



CREATURE COLLECTION™



CREATURE COLLECTION REVISED

Credits

Original Edition Producers:

Clark Peterson and Bill Webb

Original Edition Authors:

Andrew Bates, Kraig Blackwelder, Carl Bowen, John Chambers, Trevor Chase, Ken Cliffe, Geoff Grabowski, Jess Heinig, Jeff Holt, Mike Lee, Ben Monk, James Stewart, Cynthia Summers, Richard Thomas, Mike Tinney, Jed Walls, Stephan Wieck and Stewart Wieck

Original Edition Developers:

Kraig Blackwelder, Trevor Chase, Ken Cliffe, Geoff Grabowski, Jess Heinig, Stephan Wieck and Stewart Wieck

Original Edition Editors:

Carl Bowen, John Chambers, James Stewart and Cynthia Summers

Revised Edition Developer:

Joseph D. Carriker Jr.

Revised Edition Content Revisions:

Scott Greene and Jeff Harkness

Additional Material for the Revised Edition:

Joseph D. Carriker, Jr., Werner Hager, Burton Jackson and Jenna Lovelady

Updates to v 3.5:

Justin Achilli, Andrew Bates, Bill Bridges, Joseph D. Carriker, Jr., Michael B. Lee, Ethan Skemp and Stephan Wieck.

Revised Edition Editors:

Scott Holden-Jones, Mike Johnstone and Ellen Kiley

Revised Edition Managing Editor:

Andrew Bates

Art Director:

Richard Thomas

Layout and Typesetting:

Mike Chaney

Graphic Designer:

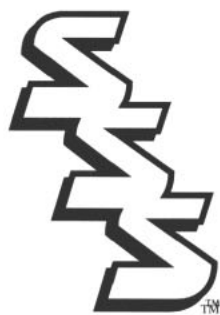
Matt Milberger

Interior Artists:

Jeff Holt, Brian Leblanc, Steve Ellis, Andrew Bates, Ron Spencer, Alex Sheikman, Andrew Trabbold, Guy Davis, Rich Thomas, Jeff Rebner, Mike Danza, Matt Mitchell, Steve Prescott, Drew Tucker, Langdon Foss, Melissa Uran, Talon Dunning, Mitch Byrd, Jim Nelson, Tim Truman and Mike Chaney



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Preface

When Anthony Pryor and Joseph Carriker asked me to write the preface to the revised version of the **Creature Collection**, I thought back to conversations I had a long time ago with Steve Wieck about the formation of Sword and Sorcery Studios and to the early days of d20, when no one knew whether this grand experiment would succeed or fail. I recalled Steve and I wondering how the **Creature Collection** would shape D&D and the d20 license. And as I thought fondly about those heady days, I kept coming back to the same realization:

This was the book that started it all.

For Scarred Lands fans, the **Creature Collection** was the introduction to that wildly popular setting; with tantalizing references to an as-of-then undetailed world of gods and titans, and a host of new monstrous creatures and races. The book conjured images of a grim world of heroic fantasy with a touch of classical mythology that begged both to be explored by gamers and expanded by writers.

It was also the first major release under the d20 license. While there were other smaller products, the **Creature Collection** was a hardback book of monsters that beat the official *Monster Manual* to the shelves. And in doing so, it set the standard for d20 products from that time forward. What an accomplishment!

Today, the tantalizing clues in the original **Creature Collection** have been realized in the many Sword & Sorcery Studios books expanding and detailing the Scarred Lands.

But still, the **Creature Collection** stands apart. In my mind, this is because, as mentioned in the preface to the original edition, at its heart the

Creature Collection is a book of monsters and beings that could find a home in any fantasy setting. Back when the original was being formulated, Steve Wieck and I joked that the **Creature Collection** was the *Fiend Folio* of 3rd Edition D&D — it contained new and interesting monsters to surprise and challenge players. Time has proved that comment to be true. The quality and creativity of the **Creature Collection** monsters has survived countless d20 products and are still as vibrant as ever. Moreso, in my opinion, than in any other book of monsters yet published.

So when it came time to consider a reprint — and with the announcement that D&D would be updated to a “3.5” edition — it was decided that rather than simply reprint the book we would bring to bear the experience we gained in over two years of creating d20 products. We used the opportunity to take a fresh look at old favorites. And we brought Scott Greene, the famous d20 monster guru, on board to give the original monsters his special touch.

