sutak were decimated during the final years of the Titanswar, and in the aftermath of their patron's fall, the remnants of the race escaped the fury of the divine races by retreating into the fiery reaches of the Ukrudan. From there, the sutak prey upon merchant caravans plying the trade routes between Dunahnae and the kingdoms to the east, and they erupt from the desert sporadically on far-ranging rampages to sate their lust for plunder and revenge.

A sutak appears to be a well-muscled human covered in a very short coat of rust-colored fur, with a horrible, emaciated head similar to a horse or donkey's. Their voices are loud and harsh, with an unnerving metallic dissonance that sets a listener's teeth on edge. Thanks to their patron, the sutak are highly resistant to heat, able to withstand blazing temperatures without the slightest discomfort.

Sutak organize into nomadic clans, each led by a powerful and ruthless chieftain. Clan feuds and petty rivalries are common among the desert dwellers, often triggered by competition for the meager resources of the Ukrudan as well as by violent inter-clan politics. Alliances in the interests of a common goal are short-lived, much to the relief of the human settlements that border the edges of the desert.

Although their patron, Thulkas, has yet to heed their prayers, the sutak continue to worship the Father of Fire. Fire-mages and sorcerers fill the cultural role of priests, and many of their leading warriors bear ceremonial tattoos that they make using molten metal instead of ink. A mighty sutak chieftain's chest, face and arms are covered with savage designs of gleaming bronze or gold that pronounce his devotion to the Iron Titan.

Sutak speak Common and Sutak. Their spellcasters, chieftains and other high-ranking warriors are typically well versed in the language of elemental fire as well.

Sutak Characters

Fighters are most common among the sutak, owing to their warlike nature. They also have a number of desert rangers and rogues among their number, and wizards (typically specialist invokers who concentrate on fire spells) or sorcerers can rise to notable rank. Like other worshippers of the titans, sutak have no clerics, and druids are rare; wizards and sorcerors assume the role of religious leaders in sutak society.

Combat

The sutak are most commonly encountered in small scouting or raiding parties, but a charismatic leader occasionally gathers a large contingent of warriors to pursue a bloody crusade of murder and pillage against the civilized kingdoms beyond the desert. A sutak band commonly assigns a portion of its number to harass enemy spellcasters or archers with missile fire,

while the rest attack with flails, long sickles or vicious, scimitar-like swords. When in retreat, sutak commonly order their rear guard to throw flasks of flaming oil into a melee, trusting that their comrades will remain unscathed while their enemies burn.

Skills (Ex): Sutak receive a +4 racial bonus to Intimidate checks, due to their unsettling voices, as included above.

Fire Resistance (Ex): Sutak are highly resistant to the effects of extreme heat, ignoring the first 10 points of such damage each round.

Swamp Fisher

	Large Magical Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	Swim 10 ft.
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	None
Damage:	None
Face/Reach:	5 ft. by 5 ft/10 ft.
Special Attacks:	Entangling tendrils
Special Qualities:	Tremorsense 60 ft.
Saves:	Fort +7, Ref +5, Will -2
Abilities:	Str 19, Dex 13, Con 16, Int 5, Wis 5, Cha 1
Feats:	Improved Initiative
Climate/Terrain:	Temperate marsh
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	5-8 HD (Large)

Description

Denizens of the Khan Thet swamps teach their children very early that placid pools are rarely what they seem. It is easy to lower one's guard in the rare times when one finds a pool undisturbed by dire monitors or other predators, but the wise swamp dweller realizes that such places are devoid of dangerous creatures for a very important reason. They have all been eaten by something larger, more cunning and far more deadly.

The swamp fisher is an unassuming predator that lives its entire life beneath the surface of shallow marshes and ponds, spreading its feeding tendrils in a net that lends it its name. The webwork of green tentacles floats just beneath the surface of the water and resembles water lily vines or similar marsh plants. When unsuspecting prey moves through the tendrils, the swamp fisher reels them in as with a net, trapping the hapless prey and dragging it under, where it drowns quickly. Once dead, the victim's body is drawn into the creature's body and slowly digested over a period of days while the predator creeps to a new hunting ground. The swamp fisher has no natural predators, but swamp folk hunt them with long spears, both for their meat and the prospect of trinkets or money that sometimes turn up in the creatures' gullets.

The swamp fisher's body is onion-shaped. Large specimens measure nearly five feet across. The creature's hide is tough and leathery, and it is a deep greenish-brown color, enabling it to blend in well with the marsh bottom. Its "net" consists of dozens of interlaced tendrils that are remarkably strong and flexible, highly resistant to tearing or being cut.

Combat

The swamp fisher is poorly equipped for combat, relying solely on its net to entangle and drown prey. If a victim puts up a struggle, the fisher simply draws in its tendrils as much as possible and pulls the opponent deeper underwater, then simply awaits the inevitable. If the victim manages to fight its way free (or if multiple opponents attack the fisher), the fisher attempts to flee. However, its slow speed rarely allows a successful escape.

Entangling Tendrils (Ex): The swamp fisher deploys its tendrils in a floating net with a diameter equal to one foot per hit die. If a victim swims or lands in the net, the fisher makes a grapple attack (no opportunity attack allowed) and pulls the victim under simultaneously. (Use the drowning rules found on p. 85 of *core rulebook II*.) The victim must make an opposed Strength check to escape the entangling tendrils with a -4 modifier to the roll. Alternatively, the victim may attempt to cut his way free, in which case he must inflict 10 points of damage on the fibrous tendrils to open a large enough gap to escape.

Tremorsense (Ex): The swamp fisher's tendrils allow the creature to detect approaching prey by interpreting sound and water vibration accurately to a range of 60 feet.

Swamp Tyrant

	Swamp Mite	Swampling	Swamp Tyrant
	Fine Aberration	Large (Long) Aberration	Gargantuan (Tall) Aberration
Hit Dice:	1 hp	6d8+6 (33 hp)	12d8+60 (114 hp)
Initiative:	+0	+2 (Dex)	-2 (Dex)
Speed:	swim 20 ft.	20 ft., swim 60 ft.	20 ft., swim 40 ft.
AC:	18 (+8 size)	18 (-1 size, +2 Dex, +7 natural)	14 (-4 size, -2 Dex, +10 natural)
Attacks:	Swarm +6 melee	Bite +6 melee	Bite +12 melee, 4 tentacles +10 melee
Damage:	Special	Bite 2d4+4	Bite 2d8+7, tentacle 2d4+3
Face/Reach:	1/2 ft.	5 ft. by 10 ft./5 ft.	20 ft. by 20 ft./20 ft.
Special Attacks:	Swarm	Frenzy	Improved Grab, Constrict, Swallow Whole
Special Qualities:	None	Fast healing 3	Fast healing 6
Saves:	Fort -2, Ref (fails), Will +2	Fort +3, Ref +4, Will +5	Fort +9, Ref +2, Will +8
Abilities:	Str 6 (swarm), Dex 10, Con 10	Str 16, Dex 15, Con 13	Str 24, Dex 7, Con 20
	Int 1, Wis 10, Cha 2	Int 6, Wis 10, Cha 8	Int 8, Wis 10, Cha 10
Skills:	None	Listen +5, Spot +5	Hide +10, Listen +12, Spot +12
Feats:	None	Alertness	Alertness, Improved Bull Rush, Multiattack, Power Attack
Climate/Terrain:	Warm marsh	Warm marsh	Warm marsh
Organization:	Swarm (10d10)	Pack (2d8)	Solitary
Challenge Rating:	1/8	3	7
Treasure:	None	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	None	None	None

Description

One of the most feared creatures native to Blood Bayou, swamp tyrants are a deadly danger at each of their three distinct growth stages.

Swamp Mite

Swarms of tiny tyrants, known as swamp mites, hatch from eggs laid by the adult tyrant. At this stage, they resemble small green spheres with a spray of tentacles and tiny, toothy mouths. These infant tyrants swarm in stagnant ponds and backwaters, attacking their prey with ruthless ferocity, stripping larger creatures to skeletons in mere minutes.

Combat

Swamp mites attack in swarms of 10d10 individuals.

Swarm (Ex): Treat each swarm as an individual creature with hit points equal to the number of individual mites. (A swarm of 30 mites would have 30 hp.) Each hit on the swarm kills a number of mites equal to the damage inflicted. (Eight points of damage, for example, would kill eight mites.)

Each swamp mite inflicts one point of damage when it bites. When a swarm hits, roll 1d100 and treat the result as the percentage of mites that inflict damage. If a swarm of 40 swamp mites hits a victim, and you roll a 50, then 50 percent of the mites inflict damage, for a total of 20 points.

The swarm always fails its Reflex saves.

Swampling

Perhaps one in a thousand swamp mites survives to the next stage of development, the swampling, an eyeless oblong green mass with a large fanged maw, supported by a nest of writing, root-like tentacles.

Combat

Swamplings hunt in packs of 2-16, ganging up on individual prey animals and ripping the flesh from their bones. Competition between swamplings is intense and during feeding frenzies, swamplings often turn on each other, killing until only the strongest survive.

Frenzy (Ex): Every round that a swampling is in combat, there is a cumulative 10% chance that it will enter a feeding frenzy, attacking at +4 to hit and +4 damage. If a foe is killed or incapacitated, there is a 50% chance that the frenzied swampling will stop to savage the body, trying to devour it, and be unable to take any other actions for 1d6 rounds. (See Helpless Defenders, *core rulebook I*, page 133.) Once begun, a swampling frenzy lasts until the creature or all of its opponents are slain. There is a further 25% chance that, if no living opponent is nearby, a swampling will attack one of its fellows.

Swamp Tyrant

Only a further one in 100 swamplings survives to become a true swamp tyrant, and these beasts are terrifying indeed. Towering 20-30 feet high, their mouths large enough to swallow a horse whole, sup-

ported by a network of thick, ropy tentacles, swamp tyrants are predators with few equals. A fully-grown tyrant's only weakness is its relative size and clumsiness, but its deadly attacks easily make up for these deficiencies.

Combat

Swamp tyrants lurk beneath the surface of the swamp. They are often taken as simple piles of vegetation or debris. From hiding, tyrants attack with their tentacles, trying to drag prey to their gaping maws, attempting to swallow their foes whole.

Improved Grab (Ex): To use this ability, the tyrant must hit an opponent of up to Large size with a tentacle attack. If it succeeds, the tyrant inflicts bite damage automatically, then it can constrict or attempt to swallow its opponent whole.

Constrict (Ex): A swamp tyrant deals automatic tentacle damage with a successful grapple check against Large or smaller creatures.

Swallow Whole (Ex): A swamp tyrant can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once swallowed, the tyrant's opponent takes 1d8+7 points of crushing damage plus 1d8 points of acid damage each round. A swallowed creature can climb out of the tyrant's gizzard with a successful grapple check. Doing so returns it to the tyrant's maw, where a second grapple check is required to get free. A swallowed creature can also cut its way out using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the tyrant's insides (AC 18). Subsequently swallowed victims must cut their own way out. A single tyrant can hold one Large, two Medium, three Small, six Tiny, 12 Diminutive or 24 Fine or smaller opponents.

Tar Beetle

	Small Vermin
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	40 ft., swim 20 ft.
AC:	17 (+1 size, +6 natural)
Attacks:	2 pincers +0 melee
Damage:	Pincer 1d3-1 melee
Face/Reach:	5 ft. by 5ft./5 ft.
Special Attacks:	Tar spray
Special Qualities:	Tremorsense, darkvision 60 ft.
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 9, Dex 11, Con 11, Int —, Wis 10, Cha 2
Skills:	Hide +6, Listen +2, Spot +4
Climate/Terrain:	Temperate marsh
Organization:	Solitary, cluster (2-5), nest (5-20)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2-3 HD (Medium-size)

Description

The tar beetle is a voracious and stealthy marsh-dwelling predator commonly found in the swamps of Khan Thet. Typically hunting in clusters of two to five individuals, the beetles lie partially submerged in pools that have been overgrown with vegetation, which makes the beetles difficult to detect. Upon sensing prey, they spray a cone of tar, attempting to immobilize the victim to a point where it can be overwhelmed easily.

The tar beetle has a dark-green chitinous shell with dozens of spine-like growths clustered along its back. These spines — which normally resting flush against the beetle's shell, but that stand erect when the insect is submerged — serve as breathing tubes. The coloring of the spines also provides natural camouflage when the beetle is hunting; with much of its body concealed under the murky water, a tar beetle resembles another clump of marsh grass. Solitary males are commonly encountered during the spring mating season, and they are extremely aggressive. They attack any trespassers that intrude on their hunting ground.

Tar beetles build large nests of mud, twigs, branches and rotting vegetation, which rise like small hills amid swamp waters. Each nest contains tunnels that lead to larva chambers and waste and storage pits, and each nest supports up to 20 beetles, including an egg-laying queen. Tar beetle larvae hatch during the summer and require a month to grow to maturity, during which time they are fed dead or immobilized prey, which are kept in the storage pits. If the nest is threatened, the queen and half of the adults put up a fierce defense while the remaining beetles carry larvae to safety.

Combat

The tar beetle sprays a cone of tar at its prey and then scuttles rapidly from its hiding place to attack with two pincers. Its mandibles are extremely sharp and are equally effective at cutting through armor or flesh. Tar beetles rarely attack if outnumbered unless trespassers wander too close to their nest. When attacking multiple opponents, beetles ignore immobilized individuals, concentrating on active opponents when possible. Any trapped prey is later dragged back to the beetles' nest.

Vermin: Not affected by attacks or spells of mind-altering nature (enamoring or charm spells, for example).

Tar Spray (Ex): When attacking or disturbed, a tar beetle sprays a 15-foot-long cone of tar every 1d4 rounds. Those within the cone must succeed at a Reflex save (DC 12) or lose two temporary points of Dexterity until the tar is removed. Creatures reaching zero Dexterity are immobilized. It takes 10 minutes of scraping to remove enough tar to regain one point of lost Dexterity.

Tremorsense (Ex): The tar beetle can detect any moving creature within 30 feet that is in contact with the ground or water.

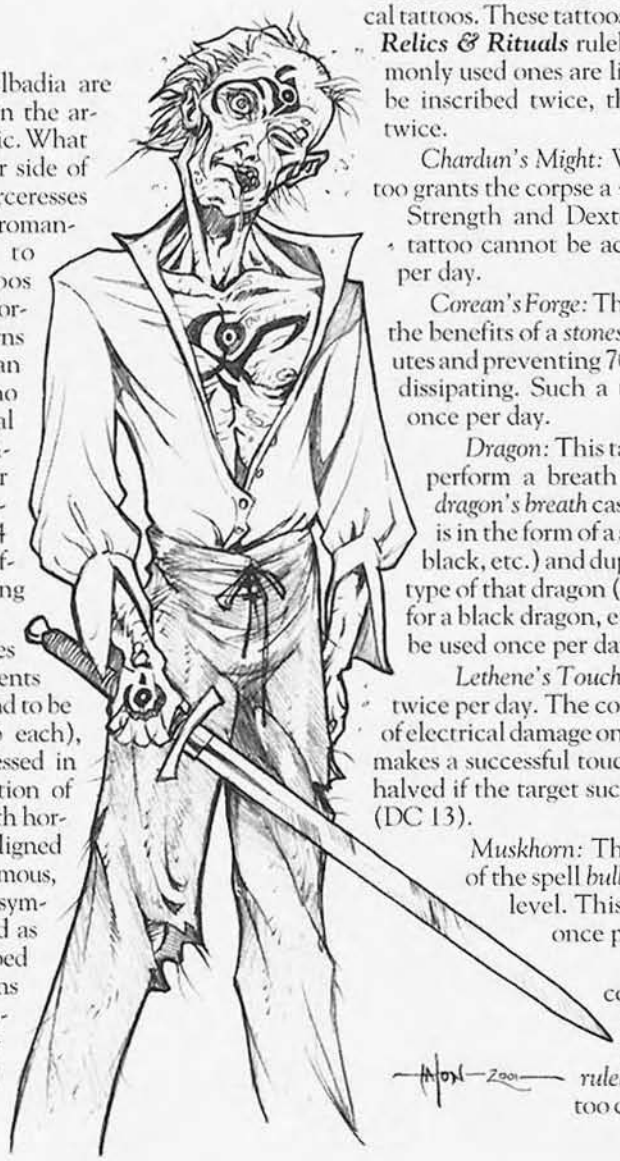
Tattooed Corpse

	Medium-Size Undead
Hit Dice:	2d12+3 (16 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	11 (-1 Dex, +2 natural)
Attacks:	Slam +2 melee; or weapon +2 melee
Damage:	Slam 1d6+1 or by weapon type
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Undead, partial actions only, tattoos
Saves:	Fort +0, Ref -1, Will +3
Abilities:	Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	None
Feats:	Toughness
Climate/Terrain:	Any land or underground
Organization:	Gang (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None

Description

The sorceresses of Albadia are acknowledged as experts in the arcane practice of tattoo magic. What is less known is the darker side of this skill, in which the sorceresses combine forces with necromancers or tribal shamans to inscribe enchanted tattoos upon reanimated corpses. Normally, Constitution governs how many tattoos a being can bear, but as zombies have no Constitution score, special skills must be used to inscribe the marks on their flesh. An individual tattooed corpse can bear 1-4 tattoos. Lifeless zombies suffer no side effects from using these tattoos.

These enhanced zombies are often sold to wealthy clients for use as guards. As they tend to be expensive (1,000-6,000 gp each), such zombies are often dressed in armor or tunics. The creation of these creatures is viewed with horror by followers of the good-aligned gods, who consider it blasphemous, especially when the sacred symbols of their deities are used as tattoo marks. Ancient tattooed corpses, created generations ago, are sometimes encountered in ruins or the wilderness, still attempting to carry out their duties even after their masters have perished.



Combat

Tattooed corpses are often equipped with weapons, which they are capable of clumsily wielding. Tattooed corpses guard the place or individual that they are assigned to and utilize the abilities inherent in their tattoos as needed.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. They can move or attack, but can only do both if they charge (a partial charge).

Tattoos (Su): A tattooed corpse bears 1-4 magical tattoos. These tattoos are fully described in the ***Relics & Rituals*** rulebook, but the most commonly used ones are listed below. Tattoos may be inscribed twice, thus gaining the benefits twice.

Chardun's Might: When activated, this tattoo grants the corpse a +4 enhancement to both Strength and Dexterity for six hours. The tattoo cannot be activated more than once per day.

Corean's Forge: This tattoo grants the corpse the benefits of a *stoneskin* spell, lasting 70 minutes and preventing 70 points of damage before dissipating. Such a tattoo can only be used once per day.

Dragon: This tattoo allows the corpse to perform a breath attack as per the spell *dragon's breath* cast at 7th level. The tattoo is in the form of a specific dragon type (red, black, etc.) and duplicates the breath attack type of that dragon (fire for a red dragon, acid for a black dragon, etc.). This tattoo can only be used once per day.

Lethene's Touch: This tattoo can be used twice per day. The corpse can inflict 20 points of electrical damage on any target upon which it makes a successful touch attack. The damage is halved if the target succeeds at a Fortitude save (DC 13).

Muskhorn: The corpse gains the effect of the spell *bull's strength* as if cast at 7th level. This tattoo can be used only once per day.

Wraith Hand: The corpse's attacks gain the ghost touch power for 7 minutes (see *core rulebook II*, p. 186). This tattoo can be used twice per day.

Tauron

	Medium-Size Monstrous Humanoid
Hit Dice:	8d8+32 (68 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	2 forehooves +13; or gore +13 melee
Damage:	Forehoof 2d4+5; or gore 2d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	Hands to hooves, labyrinth bond, skill
Saves:	Fort +8, Ref +7, Will +9
Abilities:	Str 20, Dex 13, Con 18, Int 13, Wis 16, Cha 14
Skills:	Animal Empathy +3, Craft (stonemasonry) +11, Heal +4, Intimidate +6, Intuit Direction +15, Knowledge (architecture) +5, Knowledge (nature) +5, Search +10, Wilderness Lore +5
Feats:	Great Fortitude, Improved Bull Rush, Inscribe Magical Tattoo, Power Attack
Climate/Terrain:	Any mountains and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	By character class

Description

Stalwart and reclusive, taurons seek shelter, power and wisdom through the creation of vast labyrinths, both above and below the surface. They are believed to be the spawn of a Hrinruuk. Though this seems to make little sense considering the current nature of the beasts, Hrinruuk was indeed their originator. Stories of the ravenous hunters taurons used to be are fresh in the memories of many of the longer-lived races, as taurons were dangerous hunters and foes throughout the Divine War.

Once enormous specimens of physical power, taurons now resemble a slender human with the head and legs of a bull. They typically mark their skin extensively with extreme ritual body modification like tattooing, branding, scarification and selective skinning; taurons frequently cover their entire bodies with complex labyrinths of scars. They sometimes appear sickly or even emaciated, but they are virtually tireless and quite powerful. Still, they spend more time thinking about their mazes than the nature of their next meal.

Taurons are generally not benign creatures, and the majority of them are evil, but some few are approachable and willing to share their enlightenment (or at least their version of enlightenment). Even Yugman the Sage professes some degree of confusion over the precepts of the taurons, though this is partly because each of them develops a very personal set of beliefs that grows out of the labyrinth they create.

Taurons are mystics and extremists in their views, whatever those may be, and they are stubborn in the extreme. Their philosophy holds that properly constructed labyrinths have correspondences with the body, and that by designing, constructing and walking a sufficiently complex labyrinth, the tauron can come to a new understanding of—and control over—the flesh. The constant branding and scarification of their skin, in addition to exemplifying their mystic philosophies, makes taurons very tough and resistant to pain.

Combat

Taurons find combat tedious—it distracts them from their spiritual and architectural pursuits. They prefer to hide at the center of their labyrinths, using spells in conjunction with their labyrinth bond to separate and weaken intruders until they can deal with the members of an invading party one by one. When a tauron does enter combat, it uses its hooves, horns and tremendous strength to devastating effect.

Spells: Taurons cast spells as 8th-level druids.

Spell-like Abilities: At will — *find the path, nondetection*; 3/day — *pass without trace*; 1/day — *screen, confusion*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Hands to Hooves (Su): At will and as a free action, a tauron may change his hands into sharp hooves for the purposes of combat.

Labyrinth Bond (Su): The deep mystical bond a tauron has with the labyrinth it has constructed grants the beast great power within the structure's bounds. The area of effect of any spell or spell-like ability cast by the tauron (*clairvoyance, true seeing*) may affect the whole labyrinth or any portion thereof if the tauron so wills it, even if the area is outside the spell's normal range and effect. Furthermore, within the bounds of their bonded labyrinth, taurons gain the equivalent of spell resistance 10.

Skill: Tauron have a +8 racial bonus to Intuit Direction.

Tempus Twin

	Medium-Size Shapechanger (Time)
Hit Dice:	4d8 (18 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (+1 Dex, +4 natural) (may also have armor or shield)
Attacks:	Longsword +4 melee; or 2 talons +4 melee
Damage:	Longsword 1d8+1; or talons 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Time jumping, alter self, immunity, darkvision 60 ft.
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 13, Dex 12, Con 10, Int 16, Wis 10, Cha 11
Skills:	Bluff +5, Climb +3, Disguise +3, Jump +3, Listen +2, Spot +3
Feats:	Improved Initiative
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement Range:	By character class

Description

Tempus twins earned their name for their limited ability to travel through time. When confronted by a foe, a tempus twin can jump back in time to aid itself in combat, leading to the strange phenomenon of fighting a single tempus twin and then suddenly dealing with an identical creature as the tempus twin jumps back in time to aid itself. Tempus twins possess the ability to travel several seconds back in time and can travel as far forward into the future as they wish.

Forged from the very essence of time by Golthagga, these creatures appear as lean, tall humanoids with bulbous, bald heads. Golthagga was briefly intrigued by the possibilities of weaving time in a manner similar to how he shaped and forged other materials. Though he died at Corean's hand before he could complete his experiments, Golthagga forged enough of the tempus twins that their still-malleable forms sustained life and, thus, set them loose upon the world.

Tempus twins make deadly enemies. As beings forged of the essence of time, they view organic creatures as pitiable weaklings, albeit occasionally interesting ones. Tempus twins will use their shapechanging ability to enter societies and amuse themselves with schemes and debaucheries with no regard for the "lesser creatures" around them. Tempus twins especially enjoy plaguing the chronomancers of the Phylacteric Vault in Darakeene, those mortals wizards who attempt to master time themselves and who often seek out tempus twins to better study their chronomantic powers. Some tempus twins strive to restore Golthagga, believing that, if restored, the titan will complete his work on forging them.

Combat

Tempus twins are brilliant tacticians and rarely choose a direct assault.

Time Jumping (Su): Tempus twins are devastating enemies in combat due to their ability to physically travel five seconds backward in time as a free action. A twin can only use the power once at a time, so it cannot consecutively jump 10, 15, 20 seconds back in time, and it apparently cannot have more than two versions of itself in the same time frame at once.

Effectively, in battle, an opponent of a tempus twin winds up facing two opponents, the current tempus twin, plus the same twin that has jumped five seconds back in time to aid its past self in combat. Beginning as soon as the tempus twin is no longer surprised, each round on its initiative, two versions of it will be in existence, each capable of a full round of actions. Hits against either of the tempus twin versions inflict damage to the same pool of hit points, since the two are the same creature.

Each round on its initiative, the "oldest" version of the tempus twin disappears (as it travels back in time to be the prior round's future self), the second version of the twin that had appeared last round to aid itself stays in the current round, and a new "future" version comes back into the past to appear in the current round as the current temporal twin. This phenomenon causes a lot of confusion for the twin's opponents (ok, and the GM and players too, sometimes), as versions of the creature appear and disappear each round.

What's more, the version of the tempus twin that is traveling back in time may appear up to 10 ft. away from the current version of itself and usually opts to flank its opponent when it jumps backward in time. This future version is also armed with knowledge of whatever happened in the current round that is about to unfold and may use this knowledge to its benefit wherever possible. The GM should have players announce their characters' intended actions for their coming initiative so that the future version of the twin can react accordingly (since it will have witnessed the characters' actions already — see the spell *widdershins* for details of a similar phenomenon).