So for those who are picking up the **Creature Collection** for the first time, you are getting all the creativity of the original Scarred Lands product coupled with our years of hard-earned experience. For those who are already fans of the Scarred Lands, consider this a revisiting of some old friends!

It was my great pleasure to produce the first **Creature Collection**, and it is now my similar pleasure to introduce the revised version of a book that has already established itself as a classic.

I welcome you, friends old and new, to the **Creature Collection**!

Enjoy!

Clark Peterson

Necromancer Games/Sword & Sorcery Studios

October, 2002



Abandoned

Large Humanoid (Abandoned)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	40 ft.
Armor Class:	14 (-1 size, +5 natural)
Base Attack/Grapple:	+1/+9
Attack:	Club +4 melee (1d6+4) or slam +4 melee (1d6+4)
Full Attack:	Club +4 melee (1d6+4) and slam -1 melee (1d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Musk
Special Qualities:	Track
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 19, Dex 10, Con 15, Int 6, Wis 10, Cha 7
Skills:	Climb +9, Hide +1/+5, Listen +1, Jump +9, Survival +1
Feats:	Power Attack
Environment:	Warm forest
Organization:	Solitary, pair, family (2-4), or tribe (5-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	By character class
Level Advancement:	+1

A mighty wild-man covered with brown or black ragged fur, this creature bears in one hand a thick club and its eyes are cautious and watchful.

Description

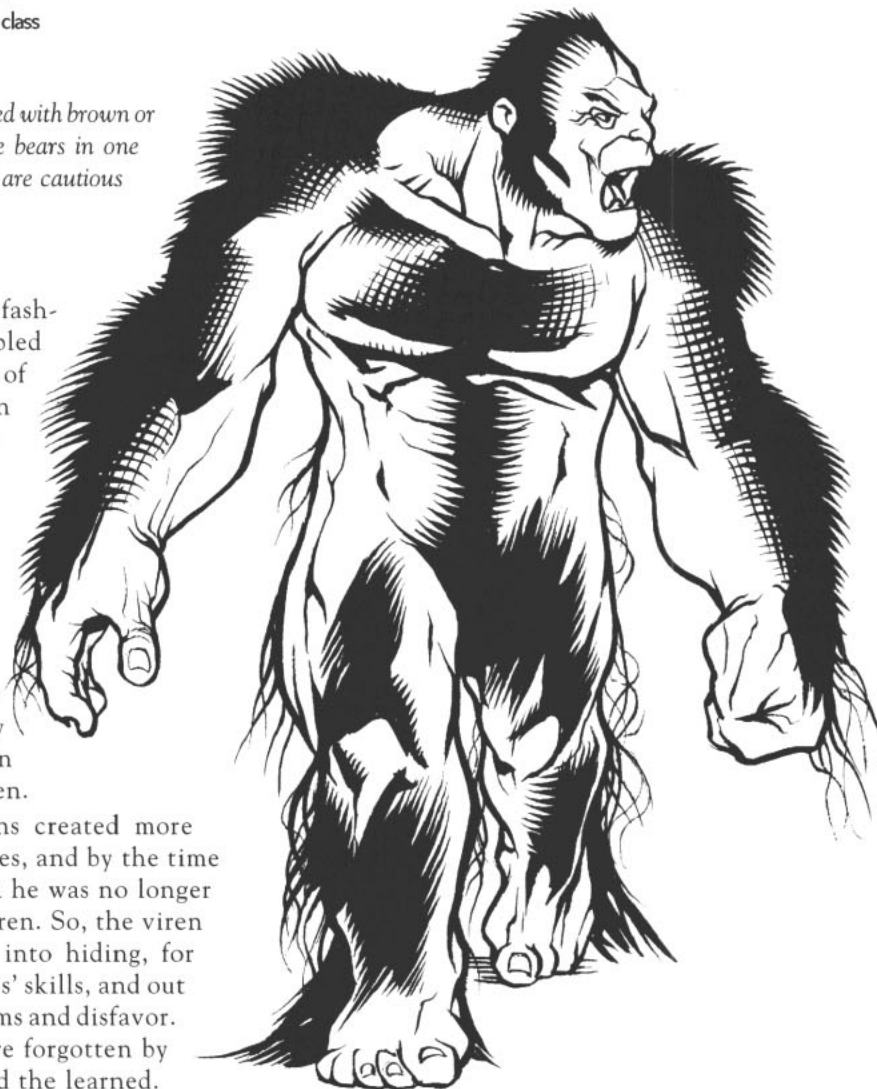
When the titans first fashioned the world and dabbled with the forms and shapes of Creation, the titan Gormoth was the first to create a servitor race of humanoids, a people he called the viren. However, Mormo, Mother of Serpents, grew jealous of the creation and poisoned her brother Gormoth. While Gormoth writhed in agony for a millennium, the viren went ignored and forgotten.