The apparent paradox of killing a tempus twin yet its future version still being alive to have jumped back to aid itself does not seem to inhibit this ability, although all versions of the tempus twin are slain and all but one disappear when it is killed.

Tempus twins are also capable of traveling unlimited amounts of time forward as a standard action. Many tempus twins choose to leap ahead in time if they are close to dying in battle rather than face their deaths.

Alter Self (Su): Tempus twins are able to take the guise of any humanoid creature of Medium-size. Changing form is a standard action. Using this power gives the tempus twin a +10 circumstance bonus to Disguise checks.

Immunity (Ex): Tempus twins are immune to any magic that affects time, such as *time stop*.

Tempus Twin Characters

The tempus twin's preferred character class is rogue, though many pursue wizardly training.

Thought Drinker

	Diminutive Aberration (Incorporeal)
Hit Dice:	2d8 (9 hp)
Initiative:	+1 (Dex)
Speed:	Fly 30 ft. (clumsy)
AC:	16 (+4 size, +1 Dex, +1 deflection)
Attacks:	—
Damage:	—
Face/Reach:	1 ft. by 1 ft./5 ft.
Special Attacks:	Emotion feeding
Special Qualities:	Breed, blindsight, invisibility, incorporeal
Saves:	Fort +0, Ref +1, Will +5
Abilities:	Str —, Dex 13, Con 10, Int 6, Wis 11, Cha 12
Skills:	Listen +3, Sense Motive + 2, Spot +4
Feats:	Iron Will
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	3-5 HD (Tiny); 6-9 HD (Small)

Description

The thought drinker in its natural form looks much like a floating blob of plasma and gas the size of a small crystal ball. The creatures roam the physical plane feeding on the thoughts and emotions of humanoids. When they find someone in an especially intense emotional state, they feed off those emotions. The thought drinker often stays with one victim to feed on his emotional energies, wearing down his will to resist the thought drinker's parasitic influence and then sucking his psyche dry until naught is left of the victim but a catatonic mental vegetable.

Thought drinkers will be found wherever madness and emotion abound. They particularly enjoy brothels, dark temples, arenas and battlefields.

Combat

Though they are not capable fighters, thought drinkers are drawn to combat to feed on the anger, fear and exaltation that goes with such strife. If there is a thought drinker within hearing range of combat, it will move quickly to the battle. This desire is so strong in the thought drinker that it seldom flees from a battle or a scene of intense emotion, even if it is about to die itself.

Emotion Feeding (Su): The thought drinker may attempt to psychically latch onto a humanoid, giant or monstrous humanoid victim, who must make Will save (DC 12) to resist this mind-affecting attack. If the attack succeeds, the thought drinker may stay psychically attached to the victim as long as it stays within 30 feet of the victim at all times. As long as the thought drinker is attached, the victim essentially feels no emotions, as any emotions he would otherwise have are immediately consumed by the thought drinker as soon as they begin to form in the victim's psyche. While in this state of apathy, the victim ignores all mind-affecting magic that would change his emotional state, such as *charm person*, *fear*, *emotion*, etc., but not mind-affecting magic that does not have a direct emotional effect, such as *sleep* (GM's discretion as to which effects are ignored and which are not). The victim further ignores all morale bonuses or penalties and cannot utilize emotionally driven powers, such as a barbarian's frenzy or a bard's inspire powers. Finally, for each full day the thought drinker is attached to a victim, the victim suffers one point of Wisdom drain. The thought drinker may only make one attempt to emotionally feed off of any victim once per day, and may not simultaneously feed from more than one victim.

Whenever a thought drinker emotionally leeches the last point of Wisdom from a victim, it shatters what remains of the victim's psyche and feasts from this last great store of emotional energy. In response, the thought drinker advances one hit die in its advancement range.

Breed (Ex): A thought drinker with more than 4 HD may choose to split into two thought drinkers, so long as the total HD of the two thought drinkers does not exceed the total HD of the original at the time of the split.

Blindsight (Ex): The thought drinker "sees" through mystical senses that read the mental energy of any being that has a Wisdom score. The thought drinker cannot read intentions or actual thoughts, but it is not confused by illusions or disguises and always detects hidden foes. It is immune to gaze attacks.

Invisibility (Su): The thought drinker may turn invisible at will as though it cast *improved invisibility* as a 4th-level sorcerer.

Incorporeal: Can only be hurt by +1 or better magical weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Always moves silently.

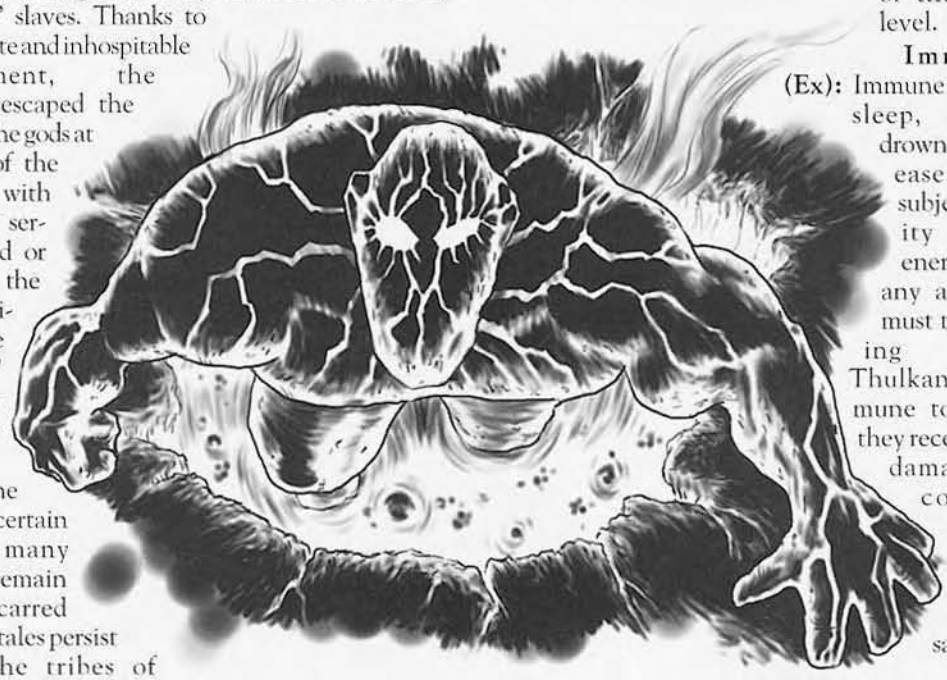
Thulkan

	Huge Outsider (Fire, Law)
Hit Dice:	8d8+40 (76 hp)
Initiative:	-1 (Dex)
Speed:	40 ft.
AC:	18 (-2 size, +10 natural)
Attacks:	Huge hammer +15/+10 melee
Damage:	Hammer 2d8+13
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Attacks:	Radiant heat
Special Qualities:	Damage reduction 20/+2, curse item, immunities, forge magic item, darkvision 60 ft.
Saves:	Fort +11, Ref +5, Will +9
Abilities:	Str 29, Dex 9, Con 20, Int 14, Wis 16, Cha 13
Skills:	Appraise +16, Concentration +16, Craft (Metalworking) +16, Listen +10, Sense Motive +12, Spot +10
Feats:	Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Critical (Hammer), Power Attack
Climate/Terrain:	Any mountains or underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple Standard
Alignment:	Always lawful evil
Advancement Range:	9-16 HD (Gargantuan)

Description

The thulkans are one of the very few races known to have been created intentionally by Thulkas, the Iron Titan. They were drawn from a cauldron of molten iron and shaped for the purpose of forging mighty weapons and artifacts to arm the titans and titanspawn during the Divine War. Working from forges deep in the heart of young volcanoes, the thulkans labored throughout the long war, being fed a steady stream of raw metals by the titans' slaves. Thanks to their remote and inhospitable environment, the thulkans escaped the notice of the gods at the end of the war, and with the titans' servitors dead or scattered, the forges fell silent. The titans' weaponsmiths were forgotten.

No one knows for certain how many thulkans remain in the Scarred Land, but tales persist among the tribes of Albadia of daring souls who have braved the Titanshome Mountains and found a lonely thulkan in the depths of a slumbering volcano. According to the stories, it's possible to barter quantities of gold, silver and iron in return for items of wondrous craftsmanship and power, but in nearly every tale, the thulkan's creation brings its wielder nothing but tragedy. Although the Iron Titan's children fulfill any bargain to the letter, they have not forgotten the defeat of their creator, and they take advantage of a poorly worded deal to slip a potent curse into any item forged for mortal hands.



Combat

Thulkans generally avoid combat whenever possible, but when forced, they fight using their huge iron hammers, overcoming combatants with powerful blows and the incredible heat radiating from their bodies.

Radiant Heat (Ex): A thulkan radiates heat at all times, but when angered, its heat rages with the intensity of a furnace. Opponents in melee must make a Fortitude save (DC 19) each round or suffer 1d6 points of heat damage. Additionally, any nonmagical weapon that strikes a thulkan and does damage suffers 1d4 points of damage itself from the heat.

Curse Item (Su): A thulkan can be persuaded to create items for individuals in exchange for quantities of workable metals — typically twice as much as is necessary to forge the item in question. The thulkan follows specifications to the letter, and if the individual is not extremely specific as to the characteristics of the item, the thulkan lays a curse upon it during the creation process. Cursed items follow the guidelines described in *core rulebook II*, pp. 231-232.

Forge Magic Item (Sp): A thulkan is capable of creating magic items as though he were a spell caster of the required level.

Immunities (Ex): Immune to poison, sleep, paralysis, drowning and disease. Not subject to ability damage, energy drain or any attack that must target a living victim. Thulkans are immune to fire, but they receive double damage from cold-based attacks upon failing a Fortitude save.

Thunder Kite

	Small Elemental (Air)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	fly 90 ft. (perfect)
AC:	12 (+1 Dex,+1 size)
Attacks:	Slam +2 melee, 1-4 lightning bolts +3 ranged
Damage:	Slam 1d4, lightning 1d12
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Electrical discharge
Special Qualities:	Immunities, partial invisibility, electrical absorption, darkvision 60 ft.
Saves:	Fort +1, Ref +4, Will -2
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 6, Cha 4
Skills:	Listen +3, Sense Motive +4
Feats:	Improved Initiative, Flyby Attack
Climate/Terrain:	Any land
Organization:	Solitary, pair, flight (3-9)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	3-4 HD (Medium-size); 5-9 HD (Large)

Description

The thunder kite is a type of air elemental that spends its life swooping through thunderclouds, feeding on the static charge that builds up before and during a storm. Normally invisible to mortal eyes, these manta-ray-shaped beings develop a shimmering blue nimbus as they draw electricity from clouds, outlining their bodies with ghostly light. Thunder kites are generally quite harmless, but the elementals can become supercharged during exceptionally fierce storms. When this occurs, the kites are drawn ever closer to the ground, until they are finally able to discharge their excess energy into a tree, building — or hapless traveler. For this reason, many ships at sea and plains villages maintain a "kite watch" during the summer storm season, keeping an eye out for telltale blue lights flickering through approaching thunderheads and keeping fire buckets close at hand.

Thunder kites do not speak any language, and generally seem unaware of the inadvertent havoc they cause. Various legends speak of storm hags who keep thunder kites as pets or familiars, and the elementals often follow in the wake of storm giants when the humanoids stir from their lairs.

Combat

Thunder kites rarely attack other beings, though they appear oddly territorial about the stormclouds in which they feed and attempt to drive away perceived threats to their food supply. Thunder kites make swooping flyby attacks on opponents, discharging a powerful jolt of electricity on impact, then dart back into the clouds to build up another charge.

Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits or flanking.

Electrical Discharge (Ex): Thunder kites absorb electricity from the static charge of stormclouds, and can become supercharged in severe storms, causing them to be drawn to earth until they discharge excess electricity. When a kite passes within five feet of a suitable conductor (anything with a mass of one-third metal or two-thirds moisture such as an armored human or a tall tree), the kite discharges 1d4 electrical bolts that strike for 1d12 damage each. The target suffers only half damage with a successful Fortitude check (DC13). Thunder kites may use this attack up to four times before their charge is spent completely.

Electrical Absorption (Ex): Thunder kites can absorb up to 10 points of electrical damage discharged per round within a 10-foot radius, whether it is targeted at them or not.

Immunities (Ex): Thunder kites are immune to all types of electrical and sonic attack.

Partial Invisibility (Ex): Thunder kites are naturally invisible under normal circumstances, but gain a iridescent blue sheen when charged with electricity.

Time Killer

	Medium-Size Outsider
Hit Dice:	2d8+6 (15 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	19 (+1 Dex, +4 dodge, +4 natural)
Attacks:	Bite +4 melee, 3 claws +2 melee; or breath weapon +3 ranged touch
Damage:	Bite 1d8+2 and flash forward; large claw 1d6+1; medium claw 1d4+1; small claw 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Flash forward, aging breath
Special Qualities:	Foresight
Saves:	Fort +6, Ref +4, Will +3
Abilities:	Str 15, Dex 13, Con 17, Int 12, Wis 10, Cha 11
Skills:	Listen +3, Spot +3
Feats:	Improved Initiative, Multiattack
Climate/Terrain:	Any land or underground
Organization:	Solitary or pair
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3-6 HD (Medium-size); 7-14 HD (Large)

Description

Time killers are creatures from the astral plane. Except for a few odd summonings gone awry, the presence of time killers in the Scarred Lands is rarely a chance occurrence. Time killers can be set against other targets, but their preferred prey are those who have lived past their allotted time. People who have been saved from death, and especially those who have been raised from it, sometimes find themselves victimized by these savage beasts. Clergy who repeatedly perform these services also occasionally find these creatures at their throats. The fact that holy men can be targeted by these monsters is evidence to many people that time killers are assassins to some other power, perhaps even a forgotten race of titanspawn. Others see this as proof that time killers are the creation of Belsameth, her wrath given form to avenge the thwarting of death.

Combat

Time Killers prefer to throw themselves into the midst of their opponents, striking as many foes as possible with their claws while sowing confusion with their bites. However, if hunting one particular target, a time killer will save its claws for that character and use its bite to remove those who interfere.

Because they do not have any needs or wants other than destroying their prey, time killers do not accumulate wealth. Their bodies, however, are steeped in temporal magic. Properly harvested (Alchemy check at DC 10), a time killer can provide the raw components for oils of timelessness. A time killer's corpse can provide enough materials for two droughts for each hit die the creature possessed.

Flash Forward (Su): Anyone bitten by a time killer must succeed at a Will save (DC 11) or vanish in a puff of sand, only to reappear in the exact same place after 1d4 rounds. The time killer will know how far ahead in time the character has been thrown and will not be surprised when the character reappears.

Aging Breath (Su): Those struck by the sand gale breath of the time killer must succeed at a Fortitude save (DC 11) or age 1d10 years. Apply all physical changes due to aging (see table 6-5 of *core rulebook I*, p. 93) immediately, but leave the mental attributes unchanged; the character's body has aged but he has not gained the wisdom of those years. The breath is a ray effect with a range of 30ft.

Foresight (Su): The time killer actually sees several seconds in the future, allowing it to react to events before they happen. This gives the time killer uncanny dodge and improved evasion as a 20th-level rogue (see *core rulebook I*, p.48). Time killers also possess the Improved Initiative feat and a +4 dodge bonus to its AC.

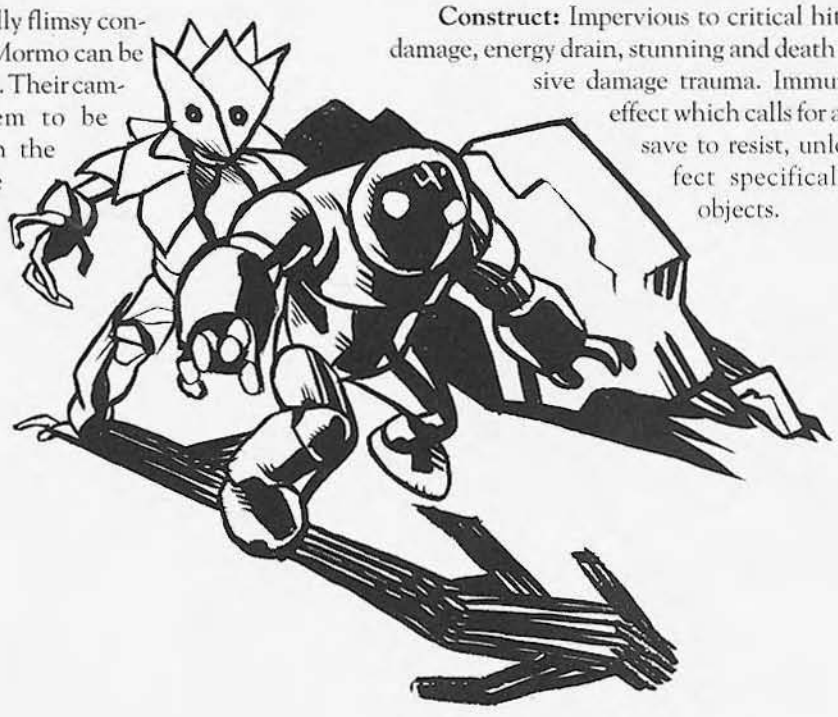
Totem of Mormo

	Tiny Construct
Hit Dice:	1d10 (5 hp)
Initiative:	+5 (+3 Dex, +2 size)
Speed:	30 ft., climb 30 ft
AC:	14 (+2 size, +2 natural)
Attacks:	2 Claws +0 melee
Damage:	Claw 1d2
Face/Reach:	2-1/2 ft. by 2-1/2 ft./0 ft.
Special Attacks:	Spell
Special Qualities:	Camouflage, regeneration 1, SR 7, damage reduction 5/+1, construct
Saves:	Fort 0, Ref +3, Will -1
Abilities:	Str 10, Dex 17, Con —, Int 9, Wis 8, Cha 8
Climate/Terrain:	Temperate forest
Organization:	Solitary, pair or gang (2-6)
Challenge Rating:	1, 2 if infused with a 3rd-level or higher spell
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	2-6 HD (tiny)

Description

The extent to which Mormo's blood twisted the Hornsaw Forest is evident in the existence of the totems of Mormo. These shamanistic dolls are constructed from bundles of twigs and other natural materials from the Hornsaw, and they are fully animated through an unknown ritual. Each of the 12-inch dolls bears Mormo's rune upon its forehead. They are created by and serve high gorgons and others who worship the Queen of Witches and stand in defense of the Hornsaw Forest.

While of generally flimsy construction, totems of Mormo can be dangerous opponents. Their camouflage allows them to be virtually invisible in the forest because they are made from its natural elements. Once close, a totem can unleash a spell attack. Totems of Mormo have the ability to discharge a wide variety of magic, and each seems to cast a different spell. What few realize is that any agent of Mormo, can infuse a totem's rune with a single spell if they are a sorcerer or druid. The spell offered to the totem of Mormo is lost to the caster until it is discharged by the totem, but it is considered a great sacrifice to the Mother of Serpents to infuse a totem with one of the caster's highest skilled spells.



Combat

Totems of Mormo rarely initiate combat unless specifically serving as a guardian. Instead, they remain hidden until they an opponent is close enough to be attacked. Their first attack is often the discharge of whatever spell has been infused in their rune. They follow this up with their tiny scratching claws if it's necessary.

Spell-like Ability: The rune upon the totem of Mormo can be infused with any one spell by a spellcasting follower of Mormo. The totem of Mormo's natural intelligence and cunning allows it to use this spell in efficient and devious ways.

Camouflage (Ex): Totems of Mormo blend into the forest. Observers must make a Spot check (DC 25 when totems of Mormo are still, DC 20 if a totem of Mormo is slowly creeping along) to spot the totem.

Regeneration (Ex): Acid and fire deal normal damage to a totem of Mormo and cannot be healed. Totems of Mormo can reform a severed limb in 1d6 minutes. It can instantly reattach a limb.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist, unless the effect specifically affects objects.

Touch Corrupter

	Medium-Size Monstrous Humanoid
Hit Dice:	6d8 (27 hp)
Initiative:	+3 (Dex)
Speed:	25 ft.
AC:	13 (+3 Dex)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d6+2 and disease, bite 1d6+1 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, putrefy
Special Qualities:	Immunities
Saves:	Fort +2, Ref +8, Will +6
Abilities:	Str 15, Dex 16, Con 10, Int 15, Wis 12, Cha 6
Skills:	Disguise +7, Hide +11, Listen +5, Move Silently +11, Open Lock +11
Feats:	Dodge, Endurance, Improved Initiative, Improved Unarmed Strike
Climate/Terrain:	Any temperate and warm
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic evil
Advancement Range:	7-9 HD (Large)

Description

Touch corrupters are walking masses of decay. Oozing sores run rampant across their bodies. Blisters burst in great masses on their hands and feet, leaving a trail of disease where they walk. These hunched-over titanspawn hide their hands and badly distorted faces beneath rags and cowls. They often seek shelter — and a food supply — by blending in with a colony of lepers. Even then, they rarely fit in, as every inch of their bodies is a plague waiting to be unleashed on those they touch.

Touch corrupters were created early in the Titanswar by Chern of the Last Great Sickness and Suffering to reduce the ranks of his enemies. Chern's children, as they were called, partially succeeded. Their downfall came not because of their enemies, however, but because of infighting that decimated their numbers when food supplies ran low.

This turn of events was Chern's fault. He crafted his children to destroy whatever they touched by putrefying it. He also made sure that none of those killed would be raised to plague him again by giving the touch corrupters an appetite for the decayed dead.

This strategy worked fine for a while, with the touch corrupters working together to overwhelm and destroy those arrayed against Chern. Unfortunately, when the enemies ran out, so did the food supply, and the ever-hungry touch corrupters fell on one another in a fight for fresh food.

As a result, those touch corrupters that survived have learned to keep fighting until all threats to them and their meals are removed; those who survived the Titanswar learned better than to turn their backs on enemies for a meal lest they become the meal.

Many of these walking plague-carriers have come to envy the dead. Chern's final irony for his children was in making them immune to all diseases, including their own and those of other touch corrupters. They can infect one another and putrefy their dead, but they cannot die through the diseases they spread among themselves.

Many touch corrupters can still be found wandering the Mourning Marches, especially along the borders of Vesh, although they have been discovered in many other regions as well. Canny touch corrupters hide in plain sight by joining roving leper bands, following the damned from city to city. If any of the lepers ever notice their numbers shrinking on their trek, most assume it to be because of the death and disease they live with daily.

The touch and bite of a touch corrupter carries disease — the reason many are reluctant to fight this titanspawn. Many are content to let them live among the lepers, finding meals among the shunned.

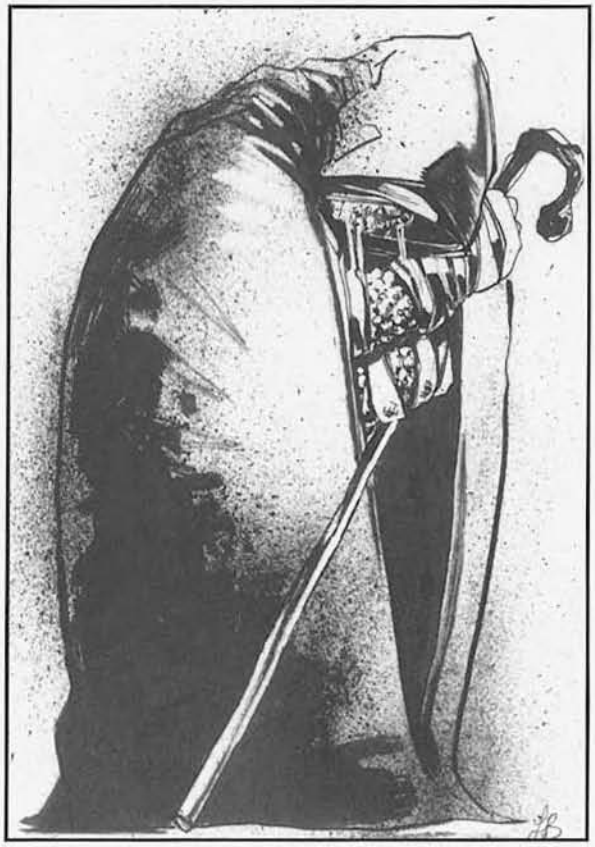
Combat

A touch corrupter attacks by attempting to get in close to its victim to bite and claw, spreading disease among its foes.

Disease (Ex): Slimy doom — claw, bite, Fortitude save (DC 14), incubation period 1 day; damage 1d4 temporary Constitution and victim must succeed at another saving throw or 1 point of temporary damage is permanently drained instead.

Putrefy (Ex): A being slain by a touch corrupter begins decomposing at an accelerated rate, until nothing but a bubbling pool of putrefied muck remains after a 2d6 minutes. A *remove disease* spell cast upon the corpse will halt the decomposition.

Immunities (Ex): Touch corrupters are immune to disease and poison.



Tundra Lord

	Huge Magical Beast
Hit Dice:	10d10+50 (105 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	21 (-2 size, +1 Dex, +12 Natural)
Attacks:	Gore +13/+8 melee
Damage:	Gore 2d8+8
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Thunderous bellow, earthshaker, trunk attack
Special Qualities:	Damage resistance 20/+2, immunities
Saves:	Fort +12, Ref +8, Will +3
Abilities:	Str 27, Dex 13, Con 21, Int 4, Wis 10, Cha 15
Skills:	Intuit Direction +9, Search +9, Spot +5
Feats:	Improved Bull Rush, Power Attack
Climate/Terrain:	Cold plains
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	11-14 (Huge), 15-20 (Gargantuan)

Description

There are many whispered tales of the wild and desolate tundra in the northernmost reaches of the Plains of Lede, where enormous ice bears and winter wyverns hunt huge herds of shambling mammoths or graceful reindeer. Yet not even the wildest tales speak of the gargantuan tundra lord, a huge species of mammoth covered in bony plates instead of insulating fat, a creature that brandishes sharp-edged tusks like twin sabers that can cut a man in half with a single stroke.

Tundra lords are a separate species from typical mammoths, yet the two breeds intermingle regularly, with a single bull lord leading a herd of female mammoths and defending his breeding rights against all comers. More aggressive than even the most belligerent bull mammoth, tundra lords do not hesitate to attack any large animal or person that ventures too close to their herds, and are not satisfied with simply driving potential threats away. Once a tundra lord recognizes a threat to his herd, he attacks until one is slain. While it is rumored that the orc tribes along the plains have learned to train mammoths as riding beasts and pack animals, they are not believed to have had any success with young tundra lords. At least, not yet. If the orcs ever did manage to turn the massive creatures into shambling siege engines, no city in the human kingdoms could withstand them.

Combat

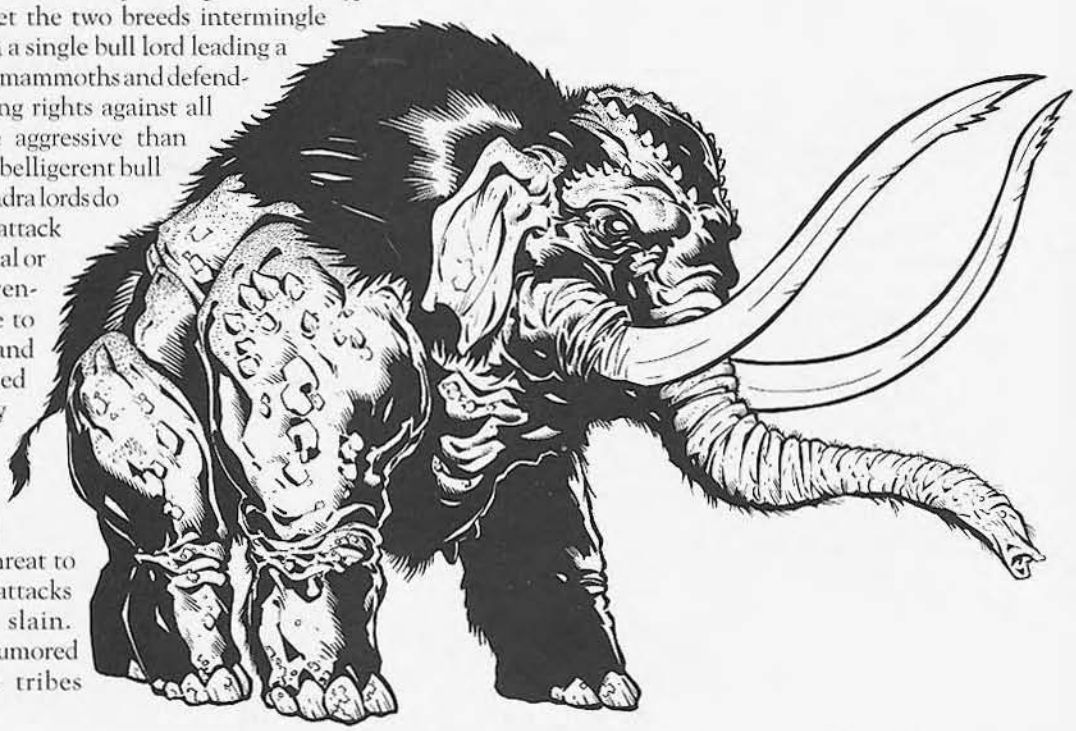
The tundra lord is aggressive to a fault, attacking anything, including humans, that it deems a threat to its herd. Tundra lords enter combat with a thunderous bellow and charge opponents with huge, swordlike tusks. If they miss with the tusks, the mammoths attempt to trample opponent beneath their huge bulk, or grab small prey and hurl them high into the air.

Thunderous Bellow (Su): The tundra lord can utter a deafening cry every five rounds that affects opponents in the same fashion as a *shout* spell. Affected individuals may make a Fortitude save (DC 18) to suffer half damage.

Earthshaker (Su): By rearing up, a tundra lord may slam down its massive forelegs and cause a shockwave effect identical to an *earthquake* spell. All opponents must make a Reflex save (DC 18) or be knocked to the ground.

Trunk Attack (Ex): Once per round, a tundra lord may attempt to grapple an opponent with its trunk. Opportunity attacks may be taken as normal. If the tundra lord grapples the opponent successfully, it flings the hapless individual 10 to 20 feet into the air. Resolve damage from falling as normal.

Immunities (Ex): The tundra lord is immune to all cold-based attacks, as well as mind-influencing effects such as charm, sleep and fear. It is also immune to subdual damage and death from massive damage.



Tuscar

	Large Giant
Hit Dice:	6d8+12 (39 hp)
Initiative:	-1 (Dex)
Speed:	40 ft., 30 ft. (half-plate)
AC:	17 (-1 Dex, -1 size, +7 half-plate, +2 natural)
Attacks:	Huge longspear +9 melee
Damage:	Huge longspear 2d8 +5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	None
Special Qualities:	Cold resistance 15, darkvision 60 ft., death's door
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 21, Dex 9, Con 15, Int 9, Wis 8, Cha 15
Skills:	Handle Animal +3, Ride +4, Wilderness Lore +1, Intimidation +1, Listen +1
Feats:	Weapon Focus (Longspear), Ride-By Attack, Trample, Spirited Charge
Climate/Terrain:	Cold plains or hills
Organization:	Hunting party (3-18), war party (10-60), clan stronghold (20-120)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

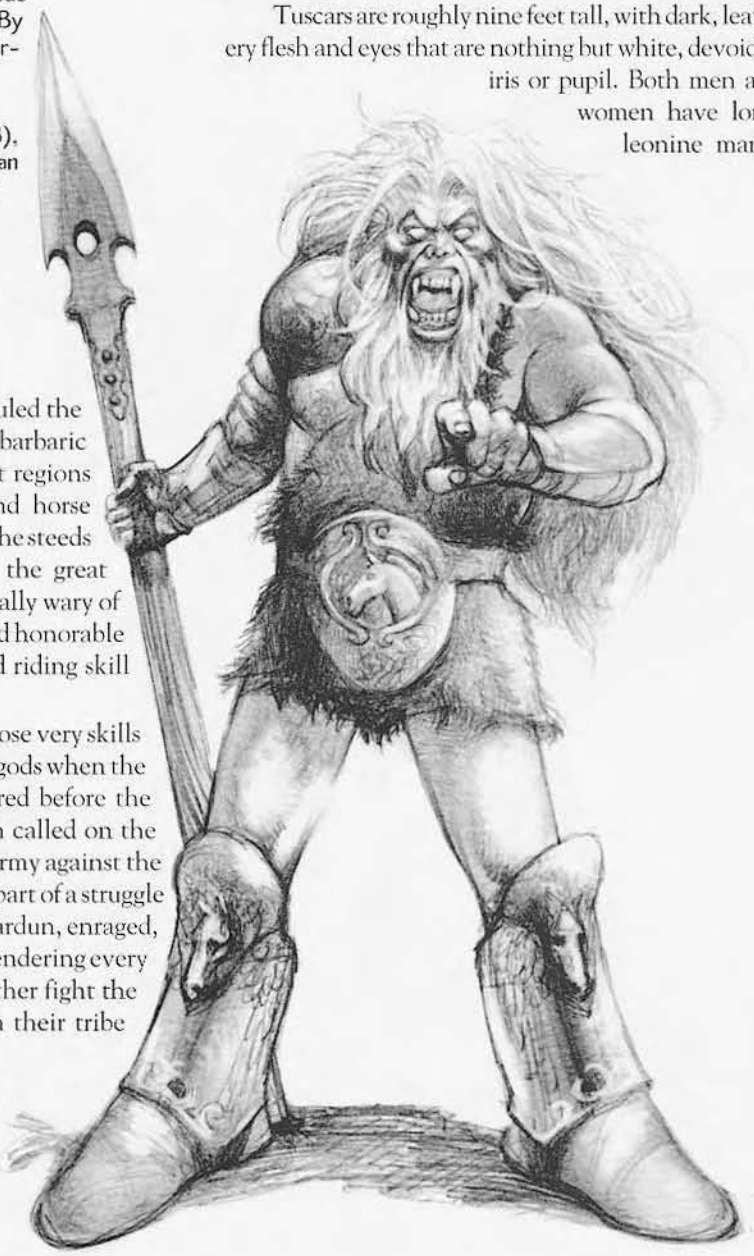
Long ago, when the titans still ruled the land, the tuscars were a proud if barbaric people, occupying the northernmost regions of Albadia. Nomadic tribesmen and horse breeders, the tuscars were famous for the steeds they raised and sometimes sold at the great markets in Amalthea. Though generally wary of outsiders, the tuscars were a proud and honorable people, valuing strength of arms and riding skill above all else.

Unfortunately for the tuscars, those very skills brought them to the attention of the gods when the Divine War began. Chardun appeared before the tuscar elders and in a stirring speech called on the tribe to fight among the ranks of his army against the titanspawn. The tuscars, wanting no part of a struggle between titans and gods, refused. Chardun, enraged, laid a powerful curse upon the tribe, rendering every tuscar woman barren. They could either fight the titanspawn and risk death, or watch their tribe vanish from the face of the world.

Once the tuscars submitted, Chardun used his powers to enhance their size and strength, turning them into a race of giants. The tuscars became the Slaver's cavalry during the Divine War, and they fought in many crucial battles, becoming the terror of the titanspawn for their ferocious assaults. Many victories were won in the name of the gods, but the tuscars' losses were terrible. At the war's end, the survivors turned to Chardun and demanded that the curse be lifted. But the Slaver refused, unwilling to forgive how they had spurned him years before.

Since the end of the Divine War, the tuscars have grown bitter and evil as their numbers continue to dwindle. Where they were once wary of outsiders, now they nurture a burning hatred for mortals, delighting in pillage and slaughter. It appears that as a people, the tuscars have given up any hope that Chardun's curse will be lifted, and prefer to seek death in battle rather than watch their race's extinction unfold before their eyes.

Tuscars are roughly nine feet tall, with dark, leathery flesh and eyes that are nothing but white, devoid of iris or pupil. Both men and women have long, leonine manes



of white or yellow hair, and men sport long, often braided beards. Tuscar warriors wear bronze plate armor in battle and wield huge longspears from the backs of their towering warhorses.

Tuscar Characters

Although these people do not age, they may be killed in combat or in accidents. Their favored class is barbarian, although rangers and fighters are also common. Very rare tuscars are sorcerers.

Combat

Tuscars prefer to enter combat mounted, charging their opponents and attempting to trample them or impale them on the points of their longspears. Once engaged in melee, tuscars fight with both spear and horse, directing their mounts to attack with teeth and hooves.

Cold Resistance (Ex): A tuscar's tough weathered hide makes him highly resistant to the harsh cold of his northern homeland, conferring cold resistance 15.

Death's Door (Ex): Chardun made the tuscars incredibly difficult to defeat in combat, and enhanced their endurance to make it impossible for a tuscar to stop fighting as long as there is breath in his body. A tuscar remains conscious even after he has been reduced to zero hit points, and continues fighting until he is quite literally dead (-10 hit points). When a tuscar's hit points are reduced to zero or lower, his body has taken so much damage that it begins to fall apart, resulting in a -4 circumstance modifier to all rolls.

Ukrudan Stalker

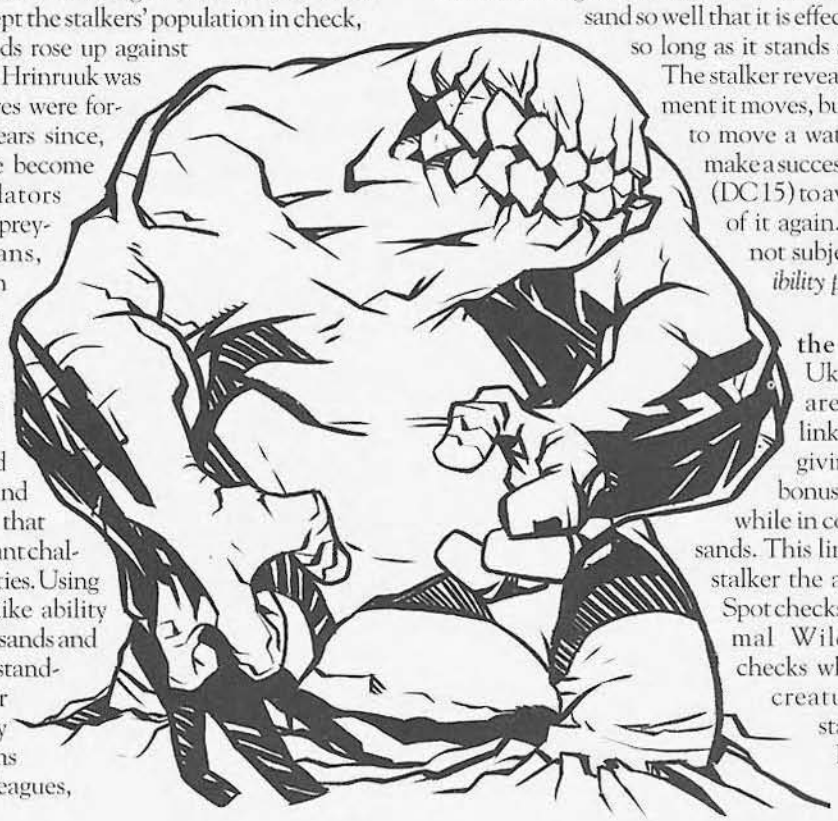
	Large Monstrous Humanoid
Hit Dice:	8d8+8 (44 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Bite +11/+6 melee, 2 claws +6/+1 melee
Damage:	Bite 1d6+4, claw 1d6+2
Face/Reach:	10 ft. by 5 ft./5 ft.
Special Qualities:	Regeneration 5, natural chameleon, speak with the land
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 12, Cha 7
Skills:	Listen +16, Move Silently +16, Spot +16, Wilderness Lore +4
Feats:	Alertness, Combat Reflexes, Track
Climate/Terrain:	Any desert
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful evil
Advancement Range:	9-12 (Large), 13-16 HD (Huge)

Description

The Ukrudan stalker is a living legacy of the fierce titan Hrinruuk, who created the creatures to hone his hunting skills in nightly pursuits across the moonlit sands. According to legend, the great hunter would cross the desert in the space of a single night, armed only with a long knife carved from a sliver of moonlight, hunting the stalkers and being hunted in turn. These seasonal forays kept the stalkers' population in check, but when the gods rose up against their parents and Hrinruuk was slain, the creatures were forgotten. In the years since, the stalkers have become dominant predators among the sands, preying on caravans, desert tribesmen and even other titanspawn who believe the desert can protect them.

Ukrudan stalkers were bred to hunt and kill, and pursue any prey that presents a significant challenge to their abilities. Using their chameleonlike ability to blend with the sands and an innate understanding of their environment, they track their victims patiently over leagues, savoring the battle of wits and strength. Like their patron, the stalkers frequently torment their prey, closing in until escape seems impossible and then backing off to prolong the enjoyment of the chase. On very rare occasions, a large, well-armed group of travelers attracts the attention of more than one stalker and the creatures operate as a pack, coordinating their tactics to isolate and ambush solitary victims.

If the fearsome stalkers have any significant enemy in the desert, it is another titan-spawned race, the sutak. If a stalker is seen near one of their tribes, the sutak challenge their young warriors to slay it and present its teeth to the tribal elders. A triumphant warrior is presented with a necklace made from the stalker's black teeth, marking him as a master hunter among his people.



Combat

Ukrudan stalkers enjoy the thrill of the chase and pursue their prey for leagues across the desert, closing in for the kill only when a target is too exhausted to run any farther. When this happens, a stalker attempts to take the victim unawares, using its chameleon abilities to slip up on a victim to attack from behind or above, tearing into him with tooth and claw. When confronted with more than one opponent, a stalker uses more cautious tactics, waiting for an opportunity to ambush isolated individuals rather than tackle the entire group.

Regeneration (Ex): An Ukrudan stalker heals five points of damage each round as long as it is alive and in direct contact with sand.

Natural Chameleon (Ex): This ability is constant, allowing a stalker to blend in with the surrounding sand so well that it is effectively invisible so long as it stands absolutely still. The stalker reveals itself the moment it moves, but once it ceases to move a watcher must still make a successful Spot check (DC 15) to avoid losing sight of it again. This ability is not subject to the *invisibility purge* spell.

Speak with the Land (Su): Ukrudan stalkers are mystically linked to their land, giving them a +8 bonus on Spot checks while in contact with the sands. This link also grants a stalker the ability to make Spot checks instead of normal Wilderness Lore checks when tracking a creature in the stalker's natural habitat.

Unitaur

	Large Monstrous Humanoid
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	17 (-1 size, +1 Dex, +7 natural)
Attacks:	Morningstar +9/+4 melee, gore +4/-1 melee; or charge +9 melee
Damage:	Morningstar 1d8+4, gore 1d8+2; or charge 3d8+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Charge, piercing horn
Special Qualities:	Damage reduction 10/+1
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 19, Dex 13, Con 13, Int 8, Wis 11, Cha 9
Skills:	Hide +4, Intimidate +4, Listen +4, Spot +6, Wilderness Lore +4
Feats:	Improved Bull Rush, Power Attack, Trample
Climate/Terrain:	Warm plains
Organization:	Solitary, pack (2-8) or raiding party (4-12, plus one 3rd-level fighter per four unitaurs and one 5th-level sorcerer)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Description

Long before the Divine War, the land now called the Bleak Savannah was dominated by a powerful race of titanspawn that guarded the grasslands jealously, slaying mortal hunters who entered their territory to prey on the vast herds that grazed there. This race, known to mortals as the unitaurs, originally worshipped Denev, the Earth Mother. But when Denev turned against the other titans, the unitaurs turned their backs on her and sided with the other titans. With their defeat during the Divine War, the remnants of the race retreated back to the Bleak Savannah, but they no longer had the strength to keep its lands free of human interference.

Now humans and elves hunt unitaurs alike, both for revenge and for the reputed mystical properties of their long, black horns. But unlike the dwindling herds of the Bleak Savannah, unitaurs refuse to go meekly to the slaughter. Instead they attack hunting camps and traveling parties under cover of darkness, exacting revenge for their fallen kin.

Unitaurs are hulking humanoids with thick skins and powerful bodies. Their heads resemble those of rhinoceroses, with a single black horn rising from their snouts. Most range from dark gray to tan in color and have large, rounded feet. Unlike a rhino, a unitaur is an omnivore, with long, sharp fangs similar to a lion or bear.

While not quite as intelligent as humans, unitaurs are naturally cunning and are exceptional trackers in their native element. A small percentage develops limited spellcasting abilities and rises quickly to leadership positions among the scattered herds. These sorcerers occasionally accompany large raiding parties to assist their kin against camps of human hunters.

Unitaur Characters

Unitaurs' favored class is barbarian. Rangers and fighters are also common pursuits, while sorcerers are very rare.

Combat

Unitaurs enter combat with a thunderous bellow and charge directly at their opponents, attempting to gore them. Many unitaurs also carry weapons scavenged from former victims, favoring crushing tools such as morningstars. When operating in groups, the preferred tactic is a night assault or ambush, striking quickly and retreating into the tall grasses to regroup for another charge. If there are spellcasters within a raiding party, they use their magic to neutralize enemy spellcasters first and then any opponents using ranged weapons.

Charge (Ex): Unitaurs prefer to begin battle by charging into their opponents and trying to impale them with their horns. This charge incurs the normal penalties and benefits of such a maneuver.

Piercing Horn (Ex): A unitaur's long, sharp horn is capable of piercing an opponent and causing a gaping wound that is very difficult to heal. If a unitaur causes a critical hit with a gore attack, the victim loses one hit point per round thereafter until stabilized by a Heal check (DC 14) or until he is magically healed.

Unlife

	Fine Ooze
Hit Dice:	1d10 (5 hp)
Initiative:	-5 (Dex)
Speed:	Fly 20 ft.
AC:	13 (+8 size, -5 Dex)
Attacks:	Touch -2 melee
Damage:	Cold burning effect
Face/Reach:	1/2 ft. by 1/2 ft./0 ft.
Special Attacks:	Cold burning
Special Qualities:	Energy absorption, lifesense, ooze, unlife, cold immunity
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str 6, Dex 1, Con 10, Int —, Wis 10, Cha 1
Climate/Terrain:	Any
Organization:	Solitary, pod (3-18), splintering (4-40)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	2-27 HD (Fine to Colossal, increasing one size per 3 HD)

Description

One of the most insidious creations of the titans, the beings known collectively as unlives are believed to have been an early attempt at creating beings of negative energy. These beings appear like vaporous balls of darkness and are sometimes confused with shades and other undead. Though they share many characteristics with undead, unlives are actually oozes composed of otherworldly energies.

Unlives seek one thing — life. They find living things and drain their energy, growing in strength like a forest fire. They are created as a darkspark and expand in size and strength to become shadowbugs and then coldshades and, finally, cold infernos, at which point it silently explodes into darksparks, which wander away.

Corean and Madriel instruct their servants to dispose of unlives, while Belsameth and Vangal use the oozes for their own purposes.

Combat

Unlives have no intelligence. They are drawn toward life. Once attacking a life form, an unlife will drain energy until the lifeform is destroyed. It will only abandon a target if a living being with twice as many hit points is nearby, at which point it drifts toward the new target.

Cold Burning (Su): Any substance or being that comes into contact with an unlife is affected as if by *inflict light wounds* once per round. Any number of targets may be affected at the same time. The caster level for this spell effect is equal to the hit dice of the unlife, and there is no cap on the bonus. Touching an unlife feels like a cold fire, but this is not true fire or cold damage. In addition, the cold burning acts as a continual *dispel magic* that affects anything that touches the unlife with a caster level equal to or less than the hit dice of the unlife.

Energy Absorption (Su): For each 10 points of damage it inflicts, an unlife gains one hit point. Such gains may take it up to and over its initial hit points. Also, each spell level it dispels adds a hit point. Fire and electricity feed an unlife; for each 10 points of damage an energy-based attack would normally inflict, the unlife gains one hit point. When the number of hit points an unlife possesses is larger than normally possible at the unlife's current hit dice, its hit dice increase to the minimum that could account for its hit points. This happens over the span of a few minutes, so the hit die level does not have to be adjusted during most combats. If an unlife takes 10 points of damage, its hit die rating will drop accordingly. This shrinkage takes a few hours. At 0 hp, the unlife merely dissipates.

Lifesense (Ex): An unlife senses living things or beings of magic and is drawn to them. The unlife can perceive a living being within 20 ft. per hit die of the unlife. Other than this perception, unlives have no ability to perceive matter or effects. They do perceive sunlight when it touches them and will move quickly away from it.

Ooze: Immune to poison, sleep, paralysis, polymorphing, stunning and attacks or spells of mind-affecting nature (for example, enamoring or charming spells). Has no physiological weak points and is therefore immune to critical hits. Cannot be flanked.

Unlife: Unlives have all of the characteristics of the undead, including being turned or controlled by clerics. They take 1d6 damage per minute in regular sunlight and are immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage trauma. Immune to any effect which calls for a Fortitude save to resist unless the effect specifically affects objects.

Unlike undead, unlives are aided by both curative and inflict harm spells.

Vangal's Chosen

	Medium-Size Humanoid
Hit Dice:	1d8+4 (8 hp)
Initiative:	+0
Speed:	30 ft.
AC:	10
Attacks:	Quarterstaff +0 melee
Damage:	Quarterstaff 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Unclean touch
Special Qualities:	Effusion
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 12, Int 10, Wis 11, Cha 4
Skills:	Bluff +2, Diplomacy +4, Disguise +3, Hide +2, Innuendo + 2, Intimidate +4, Knowledge (religion) +4, Listen +3, Sense Motive +3, Spot +3
Feats:	Endurance, Great Fortitude, Toughness
Climate/Terrain:	Any land
Organization:	Solitary or band (2-4, with soldier entourage)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement Range:	By character class

Description

These repulsive beings once served as the envoys and messengers of Chern the Unclean in the time before the Divine War. Chern would designate his selected proxies by afflicting them with a disease that marked their bodies with his sign but left them alive and subject to service — and further ailment. Manifestation of the mark typically meant ostracism from a village or farmstead, and the poor souls typically resigned themselves to a life of suffering and heavenly slavery.

In the aftermath of the Divine War, people rarely and inexplicably developed the disease (and still do) that marked them as Chern's. Yet, without a titan to command them, they were merely outcasts and liabilities in a world lorded over by gods. The marked still had potential in the Scarred Lands, though. Warrior-priests of Vangal recognized the marked's usefulness as envoys and messengers for *their* god — and as tools of destruction should disease and mayhem need to be delivered upon Vangal's enemies.

The warrior-priests have therefore declared Chern's former pawns now Vangal's chosen — representatives of the god who are not be molested or interfered with without invoking the Ravager's wrath. In truth, Vangal is probably disinterested in these pathetic souls, but they make fine political pawns for his true followers.

Vangal's chosen are hairless humans (or half-humans) with the symptoms of a far-advanced disease. They are covered with hideous boils, pustules and running sores. Disgusting scabs cover most of their flesh. By order of Vangal's clerics, the chosen must cover their bodies as much as possible (which usually amounts to filthy hoods and robes made from rough cloth), as a reminder that Chern has indeed been defeated. However, the chosen must carry or bear a sign of Vangal somewhere prominently on their bodies to signify their new dedication.

The often dispirited and broken chosen can typically be found in temples and camps occupied by Vangal's devotees. The marked are typically sent forth as envoys to lords, kingdoms and enemies upon whom Vangal's forces intend to make war (or sent to spread disease among intended targets to weaken them). Nations that defy the followers of Vangal often kill chosen on sight and burn their remains. Lands that seek peaceful negotiations (or that cannot hope to resist the war god's host) begrudgingly allow these afflicted people leave within their borders.

If ever encouraged to express themselves, most chosen confess a desire to be free from their fate but fear death even more than such a miserable existence. Some chosen, however, revel in their roles, enjoying the harm they inflict upon others. A rare few even seek power of their own, pitting Vangal's followers and enemies against each other, whether for wealth, liberty or sheer spite.