Meanwhile, the titans created more beautiful and graceful races, and by the time Gormoth recovered, even he was no longer interested in the crude viren. So, the viren went deeper and deeper into hiding, for want of the other creatures' skills, and out of shame for their own forms and disfavor. In time, these people were forgotten by all except the ancient and the learned.

They became known as the Abandoned by those few who remembered them at all.

Today, only a small tribe of viren still exists, deep in the tropical jungles of Termana, in parts of the Gamulganjus where other humanoid races cannot (or have yet to) intrude.

The Abandoned have only a crude intelligence, yet remain painfully self-aware. They speak their own language of grunts, clicks, and howls, and they know nothing of other races since they live in seclusion. Their first reaction to humanoid intrusion is generally to flee, but fear quickly turns to anger as the injury and insult of ages past comes to a boil. Knowledge of the titans' overthrow might placate or even please the Viren, if it could be communicated somehow, but these wild people have little reason to believe that any gods or overlords would treat them any more fairly than they have been treated thus far. And yet, what secrets and wonders of the ancient world might these simple people take for granted?



Combat

Abandoned typically scatter upon intrusion by any other kind of humanoid, seeking places to watch strangers from afar and to hide themselves. In time, however, these aloof observers begin to yell and screech to each other, growing increasingly resentful of their "betters," until the tribesmen literally pour from the jungles, swinging whatever weapons come to hand.

Musk (Ex): An Abandoned exudes a pungent musk that appeals to members of its own race but that other races find nauseating. Anyone within 10 feet of an Abandoned must succeed at a DC 13 Fortitude save or be overcome by the stench. Those so affected suffer a -2 penalty on all saves, checks, and attacks for 2d6 rounds.

Track (Ex): The Abandoned are expert trackers in territories with which they are familiar, gaining the benefit of the Track feat in warm forest environments.

Skills: Because of their muscular frames, Abandoned gain a +4 racial bonus on Climb, Hide and Jump checks. In warm forest environments, they gain an additional +4 competence bonus on Hide checks.

Abandoned Characters

Abandoned characters have the following racial traits.

- +8 Strength, +4 Constitution, -4 Intelligence, -4 Charisma.
- Large size.
- Space/Reach: 10 ft./10 ft.
- An Abandoned's base land speed is 40 feet.
- Racial Hit Dice: An Abandoned begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- Racial Skills: An Abandoned's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Jump, Listen and Survival. Abandoned gain a +4 racial bonus on Climb, Hide and Jump checks. They gain a +4 competence bonus on Hide checks while in a warm forest.
- Racial Feats: An Abandoned's humanoid levels gives it one feat.
- Weapon and Armor Proficiency: An Abandoned is automatically proficient with simple weapons.
- +5 natural armor bonus.
- Special Attacks (see above): Musk.
- Special Qualities (see above): Track.
- Automatic Languages: Viren.
- Favored Class: Barbarian.
- Level Adjustment: +1

Albadian Battle Dog

Small Animal	
Hit Dice:	2d8+2 (11 hp)
Initiative:	+4
Speed:	45 ft. (9 squares)
Armor Class:	19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 11
Base Attack/Grapple:	+1/-2
Attack:	Bite +6 melee (1d6+1)
Full Attack:	Bite +6 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Lockjaw, low-light vision
Special Qualities:	Loose-skinned
Saves:	Fort +4, Ref +7, Will +0
Abilities:	Str 13, Dex 18, Con 13, Int 2, Wis 10, Cha 5
Skills:	Listen +5, Move Silently +6, Spot +5, Survival +2
Feats:	Weapon Finesse
Environment:	Any hill, mountains, and plains
Organization:	Solitary or pair
Challenge Rating:	1
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	+1 (cohort)

This squat, broad-shouldered mastiff has black fur hanging in folds around its thick neck and powerful haunches. Its red eyes shine like coals in the firelight.