Posing as one of Vangal's chosen (covering the body and bearing the appropriate sign) without suffering Chern's disease is a death sentence in any civilized land of Ghelspad. No culture dedicated to the gods condones such blasphemy, and Vangal's advocates are enraged by the insult.

Vangal's chosen typically speak the same languages a human in their region would speak.

Combat

Vangal's chosen are typically cowardly — well aware of their lack of physical prowess. They try to avoid conflict if possible, resorting to self-defense or, if necessary, revealing the horrors of their tormented bodies in hopes of frightening belligerents away. If they must (or if commanded to), chosen will release infections upon others — sometimes specific targets.

Unclean Touch (Ex): By making a touch attack, one of Vangal's chosen can attempt to infect a target with a disease. If the touch hits, the victim must make a Fortitude save (DC 10) or be infected

with a single disease chosen by the Game Master. (The disease inflicted never passes Chern's mark. Imposing that ailment seems to be the province of the titan himself or of some unknown power operating since his defeat.)

Effusion (Ex): When hit in combat, the boils and pustules on a chosen's body may rupture, spraying the assailant with corrosive pus. Each time a chosen is struck by a melee attack, there is a 30% chance of a pustule rupturing and dealing 1d2 points of acid damage to the attacker.

Chosen Characters

Vangal's chosen still emerge in the modern Scarred Lands, mostly among humans (though the disease that afflicts them does manifest itself among half-eves and half-orcs from time to time, as well). Vangal's chosens' favored class is cleric.

Vermin Host

Description

There are many people in the towns and cities of the Scarred Lands that are not part of the community, living on the margins of society and sometimes even the urban wastes of the area. Many give themselves over to Vangal to survive, praying to the god of pestilence that the rats and scavanged spoiled food they eat to survive will not kill them.

Former worshippers of Vangal who gave themselves to the ministrations of a healer of Madriel angered the god, who levied a tremendous curse those that no longer gave him tribute. The vermin of the cities rose up out of the sewers and cellars and burrowed into the flesh of the faithless, transforming their bodies into a haven for all that they sought to leave behind and metamorphosing them in the creatures known as vermin host.

Many vermin host look downtrodden in their tattered cloaks and dirt-encrusted faces, but this is a ploy to make witnesses miss the weeping sores and scars covering their flesh. Their diseased forms belie a great strength and fortitude. Observation of a vermin host over time reveals his very skin crawling as the vermin burrow in the flesh searching for a more comfortable place to rest.

The hosts have since spread through much of civilization, infecting others with their curse by commanding one of their own vermin brood to burrow into the flesh of another. The victim discovers that he is able to speak to others of the species of animal that attacked him, and upon his first attempt to do so, dozens of the creatures are alerted and they rush to the victim to complete his transformation into a vermin host. As the feasting is completed, the infecting vermin then combine together in a simulacrum of the victim with his memories to form the basis of the new intelligence.

In the beginning, the vermin hosts were only associated with rats, but this has since spread to cockroaches, spiders and leeches. Scholars feel confident that the infection will not stay limited to these species.

Combat

Abilities common to all vermin hosts are as follows:

Species Empathy (Su): Hosts can communicate and empathize with the species to which they are a host. This enables them to hold simple conversations and influence the behavior of the species similar to *speak with animals* and *charm animal*, except the effects only work on the vermin host's species (even though the species may be vermin).

Alternate Form (Su): All hosts can transform into a member of their species of the same size as the host as if via a *polymorph self* spell. Changing between humanoid and animal/vermin form is a standard action. Upon its death, the host reverts to its natural form.

Split (Su): Hosts are actually the sum of all the vermin that fed upon them. With their shape-changing abilities they can split themselves into a swarm of their species creature. As with alternate form, this is a standard action to change from whole form to split form or vice versa.

Rat hosts and other similar hosts split into a number of their basic creature equivalent to total hit dice to the unsplit host. Vermin host types such as spiders and cockroaches split into a swarm of specimens. This swarm has effects similar to that summoned by an *insect plague* spell with an area of effect of five feet diameter per hit die of the vermin host. The swarm can move 20 feet if crawling and 35 feet if flying (if of a species capable of flight). Normal weapon attacks do not injure a swarm, but fire and othe energy attacks do. The swarm always fails Reflex saves, but otherwise saves as the unsplit vermin host.

Parasite (Su): The host can infect others with its curse by attaching a parasite to the victim. The creature attempts to burrow into the victim and nest. This attack is successful on a victim's failed Fortitude save (DC 10+Consitution modifier of vermin host). The victim will take 1d4 damage per size category of the creature during the burrowing.

Species empathy (as above) is gained by the victim who is not yet one of the host. Until the first attempt to communicate with others of the infecting species, the victim will suffer 1d4 temporary Constitution damage per day until the parasite is removed or the vermin species is summoned. The parasite can only be removed by either a *remove curse* followed with a *cure disease* spell or by *heal*. If the infected host speaks with another member of the infecting species, then a swarm of such species shortly appears to complete the infestation of the host. Treat this swarm as a split vermin host of the relevant type (though it is just a swarm)

Vermin Host, Cockroach

	Medium-Size Shapechanger
Hit Dice:	5d8+18 (40 hp)
Initiative:	+0
Speed:	30 ft.
AC:	15 (+5 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d4+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Cockroach empathy, parasite, scent, alternate form, split, darkvision 60 ft.
Saves:	Fort +7, Ref +4, Will +5
Abilities:	Str 16, Dex 10, Con 17, Int 12, Wis 12, Cha 8
Skills:	Hide +6, Listen +5, Move Silently +7, Spot +5, Wilderness Lore +5
Feats:	Toughness, Track
Climate/Terrain:	Any land and underground
Organization:	Solitary, brood (2-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

Vangal's curse backfired when one of the victims was eaten by cockroaches. The result was a warrior with an amazing ability to hunt and great strength, but the god quickly turned this to his favor and recruited many to his cause. The cockroach host organization, known as the Scourge of the Sun, is committed to the desecration of the holy places of Madriel and the infestation of her priests and priestesses.

Combat

Cockroach hosts prefer to hunt their prey. Their ability to turn into a swarm of cockroaches is used both in ambush and escape. They readily escape through available wall cracks and sewer grates if it means living to fight another day.

Disease (Ex): Filth Fever — bite, Fortitude save (DC 15), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Cockroach Host Characters

A cockroach host's favored classes are ranger and rogue.

Vermin Host, Leech

	Medium-Size Shapechanger
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft., swim 20 ft
AC:	14 (+1 Dex +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 2d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Blood drain, improved grab
Special Qualities:	Leech empathy, parasite, scent, alternate form, split, darkvision 60 ft.
Saves:	Fort +5, Ref +4, Will +3
Abilities:	Str 14, Dex 13, Con 15, Int 11, Wis 10, Cha 11
Skills:	Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Toughness
Climate/Terrain:	Any marshes or underground
Organization:	Solitary, brood (2-12)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

Common to the Blood Bayou, it is a common belief that leech hosts originated here. They actually began in city sewers like many other hosts, but discovered swamps were more to their liking. The leech hosts have developed quite a community in the Blood Bayou and have been relatively successful in avoiding the Carnival's scrutiny.

Combat

Leech hosts see themselves as almost invulnerable. The ability to split into a swarm allows them to flee in any water environment, so they will fight close to the death.

Blood Drain (Ex): A leech host drains 2d4 points of temporary Constitution per round with a bite on a successful grappling check.

Parasite (Su): Leeches are natural parasites, so the leeches released by a host to infect a victim have an easier time of it. No pain or damage is inflicted when the leech enters a victim, and often there is no sensation at all. Most targets don't even know a leech has attached to them (GM should make the saving throw in secret).

Leech Host Characters

A Leech host's favored class is rogue.

Vermin Host, Rat

	Medium-Size Shapechanger
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft., climb 10 ft
AC:	13 (+2 Dex, +1 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, summon rats
Special Qualities:	Rat empathy, parasite, scent, alternate form, split, darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 12, Dex 15, Con 15, Int 10, Wis 12, Cha 11
Skills:	Escape Artist +2, Hide +4, Listen +4, Move Silently +4, Spot +4, Swim +3
Feats:	Iron Will
Climate/Terrain:	Any land or underground
Organization:	Solitary, pack (2-8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

The most common variety of vermin host have an affinity with rats. Often mistaken for wererats, these host sometimes go with the ruse instead of drawing additional attention to themselves. Rat hosts are the only breed that can recall the first curse. As the infection is passed along, so are some of the memories of the last brood. This generates a strong kinship between rat hosts, and many can trace their brood lines back to the same brood.

Living in the sewers or near the docks of cities, rat hosts predominantly prey on sailors and the homeless. These hosts are quite willing to sacrifice one of their rats to infect new subjects out of sheer maliciousness. They approach victims a few days after the infection to beguile them with stories of having the power to speak to and summon rats. Once the victim calls the rats, the cycle begins again.

Combat

Rat hosts avoid confrontation in their natural form whenever possible. Ranged weapons are preferred if they must fight, and biting is utilized only in desperation.

Disease (Ex): Filth Fever—bite, Fortitude save (DC 13), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Summon Rats (Sp): The rat host is able to summon 1d3 dire rats as per *Summon Nature's Ally II* once per day as a second-level sorcerer.

Rat Host Characters

A Rat host's favored class is rogue.

Vermin Host, Spider

	Medium-Size Shapechanger
Hit Dice:	4d8+4 (22 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 20 ft
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Spider empathy, parasite, scent, alternate form, split, darkvision 60 ft.
Saves:	Fort +5, Ref +7, Will +4
Abilities:	Str 12, Dex 17, Con 13, Int 11, Wis 10, Cha 13
Skills:	Balance +1, Bluff +2, Diplomacy +2, Forgery +1, Gather Information +3, Hide +2, Innuendo +1, Listen +4, Move Silently +2, Read Lips +1, Sense Motive +1, Spot +4
Feats:	Awareness, Weapon Focus (Bite)
Climate/Terrain:	Any land or underground
Organization:	Solitary, nest (1-4)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement Range:	By character class

Description

Spider hosts are the most social of the hosts. By reducing to tiny spiders, they crawl into the courts and listen to schemes and plots to sell to the highest bidder. They often use the insider information to lull a target into a trap, slowly pulling the strings until their prey is exactly where they want them.

The least likely of the vermin host to infect others, spider hosts are very selective and choose only those with a standing in society or access to information that would be beneficial to the entire local brood. Few details are known because Darakeene shares so little in general, but by way of example, a newly initiated member of the Phylacteric Vault was discovered to be a spider host and promptly destroyed (evidently without providing any clues regarding the remainder of the brood).

Combat

Spider hosts are patient predators, whether in social circles or in the streets. These hosts are the most social of all the breeds, hiding their sores and scars behind silks and lace.

Poison (Ex): The bite of a spider host and the smaller spiders it splits to form is venomous. In its host form, its poison has a Fortitude save DC 13 and deals 1d4 initial and secondary Strength damage; in its split swarm form, its poison has a Fortitude save DC 11 and deals 1d2 initial and secondary Strength damage to all targets damaged by the swarm.

Web (Ex): In 2d4 minutes, the spider host can construct a web similar to that created by the spell of the same name, except that the web lasts for one day. A spider host moves freely through her own web and any others as well.

Spider Host Characters

Spider hosts are the only hosts known to show any magical talent and include both wizards and sorcerers among their number. Their favored classes are rogue, sorcerer and wizard

Vertigen

	Medium-Size Humanoid
Hit Dice:	2d8 (9 hp)
Initiative:	0
Speed:	30 ft.
AC:	14 (+3 studded leather, +1 small shield)
Attacks:	Longsword +1 melee; or longbow +2 ranged
Damage:	Longsword 1d8; or longbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Vertigo sickness
Special Qualities:	None
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int 12, Wis 9, Cha 9
Skills:	Hide +2, Listen +2, Move Silently +3, Spot +2
Feats:	Weapon Focus (longbow)
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement Range:	By character class

Description

The vertigen possess the dubious distinction of being the last race of titanspawn created by the deadly and mysterious Mesos, Sire of Sorcery. Naturally gifted with fluid grace and agility — and the unusual ability to disrupt the equilibrium of others — the vertigen seem specially made for a crucial and selective task. Unfortunately, before Mesos could make his wishes plain to his new creations, Corean and a number of other gods destroyed him. Without any guidance or explanation as to their existence, the vertigen were swept into the chaos of the Divine War, owing no particular allegiance to either of the warring factions.

Friendless and alone, the vertigen did the only thing they could: survive. The enigmatic race scattered across the war-torn lands, some joining the Divine Races, others entering the service of one or more titans. It wasn't long before their natural abilities led them to become scouts and assassins, spying on enemy formations and sneaking past sentries to fire a poisoned arrow in the heart of a hero or general.

The vertigen went about their dishonorable deeds with cold impartiality, feeling no guilt or remorse. As long as they were successful, the leaders of both sides tended to look the other way with regard to their tactics.

Ultimately, the vertigen became victims of their own success. It wasn't long before their fearsome reputation alerted both warring parties that the titanspawn served on both sides of the conflict. Accusations of treachery ran like wildfire through the camps. The vertigen were driven out of both armies as a result, reduced to a lonely, shiftless existence and beset by enemies on all sides. They escaped the notice of the titanspawn and the divine races alike by retreating into the depths of the wilderness, emerging only after the war had run its course.

Since the end of the war, the vertigen have begun to wander the Scarred Lands in search of the purpose for which Mesos originally intended them. In the meantime, they do what they have always done: survive by any means possible. They live as thieves and assassins, selling their skills to the highest bidder and thinking nothing of treachery if a situation calls for it.

Vertigen Characters

Vertigen's favored class is rogue and many advance into the assassin prestige class.

Combat

Vertigen have no qualms about using their unusual abilities to take advantage of their opponents, incapacitating them with waves of vertigo and then slipping a poisoned dagger between their ribs. They are pragmatic to a fault and do not think twice about using "cowardly" tactics such as shooting arrows from ambush, taking hostages or killing innocent bystanders.

Vertigo Sickness (Su): The vertigen may, at will, affect all non-vertigen within 30 feet with overwhelming feelings of spatial disorientation. Unless a victim succeeds at a Will save (DC 13), he is unable to use ranged weapons and must concentrate from round to round in order to remain on his feet. Affected individuals are also at a -5 penalty to all skill checks, but they are allowed to make another Will save every five rounds to overcome the sensation of vertigo.

Wickerman

	Huge (Tall) Construct
Hit Dice:	14d10 (77 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	13 (-2 size, -1 Dex, +6 natural)
Attacks:	2 fists +17 melee
Damage:	Fist 2d6+9 and 1d6 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trample, fireball
Special Qualities:	Vulnerability to water, flame immunity, construct, damage reduction 10/+1, SR 14
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 28, Dex 9, Con —, Int —, Wis 10, Cha 6
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	15-20 HD (Huge); 21-30 HD (Gargantuan)

Description

The tradition of the wickerman is not so prevalent these days, but the druids of Khet especially perpetuate it, and it's not unknown in other druidic settlements as well. In this usually annual rite, a huge, hollow construct is fashioned in the shape of a man and is then filled with criminals convicted of the most heinous of crimes. At the culmination of the ceremony, the souls of the damned are consecrated to the spirits of nature and the wicker man is set ablaze, the sounds of the flames mixing with the screams of the condemned.

However, sometimes, mistakes are made and an innocent man is condemned to die in the ritual. The soul of the innocent bestows a kind of life to the construct, which continues to burn endlessly. When this occurs, a wickerman is created.

The spirit of the wrongly sacrificed innocent drives the wickerman on, granting it movement and life. As long as the wickerman burns, the criminals who occupy it continue to suffer and scream, writhing in endless agony and praying for the release of death.

A wickerman is driven by a single desire, to exact terrible vengeance against the persons responsible for it's creation. The targets of revenge will always include the arbiter who declared the innocent's guilt and the druid who resided over the ritual, but it may also include the dead innocent's accusers and even powerful individuals in the community who did nothing to prevent the horrible tragedy.

Combat

A wickerman's only means of melee attack is its massive fists, each of which is akin to a slam rather than a punch, owing to the creature's size and mass. A wickerman will eschew all other opponents in favor of a target of its vengeance quest, often simply trampling secondary foes in the process.

Once a wickerman has exacted its vengeance, it is instantly consumed by the fires that surround it and crumbles into ash. This ash is incredibly valuable, as it can be used in any number of fire-based magical preparations. An average wickerman produces nearly 5 pounds of ash, a single ounce of which can fetch 10 gold pieces or more. It is interesting to note that a wickerman that is destroyed by other means and that does not fulfil its vengeance quest, does not produce this ash.

Trample (Ex): A wickerman can trample any opponents of Medium-size or less, dealing 2d6 points of normal damage and 1d6 points of fire damage.

Vulnerability to Water (Ex): Suffers 1d6 damage per round when exposed to a sizeable 10 gallons or more) of water. Total immersion in water deals 4d6 damage per round.

Fireball (Su): Three times per day but no more than once every 1d4+1 rounds, the fiery nimbus around a wickerman can coalesce and launch itself into a fireball. The effect is identical to a *fireball* as if cast by a 14th-level sorcerer. It should be noted the wickerman is basically mindless and also immune to fire, so often, the fireball detonates directly around it, if that is where the current target of its aggression is located.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist, unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example, enamoring or charming spells).

Windrider

	Medium-Size Elemental (Air, Chaos, Evil)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	Fly 80 ft. (perfect)
AC:	16 (+1 Dex, +5 natural)
Attacks:	Thrown object +3 ranged
Damage:	Thrown object 1d4+1
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Suggestion, blast of wind, frightful presence
Special Qualities:	Assume gaseous form, damage resistance 10/+1, ride the wind, elemental
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 13, Dex 11, Con 13, Int 14, Wis 8, Cha 13
Skills:	Hide +10, Listen +5, Spot +5, Sense Motive +8
Feats:	Improved Initiative
Climate/Terrain:	Warm aquatic
Organization:	Solitary
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement Range:	4-8 HD (Medium-size)

Description

Windriders — or Gulaben's jesters, as they are sometimes known — are malicious air elementals that once performed for the pleasure of the Lady of Winds, luring sailors to their doom all along Scarn's rugged coastline. Since the fall of the titans, these spirits have haunted the churning waters of the Blood Sea, feeding on the fear and desperation of ship crews and taking revenge for the imprisonment of their mistress.

Though windriders are fully capable of causing considerable damage to a ship all on their own, they prefer to use sailors themselves to cause a vessel's destruction. The elementals circle a craft in gaseous form and whisper in sailors' ears as they sleep, enticing them to acts of vandalism and sabotage, such as setting fire to the sails or contaminating the water supply. When one sailor is punished for his deeds, an elemental moves to another and so on through the crew until the situation becomes desperate and tensions are at a fever pitch. At this point, a windrider attempts to push one or more crewmembers into fomenting mutiny against the ship's officers and then sits back to enjoy the bloodshed.

Windriders rarely allow themselves to be seen by the sailors they torment, but when forced to reveal themselves, they appear as humans made of mist, continually whipped by sea winds. Their faces are angular and cruel, alight with malicious intelligence.

Combat

If confronted, a windrider attempts to kill or drive off an attacker by hurling whatever lethal objects are immediately available or by using its power of suggestion to incite an innocent bystander into fighting on its behalf. If all else fails, the elemental uses its frightful presence to freeze attackers in their tracks and then hurls objects at them with mighty blasts of wind.

Suggestion (Sp): This power is the same as the 3rd-level wizard spell of the same name and may be used three times per day. Victims must make a successful Will save (DC 14) to resist the spell's effects.

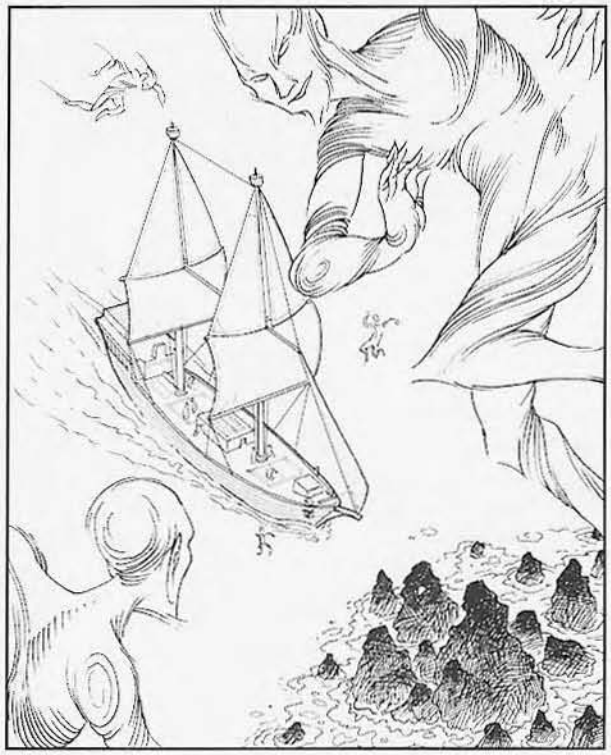
Blast of Wind (Sp): This power is identical to the 3rd-level *gust of wind* spell and may be used at will up to twice per day.

Frightful Presence (Ex): Once per day, a windrider may generate a visage so terrifying that any within 30 feet of the creature must make a Will save (DC 14) or be paralyzed with fear for 1d4 rounds.

Assume Gaseous Form (Su): A windrider may assume gaseous form as a move-equivalent action. Note that, while in gaseous form, a windrider is nearly invisible, requiring a successful Spot check (DC 14) to detect it.

Ride the Wind (Sp): While in gaseous form, a windrider may travel on a stream of air, whether it's a breeze or a strong gust of wind. While doing so, the elemental may choose to employ its own movement rate or the rate of the air stream.

Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.



Wirebound Berserker

Medium-Size Monstrous Humanoid

Hit Dice:	4d8+4 (22 hp)
Initiative:	0
Speed:	30 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	Greataxe +8 melee
Damage:	Greataxe 1d12+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Berserker wire, unnatural stamina
Saves:	Fort +2, Ref +5, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 8, Wis 7, Cha 10
Skills:	Climb +2, Jump +5, Listen +5, Spot +3
Feats:	Cleave, Power Attack
Climate/Terrain:	Any land or underground
Organization:	Solitary, gang (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic evil
Advancement Range:	5-8 (Medium-size), 9-12 (Large)

Description

The dreaded necromancers of Glivid Autel are justly feared for their manipulations of living and unliving flesh, and the wirebound berserker is among the most feared creation of all, shaped from the body of a living man to perform murder in the necromancers' name. When these vile sorcerers wish to kill a hated enemy or enact revenge against some imagined slight, they select one of their more violent servants and subject him to a series of horrific rituals. At the culmination of this process, a fine silver wire is wound about the body of the servant. This wire immediately constricts into the flesh, cutting just deep enough to draw blood, which, in turn, fuels the wire's enchantments and pours magic energy into the servant's body. The end result is a wirebound berserker, a killing machine that fuels its murderous rampage with its very own death-energies.

Once created, wirebound berserkers have a limited life span and are usually transported magically into the general vicinity of their intended targets. With the wire driving a berserker into a murderous rage, it seeks out its intended victim and attacks without any thought of its own survival, suffering wounds that would kill any normal man outright. If a berserker's physical abilities aren't up to the challenge of defeating its opponent, the magical wire digs deeper, drinks more blood and increases the body's strength, speed and endurance. Eventually, the wire constricts to the point that the berserker is literally sliced apart, but not before the creature wreaks a terrible slaughter.

Combat

The wirebound berserker attacks with no thought as to strategy or tactics — once it catches sight of its opponent, it kills anyone or destroys anything that gets in its way. Most berserkers are equipped with a greataxe, though they are equally deadly with almost any melee weapon. Though a berserker could, in theory, use ranged weapons, the enchantments of the magical wire seem to lend themselves to hand-to-hand combat.

Berserker Wire (Su): The wire from which the wirebound berserker derives its name enhances the subject's physical capabilities by drawing energy from his dying agony. Each round that the berserker is in melee combat but *fails* to hit, the creature's Strength, Dexterity and Constitution increase by one point. By the same token, the berserker suffers three hit points of damage as the wire bites deeper into the subject's flesh. Remember to increase the berserker's initiative, armor class, attack, damage and hit point bonuses each round, as well.

Unnatural Stamina (Su): The wire's ability to channel a subject's agony allows the berserker to continue fighting long after a normal person would have succumbed to his injuries. A wirebound berserker can continue to act and fight until it has reached –10 hit points, at which point its body literally falls apart.

Wolfrat

	Medium-Size Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft., swim 20 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +3 melee, 2 claws -2 melee
Damage:	Bite 1d6, claw 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Infectious bite
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 11, Dex 15, Con 13, Int 5, Wis 12, Cha 12
Skills:	Climb +2, Hide +2, Jump +2, Listen +1, Spot +1, Swim +2, Wilderness Lore +2
Feats:	Track, Weapon Finesse (Bite)
Climate/Terrain:	Any land
Organization:	Solitary, pack (2-4)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	3-6 HD (Medium-size); 7-10 HD (Large)

Description

There are many theories as to the origins of the dreaded wolfrat. Some scholars believe the creature to be an unintentional corruption caused by the wild magical forces released when the titans were defeated. Still others believe that the wolfrat's high intelligence and ability to understand languages point to the possibility that it was created purposefully by a powerful wizard to act as a familiar or watch-beast. Whatever the case, these vile monstrosities prowl ruined areas and rundown city streets with near-impunity, scavenging for carrion or attacking solitary humanoids who have the bad luck to cross their path.

Wolfrats are nocturnal creatures whose keen night vision allows them to spot likely prey long before the predators themselves are noticed. Unlike their lesser kin, wolfrats are aggressive and cunning, operating in packs to ambush solitary prey. Even if their victim should manage to escape the wolfrats' carefully timed attack, they are capable of pursuing a target for great distances, owing to their lupine stamina. Wolfrats in the wild have been known to chase injured prey for leagues, waiting for their victim's strength to slowly ebb before closing for the kill.