Description

In the cold northlands of Albadia, the most popular pastime is dog-fighting. Men and women there breed and raise a breed of dog known as the Albadian battle dog, a marvelous and vicious fighter. A typical specimen weighs 90 to 110 pounds. Its loose folds of flesh help it avoid serious injury from most bites (the skin pulls away from the muscles before they can be pierced), and its strong, low-slung frame provides great balance and mobility.

Combat

The battle dog relies mainly on its great speed in combat. Injuries do not bother it overly much. It typically initiates combat with a charge and uses its speed and agility (relatively high AC) to disengage if necessary. If it scores a bite, the dog locks its jaws and simply attempts to outlast its opponent.

Lockjaw (Ex): When a battle dog hits with its bite attack, it may lock its powerful jaws onto its victim. It loses its Dexterity bonus to AC (its AC drops to 15) while latched on in this way, but each round thereafter it deals automatic bite damage. The dog releases its victim if reduced to half its current hit points or at its master's bidding. A victim can free himself from the dog's jaws with a successful

DC 13 Strength check, but suffers 1d6 points of damage in the process.

Loose-skinned (Ex): Because of its loose skin, the battle dog takes only half damage from piercing weapons.

Albadian Wolf

Some unknown number of years ago (but certainly before the Divine War), an unsavory and unscrupulous breeder crossbred his battle dogs with timber wolves captured in the mountains just north of Albadia. It took several generations of this breeding to get the mix he desired — one that combined the obedience of the battle dog with the stamina of the wolf. He succeeded at last, at least well enough to begin to dominate the dog-fighting circuit. The crossbreeding was eventually discovered, though, and the fellow was hanged. (They take their dog fighting very seriously in Albadia.) Out of respect, the animals he'd created were set loose instead of slaughtered. That pack of two score or so dogs carved out a territory among the wolves. Not only have they managed to maintain it — they've thrived. Dubbed Albadian wolves, these animals now roam much of northwestern Ghelspad in packs of 2 to 8. Similar to the Albadian battle dog, the Albadian wolf is somewhat larger but lacks the discipline to perform the lockjaw attack. Typical Albadian wolf stats are as follows:

Albadian Wolf: CR 1; SZ Medium animal; HD 3d8+6; hp 19; Init +3; Spd 45 ft. (9 squares); AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Attack/Grapple +2/+3; Atk bite +5 melee (1d8+1); Full Attack bite +5 melee (1d8+1); SQ low-light vision, scent, loose-skinned; AL N; SV Fort +5, Ref +6, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 11, Cha 5.

Skills: Listen +6, Move Silently +2, Spot +6, Survival +1.

Feats: Weapon Finesse

Loose-skinned (Ex): It takes only half damage from piercing weapons due to its loose skin.



Alley Reaper

Medium Undead (Incorporeal)

Hit Dice:	3d12 (19 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 Dex, +2 deflection)
Base Attack/Grapple:	+1/—
Attack:	Spectral short sword +3 melee (1d6)
Full Attack:	Spectral short sword +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear
Special Qualities:	Incorporeal, undead
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 7, Cha 14
Skills:	Hide +6, Intimidate +8, Listen +2, Search +3, Spot +2
Feats:	Ability Focus (Fear)
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	4–9 HD (Medium)
Level Adjustment:	—

A cloaked form billows out of the darkness, its body obscured by the shadowed recesses of its ragged shroud. It bears in one hand a sinister blade and a low moan seems to issue from beneath the folds of its cloak.

Description

An alley reaper is the spirit of an assassin or cutthroat who died with blood on his hands. Belsameth—considering that person particularly ruthless, cunning, and deceitful—gave him an extended lease not on life, but on the world. Little more than shadows, these spirits seem to walk as men, concealing themselves under long, tattered black cloaks. In truth, they have no substance. If a reaper's cloak is removed, all that's found underneath is a collection of prizes stolen from murder victims, and the weapon that the ghost used to kill in life. All of these items spill to the ground, although the reaper is still active and certain to attack those who dare provoke it.

An alley reaper stages a reign of terror over the ward or city in which it was killed, and probably on

the individual or group, perhaps of watchmen or soldiers, who killed it. Its appetite for vengeance and death cannot be sated, and when its actual enemies are dispatched, anyone might become the next target.

Reapers strike only at night. During the day, they fade from this world, leaving behind a fallen cloak and a collection of prizes, usually in some location that was sacred or special to the reaper in life. If these are all moved or taken, the reaper arises the next night wherever its cloak is—if the cloak is destroyed, the reaper can reform a new one the following night. If some of its other possessions are taken, the reaper intuitively senses where they are and pursues them relentlessly. Perhaps the only way to put an alley reaper to rest is to locate its hidden possessions and await the rise of the spirit at sunset, destroying it as it rises.

Combat

The alley reaper always seeks to ambush its victims, and then dismembers them horribly to inspire as much fear and furor in the community as possible. It does not attack with its material shortsword (which remains under the reaper's cloak), but with a spectral version of that same weapon that deals spiritual damage as opposed to bodily wounds.

Fear (Su): Three times per night, as a free action, a reaper may make a fear attack. Spectral winds fill its cape, making it resemble the wings of a vulture spread over a kill. From the shadows of the cape, the faces of the reaper's victims can be seen shrieking in horror. All within 30 feet who see the reaper must succeed at a DC 15 Will save or be *frightened* for 2d4 rounds.

Incorporeal (Ex): An alley reaper is little more than a malevolent shadow, given form only by its cloak. When robed, it must pass through doors as a living person would or else leave its cloak and other possessions behind (which it is always loath to do, although it is not harmed in doing so). Regardless, it gains all the benefits of being incorporeal (see the MM, Introduction), whether robed or not.

Skills: Alley reapers gain a +8 racial bonus on Hide checks in dark or shadowy conditions.



Amalthean Goat

Medium Magical Beast

Hit Dice:	8d10+48 (92 hp)
Initiative:	+3 (Dex)
Speed:	60 ft. (12 squares)
Armor Class:	21 (+3 Dex, +8natural), touch 13, flat-footed 18
Base Attack/Grapple:	+8/+13
Attack:	Horns +13 melee (2d8+7 [ram] or 2d6+7 [ewe])
Full Attack:	Horns +13 melee (2d8+7 [ram] or 2d6+7 [ewe])
Space/Reach:	5 ft./5 ft.
Special Attacks:	Powerful charge (ram only)
Special Qualities:	Amalthean milk (ewe only), damage reduction 10/magic, immunities, fast healing 2
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 20, Dex 16, Con 23, Int 2, Wis 12, Cha 12
Skills:	Balance +4, Intimidate +4 (ram only), Jump +9, Listen +3, Sense Motive +4 (ewe only), Spot +2
Feats:	Great Fortitude, Improved Natural Attack, Iron Will
Environment:	Temperate and warm mountains
Organization:	Pair or family (3–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—

The goat has the sturdy build of a bighorn sheep, but its pelt seems almost to shine with health and vitality. A massive pair of horns curves back from its skull.

Description

These unusual creatures are renowned for a single reason: The milk of an Amalthean ewe has incredible healing power, said to be able to cure diseases, negate poisons, and even heal wounds. Many people covet this milk, particularly those without access to the divine powers of clerics—but the difficulty lies in obtaining the milk. An Amalthean ram guards every ewe, and both, having been raised on a diet of Amalthean milk, are stronger and more resilient than any natural animals.

Amalthean goats are not herd animals; their remarkable resilience provides sufficient protection from predators, such that they don't need to rely on numbers to survive. They are almost invariably en-

countered in pairs, which mate for life. Amaltheans may live up to 75 years in the wild, thanks to their extraordinary health and vigor.