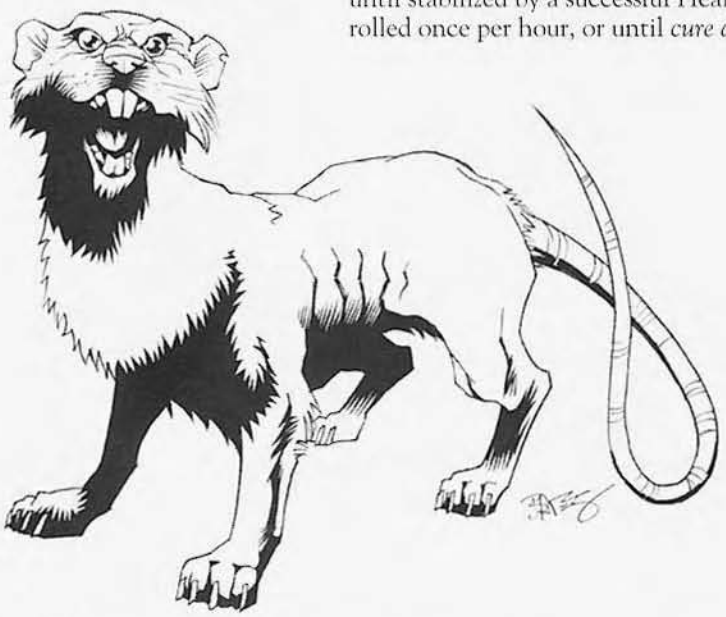
The wolfrat is a magical hybrid that has the body of a large wolf, the facial characteristics of a rat and a rodent's long, hairless tail. Like mundane rats, this creature has well-developed paws, making the wolfrat a surprisingly agile climber at the cost of overall running speed. With the stamina of a wolf, however, the monster is capable of crossing tremendous distances without tiring.

Wolfrats are often found in the company of ratmen, who take young wolfrat cubs and train them as watch-beasts and hunting hounds. Evil wizards and sorcerers have also been known to employ wolfrats as familiars, making use of the creatures' potent mix of abilities to perform everything from espionage to assassinations.

Combat

Wolfrats' favored tactic is the ambush, silently circling prey and attacking simultaneously from all sides. Wolfrats prefer to bite and run away, forcing a victim to fend off attackers from every direction and thus to expend precious energy. The wolfrat's bite is highly infectious and can render a victim powerless should it manage to escape a pack's ambush. The wolfrats simply trail their stricken prey, patiently waiting for the disease to take its toll before moving in and beginning to feast.

Infectious Bite (Ex): Wolfrats spread virulent disease through their bites. A victim bitten by a wolfrat must make a successful Fortitude save (DC 12) or become infected by a wasting disease that saps strength and endurance. The victim loses one point of temporary Strength and Constitution each hour until stabilized by a successful Heal check (DC 15), rolled once per hour, or until *cure disease* is cast.



Appendix One

Templates

The following monsters are "templated creatures" created by applying the templates below to some other creature.

Belsameth Spider

Description

Forever cursed to plague the living with pain and suffering, the Belsameth spider crawls from the depths of underworld — an example of most vile undeath. Belsameth spiders appear to be severed heads with eight chitinous legs growing from the stump of the neck. The spiders are the servants and spies of the goddess Belsameth, whose domains are fear and death.

The process of becoming a Belsameth spider is gruesome. A victim bitten by a Belsameth spider has a chance of becoming one himself. If this happens, the poor victim's head severs at the neck and sprouts its eight legs. The creature usually makes a first meal of the blood draining from the body it just abandoned.

Creating a Belsameth Spider

"Belsameth spider" is a template that can be applied to any living creature expect for oozes and plants. The creature's type changes to "undead." The spider uses all the base creature's mental statistics and abilities so long as their activation or use does not require any other portion of the creature's body (e.g., the new creature would possess a mind flayer's extract power, but not a dragon's breath weapon that requires internal processes and not merely a mouth from which to issue).

Hit Dice: Increase to d12.

Speed: 40 feet per round. If the base creature had swimming, it loses that movement. All Belsameth spiders gain a climb speed of 20 feet per round.

AC: The creature's natural armor class increases by +3.

Attacks: The creature retains any mental (e.g., psionic) attacks as well as those attacks associated purely with the head (e.g., horns).

Damage: Belsameth spiders gain a bite attack even if the base creature had none.

Bite damage depends on the creature's size:

Fine: 1 point

Diminutive: 1d2

Tiny: 1d3

Small: 1d4

Medium: 1d6

Large: 1d8

Huge: 2d6

Size: a Belsameth spiders size class is two less than that of the base creature.

Special Attacks: A Belsameth spider retains all the applicable special attacks it had in its prior form that are still usable given its new anatomy. It also gains the following:

Webs (Sp): The Belsameth spider can cast *web* as a standard action. The spell is cast as a sorcerer of the same hit dice as the spider. There is no limit to the number of times per day the spider may do this.

Blood Drain (Ex): If a Belsameth spider makes a successful grapple attack, it may begin to drain blood the next round. This inflicts 1d2 permanent Constitution drain.

Bite Of Belsameth (Su): Instead of draining blood with a grapple and a bite, the spider may choose to inject its foul venom into the blood of a victim on any successful bite attack. The victim must immediately succeed at a Fortitude save or take 1d8 points of Constitution damage; one minute later, the victim must make a second save or take another 1d8 points of Constitution damage. The DC for each of these saves is 10 + half the spider's hit dice + its Constitution modifier. Anyone reduced to Constitution 0 is killed and becomes a Belsameth spider in 1d4 hours as their head detaches. The Constitution loss caused by this bite is temporary.

Special Qualities: A Belsameth spider retains all the applicable special qualities it had in its prior form that are still usable given its new anatomy. It also gains the following:

Damage Reduction (Ex): Belsameth spiders are notoriously hard to hurt. They have damage reduction 15/+1.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Saves: Same as the base creature

Abilities: Modify from the base creature's abilities as follows: Str -2, Dex +6, Con +4.

Skills: Belsameth spiders have a + 8 racial bonus to Climb checks and a +4 racial bonus to Hide, Listen, Move Silently, Search and Spot.

Feats: Upon transformation, Belsameth spiders gain the Improved Initiative feat as well as Weapon Focus (bite).

Climate/Terrain: Any land and underground

Organization: Solitary, gang (1d4+2)

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Always neutral evil

Advancement: By character class

Sample Belsameth Spider

This example uses a 1st-level human sorcerer as the base creature.

	Belsameth Sorcerer Spider Tiny Undead
Hit Dice:	1d12 (6 hp)
Initiative:	+7 (+3 Dexterity, +4 Improved Initiative)
Speed:	40 ft., 20 ft. climb
AC:	18 (+2 size, +3 Dex, +3 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1d3-1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Bite of Belsameth, blood drain, webs, spells
Special Qualities:	Undead, damage reduction 15/+1
Saves:	Fort: +2, Ref +3, Will +2
Abilities:	Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 10
Skills:	Climb +8, Concentration +4, Hide +4, Listen +4, Move Silently +4, Search +4, Spell Craft +4, Spot +4
Feats:	Enlarge Spell, Extend Spell, Improved Initiative, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (1d4+2)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class

Description

He paid tribute to Belsameth that she might grant him power, and the goddess of nightmares and death answered his prayers.

Combat

Spells: The Belsameth sorcerer spider can cast spells as a 1st-level sorcerer.

Webs (Sp): The Belsameth spider can cast *web* as a standard action. The spell is cast as a 1st-level sorcerer. There is no limit to the number of times per day the spider may do this.

Blood Drain (Ex): If the Belsameth spider makes a successful grapple attack, it may begin to drain blood the next round. This inflicts 1d2 permanent Constitution drain.

Bite Of Belsameth (Su): Instead of draining blood with a grapple and a bite, the spider may choose to inject its foul venom into the blood of a victim on any successful bite attack. The victim must immediately succeed at a Fortitude save (DC 12) or take 1d8 points of Constitution damage; one minute later, the victim must succeed at a second Fortitude save (DC 12) or take another 1d8 points of Constitution damage. Anyone reduced to Constitution 0 is killed and becomes a Belsameth spider in 1d4 hours as their head detaches. This Constitution loss is temporary.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesn't specifically affect undead per the spell's description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. Not affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Blood Sea Mutant

Description

The blood of the titan Kadum infuses the Blood Sea, staining the waters red and, in some cases, twisting normal creatures into fearful shapes — turning them into vicious killers.

Creating a Blood Sea Mutant

The Blood Sea Mutant template can be added to any normal sea creature (hereafter referred to as the "base" creature). The creature's type becomes "aberration." It uses all of the base creature's statistics and abilities except as noted here.

Hit Dice: The base creature's hit dice increase by one die type, to a maximum of d12. For example, a creature with 8d8 hit dice has 8d10 hit dice after its mutation.

AC: Natural armor improves by +2.

Attacks: The mutant gains a bite attack if it did not already have one. If the creature does not have a claw attack, there is a 25% chance that it will grow twisted limbs and gain a claw attack.

Damage: Use the damage values below or the base creature's claw and/or bite damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1d2	1
Diminutive	1d3	1d2
Tiny	1d4	1d3
Small	1d6	1d4
Medium	1d8	1d6
Large	1d10	1d8
Huge	2d8	2d4
Gargantuan	2d10	2d6
Colossal	4d8	2d8

Special Attacks: The mutant retains all special attacks of the base creature, plus possibly gains a new special attack:

Random Special Attack: There is a 25% chance that the creature will develop a special attack. If a special attack is indicated, roll 1d6 on the following table. Alternately, the Game Master may assign a special attack to the mutant.

Roll	Special Attack
1	Temporary ability drain (1 point temporary loss of a randomly determined ability
2	Energy drain (1 negative level per attack)
3	Frightful presence (see *core rulebook III*, p.8)
4	Poison attack (select effect from Table 3-16, *core rulebook II*, p. 80)
5	Sonic attack (1d8 damage/2 HD of mutant, 30ft. cone, Fortitude save for half damage at DC 10+1/2 base creature's HD+mutant's Constitution modifier)
6	Acid breath weapon (1d6 damage/2 HD of mutant, 15 ft. cone, Reflex save for half damage at DC 10+1/2 base creature's HD+mutant's Constitution modifier; victim suffers half its initial damage as secondary damage the following round)

Special Qualities: Blood Sea mutants retain all special qualities of the base creature and gain the following special qualities:

Cold and Fire Resistance (Ex): The mutant gains cold and fire resistance of 10.

Air Breathing (Ex): The mutant gains the ability to stay out of water without penalty for 1d4 hours, after which it must return to the water or die.

Spell-like Abilities: There is a 25% chance that the creature will develop a spell-like ability. If a spell-like ability is indicated, roll 1d10 on the following table. Alternately, the GM may assign a spell-like ability to the mutant. All spell-like abilities function as if used by a sorcerer of a level equal to the mutant's hit dice, with a save DC of 10+mutant's Charisma modifier+spell level.

Roll	Spell-like Ability
1	At will — *cause fear*
2	At will — *bane*
3	At will — *darkness*
4	3/day — *dispel magic*
5	3/day — *chill touch*
6	3/day — *bestow curse*
7	3/day — *invisibility*
8	1/day — *haste*
9	1/day — *dimension door*
10	Roll twice, ignoring and rerolling another 10 result

Random Special Quality: There is a 25% chance that the creature will develop a random special quality. If a special quality is indicated, roll 1d8 on the following table. Alternately, the Game Master may assign a special quality to the creature.

Roll	Special Quality
1	Damage reduction 5/+1
2	Fast healing 1
3	Regeneration 1 (normal damage from fire)
4	Resistance 5 (roll 1d4; 1 — sonic, 2 or 3 — electricity, 4 — acid)
5	Immunity (roll 1d4; 1 — poison, 2 — disease, 3 — electricity, 4 — acid)
6	Scent
7	Spell resistance at hit dice + 8
8	Darkvision 60ft.

Saves: Same as the base creature

Abilities: Increase from the base creature's abilities as follows: Str +2, Con +2, Int +2

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as base creature +1
Alignment: Always chaotic evil
Treasure: Same as the base creature
Advancement: Same as the base creature

Sample Blood Sea Mutant

	Blood Sea Mutant Giant Octopus Large Aberration (Aquatic)
Hit Dice:	8d10+16 (60 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	20 (-1 size, +2 Dex, +9 natural)
Attacks:	8 tentacle rakes +11 melee, bite +6 melee
Damage:	Tentacle rake 1d4+6, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	spell-like ability, improved grab, constrict
Special Qualities:	Ink cloud, jet, cold and fire resistance 10, air breathing
Saves:	Fort +4, Ref +4, Will +7
Abilities:	Str 22, Dex 15, Con 15, Int 4, Wis 12, Cha 3
Skills:	Hide +11, Listen +4, Spot +4
Feats:	None
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	9-12 HD (Large); 13-24 HD (Huge)

Description

Blood Sea octopi tend to be larger and more aggressive than most of their cousins. When exposed to excessive amounts of Kadum's blood, however, these creatures gain a malign intelligence and a portion of the imprisoned titan's hatred for humans and their allies. Their flesh changes to a mottled crimson, and their eyes grow wild and ferocious, glowing a deep fiery yellow. While not nearly as dangerous as the krakens, mutant octopi are nevertheless deadly foes.

Combat

Mutant octopi use the same tactics as their non-mutated brethren, attacking with tentacles, attempting to drag foes into the water where they are helpless, constricting and biting with their ferocious beak. The mutant's *chill touch* ability makes its constrictive tentacle attacks even more deadly.

Spell-like Ability: 3/day — *chill touch* as an 8th-level sorcerer (DC 7).

Improved Grab (Ex): To use this ability, the mutant octopus must hit a Medium-size or smaller creature with a tentacle rake attack. If it gets a hold, it can constrict. See *core rulebook III*, p. 9 for more details on improved grab.

Constrict (Ex): A Blood Sea mutant giant octopus inflicts 2d8+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

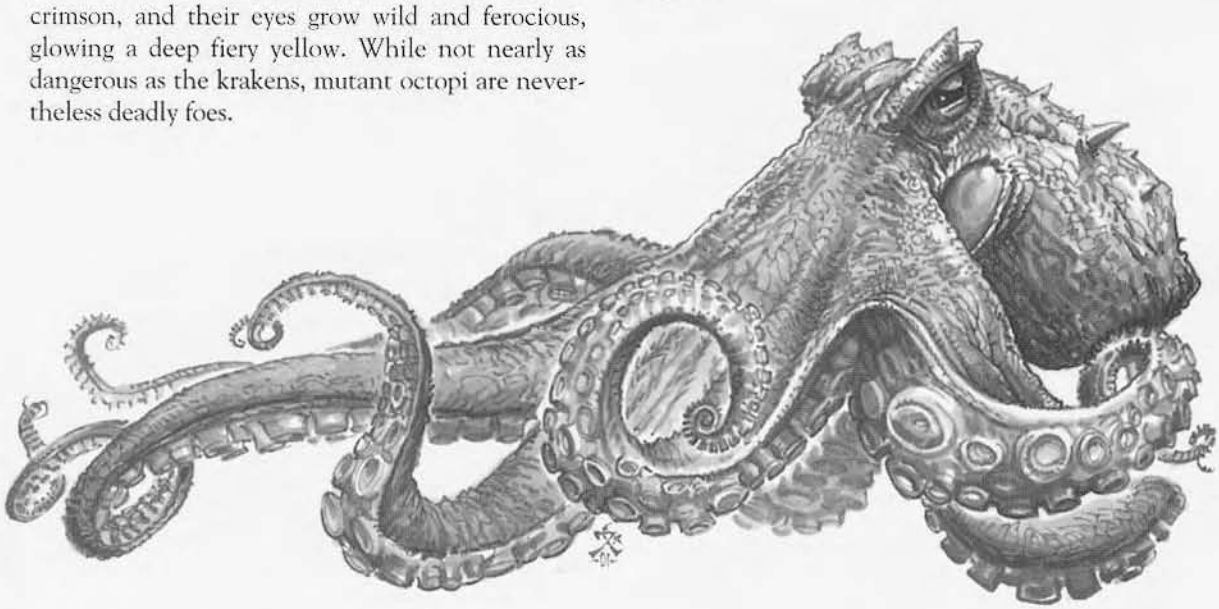
Ink Cloud (Ex): A Blood Sea mutant giant octopus can emit a cloud of jet-black ink within the range of a 20-foot cube once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A Blood Sea mutant giant octopus can jet backward once a round as a double move action, at a speed of 200 feet.

Cold and Fire Resistance (Ex): The mutant has cold and fire resistance of 10.

Air Breathing (Ex): The mutant octopus has the ability to stay out of water without penalty for 1d4 hours, after which it must return to the water or die.

Skills: A Blood Sea mutant giant octopus can change colors, giving it a +4 racial bonus to Hide checks.



Bloodless

Description

The bloodless are cursed individuals who have forsaken their humanity to achieve a state of eternal youth through an ancient rite of becoming.

The bloodless began with an order of priest-artists called the Artisans of the Light who sought to glorify the beauty of life and the natural world, thereby inspiring their fellow citizens to greater heights of piety. Over time, their goals were corrupted such that their pursuit became one of vanity — to exemplify beauty themselves and to personally inspire piety in others through their own grandeur. From there, the path of corruption led to finding the secrets to eternal beauty and thereby to the secrets to eternal life.

Ethingal, one of the order's leaders, discovered the means by which the order could achieve such eternal beauty and eternal life. He discovered a tome, which detailed a lost tribe called the Obus who had been one of the first people to venerate Chardun and Belsameth. Witnessing the power of this faith, the Obus developed a true ritual would turn their faith inward to deify themselves, making the Obus immortal. Chardun and Belsameth slaughtered the Obus in the midst of their ritual.

And so Ethingal dwelled on the heretical ritual he had discovered, a ritual that would surely bring swift, divine retribution to any who invoked it. But the Divine War provided Ethingal the opportunity to invoke the Obus true ritual while the gods were otherwise occupied. Ethingal bled himself dry to purge the unclean blood that was the birthright of the titans who had created his race, the blood that bound Ethingal to mortality. Ethingal believed that the arcane power of the true ritual replaced the blood and empowered his newly eternal body by the force of his will and faith alone. The apparent success of the ritual led other Artisans of Light to invoke it as well, though the gods did spare the time amid their war to destroy some few who attempted it.

Unknown to Ethingal or the Artisans, the ritual they had invoked was tied to the very souls of the Obus, whose dead souls had been imprisoned for eternal torment in Chardun's hell. The true ritual called these souls back from hell to inhabit Ethingal and the other Artisans who invoked the ritual. Eons of torment had reduced the Obus to naught but dark spirits, devoid of conscious thought, mindlessly craving the life force of faith that they had sought to achieve their apotheosis. It is these dark spirits that provide the vitality and the means to renew that vitality (by feeding on the faith of other mortals), keeping the bloodless alive.

Thus were the bloodless born. Now these fiends make their homes throughout the Scarred Lands, reveling in their eternal beauty and hungering for the spark of life and faith that empowers mortal creatures. Unmarked by the passage of time, tall and rather thin, the bloodless almost resemble angels. Their perfect skin is pallid, and their eyes bear a slight tint of crimson — a memento of their former lives. Upon their shoulders, their long, pure white hair moves as if slightly alive, adding to their divine appearance. The dark spirits that inhabit the bloodless are revealed only in their gaze.

The bloodless live among the normal populations of the Scarred Lands, especially in cities. Their powers and long life have allowed them to accumulate considerable wealth and political power where they elect to do so. Usually, they surround themselves in the grandest of luxuries, mirrors, wondrous accoutrements and art (especially of their own making). Most have a cult of devoted followers or a harem of consorts. The bloodless are so rare — and so few people even know of their existence — that they seldom need to disguise themselves. Their unsavory feeding practices, however, demand greater circumspection.

The bloodless do not flaunt what they have, but revel in it. Unknowingly, they sometimes pass numerous days just admiring a sunset or a painting, seeking its definitions, looking for a flaw. They absentmindedly eat or drink, having lost the habit of doing so. They can still digest food, it's just that they don't need to anymore. Feeding their dark spirit keeps them alive. Often their feeding lust is the only thing that snaps them back to reality.

The bloodless never seek out or hunt someone they deem ugly. Their favored prey are paladins and clerics. To the bloodless, gender has nothing to do with beauty, and they are totally indifferent to the fact. They dominate the will of their prey and then suck from their victims the spiritual core of their beings. This essence nourishes their dark souls, which in turn keeps the bloodless's bodies in their ageless state.

The ritual for creating the bloodless is seldom invoked. Any attempt to do so since the end of the Divine War has led to a divine intercession and the death of the ritualist(s).

Creating a Bloodless Creature

"Bloodless" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "Outsider." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Same as the base creature or use d8, whichever is higher.

Speed: Same as the base creature

AC: The base creature's natural armor improves by +4.

Attacks: Same as the base creature

Damage: Same as the base creature

Special Attacks: Same as the base creature (except any ability relating specifically to the base creature's blood as that is now gone). Unless noted otherwise, saves have a DC of 10 + 1/2 the bloodless's HD + the bloodless's Charisma modifier.

Mesmerizing Beauty (Su): Anyone who comes into the presence of the bloodless (within 60 feet) must succeed at a Will save or be charmed (as per the spell *charm monster*) by it. Even those who succeed at their

saving throws are affected as by the spell *emotion (friendship)*. The *charm* effect lasts until dispelled; the *friendship* effect lasts while in the bloodless's presence. Victims must be able to see the bloodless for this power to be effective, and the bloodless can suppress its supernatural aura if it chooses, which it seldom does.

Glamour Drain (Su): Whenever the bloodless caresses someone by touch (skin to skin), it may feed upon that being's inner and outer beauty. It drains 1d4 points of permanent Charisma for each round this contact is maintained. Each point drained adds a point of temporary Charisma to the feeder. If the target is unwilling, the bloodless must succeed with a touch attack. However, unlike normal touch attacks, the target receives any armor bonus (but not natural armor class bonus) to its AC as the bloodless must touch the opponent's skin (touching the victim's face inside his helm or grabbing his neck).

The bloodless may never have a Charisma total higher than twice their normal Charisma score. Feeding beyond their maximum still drains their target but does not add temporary Charisma to the bloodless.

The bloodless do not normally feed on any opponent with less than 14 Charisma, unless pressed in combat or in frenzy (see below).

Consume Faith (Su): Anyone who is drained of Charisma from the bloodless's glamour drain attack must succeed at a Will save or suffer the effects of the *sever* spell. Victims of this effect receive an additional Will save each day to recover from the effect.

Special Qualities: A bloodless retains all the special qualities of the base creature as well as gaining those listed below:

Immunities (Ex): The bloodless are immune to poison, sleep, paralysis, disease, stunning, subdual damage, ability damage (except for its own charisma loss, below) and energy drain. The bloodless are not affected by curing or healing divine magic. The bloodless do not need to eat, drink, sleep or breathe.

Damage Reduction 10/+1

Fast Healing (Ex): A bloodless heals 2 points of damage each round, so long as it has at least 1 hit point left.

Charisma Loss (Ex): The bloodless lose one point of Charisma each day. Charisma is first taken from any temporary Charisma the bloodless has absorbed from victims of its glamour drain. Beyond that, the Charisma loss is treated as a point of temporary Charisma damage.

Frenzy (Ex): If the bloodless's Charisma falls to 18 or lower, it goes into a frenzy that lasts for 10-40 minutes or until the bloodless drains enough Charisma to go over 18, whichever is longer. While in this state, the bloodless acts like a madman, screaming wildly, crying in desperation, laughing horridly while seeing itself in a mirror and so on. But it also attempts to use its glamour drain on anything in its path, even those not normally worthy of its touch, like the ugly.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +6, Dex +1, Con +6, Cha raise to 20 if not already higher.

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any

Organization: Solitary, pair, collective (2-5)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard

Alignment: Always evil

Advancement: By character class

Bloodless Characters

The bloodless are always evil, which might cause characters of certain classes to lose their class abilities. In addition, certain classes suffer additional penalties. Clerics, paladins and other divine spellcasters lose all of their divinely inspired abilities (e.g., turn undead, lay on hands, etc.) and lose the ability to cast divine spells. Any familiar summoned with the *greater familiar* spell (see ***Relics & Rituals***, p. 78) will leave a master who becomes a bloodless.

Sample Bloodless

This example uses a 10th-level elven cleric as the base creature.

	Bloodless Forsaken Elf Cleric **Medium-Size Outsider (Evil)**
Hit Dice:	10d8+40 (85 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	27 (+1 Dex, +4 natural, +9 *+1 full plate*, +3 *+1 large steel shield*)
Attacks:	*+1 heavy mace* +12/+7 melee; or light crossbow +9 ranged
Damage:	*+1 heavy mace* 1d8+6; or *+1 bolt* 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mesmerizing beauty, glamour drain, consume faith
Special Qualities:	Immunities, damage reduction 10/+1, fast healing 2, charisma loss, frenzy
Saves:	Fort +11, Ref +5, Will +9
Abilities:	Str 20, Dex 14, Con 18, Int 14, Wis 15, Cha 20
Skills:	Concentration +15, Diplomacy +10, Knowledge (arcana) +6, Knowledge (religion) +7, Listen +6, Ride +6, Search +5, Spellcraft +6, Spot +7, Tumble +6.
Feats:	Brew Potion, Combat Casting, Forge Wand, Scribe Scroll.
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Neutral evil
Advancement Range:	By character class

Description

Over his long life span, Sarion Keltal stood witness to the decline and corruption of the Artisans of Light. When his friend Ethingal regaled him with the discov-

ery of the true ritual of the Obus, Sarion knew he had seen enough. Unable to sway his friends from their intention to use the ritual, Sarion left the order.

Called to the field of battle in the Divine War, Sarion stood witness to the death of his god on the plains of Termana. Bereft of his god, whose very name was blighted from memory, Sarion returned to Ethingal with a change of heart. If gods were not permanent, then why not embrace personal apotheosis? He helped invoke the Obus true ritual upon Ethingal and then upon himself, turning them both into the bloodless.

Sarion dresses in baroque, dark regalia, including silver-trimmed, black full plate armor, a crimson hooded cloak and opulent jewelry. The death of his god and his own damnation have made him cynical, though it seldom shows through his pretenses of nobility and enlightenment. His heart harbors cruelty, especially to mortal priests whose gods did not perish, yet anyway.

Combat

Sarion Keltal fights only if he needs to defend himself.

Mesmerizing Beauty (Su): Anyone who comes into the presence of the bloodless (within 60 feet) must succeed at a Will save or be charmed (as per the spell *charm monster*) by it. Even those who succeed at their saving throws are affected as by the spell *emotion (friendship)*. The *charm* effect lasts until dispelled; the *friendship* effect lasts while in the bloodless's presence. Victims must be able to see the bloodless for this power to be effective, and the bloodless can suppress its supernatural aura if it chooses, which it seldom does.

Glamour Drain (Su): Whenever the bloodless caresses someone by touch (skin to skin), it may feed upon that being's inner and outer beauty. It drains 1d4 points of permanent Charisma for each round this contact is maintained. Each point drained adds a point of temporary Charisma to the feeder. If the target is unwilling, the bloodless must succeed with a touch attack. However, unlike normal touch attacks, the target receives any armor bonus (but not natural armor class bonus) to its AC as the bloodless must touch the opponent's skin (touching the victim's face inside his helm or grabbing his neck).

The bloodless may never have a Charisma total higher than twice their normal Charisma score. Feeding beyond their maximum still drains their target but does not add temporary Charisma to the bloodless.

The bloodless do not normally feed on any opponent with less than 14 Charisma, unless pressed in combat or in frenzy.

Consume Faith (Su): Anyone who is drained of Charisma from the bloodless's glamour drain attack must succeed at a Will save or suffer the effects of the *sever* spell. Victims of this effect receive an additional Will save each day to recover from the effect.

Immunities (Ex): The bloodless are immune to poison, sleep, paralysis, disease, stunning, subdual damage, ability damage (except for its own charisma loss, below) and energy drain. The bloodless are not affected by curing or healing divine magic. The bloodless do not need to eat, drink, sleep or breathe.

Charisma Loss (Ex): The bloodless lose one point of Charisma each day. Charisma is first taken from any temporary Charisma the bloodless has absorbed from victims of its glamour drain. Beyond that, the Charisma loss is treated as a point of temporary Charisma damage.

Frenzy (Ex): If the bloodless's Charisma falls to 18 or lower, it goes into a frenzy that lasts for 10-40 minutes or until the bloodless drains enough Charisma to go over 18, whichever is longer. While in this state, the bloodless acts like a madman, screaming wildly, crying in desperation, laughing horridly while seeing itself in a mirror and so on. But it also attempts to use its glamour drain on anything in its path, even those not normally worthy of its touch, like the ugly.

Magical Items Carried: *+1 full plate, +1 large steel shield, 10 +1 bolts, 1 potion of blur, 1 potion of levitate, 1 potion of heroism.*

Conundrum Creatures

Description

In the Scarred Lands walk creatures of conundrum, those beings cursed by the great sphinx Athentia (q.v.) to become an animate puzzle of stone until the conundrum creature's unique riddle is solved. Conundrum creatures retain the same shape and size as their form prior to their curse, but they are made of stone parts interlocked in a three-dimensional jigsaw puzzle configuration. Often the creatures will be encountered in their dormant, disassembled state, a jumble of oddly shaped stones piled together. Once any two pieces are slotted together, they can animate — assembled pieces that form a hand can move its fingers.

Athentia places a unique riddle upon each conundrum creature at the time it is cursed into its conundrum state. If anyone should speak the solution to this riddle in the presence of the fully assembled conundrum creature, its curse will be lifted and it will immediately be restored to its original form. Athentia chooses such riddles carefully. Those cursed because they assaulted the great sphinx find themselves doomed to a horribly enigmatic riddle; those who sought knowledge from the sphinx but were instead cursed often find that the solution to their conundrum riddle offers them direct insight into the question they posed to Athentia. Those who merely irritate the sphinx may find themselves bound into their state by an embarrassingly simple children's riddle.

A fully assembled conundrum creature is able to speak as long as it was capable of such in its original form (Athentia rarely curses creatures who are not intelligent and capable of some form of speech). But it can verbalize only its riddle and no other words or language, not even the solution to its own riddle should it know it. When the creatures are encountered, they usually call out their riddle in the hope that any creature the conundrum meets might be able to solve the riddle. Evil conundrum creatures or those driven mad by centuries of their accursed, ageless state often vindictively attack creatures that fail to solve its riddle. Other conundrum creatures have been intimidated into servitude by sages and wizards who promise to solve the creature's riddle in exchange for a mere decade of loyal service. Crueler still is the fate of those conundrum creatures who are coerced into serving as guardians for an overlord who locks away one of the conundrum's pieces, preventing the creature from ever being fully assembled and thus being able to lift its curse, even if the solution to its riddle is known.

Creating a Conundrum Creature

"Conundrum" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type becomes "construct." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change hit dice to d10. The base creature will lose any hit point penalty or gain from its Constitution modifier.

Speed: Ground movement rate remains the same but the conundrum cannot run. Decrease all other speeds by 50%. If the base creature flies, decrease its maneuverability by one level. If the maneuverability of the base creature is clumsy, then the conundrum creature cannot fly.

AC: Natural armor improves by +8 in construct shape.

Special Attacks: A conundrum creature retains all the special attacks of the base creature.

Special Qualities: A conundrum creature retains all the special qualities of the base creature and gains those listed below.

Universal language (Su): The conundrum can speak its riddle in any language, but it will be understood in a language known by anyone who hears it.

Assemble/Disassemble (Ex): Any blow that would normally cause a critical hit to the conundrum instead disassembles it into an inanimate pile of stones. Similarly, if the conundrum takes enough damage to reduce it to zero or fewer hit points, it does not die but is instead disassembled. The only means of permanently killing a conundrum is to destroy its disassembled stone pieces.

Assembling a conundrum from its constituent pieces requires a successful Intelligence check against a DC unique to each conundrum creature ranging from DC 5 to DC 35. The actual difficulty class is dependent upon how many pieces make up the conundrum, which in turn is determined by the sphinx when she curses a conundrum into existence. On a successful check, it takes one minute per DC of the assembly check for one person to assemble the conundrum.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. However, the conundrum creature is intelligent and is affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Immunities (Ex): Immune to heat, cold, electrical, and acid damage.

Riddle of Power (Ex): A conundrum cannot speak any words except to recite its unique riddle of power. If the solution to the riddle is spoken in the conundrum's presence while it is fully assembled, its transforms instantly back to its original form.

Saves: Same as the base creature

Abilities: Modify those of the base creature as follows: Str +5, Dex -4 (minimum 2), Cha -4 (minimum 2). As a construct, the conundrum creature possesses no Constitution score.

Skills: Same as the base creature

Feats: Same as the base creature as long as the prerequisites are still met after ability score adjustments.

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Same as base creature

Advancement: Same as the base creature

Sample Conundrum Creature

	Conundrum Manticore Huge Construct
Hit Dice:	6d10 (33 hp)
Initiative:	+0
Speed:	30 ft. (can't run)
AC:	22 (-2 size, +14 natural)
Attacks:	2 claws +11 melee, bite +9 melee; or 6 spikes +4 ranged
Damage:	Claw 2d4+7, bite 1d8+3; or spike 1d8+3
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Spikes
Special Qualities:	Scent, universal language, assemble/disassemble, riddle of power, immunities, construct
Saves:	Fort +5, Ref +5, Will +3
Abilities:	Str 25, Dex 11, Con —, Int 7, Wis 12, Cha 5
Skills:	Listen +9, Spot +9*
Feats:	Multiattack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	7-16 HD (Huge); 17-18 HD (Gargantuan)

Description

A wretched and foolish manticore thought to trick Athentia by bluffing that it knew the location of undiscovered Slarecian ruins. Athentia cursed the conniving manticore and moved on about her business.

Combat

A conundrum manticore shouts its riddle of power and then attacks those who cannot answer it.

Spikes (Ex): With a snap of its tail, a conundrum manticore can release a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increment. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in any one day.

Universal language (Su): The conundrum can speak its riddle in any language, but it will be understood in a language known by anyone who hears it.

Assemble/Disassemble (Ex): Any blow that would normally cause a critical hit to the conundrum instead disassembles it into an inanimate pile of stones. Similarly, if the conundrum takes enough damage to reduce it to zero or fewer hit points, it does not die but is instead disassembled. The only means of permanently killing a conundrum is to destroy its disassembled stone pieces.

Assembling this conundrum manticore from its constituent pieces requires a successful Intelligence check (DC 10). On a successful check, it takes 10 minutes for one person to assemble the conundrum.

Riddle of Power (Ex): A conundrum cannot speak any words except to recite its unique riddle of power. If the solution to the riddle is spoken in the conundrum's presence while it is fully assembled, its transforms instantly back to its original form. Choose one of the sample conundrum riddles in this book for this conundrum manticore.

Immunities (Ex): Immune to heat, cold, electrical and acid damage.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning and death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically affects objects. However, the conundrum creature is intelligent and is affected by attacks or spells of mind-affecting nature (for example enamoring or charming spells).

Skills: *Conundrum manticores receive a +4 racial bonus to Spot checks in daylight.

Sample Conundrum Riddles

Riddle #1

I am a home and yet a mortuary
For those who are not among the wary
With my builder I will converse
But not in speech or verse
In morning mists I am revealed
But in daylight I am concealed
Built by my owner's utmost care
But easily destroyed – just a tear
Ingrained in memory – the facts not deleted
In rebuilding the dimensions are repeated
Now over these clues your mind must fly
Pondering the question "What am I?"

Riddle #2

I use earth, air, fire and water to make a point.
What am I?

Riddle #3

When my lord brings me inside
Within a leather coat I hide.
But naked I dance upon the field
In summer sun or winter cold.

Riddle #4

As iron-beaked bird with a neck made of pine,
It flies through the air with its wings left behind.
It lies in its nest with its feet in the air,
Guess of what I speak if you dare.

Riddle #5

What can bring incredible joy to people,
Yet also cause unbelievable pain?
What can cause untold chaos and damage,
Yet is ultimately the hope of mankind?

Riddle #6

A small limpid pool so glassy and still
Surrounded by silver or oak.
The creatures within the pool's visible depths
Are a quiet and mimicking folk
But don't break its surface whatever you do
Or the pool will be shattered and broke

Riddle #7

The red one licks the black one's bottom.

Riddle #8

What is it that is never-ending?
By definition is always bending
Can have many chords but will never be played
Symbol of perfection once it is made.
Has no temperature but words to that effect
Obvious to those who wish to inspect
Not to be worn like jeweled finery
Just simply drawn, plain to see
Now your task – identify me

Riddle #9

I count time in circles.
I have no voice,
But my limbs allow me to whisper in the wind.
What am I?

Riddle #10

The water is my home.
I become my own tombstone.
My color is my name.
What am I?

Riddle #11

Men heed my advice,
But my opinion shifts in the wind.
What am I?

Riddle #12

Taller than forests,
Lighter than air,
Often do I break,
And often do I tear.
Home of the ocean, river, and lake,
In spring do I give,
In summer do I take.
What am I?

Riddle #13

At the end of a passage built out of stone
Lies a sparkling treasure to appease anyone
What am I?

Riddle #14

At dawn a leaf creeper.
At noon a stem sleeper.
At dusk a sky sweeper.
What am I?

Answers

1. A spider's web
2. A blacksmith
3. A sword
4. An arrow
5. Children
6. A mirror
7. Fire and a pot or kettle
8. A circle
9. A tree
10. Coral
11. A weather vane
12. A cloud
13. A water well
14. A caterpillar/butterfly

Hex Creatures

Description

Where there are hags, there are hex creatures to further their evil schemes. More than simple familiars, hex creatures are beasts captured and ensorcelled by hags using hex magic. A magical hex is tattooed onto a creature's body (using a cursed ink known only to hags), imbuing the creature with a part of the hag's spirit. This process withers the original creature and imbues it with similar physical characteristics as its hag creator, such as greenish skin or webbed and clawed hands.

Hex creatures are named by the type of hex with which they are marked, such as moon-hex or sea-hex. A covey-created hex creature is known as a tri-hex creature. A hex creature is loyal to the death to the hag or covey that created it. A hag may have only one hex creature at a time, and the process of creating a hex permanently drains the hag's Constitution by 2. A covey's tri-hex creature does not count toward the hag's limit of one and drains only 1 point of Constitution from each of the hags in the covey.

Creating a Hex Creature

"Hex" is a template that can be added to any corporeal aberration, animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, shapechanger or vermin (referred hereafter as the "base creature"). Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged. A hexed creature uses all the base creature's statistics and special abilities except as noted below.

AC: Increase base creature's natural armor by 2.

Special Attacks: A hexed creature retains all the special attacks of the base creature and also gains the following gaze attack:

Gaze (Su): The gaze attack varies according to the hag variety that inscribed the hex. It has a range of 30 feet, and the saving throw is a Fortitude save of DC 10 + 1/2 the hexed creature's HD + the hexed creature's Charisma modifier. Though typically a hex creature has only one hex, a covey of hags may each inscribe its own hex onto the hex creature. Similar hexes stack for gaze attacks, inflicting the total damage simultaneously. Each successful gaze attack typically inflicts 1d4 ability damage as the victim's blood is temporarily transmuted to produce the given effect. If the base creature has no eyes, change this power to a touch attack.

Hag Variety	Gaze Attack Damage
Brine	Poison, initial damage 1d4 Intelligence, no secondary damage (blood crystallizes)
Cavern	Poison, initial damage 1d4 Charisma, no secondary damage (blood boils)
Ice	Poison, initial damage 1d4 Constitution, no secondary damage (blood freezes)
Moon	Poison, initial damage 1d4 Wisdom, no secondary damage (blood thins)
Storm	Poison, initial damage 1d4 Dexterity, no secondary damage (blood ionizes)
Swamp	Poison, initial damage 1d4 Strength, no secondary damage (blood turns into acid)

Special Qualities: A hex creature retains all the special qualities of the base creature and those listed below. A hex creature has darkvision with a range of 60 feet.

Telepathy (Su): A hex creature may communicate with its hag creator or covey telepathically within a distance of 10 miles.

Immunities (Ex): Hex creatures are immune to charm and sleep effects. Though typically a hex creature has only one hex, a covey of hags may each inscribe its own hex onto the hex creature. Similar hex immunities do not stack.

Hag Variety	Immunity
Brine	None
Cavern	Illusion magic
Ice	Cold
Moon	Mind-affecting magic and stunning
Storm	Electricity
Swamp	Poison and disease

Water Breathing (Ex): Brine-hex creatures, but no other varieties, gain water breathing.

Saves: Same as the base creature

Abilities: Same as base creature, but +4 Strength per hex; -2 Charisma; Intelligence is at least 3 (raise to 3 if original creature's Intelligence was lower).

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Same as the hag creator's

Organization: Solitary

Challenge Rating: Same as the base creature +1 (single hex), or +2 (tri-hex)

Treasure: None

Alignment: Same as hag creator or neutral evil (covey)

Advancement: Same as the base creature

Sample Hex Creature

Moon-Hex Pegasus
Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2 (Dex)
Speed:	60 ft., fly 120 ft. (average)
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	2 hooves +9 melee, bite +4 melee
Damage:	Hoof 1d6+6, bite 1d3+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Gaze
Special Qualities:	Scent, darkvision 60 feet, spell-like abilities, telepathy, immunities
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 22, Dex 15, Con 16, Int 10, Wis 13, Cha 11
Skills:	*Listen +12, Sense Motive +7, *Spot +12, Wilderness Lore +3
Feats:	Iron Will
Climate/Terrain:	Any mountains and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Usually lawful evil
Advancement Range:	5-8 HD (Large)

Description

Moon hags love to snare Madriel's and Tanil's blessed steeds and corrupt them into mounts for the hags or their minions.

Combat

A moon-hex pegasus attacks with its sharp hooves and powerful bite, as well as its gaze attack.

Gaze (Su): A successful gaze attack changes the victim's blood temporarily to poison, inflicting initial damage of 1d4 Wisdom and no secondary damage. A successful Fortitude save (DC 12) nullifies the effect.

Telepathy (Su): A moon-hex pegasus may communicate with its hag creator or covey telepathically within a distance of 10 miles.

Spell-Like Abilities: A moon-hex pegasus can *detect good* and *detect evil* at will within a 60-yard radius, as the spells cast by a 5th-level sorcerer.

Immunities (Ex): Moon-hex pegasi are immune to mind-affecting magic and stunning.

Skills: *Moon-hex pegasi receive a +4 racial bonus to Listen and Spot checks.

Appendix Two

Looking for the right monster to terrorize your player characters? We assembled the table below to make the GM's life a little easier. Simply scan through the appropriate challenge ratings to find the right creature in the right climate and terrain to drop into your next adventure, then look up the creature's full description in the right source book:

Source Code	Core Rulebook
MM	Core rulebook III
CC	Creature Collection
CC2	Creature Collection 2: Dark Menagerie

Readers of the first ***Creature Collection*** will notice some of the Challenge Ratings listed below do not match those printed in the ***Creature Collection***. The ratings below are correct. For the full updated list of ***Creature Collection*** Challenge Ratings, see our website at www.swordsorcery.com.

Monsters by Challenge Rating

Name	Climate/Terrain	CR	Source
Bat	Temperate and warm desert, forest, hill, plains, and underground	1/10	MM
Toad	Temperate and warm land and aquatic	1/10	MM
Monstrous centipede, tiny	Temperate and warm land and underground	1/8	MM
Rat	Any land and underground	1/8	MM
Swamp Tyrant, Mite	Warm marsh	1/8	CC2
Donkey	Temperate and warm desert, hill, plains, and mountains	1/6	MM
Kobold	Any forest and underground	1/6	MM
Lizard	Any warm land	1/6	MM
Monkey	Warm forest	1/6	MM
Raven	Any forest, hill, plains, and mountains	1/6	MM
Skeleton, tiny	Any land and underground	1/6	MM
Zombie, tiny	Any land and underground	1/6	MM
Blood Moth	Warm and temperate forests and plains	1/4	CC2
Cat	Any land	1/4	MM
Deryth (Disjoined)	Any land or underground	1/4	CC2
Drowned Lady	Temperate aquatic	1/4	CC
Filcher	Any land	1/4	CC2
Flesh Strippers	Any temperate and warm land	1/4	CC2
Goblin	Temperate and warm land and underground	1/4	MM
Halfling	Temperate forest, hill and plains	1/4	CC
Hookwing	Temperate forest	1/4	CC
Lard Worm	Any land and underground	1/4	CC
Mere-Lurker	Temperate aquatic and marsh	1/4	CC
Miser Jackal	Warm plains	1/4	CC
Monstrous centipede, small	Temperate and warm land and underground	1/4	MM
Monstrous scorpion, tiny	Temperate and warm land and underground	1/4	MM
Monstrous spider, tiny	Temperate and warm land and underground	1/4	MM
Night Singer	Warm marsh	1/4	CC
Owl	Any forest, hill, plains, and mountains	1/4	MM
Pilfer Sprite	Any forest	1/4	CC2
Pony	Any land	1/4	MM
Ratroo	Warm desert	1/4	CC
Shadowraven (Eyes of Golthain)	Any land	1/4	CC2
Skeleton, small	Any land and underground	1/4	MM
Skullworm	Temperate and warm marsh or underground	1/4	CC2
Sour Grub	Any temperate and warm	1/4	CC
Tokal	Warm forest	1/4	CC

Name	Climate/Terrain	CR	Source
Ubantu Tribesman	Warm desert	1/4	CC
Weasel	Temperate forest, hill, mountains, and plains	1/4	MM
Wyrmspawn, Young	Temperate and warm forest, hill and mountains	1/4	CC
Zombie, small	Any land and underground	1/4	MM
Carnival Krewe, Bone Bosun	Any aquatic	1/3	CC2
Dog	Any land	1/3	MM
Giant fire beetle	Temperate and warm land and underground	1/3	MM
Hawk	Any forest, hill, plains, and mountains	1/3	MM
Rat, dire	Any land and underground	1/3	MM
Skeleton, medium-size	Any land and underground	1/3	MM
Viper, tiny	Temperate and warm land, aquatic, and underground	1/3	MM
Aasimar	Any land and underground	1/2	MM
Abyssal Dire Rat	Any land and underground	1/2	MM
Animated object, tiny	Any land and underground	1/2	MM
Aquatic Elves	Temperate aquatic	1/2	MM
Baboon	Warm desert and plains	1/2	MM
Badger	Temperate forest, hill, plains, and underground	1/2	MM
Blood Maiden	Temperate aquatic or coastal land	1/2	CC2
Blood Sprite	Any forest and mountains	1/2	CC2
Charduni	Temperate and warm hill, mountains and underground	1/2	CC
Child Trap	Warm forest	1/2	CC
Deep dwarves	Any underground	1/2	MM
Deep halflings	Any land and underground	1/2	MM
Dwarf	Any hill, mountains, and underground	1/2	MM
Dwarf, Forsaken	Cold mountains and underground	1/2	CC
Eagle	Any forest, hill, plains, and mountains	1/2	MM
Elf	Temperate forest	1/2	MM
Elf, Forsaken	Any land	1/2	CC
Forest gnomes	Any forest, hill, and underground	1/2	MM
Formian, worker	Any land and underground	1/2	MM
Giant bee	Temperate and warm land and underground	1/2	MM
Gnome	Any forest, hill, and underground	1/2	MM
Golem, Bone	Any land and underground	1/2	CC
Gray elves	Temperate forest and mountains	1/2	MM
Grotesque	Any temperate or warm land	1/2	CC2
Half-elves	Any land	1/2	MM
Half-orcs	Any land and underground	1/2	MM
Halfling	Any land and underground	1/2	MM
Hobgoblin	Temperate and warm land and underground	1/2	MM
Locathah	Warm aquatic	1/2	MM
Merfolk	Temperate aquatic	1/2	MM
Monstrous centipede, medium-size	Temperate and warm land and underground	1/2	MM
Monstrous scorpion, small	Temperate and warm land and underground	1/2	MM
Monstrous spider, small	Temperate and warm land and underground	1/2	MM
Moon Cat	Any land	1/2	CC
Mountain dwarves	Any mountains and underground	1/2	MM
Murdersprite	Any land	1/2	CC
Orc	Any land and underground	1/2	MM
Porpoise	Any aquatic	1/2	MM
Ratman (Slitheren)	Any temperate and warm	1/2	CC
Ratman, Brown Gorger	Any temperate and warm	1/2	CC
Ratman, Diseased	Any temperate and warm	1/2	CC
Runnk	Any cold	1/2	CC
Sagon	Temperate and warm land	1/2	CC2
Seaspark	Any aquatic	1/2	CC

Name	Climate/Terrain	CR	Source
Sentry Crow	Any mountains	1/2	CC
Siren Vulture	Warm desert	1/2	CC
Skin Weaver	Any land	1/2	CC2
Solar Scarab	Warm desert and plains	1/2	CC
Stirge	Temperate and warm forest and underground	1/2	MM
Tallfellows	Any land and underground	1/2	MM
Tanil's Fox	Temperate and warm forest	1/2	CC
Tar Beetle	Temperate marsh	1/2	CC2
Tiefling	Any land and underground	1/2	MM
Unlife	Any	1/2	CC2
Viper, small	Temperate and warm land, aquatic, and underground	1/2	MM
Wild elves	Temperate and warm forest	1/2	MM
Wood elves	Temperate forest	1/2	MM
Zombie, medium-size	Any land and underground	1/2	MM
Abandoned, The	Warm forest	1	CC
Acid Shambler	Any land and underground	1	CC2
Air elemental, small	Any land and underground	1	MM
Albadian Battle Dog	Any hill, mountains and plains	1	CC
Animated object, small	Any land and underground	1	MM
Bat Devil	Temperate and warm mountains and plains	1	CC
Blood Sea Jellyfish	Temperate and warm aquatic	1	CC2
Blood Zombie	Any aquatic	1	CC2
Bloodfly	Any temperate or tropical (especially forest)	1	CC2
Brewer Gnome	Any temperate	1	CC
Camel	Any desert, hill, and mountains	1	MM
Carnival of Shadows, Shadowjester	Any land	1	CC2
Cave Moth	Any underground	1	CC
Charfiend	Any land and underground	1	CC
Coal Goblin	Any underground	1	CC
Darkmantle	Any underground	1	MM
Derro	Any underground	1	MM
Dog, riding	Any land	1	MM
Dread Raven	Temperate and cold forest, hill and plains	1	CC
Drow	Any underground	1	MM
Dryad	Temperate and warm forest	1	MM
Duergar	Any underground	1	MM
Earth elemental, small	Any land and underground	1	MM
Ebon Eel	Any aquatic and marsh	1	CC
Face Stealer	Any land and underground	1	CC2
Fire elemental, small	Any land and underground	1	MM
Frost Ape	Cold hill, mountains and plains	1	CC
Gallows Vine	Warm forest	1	CC2
Ghoul	Any land, aquatic, and underground	1	MM
Giant ant, worker	Temperate and warm desert, forest, hill, plains and underground	1	MM
Gnoll	Temperate or warm land and underground	1	MM
Golem, Venom	Any	1	CC2
Gore Beetle	Temperate land and underground	1	CC
Grig	Temperate and warm forest	1	MM
Grimlock	Any mountains and underground	1	MM
Homunculus	Any land and underground	1	MM
Horse, Heavy	Any land	1	MM
Horse, Light	Any land	1	MM
Horse, Light War	Any land	1	MM
Ice Ghoul	Cold forest, hill and plains	1	CC
Ice Weasel	Cold plains	1	CC

Name	Climate/Terrain	CR	Source
Krenshar	Temperate and warm forest and plains	1	MM
Lemure	Any land and underground	1	MM
Lightning Hawk	Any plains	1	CC2
Lizard folk	Temperate and warm marsh	1	MM
Manticora	Any warm	1	CC
Monstrous centipede, large	Temperate and warm land and underground	1	MM
Monstrous scorpion, medium-size	Temperate and warm land and underground	1	MM
Monstrous spider, medium-size	Temperate and warm land and underground	1	MM
Mule	Warm plains	1	MM
Nixie	Temperate aquatic	1	MM
Octopus	Temperate and warm aquatic	1	MM
Pestilite	Temperate or tropical land	1	CC2
Preychaser	Any plains	1	CC2
Pseudodragon	Temperate and warm forest	1	MM
Ratman, Daywalker	Any desert	1	CC2
Ratman, Foamer	Any temperate and warm	1	CC
Ratman, Red Witch	Any temperate and warm	1	CC
Ratman, Stalker	Any land	1	CC2
Ratman, White Wraith	Any land	1	CC2
Shark, medium-size	Any aquatic	1	MM
Shrieker	Any underground	1	MM
Siege Undead, Boneman	Any land	1	CC2
Skeleton, large	Any land and underground	1	MM
Slime Reaver	Warm and temperate aquatic and marsh	1	CC2
Spider-Eye Goblin	Warm forest and underground	1	CC
Squid	Any aquatic	1	MM
Stormchild	Any land	1	CC2
Sutak	Any desert	1	CC2
Svirfneblin	Any forest, hill, and underground	1	MM
Time Killer	Any land or underground	1	CC2
Tokal Tribesman	Warm forest	1	CC
Totem of Mormo	Temperate forest	1	CC2
Troglodyte	Any mountains and underground	1	MM
Vangal's Chosen	Any land	1	CC2
Vermin Host, Rat	Any land or underground	1	CC2
Viper, medium-size	Temperate and warm land, aquatic, and underground	1	MM
Vrail	Any mountains	1	CC
Water elemental, small	Any	1	MM
White dragon, wyrmling	Any cold land and underground	1	MM
Wolf	Any forest, hill, plains, and mountains	1	MM
Wolfrat	Any land	1	CC2
Zombie, large	Any land and underground	1	MM
Abyssal Larva	Any land	2	CC2
Animated object, medium-size	Any land and underground	2	MM
Ape	Warm forest and mountains	2	MM
Asaath	Temperate desert and marsh	2	CC
Assassin's Bane	Warm plains	2	CC2
Azer	Any land and underground	2	MM
Badger, dire	Temperate forest, hill, plains, and underground	2	MM
Bat, dire	Temperate and warm desert, forest, hill, plains, and underground	2	MM
Bear, black	Temperate and warm forest, hill, and mountains	2	MM
Bison	Temperate plains	2	MM
Black dragon, wyrmling	Any marsh and underground	2	MM
Blink dog	Temperate plains	2	MM

Name	Climate/Terrain	CR	Source
Blue dragon, wyrmling	Temperate and warm desert and underground	2	MM
Boar	Temperate and warm forest	2	MM
Brass dragon, wyrmling	Temperate and warm desert, plains, and underground	2	MM
Bronze dragon, wyrmling	Temperate and warm aquatic and underground	2	MM
Bugbear	Any underground	2	MM
Carnival Krewe, Heron Priest	Any	2	CC2
Carnival Krewe, Plague Wretch	Any land	2	CC
Cheetah	Warm plains	2	MM
Choker	Any underground	2	MM
Constrictor snake	Warm forest and aquatic	2	MM
Copper dragon, wyrmling	Temperate and warm desert, hill, mountains, and underground	2	MM
Crescent Elk	Temperate and cold hill and mountains	2	CC
Crocodile	Warm marsh and aquatic	2	MM
Dananshee	Any land	2	CC2
Desert Falcon	Warm desert and mountains	2	CC
Dretch (tanar'ri)	Any land and underground	2	MM
Exemplar	Any land	2	CC
Flame brother (salamander)	Any land and underground	2	MM
Giant ant, queen	Temperate and warm desert, forest, hill, plains and underground	2	MM
Giant ant, soldier	Temperate and warm desert, forest, hill, plains and underground	2	MM
Giant bombardier beetle	Temperate and warm land and underground	2	MM
Giant lizard	Any warm land	2	MM
Giant praying mantis	Any land and underground	2	MM
Grippett	Temperate and warm forest	2	CC
Hagling	Any	2	CC2
Harpy	Temperate and warm hills and mountains	2	CC
Hill Howler	Temperate forest, hill and mountains	2	CC
Hippogriff	Temperate and warm hill and plains	2	MM
Horse, Heavy War	Any land	2	MM
Imp	Any land and underground	2	MM
Inn-Wight	Any land	2	CC
Kuo-toa	Any aquatic and underground	2	MM
Lantern archon	Any land and underground	2	MM
Leopard	Warm forest and plains	2	MM
Memory-Eater	Any land	2	CC
Merrow	Any land, aquatic, and underground	2	MM
Miredweller	Temperate marsh	2	CC
Monstrous centipede, huge	Temperate and warm land and underground	2	MM
Monstrous scorpion, large	Temperate and warm land and underground	2	MM
Monstrous spider, large	Temperate and warm land and underground	2	MM
Morgaunt	Any land	2	CC
Night Terror	Temperate and warm forest and plains	2	CC
Night-Touched Hound	Any land or underground	2	CC2
Ogre	Any land, aquatic, and underground	2	MM
Piscean, Green	Any ocean or coastal	2	CC2
Plaguecat	Temperate plains	2	CC
Proud, The	Temperate and warm plains	2	CC
Razorfin Dolphin	Any aquatic	2	CC2
Sahuagin	Warm aquatic	2	MM
Satyr (without pipes)	Temperate forest	2	MM
Scythe Falcon	Any land	2	CC
Seeker's Bane	Any underground	2	CC2
Shark, large	Any aquatic	2	MM
Shocker lizard	Warm aquatic, marsh, and underground	2	MM
Siege Undead, Meatman	Any land	2	CC2

Name	Climate/Terrain	CR	Source
Siege Undead, Sandman	Any land	2	CC2
Skeleton, huge	Any land and underground	2	MM
Skum	Temperate and warm aquatic and underground	2	MM
Slarecian Dragon, wyrmling	Any land or underground	2	CC2
Slarecian Shadowspawn	Any land	2	CC2
Spined Lizard	Warm marsh	2	CC2
Stench Toad	Any marsh and underground	2	CC2
Stone Zombie	Any land or underground	2	CC2
Strife Elemental	Any land	2	CC
Tattooed Corpse	Any land or underground	2	CC2
Tempus Twin	Any land or underground	2	CC2
Thoqqua	Any underground	2	MM
Thought Drinker	Any	2	CC2
Unholy Child	Any land	2	CC
Vargouille	Any land and underground	2	MM
Vermin Host, Leech	Any marshes or underground	2	CC2
Vermin Host, Spider	Any land or underground	2	CC2
Vertigen	Any land	2	CC2
Viper, large	Temperate and warm land, aquatic, and underground	2	MM
Weasel, Dire	Temperate forest, hill, mountains, plains, and underground	2	MM
Were-Vulture	Warm desert and plains	2	CC
Wererat	Any land and underground	2	MM
White dragon, very young	Any cold land and underground	2	MM
Wolverine	Cold and temperate forest and hill	2	MM
Worg	Any forest, hill, plains, and mountains	2	MM
Wyrmspawn, Adult	Temperate and warm forest, hill and mountains	2	CC
Air elemental, medium	Any land and underground	3	MM
Air mephit	Any land and underground	3	MM
Alley Reaper	Any land and underground	3	CC
Allip	Any land and underground	3	MM
Angler Ooze	Temperate marsh and underground	3	CC
Animated object, large	Any land and underground	3	MM
Ankheg	Temperate and warm plains, forest, and underground	3	MM
Ape, dire	Warm forest, warm mountains	3	MM
Arrowhawk, juvenile	Any land and underground	3	MM
Assassin vine	Temperate and warm forest and underground	3	MM
Belsamaug	Any land	3	CC
Black dragon, very young	Any marsh and underground	3	MM
Blade Beast	Any plains, forest, hill or mountain	3	CC2
Blade Hood	Any land and underground	3	CC
Blue dragon, very young	Temperate and warm desert and underground	3	MM
Bonewing	Any land	3	CC2
Brass dragon, very young	Temperate and warm desert, plains, and underground	3	MM
Carnival Krewe, Alligator Man	Any land	3	CC
Carrion Hound	Any underground	3	CC2
Celestial lion	Any land and underground	3	MM
Centaur	Temperate forest	3	MM
Chardun-Slain	Any land	3	CC
Cockatrice	Any temperate and warm land and underground	3	MM
Cold Slime	Any cold	3	CC
Coreanic Steed	Temperate and warm plains	3	CC
Deinonychus	Warm forest, hill, plains, and marsh	3	MM
Dire Monitor	Temperate and warm underground	3	CC
Doppelganger	Any land and underground	3	MM
Dream Snake	Any land	3	CC

Name	Climate/Terrain	CR	Source
Dreamwrack	Any	3	CC2
Dust mephit	Any land and underground	3	MM
Dwarf Hound	Any underground	3	CC
Earth elemental, medium	Any land and underground	3	MM
Earth mephit	Any land and underground	3	MM
Ethereal filcher	Any land and underground	3	MM
Ethereal marauder	Any land and underground	3	MM
Fire elemental, medium	Any land and underground	3	MM
Fire mephit	Any land and underground	3	MM
Formian, warrior	Any land and underground	3	MM
Gelatinous cube	Any underground	3	MM
Ghast	Any land and underground	3	MM
Giant eagle	Any forest, hill, mountains , and plains	3	MM
Giant owl	Any forest, hill, mountains, and plains	3	MM
Giant wasp	Temperate and warm land and underground	3	MM
Gold dragon, wyrmling	Temperate and warm desert and underground	3	MM
Golem, Tar	Any	3	CC2
Great Swan, The	Any land	3	CC
Grick	Underground	3	MM
Grotesque Parasite	Any land and underground	3	CC2
Hell hound	Any land and underground	3	MM
Howler	Any land and underground	3	MM
Ice mephit	Any land and underground	3	MM
Iron Dragon	Any land and underground	3	CC2
Lion	Warm plains	3	MM
Lurker Below	Any aquatic	3	CC2
Magma mephit	Any land and underground	3	MM
Magmin	Any land and underground	3	MM
Manster	Temperate forest and plains	3	CC
Mist Reaper	Any land or aquatic	3	CC2
Mistwalker	Any land	3	CC
Mummy	Any desert and underground	3	MM
Ooze mephit	Any land and underground	3	MM
Pegasus	Temperate and warm forest	3	MM
Phantom fungus	Any underground	3	MM
Quasit	Any land and underground	3	MM
Red Colony	Temperate and warm aquatic and marsh	3	CC
Red dragon, wyrmling	Temperate and warm hill, mountains, and underground	3	MM
River Nymph	Temperate aquatic	3	CC
Rumbler	Temperate and warm land and underground	3	CC
Rust monster	Any underground	3	MM
Salt mephit	Any land and underground	3	MM
Sand Mummy	Any desert	3	CC2
Sand Wyvern	Temperate and warm desert	3	CC2
Scar Twin	Any coastal land	3	CC2
Serpent Root	Any temperate and warm	3	CC
Shadow	Any land and underground	3	MM
Shadowcat	Warm forest	3	CC2
Shard Spider	Any land except marshes and underground	3	CC2
Shockbat	Temperate and warm desert, forest, hill, plains and underground	3	CC2
Silver dragon, wyrmling	Temperate and warm mountains and underground	3	MM
Skin Devil	Any land and underground	3	CC
Skiver	Any land	3	CC2
Skull King	Any land and underground	3	CC2

Name	Climate/Terrain	CR	Source
Slarecian Dragon, very young	Any land or underground	3	CC2
Slarecian Muse	Any land and underground	3	CC
Slarecian Shadowman	Any land and underground	3	CC
Steam mephit	Any land and underground	3	MM
Swamp Gobbler	Temperate and warm marsh	3	CC
Swamp Tyrant, Swampling	Warm marsh	3	CC2
Thunder Kite	Any land	3	CC2
Tojanida, juvenile	Any aquatic and underground	3	MM
Touch Corrupter	Any temperate and warm	3	CC2
Trogodon	Temperate and warm marsh	3	CC
Unicorn	Temperate forest	3	MM
Vermin Host, Cockroach	Any land and underground	3	CC2
Violet fungus	Any underground	3	MM
Viper, huge	Temperate and warm land, aquatic, and underground	3	MM
Water elemental, medium	Any	3	MM
Well Spirit	Any land	3	CC
Wereboar	Temperate and warm forest	3	MM
Werewolf	Any forest, hill, mountains, and plains	3	MM
White dragon, young	Any cold land and underground	3	MM
Wight	Any land and underground	3	MM
Wirebound Berserker	Any land or underground	3	CC2
Wolf Spider, Giant	Any temperate and warm	3	CC
Wolf, dire	Any forest, hill, mountains, plains, and underground	3	MM
Woods Haunt	Temperate forest	3	CC
Xorn, minor	Any land and underground	3	MM
Yeth hound	Any land and underground	3	MM
Zombie, huge	Any land and underground	3	MM
Abyssal Lamprey	Any aquatic	4	CC2
Aranea	Temperate and warm forest and underground	4	MM
Bane cloud	Any underground	4	CC2
Barghest	Any land and underground	4	MM
Bear, brown	Any forest, hill, mountains, and underground	4	MM
Bear, polar	Any cold land	4	MM
Blue dragon, young	Temperate and warm desert and underground	4	MM
Boar, dire	Temperate and warm forest	4	MM
Bottle-Imp	Any land	4	CC
Bronze dragon, very young	Temperate and warm aquatic and underground	4	MM
Burned Ones	Any underground	4	CC2
Butcher Spirit	Any land	4	CC
Carnival of Shadows, Dark Harlequin	Any land	4	CC2
Carrion crawler	Any underground	4	MM
Cathedral Beetle	Temperate forest, hill, mountains and plains	4	CC
Copper dragon, very young	Temperate and warm desert, hill, mountains, and underground	4	MM
Corpse Whisperer	Any land and underground	4	CC2
Daemon, Grisly Minstrel	Any land and underground	4	CC2
Deryth (Joined)	Any land or underground	4	CC2
Devil, Heartclutch	Any land or underground	4	CC2
Displacer beast	Temperate forest, hill, or mountains and underground	4	MM
Dragon, Mock	Temperate and warm hill	4	CC
Dream Folk	Any land	4	CC2
Ettercap	Temperate and warm forests	4	MM
Fleshcrawler	Any land and underground	4	CC
Forge Wight	Any land	4	CC

Name	Climate/Terrain	CR	Source
Gargoyle	Any land, aquatic, and underground	4	MM
Gauntling	Any land and underground	4	CC2
Giant crocodile	Warm marsh and aquatic	4	MM
Giant stag beetle	Temperate and warm forest and underground	4	MM
Gold dragon, very young	Temperate and warm desert and underground	4	MM
Golem, Quicksilver	Any land	4	CC2
Gray ooze	Any marsh and underground	4	MM
Griffon	Temperate and warm hill and mountains	4	MM
Half-celestial/half-unicorn	Any land and underground	4	MM
Half-dragon (red)/half-ogre	Any land and underground	4	MM
Hamadryad	Any forest	4	CC
Harpy	Temperate and warm land and underground	4	MM
Hollow Knight	Any land	4	CC
Hound archon	Any land and underground	4	MM
Hydra (5 headed)	Any marsh and underground	4	MM
Ice Haunt	Cold mountains	4	CC
Janni	Any land	4	MM
Mimic	Any land and underground	4	MM
Minotaur	Any underground	4	MM
Monstrous spider, huge	Temperate and warm land and underground	4	MM
Night Tyrant	Warm forest	4	CC
Night-Touched Controller	Any land and underground	4	CC2
Otyugh	Any underground	4	MM
Owlbear	Temperate forest	4	MM
Pixie	Temperate forest	4	MM
Pyre	Warm desert and mountains	4	CC
Red dragon, very young	Temperate and warm hill, mountains, and underground	4	MM
Rhinoceros	Warm plains	4	MM
Satyr (with pipes)	Temperate forest	4	MM
Sea hag	Any aquatic	4	MM
Sea lion	Temperate and warm aquatic	4	MM
Shark, huge	Any aquatic	4	MM
Silver dragon, very young	Temperate and warm mountains and underground	4	MM
Skein	Any marsh	4	CC2
Slarecian Ghoul	Any land and underground	4	CC
Slarecian Worm	Any land or underground	4	CC2
Spire Wyvern	Any land	4	CC
Spirit of the Plague	Any land and underground	4	CC
Swamp Fisher	Temperate marsh	4	CC2
Tiger	Any forest, hill, mountains, and plains	4	MM
Triton	Any aquatic	4	MM
Tuscar	Cold plains or hills	4	CC2
Undead Ooze	Any land and underground	4	CC
Unitaur	Warm plains	4	CC2
Valraven	Temperate and warm hills and mountains	4	CC
Vampire spawn	Any land and underground	4	MM
Vengaurak	Any land and underground	4	CC
Windrider	Warm aquatic	4	CC2
Wolverine, dire	Temperate forest, hill, plains, and underground	4	MM
Achaierai	Any land and underground	5	MM
Air elemental, large	Any land and underground	5	MM
Animated object, huge	Any land and underground	5	MM
Aquantis	Any aquatic	5	CC
Arcane Devourer	Any land and underground	5	CC2

Name	Climate/Terrain	CR	Source
Arch Lurker	Any land	5	CC2
Arrowhawk, adult	Any land and underground	5	MM
Baleen whale	Any aquatic	5	MM
Barghest, greater	Any land and underground	5	MM
Basilisk	Any land and underground	5	MM
Beserker Wasp	Temperate forest and plains	5	CC
Black dragon, young	Any marsh and underground	5	MM
Blight Wolf	Any desert and plains	5	CC
Bloodman	Any warm or temperate land	5	CC2
Brass dragon, young	Temperate and warm desert, plains, and underground	5	MM
Cloaker	Underground	5	MM
Djinni	Any land	5	MM
Dragonman	Any land	5	CC
Dune Delver	Warm desert	5	CC
Earth elemental, large	Any land and underground	5	MM
Elasmosaurus	Warm aquatic	5	MM
Ettin	Cold and temperate hill, mountains, and underground	5	MM
Fatling	Any land	5	CC
Fire elemental, large	Any land and underground	5	MM
Firedrake	Warm desert, mountains, plains and underground	5	CC
Giant constrictor snake	Temperate and warm land and underground	5	MM
Gibbering mouther	Any land, aquatic, and underground	5	MM
Girallon	Warm forest, mountains, and underground	5	MM
Golem, Silver	Any land	5	CC
Golem, Wood	Any land	5	CC
Grotesque Herder	Any land	5	CC2
Hieracosphinx	Warm hill	5	MM
Hornsaw Unicorn	Cold and temperate forest	5	CC
Hrinruuk's Hound	Any land	5	CC2
Hydra (6 headed)	Any marsh and underground	5	MM
Keffiz	Any land	5	CC
Manticore	Warm and temperate land and underground	5	MM
Naga, Crown	Temperate and warm land and underground	5	CC2
Narleth	Temperate forest and hill	5	CC
Nightmare	Any land and underground	5	MM
Ochre jelly	Any marsh and underground	5	MM
Orca	Any aquatic	5	MM
Phase spider	Any land and underground	5	MM
Rast	Any land and underground	5	MM
Ravid	Any land and underground	5	MM
Salamander (average)	Any land and underground	5	MM
Scrag	Any land, aquatic, and underground	5	MM
Shadow Lord	Any land and underground	5	CC2
Shadow mastiff	Any land and underground	5	MM
Skeletal Host	Any land and underground	5	CC2
Slarecian Dragon, young	Any land or underground	5	CC2
Slarecian Gargoyle	Any land and underground	5	CC
Sleet Devil	Any cold	5	CC
Spider eater	Temperate and warm land and underground	5	MM
Steppe Troll	Cold and temperate hill and plains	5	CC
Sundered Woman	Any forest	5	CC2
Thunder Orb	Any land and underground	5	CC
Tojanida, adult	Any aquatic and underground	5	MM
Troll	Any land, aquatic, and underground	5	MM
Ukrudan Stalker	Any desert	5	CC2

Name	Climate/Terrain	CR	Source
Water elemental, large	Any	5	MM
Werebear	Any forest, hill, mountains, and underground	5	MM
Weretiger	Any forest, hill, mountains, and plains	5	MM
White dragon, juvenile	Any cold land and underground	5	MM
Winter wolf	Any cold land and underground	5	MM
Wraith	Any land and underground	5	MM
Yuan-ti, Halfblood	Warm forest and underground	5	MM
Yuan-ti, Pureblood	Warm forest and underground	5	MM
Almathean Ram	Temperate and warm mountains	6	CC
Annis	Any land and underground	6	MM
Belker	Any land and underground	6	MM
Bloodmare	Any forest and plains	6	CC
Bone Lord	Any land and underground	6	CC
Bronze dragon, young	Temperate and warm aquatic and underground	6	MM
Cachalot whale	Any aquatic	6	MM
Carnival Krewe, Blood Kraken	Any land	6	CC
Carnivorous Tree	Any forest	6	CC2
Cave Shrike	Any underground	6	CC
Celestian	Any land	6	CC
Chaos Globe	Any	6	CC2
Chern's Children	Any	6	CC2
Cloudsting	Any except underground	6	CC2
Copper dragon, young	Temperate and warm desert, hill, mountains, and underground	6	MM
Cryo/pyrohydra (5 headed)	Any marsh and underground	6	MM
Dark Womb	Any underground	6	CC2
Demon, Leonine	Any land and underground	6	CC2
Digester	Temperate and warm land and underground	6	MM
Dragon, Seawrack	Any aquatic and marsh	6	CC
Dweller at Crossroads	Any land	6	CC
Emperor Stag	Temperate forest	6	CC
Flayed Giant	Temperate and warm aquatic	6	CC2
Goblin Bear	Temperate forests	6	CC
Gold dragon, young	Temperate and warm desert and underground	6	MM
Golem, Serpent	Any land and underground	6	CC2
Gorgon, Low	Temperate and warm forests, hill and underground	6	CC
Hag, Swamp	Warm marsh	6	CC
Hope	Any land and underground	6	CC2
Hydra (7 headed)	Any marsh and underground	6	MM
Kyton	Any land and underground	6	MM
Lamia	Any desert, hill, and underground	6	MM
Megaraptor	Warm forest, hill, plains, and marsh	6	MM
Monstrous centipede, gargantuan	Temperate and warm land and underground	6	MM
Monstrous scorpion, huge	Temperate and warm land and underground	6	MM
Nymph	Any land	6	MM
Orafaun	Temperate hill and mountains	6	CC
Osyluth (baatezu)	Any land and underground	6	MM
Paragon Crocodile	Warm marsh	6	CC
Quicksilver Stalker	Any land and underground	6	CC2
Red dragon, young	Temperate and warm hill, mountains, and underground	6	MM
Shambling mound	Temperate and warm forest, marsh, and underground	6	MM
Silver dragon, young	Temperate and warm mountains and underground	6	MM
Skyquill	Any land	6	CC
Surged Giant	Warm and temperate land	6	CC2
Tendriculos	Temperate and warm forest, hill, and marsh	6	MM

Name	Climate/Terrain	CR	Source
Will-o'-wisp	Any swamp	6	MM
Willow Tree Warrior	Temperate and warm forest and marsh	6	CC
Wyvern	Temperate and warm forest, hill, and mountains	6	MM
Xill	Any land and underground	6	MM
Xorn, average	Any land and underground	6	MM
Zombie, gargantuan	Any land and underground	6	MM
Aboleth	Any underground	7	MM
Air elemental, huge	Any land and underground	7	MM
Animated object, gargantuan	Any land and underground	7	MM
Athach	Temperate and warm hill, mountains, and underground	7	MM
Barbazu (baatezu)	Any land and underground	7	MM
Bear, dire	Any forest, hill, mountains, plains, and underground	7	MM
Black dragon, juvenile	Any marsh and underground	7	MM
Black pudding	Any marsh and underground	7	MM
Blue dragon, juvenile	Temperate and warm desert and underground	7	MM
Brass dragon, juvenile	Temperate and warm desert, plains, and underground	7	MM
Bulette	Temperate land and underground	7	MM
Carnival Krewe, Necromantic Golem	Any land	7	CC
Chaos beast	Any land and underground	7	MM
Chimera	Any land and underground	7	MM
Chuul	Temperate and warm forest, marsh, and underground	7	MM
Criosphinx	Warm forest	7	MM
Cryo/pyrohydra (6 headed)	Any marsh and underground	7	MM
Daemon, Plague Angel	Any land	7	CC2
Despair	Any land and underground	7	CC2
Dragonne	Temperate and warm desert, hill, and underground	7	MM
Drider	Underground	7	MM
Earth elemental, huge	Any land and underground	7	MM
Erinyes (baatezu)	Any land and underground	7	MM
Fire elemental, huge	Any land and underground	7	MM
Flesh golem	Any land	7	MM
Formian, taskmaster	Any land and underground	7	MM
Ghost (5th level)	Any land, aquatic, and underground	7	MM
Hag, Ice	Cold desert, hill and mountains	7	CC
Hanid	Warm desert	7	CC
Hellcat	Any land and underground	7	MM
Hill giant	Any hill, mountains, and underground	7	MM
Hydra (8 headed)	Any marsh and underground	7	MM
Ice Basilisk	Cold desert and hill	7	CC
Invisible stalker	Any land and underground	7	MM
Ioun Beholder	Any	7	CC2
Leeching Willow	Temperate and warm forest and swamp	7	CC2
Lernaean hydra (5 headed)	Any marsh and underground	7	MM
Lillend	Any land and underground	7	MM
Marrow Knight	Any land	7	CC
Medusa	Any land and underground	7	MM
Monstrous spider, gargantuan	Temperate and warm land and underground	7	MM
Phasm	Any land and underground	7	MM
Piscean, Black	Any ocean or coastal	7	CC2
Red slaad	Any land and underground	7	MM
Remorhaz	Any cold land	7	MM
Sand Burrower	Warm desert	7	CC
Skeleton, gargantuan	Any land and underground	7	MM
Slarecian Dragon, juvenile	Any land or underground	7	CC2

Name	Climate/Terrain	CR	Source
Spectre	Any land and underground	7	MM
Steel Beetle	Any land and underground	7	CC
Storm Kin	Any land	7	CC
Swamp Tyrant	Warm marsh	7	CC2
Tauron	Any mountains and underground	7	CC2
Triceratops	Warm forest, hill, and plains	7	MM
Umber hulk	Any underground	7	MM
Unhallowed, Treacherous Thief, The	Any land	7	CC
Vampire (5th leve)	Any land and underground	7	MM
Water elemental, huge	Any	7	MM
Water naga	Temperate and warm aquatic and underground	7	MM
White dragon, young adult	Any cold land and underground	7	MM
Yuan-ti, Abomination	Warm forest and underground	7	MM
Arrowhawk, elder	Any land and underground	8	MM
Barrow Worm	Any underground	8	CC
Behir	Any land and underground	8	MM
Blue slaad	Any land and underground	8	MM
Bodak	Any land and underground	8	MM
Bronze dragon, juvenile	Temperate and warm aquatic and underground	8	MM
Copper dragon, juvenile	Temperate and warm desert, hill, mountains, and underground	8	MM
Cryo/pyrohydra (7 headed)	Any marsh and underground	8	MM
Daemon, Moon	Any land	8	CC2
Dark naga	Temperate and warm land and underground	8	MM
Destrachan	Any underground	8	MM
Efreeti	Any land	8	MM
Elephant	Warm forest and plains	8	MM
Gallows Eye	Any land and underground	8	CC2
Gaurak Troll	Any land	8	CC2
Giant octopus	Temperate and warm aquatic	8	MM
Golem, Sword	Any	8	CC2
Gorgon	Temperate and warm land and underground	8	MM
Gray render	Any land and underground	8	MM
Gynosphinx	Any warm land	8	MM
Hag, Storm	Any land	8	CC
Hamatula (baatezu)	Any land and underground	8	MM
Howling Abomination	Any land	8	CC2
Hydra (9 headed)	Any marsh and underground	8	MM
Lammasu	Any warm land and underground	8	MM
Lernaean hydra (6 headed)	Any marsh and underground	8	MM
Lernaean pyro/cryohydra (5 headed)	Any marsh and underground	8	MM
Mind flayer	Any underground	8	MM
Mohrg	Any land and underground	8	MM
Monstrous centipede, colossal	Temperate and warm land and underground	8	MM
Ogre mage	Any land and underground	8	MM
Savant Hydra	Any land	8	CC
Shackledeath	Any land and underground	8	CC2
Shield guardian	Any land and underground	8	MM
Soul Guardian	Any	8	CC2
Stone giant	Any mountains	8	MM
Sundered Mage	Any	8	CC2
Tiger, dire	Any forest, hill, mountains, plains, and underground	8	MM
Treant	Any forest	8	MM
Tyrannosaurus	Warm forest, hill, plains, and marsh	8	MM
Unhallowed, False Lover, The	Any land	8	CC

Name	Climate/Terrain	CR	Source
Unhallowed, Forsaken Priest, The	Any land	8	CC
Xorn, elder	Any land and underground	8	MM
Air elemental, greater	Any land and underground	9	MM
Androsphinx	Any warm land	9	MM
Avoral (guardinal)	Any land and underground	9	MM
Bebilith	Any land and underground	9	MM
Brass dragon, young adult	Temperate and warm desert, plains, and underground	9	MM
Cerulean Roc	Any temperate	9	CC
Cryo/pyrohydra (8 headed)	Any marsh and underground	9	MM
Darkling Sentinel	Any land and underground	9	CC2
Delver	Any underground	9	MM
Dragon turtle	Temperate aquatic	9	MM
Dreamwraith	Any land and underground	9	CC2
Earth elemental, greater	Any land and underground	9	MM
Elder Larva	Any land or underground	9	CC2
Fire elemental, greater	Any land and underground	9	MM
Frost giant	Any cold land and underground	9	MM
Giant squid	Any aquatic	9	MM
Gold dragon, juvenile	Temperate and warm desert and underground	9	MM
Gorgon, High	Any land and underground	9	CC
Green slaad	Any land and underground	9	MM
Hag, Cavern	Any underground	9	CC
Half-fiend/half-medusa	Any land and underground	9	MM
Hydra (10 headed)	Any marsh and underground	9	MM
Keel Crusher	Warm aquatic	9	CC2
Lernaean hydra (7 headed)	Any marsh and underground	9	MM
Lernaean pyro/cryohydra (6 headed)	Any marsh and underground	9	MM
Mill Slug	Any temperate and warm	9	CC
Monstrous scorpion, gargantuan	Temperate and warm land and underground	9	MM
Naga, Hollow	Temperate or tropical forest or underground	9	CC2
Night hag	Any land and underground	9	MM
Rahshasa	Warm forest and marsh	9	MM
Red dragon, juvenile	Temperate and warm hill, mountains, and underground	9	MM
Roc	Temperate and warm mountains	9	MM
Sage Camel	Warm desert	9	CC
Salamander (noble)	Any land and underground	9	MM
Sandmasker	Warm desert	9	CC
Shark, dire	Any aquatic	9	MM
Silver dragon, juvenile	Temperate and warm mountains and underground	9	MM
Skeleton, colossal	Any land and underground	9	MM
Spirit naga	Temperate and warm land and underground	9	MM
Steel Giant	Warm mountains and underground	9	CC
Succubus (tanar'ri)	Any land and underground	9	MM
Thulkan	Any mountains or underground	9	CC2
Tojanida, elder	Any aquatic and underground	9	MM
Tundra Lord	Cold plains	9	CC2
Unhallowed, Faithless Knight, The	Any land	9	CC
Water elemental, greater	Any	9	MM
White dragon, adult	Any cold land and underground	9	MM
Wickerman	Any land	9	CC2
Yyrthak	Any hill and mountains	9	MM
Animated object, colossal	Any land and underground	10	MM
Bitter Tree	Any forest	10	CC2
Black dragon, young adult	Any marsh and underground	10	MM

Name	Climate/Terrain	CR	Source
Blood Horror	Any land and underground	10	CC2
Blood Reaper	Any land and underground	10	CC2
Blue dragon, young adult	Temperate and warm desert and underground	10	MM
Clay golem	Any land and underground	10	MM
Copper dragon, young adult	Temperate and warm desert, hill, mountains, and underground	10	MM
Cornugon (baatezu)	Any land and underground	10	MM
Couatl	Warm forest	10	MM
Cryo/pyrohydra (9 headed)	Any marsh and underground	10	MM
Devil, Iron	Any	10	CC2
Dragon, Firewrack	Warm desert, mountains and underground	10	CC
Fire giant	Any land and underground	10	MM
Forest Walker	Any forest	10	CC2
Formian, myrmarch	Any land and underground	10	MM
Giant, Moon	Cold or temperate mountains, moon	10	CC2
Golem, Copper	Any land	10	CC
Gray slaad	Any land and underground	10	MM
Guardian naga	Temperate and warm land and underground	10	MM
Hag, Brine	Any aquatic	10	CC
Herald of Vangal	Any land	10	CC
Hydra (11 headed)	Any marsh and underground	10	MM
Legion of One	Any land and underground	10	CC2
Lernaean hydra (8 headed)	Any marsh and underground	10	MM
Lernaean pyro/cryohydra (7 headed)	Any marsh and underground	10	MM
Mirror Fiend	Any land or underground	10	CC2
Monstrous spider, colossal	Temperate and warm land and underground	10	MM
Retriever	Any land and underground	10	MM
Roper	Any underground	10	MM
Searing Wind	Any land and underground	10	CC
Slarecian Dragon, young adult	Any land or underground	10	CC2
Air elemental, elder	Any land and underground	11	MM
Brass dragon, adult	Temperate and warm desert, plains, and underground	11	MM
Bronze dragon, young adult	Temperate and warm aquatic and underground	11	MM
Cloud giant	Temperate and warm mountains and aquatic	11	MM
Cryo/pyrohydra (10 headed)	Any marsh and underground	11	MM
Devourer	Any land and underground	11	MM
Earth elemental, elder	Any land and underground	11	MM
Fire elemental, elder	Any land and underground	11	MM
Golem, Crystal	Any cold land or underground	11	CC2
Hydra (12 headed)	Any marsh and underground	11	MM
Lernaean hydra (9 headed)	Any marsh and underground	11	MM
Lernaean pyro/cryohydra (8 headed)	Any marsh and underground	11	MM
Monstrous scorpion, colossal	Temperate and warm land and underground	11	MM
Stone golem	Any land	11	MM
Water elemental, elder	Any	11	MM
White dragon, mature adult	Any cold land and underground	11	MM
Annis, covey	Any land and underground	12	MM
Blue dragon, adult	Temperate and warm desert and underground	12	MM
Cryo/pyrohydra (11 headed)	Any marsh and underground	12	MM
Demon, Blade	Any	12	CC2
Demon, Locust	Any land and underground	12	CC2
Dragon, Woodwrack	Temperate and warm forest and marsh	12	CC
Flailing Dreadnought	Any plains, hills or underground	12	CC2
Frost worm	Any cold land	12	MM
Gold dragon, young adult	Temperate and warm desert and underground	12	MM

Name	Climate/Terrain	CR	Source
Kraken	Any aquatic	12	MM
Lernaean hydra (10 headed)	Any marsh and underground	12	MM
Lernaean pyro/cryohydra (9 headed)	Any marsh and underground	12	MM
Muskhorn	Temperate plains	12	CC
Piscean, Red	Any ocean or coastal	12	CC2
Purple worm	Any aquatic and underground	12	MM
Red dragon, young adult	Temperate and warm hill, mountains, and underground	12	MM
Sea hag, covey	Any aquatic	12	MM
Silver dragon, young adult	Temperate and warm mountains and underground	12	MM
Slarecian Gatekeeper	Any	12	CC2
Zombie, colossal	Any land and underground	12	MM
Beholder	Any land and underground	13	MM
Black dragon, adult	Any marsh and underground	13	MM
Copper dragon, adult	Temperate and warm desert, hill, mountains, and underground	13	MM
Cryo/pyrohydra (12 headed)	Any marsh and underground	13	MM
Death slaad	Any land and underground	13	MM
Gelugon (baatezu)	Any land and underground	13	MM
Ghaele (eladrin)	Any land and underground	13	MM
Great Harrier	Temperate forest and mountains	13	CC
Guardian of the Damned	Any	13	CC2
Hag, Moon	Any mountains and underground	13	CC
Iron golem	Any land	13	MM
Iron Tusker	Temperate forest	13	CC
Lernaean hydra (11 headed)	Any marsh and underground	13	MM
Lernaean pyro/cryohydra (10 headed)	Any marsh and underground	13	MM
Lich (11th level)	Any land and underground	13	MM
Slarecian Dragon, adult	Any land or underground	13	CC2
Stick Giant	Temperate forests	13	CC
Storm giant	Temperate and warm mountains	13	MM
Vrock (tanar'ri)	Any land and underground	13	MM
Astral deva	Any land and underground	14	MM
Brass dragon, mature adult	Temperate and warm desert, plains, and underground	14	MM
Bronze dragon, adult	Temperate and warm aquatic and underground	14	MM
Gold dragon, adult	Temperate and warm desert and underground	14	MM
Golem, Lead	Any land	14	CC
Hezrou (tanar'ri)	Any land and underground	14	MM
Huror (Ice Bear)	Cold mountains	14	CC
Inquisitor	Any land	14	CC
Lernaean hydra (12 headed)	Any marsh and underground	14	MM
Lernaean pyro/cryohydra (11 headed)	Any marsh and underground	14	MM
Nightwing	Any land and underground	14	MM
Red dragon, adult	Temperate and warm hill, mountains, and underground	14	MM
Silver dragon, adult	Temperate and warm mountains and underground	14	MM
Trumpet archon	Any land and underground	14	MM
White dragon, old	Any cold land and underground	14	MM
Black dragon, mature adult	Any marsh and underground	15	MM
Blood Crone	Any forest	15	CC2
Blue dragon, mature adult	Temperate and warm desert and underground	15	MM
Copper dragon, mature adult	Temperate and warm desert, hill, mountains, and underground	15	MM
Glabrezu (tanar'ri)	Any land, aquatic, and underground	15	MM
Kadum's Leviathan	Any aquatic	15	CC2
Lernaean pyro/cryohydra (12 headed)	Any marsh and underground	15	MM
Reaver, The	Any forest	15	CC
Slarecian Dragon, mature adult	Any land or underground	15	CC2

Name	Climate/Terrain	CR	Source
Brass dragon, old	Temperate and warm desert, plains, and underground	16	MM
Bronze dragon, mature adult	Temperate and warm aquatic and underground	16	MM
Nalfeshnee (tanar'ri)	Any land and underground	16	MM
Nighwalker	Any land and underground	16	MM
Pit fiend (baatezu)	Any land and underground	16	MM
Planetar	Any land and underground	16	MM
White dragon, very old	Any cold land and underground	16	MM
Black dragon, old	Any marsh and underground	17	MM
Blue dragon, old	Temperate and warm desert and underground	17	MM
Gold dragon, mature adult	Temperate and warm desert and underground	17	MM
Marilith (Tanaar'ri)	Any land and underground	17	MM
Red dragon, mature adult	Temperate and warm hill, mountains, and underground	17	MM
Silver dragon, mature adult	Temperate and warm mountains and underground	17	MM
Slarecian Dragon, old	Any land or underground	17	CC2
White dragon, ancient	Any cold land and underground	17	MM
Balor (tanar'ri)	Any land and underground	18	MM
Black dragon, very old	Any marsh and underground	18	MM
Blue dragon, very old	Temperate and warm desert and underground	18	MM
Brass dragon, very old	Temperate and warm desert, plains, and underground	18	MM
Bronze dragon, old	Temperate and warm aquatic and underground	18	MM
Carnival King, Jack of Tears	Any land	18	CC
Copper dragon, old	Temperate and warm desert, hill, mountains, and underground	18	MM
Dragon, Tar	Warm hill, mountains and underground	18	CC
Formian, queen	Any land and underground	18	MM
Garabrud, the Obsidian Hound	Any land	18	CC
Nightcrawler	Any land and underground	18	MM
Slarecian Dragon, very old	Any land or underground	18	CC2
White dragon, wyrm	Any cold land and underground	18	MM
Brass dragon, ancient	Temperate and warm desert, plains, and underground	19	MM
Bronze dragon, very old	Temperate and warm aquatic and underground	19	MM
Copper dragon, very old	Temperate and warm desert, hill, mountains, and underground	19	MM
Drendari, Demigoddes of Shadow	Any land	19	CC
Gold dragon, old	Temperate and warm desert and underground	19	MM
Red dragon, old	Temperate and warm hill, mountains, and underground	19	MM
Silver dragon, old	Temperate and warm mountains and underground	19	MM
Solar	Any land and underground	19	MM
Athentia the Great Sphinx	Warm and temperate land	20	CC2
Black dragon, ancient	Any marsh and underground	20	MM
Blue dragon, ancient	Temperate and warm desert and underground	20	MM
Brass dragon, wyrm	Temperate and warm desert, plains, and underground	20	MM
Gold dragon, very old	Temperate and warm desert and underground	20	MM
Golem, Mithril	Any land	20	CC
Red dragon, very old	Temperate and warm hill, mountains, and underground	20	MM
Silver dragon, very old	Temperate and warm mountains and underground	20	MM
Slarecian Dragon, ancient	Any land or underground	20	CC2
Tarrasque	Any land	20	MM
White dragon, great wyrm	Any cold land and underground	20	MM
Blue dragon, wyrm	Temperate and warm desert and underground	21	MM
Bronze dragon, ancient	Temperate and warm aquatic and underground	21	MM
Copper dragon, ancient	Temperate and warm desert, hill, mountains, and underground	21	MM
Titan	Any land and underground	21	MM
Black dragon, wyrm	Any marsh and underground	22	MM
Brass dragon, great wyrm	Temperate and warm desert, plains, and underground	22	MM
Bronze dragon, wyrm	Temperate and warm aquatic and underground	22	MM

Name	Climate/Terrain	CR	Source
Copper dragon, wyrm	Temperate and warm desert, hill, mountains, and underground	22	MM
Gold dragon, ancient	Temperate and warm desert and underground	22	MM
Red dragon, ancient	Temperate and warm hill, mountains, and underground	22	MM
Silver dragon, ancient	Temperate and warm mountains and underground	22	MM
Slarecian Dragon, wyrm	Any land or underground	22	CC2
Blue dragon, great wyrm	Temperate and warm desert and underground	23	MM
Gold dragon, wyrm	Temperate and warm desert and underground	23	MM
Red dragon, wyrm	Temperate and warm hill, mountains, and underground	23	MM
Silver dragon, wyrm	Temperate and warm mountains and underground	23	MM
Black dragon, great wyrm	Any marsh and underground	24	MM
Bronze dragon, great wyrm	Temperate and warm aquatic and underground	24	MM
Copper dragon, great wyrm	Temperate and warm desert, hill, mountains, and underground	24	MM
Slarecian Dragon, great wyrm	Any land or underground	24	CC2
Gold dragon, great wyrm	Temperate and warm desert and underground	25	MM
Red dragon, great wyrm	Temperate and warm hill, mountains, and underground	25	MM
Silver dragon, great wyrm	Temperate and warm mountains and underground	25	MM
Feral	Any land	Special	CC
Arcane Symbiote	Any land	Special	CC2
Blood Barnacles	Any aquatic	Hazard	CC2
Lotus Flower	Any temperate and warm	Hazard	CC
Slarecian Language Virus	Any land and underground	Hazard	CC
Spectral Plant	Any land	Hazard	CC2
Belsameth Spider	Any land and underground	BC+2	CC2
Blood Sea Mutant	Any aquatic	BC+1	CC2
Bloodless	Any	BC+2	CC2
Celestial creatures, 4HD to 7HD	Any land and underground	BC+1	MM
Celestial creatures, 8+HD	Any land and underground	BC+2	MM
Celestial creatures, up to 3HD	Any land and underground	BC	MM
Conundrum Creatures	Any	BC+2	CC2
Fiendish creatures, 4HD to 7HD	Any land and underground	BC+1	MM
Fiendish creatures, 8+HD	Any land and underground	BC+2	MM
Fiendish creatures, up to 3HD	Any land and underground	BC	MM
Ghost	Any land, aquatic, and underground	BC +2	MM
Half-celestial	Any land and underground	BC +1	MM
Half-dragon	Any land and underground	BC +2	MM
Half-fiend	Any land and underground	BC +2	MM
Hex Creatures	Any	BC+1/+2	CC2
Lich	Any land and underground	CH +2	MM
Vampire	Any land and underground	BC +2	MM

Appendix Three

Monster Summoning Tables

The tables below update the spell summoning tables found in *core rulebook I* to include creatures from both ***Creature Collection*** and from ***Creature Collection 2: Dark Menagerie***.

Summon Monster

1st Level

Celestial dog (animal)	LG
Celestial badger (animal)	CG
Fiendish dire rat	LE
Fiendish hawk (animal)	CE

2nd Level

Celestial eagle (animal)	CG
Formian worker	LN
Lemure (devil)	LE
Fiendish squid (animal)	LE
Fiendish wolf (animal)	LE
Fiendish shark,	NE Medium-size (animal)
Fiendish viper, Tiny	CE (animal)
Fiendish hyena [treat as	CE wolf (animal)]
Fiendish octopus (animal)	CE
Shadowraven	N

3rd Level

Celestial bear, black	LG (animal)
Celestial bison (animal)	NG
Triton	NG
Celestial dire badger	CG
Azer	LN
Elemental, Small	N
Thoqqua	N
Fiendish dire weasel	LE
Fiendish gorilla (animal)	LE
Fiendish snake, constrictor	LE (animal)
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish lizard, giant	NE (animal)
Salamander, Small	NE
Fiendish shark, Large	NE (animal)
Fiendish viper, Small snake	CE (animal) CE
Fiendish crocodile (animal)	CE
Dretch	CE
Fiendish leopard (animal)	CE
Fiendish wolverine (animal)	CE

4th Level

Stormchild	N
Demon, Abyssal Larva	CE
Lantern archon (celestial)	LG
Giant owl	NG
Giant eagle	CG
Celestial lion (animal)	CG
Tojanida, Small	N
Xorn, Small	N
Arrowhawk, Small	N
Magmin	CN
Imp (devil)	LE
Fiendish dire ape	LE
Fiendish dire wolf	LE
Hell hound	LE
Varguouille	NE
Fiendish viper, Medium-size	CE snake (animal)
Howler	CE
Stench Toad	NE

5th Level

Celestial bear, brown	LG (animal)
Hound archon (celestial)	LG
Celestial orca, whale	NG (animal)
Celestial pegasus	CG
Celestial dire lion	CG
Formian warrior	LN
Elemental, Medium-size	N
Mephit, any	N
Arrowhawk, Medium-size	N
Tojanida, Medium-size	N
Achaierai	LE
Fiendish griffon	LE
Fiendish snake, giant	LE constrictor (animal)
Yeth hound	NE
Fiendish dire boar	NE
Fiendish rhinoceros	NE (animal)
Fiendish shark, Large	NE (animal)
Salamander, Medium-size	NE
Shadow mastiff	NE
Fiendish viper, Large	CE (animal)
Quasit	CE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE (animal)
Fiendish tiger (animal)	CE

Fiendish girallon	CE
Devil, Heartclutch	LE
Skiver	NE
6th Level	
Abyssal Lamprey	CE
Celestial dire bear	LG
Celestial unicorn	CG
Daemon, Grisly Minstrel	NE
Elemental, Large	N
Rast	N
Xorn, Medium-size	N
Slaad, red	CN
Chaos beast	CN
Kyton	LE
Barbazu (devil)	LE
Bezekira	LE
Erinyes (devil)	LE
Belker	NE
Fiendish viper, Huge snake	CE (animal)
Dream Folk	N
7th Level	
Celestial elephant (animal)	NG
Avoral guardinal (celestial)	NG
Djinni	CG
Demon, Leonine	CE
Grotesque Herder	LE
Ravid [alone]	N
Elemental, Huge	N
Invisible stalker	N
Xorn, Large	N
Arrowhawk, Large	N
Tojanida, Large	N
Slaad, blue	CN
Hamatula (devil)	LE
Osyluth (devil)	LE
Fiendish dire tiger	CE
Bebilith	CE
Fiendish octopus, giant	CE (animal)
8th Level	
Lillend	CG
Daemon, Plague Angel	NE
Darkling Sentinel	LE
Feral [pack of 15]	CE
Formian taskmaster [alone]	LN
Janni (genie)	N
Elemental, greater	N
Barghest, Medium-size	LE
Cornugon (devil)	E
Fiendish squid, giant	LE (animal)
Salamander, Large	NE
Savant Hydra	LE
Succubus (demon)	CE
Dreamwraith	CN
Shackledeath	LE
9th Level	
Lammasu	LG
Couatl	LG
Astral deva (celestial)	NG
Ghaele eladrin (celestial)	CG
Elemental, elder	N
Barghest, Large	LE
Xill	LE
Rakshasa	LE
Gelugon (devil)	LE
Night hag	NE
Nightmare	NE
Vrock (demon)	CE
Demon, Blade	CE
Demon, Locust	CE
Daemon, Moon	NE
Devil, Iron	LE

Summon Nature's Ally

1st Level

Badger (animal)
Dire rat
Dog (animal)
Hawk (animal)
Viper,Tiny (animal)

2nd Level

Blood Sprite
Eagle (animal)
Hyena [treat as wolf (animal)]
Octopus (animal)
Runnk
Seaspark
Shark, Medium-size (animal)
Squid (animal)
Wolf (animal)
Viper, Small (animal)

3rd Level

Albadian Battle Dog
Ape (animal)
Bear, black (animal)
Bison
Boar
Crescent Elk
Crocodile (animal)
Dire badger
Dire bat
Dire weasel
Elemental, Small

Frost Ape
Leopard (animal)
Lightning Hawk
Lizard, giant (animal)
Night Terror
Salamander, Small [neutral evil]
Satyr [without pipes]
Shark, Large (animal)
Snake, constrictor (animal)
Thoqqua
Viper, Medium-size (animal)
Vrail
Wolverine (animal)

4th Level

Arrowhawk, Small
Assassin vine
Desert Falcon
Dire ape
Dire Monitor
Dire wolf
Dwarf Hound
Giant eagle [chaotic good]
Giant owl [neutral good]
Grig (sprite) [without pipes, neutral good]
Lion (animal)
Phantom fungus
Plaguecat
Razorfin Dolphin
Rumbler
Tojanida, Small
Viper, Large (animal)
Xorn, Small

5th Level

Arrowhawk, Medium-size
Bear, brown (animal)
Dire boar
Dire lion
Dire wolverine
Elemental, Medium-size
Giant crocodile (animal)
Hamadryad
Pyre
Rhinoceros (animal)
River Nymph
Salamander, Medium-size [neutral evil]
Satyr [with pipes]
Shard Spider
Shark, Large (animal)
Snake, giant constrictor (animal)
Thunder Kite
Tiger (animal)
Tojanida, Medium-size
Viper, Huge (animal)
Whale, orca (animal)

6th Level

Dire bear
Elemental, Large
Emperor Stag
Forge Wight
Shambling mound
Sleet Devil
Skyquill
Tendriculos
Unicorn [chaotic good]
Willow Tree Warrior
Windrider
Xorn, Medium-size

7th Level

Arrowhawk, Large
Cloudsting
Dire tiger
Elemental, Huge
Elephant
Octopus, giant (animal)
Pixie [can't cast *Otto's irresistible dance*, neutral good]
Tojanida, Large
Treant [neutral good]
Xorn, Large

8th Level

Elemental, greater
Hanid
Muskhorn
Salamander, Large [neutral evil]
Squid, giant (animal)
Tundra Lord

9th Level

Elemental, elder
Great Harrier
Pixie [can cast *Otto's irresistible dance*, neutral good]

Appendix Four

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