A few villages or nomadic tribes have managed to tame an Amalthean ewe, and sometimes even the ram as well. These prized animals are usually well-kept secrets, for fear that outsiders may try to steal the village's sole source of healing. Regrettably, Amalthean goats have proven incapable of breeding in captivity. Their life span is also greatly reduced in captivity; without freedom, an Amalthean can live for only 40 years or so at the most, and often considerably fewer. When a village's ewe is nearing the end of her life, the elders often attempt to hire outsiders to fetch a wild Amalthean lamb—usually under the pretext that the animal is sacred to them, or that the gods demand Amalthean lambs as sacrifices from time to time.

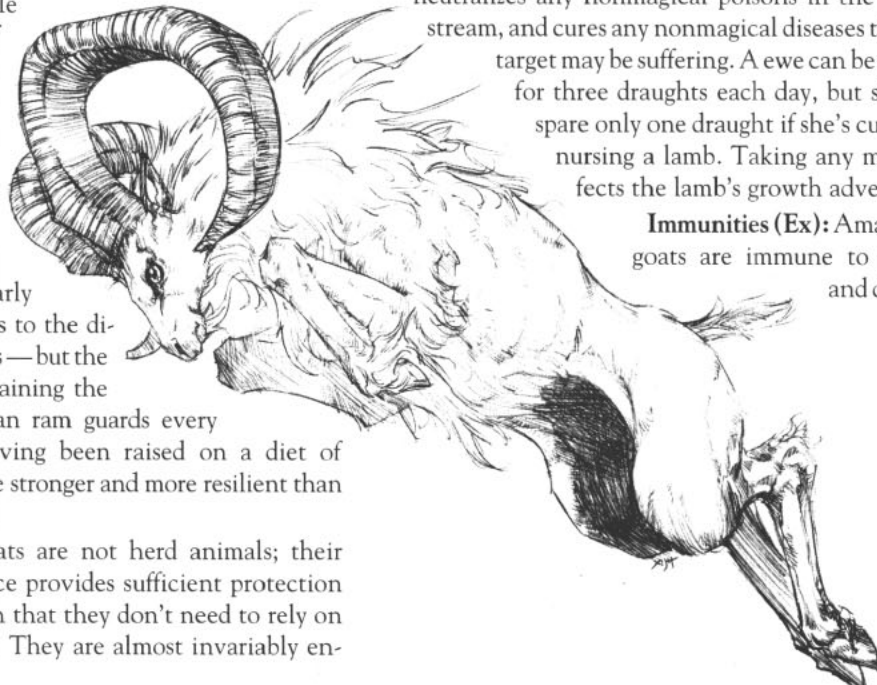
Combat

The Amalthean ewe fights only to defend any lambs she might have. The ram, however, is rather belligerent, and he does his best to defend his ewe (and any lambs) from anyone he deems a threat. He rarely fights to the death; if his opponents retreat, he is content to let them withdraw.

Powerful Charge (Ex): An Amalthean ram's charge attack always inflicts double damage; this becomes triple damage if the ram is charging downhill.

Amalthean Milk (Su): The milk of an Amalthean ewe has many beneficial effects. One draught cures 5 points of damage and 2 points of ability damage, neutralizes any nonmagical poisons in the bloodstream, and cures any nonmagical diseases that the target may be suffering. A ewe can be milked for three draughts each day, but she can spare only one draught if she's currently nursing a lamb. Taking any more affects the lamb's growth adversely.

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



Angler Ooze

Large Ooze	
Hit Dice:	4d10+27 (49 hp)
Initiative:	-5 (Dex)
Speed:	20 ft. (4 squares)
Armor Class:	4 (-1 size, -5 Dex)
Base Attack/Grapple:	+3/+6
Attack:	Slam +2 melee (1d6-1 and 1d4 acid, plus paralysis)
Full Attack:	Slam +2 melee (1d6-1 and 1d4 acid, plus paralysis)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Acid, paralysis, dazzle
Special Qualities:	Blindsight, ooze traits
Saves:	Fort +4, Ref -4, Will -4
Abilities:	Str 8, Dex 1, Con 17, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Temperate marsh and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

The translucent ooze slithers forward, its reddish-brown form difficult to see in the shadows.

Description

An average angler ooze at rest is about 5 feet in diameter, stretching out to 15 feet in length and only a few feet across when in motion (they cover the largest area when moving). The slime's digestive acids affect only animal matter, so it can conceal itself in brush and underground cover during the heat of the day without de-

stroying its own surroundings.

Combat

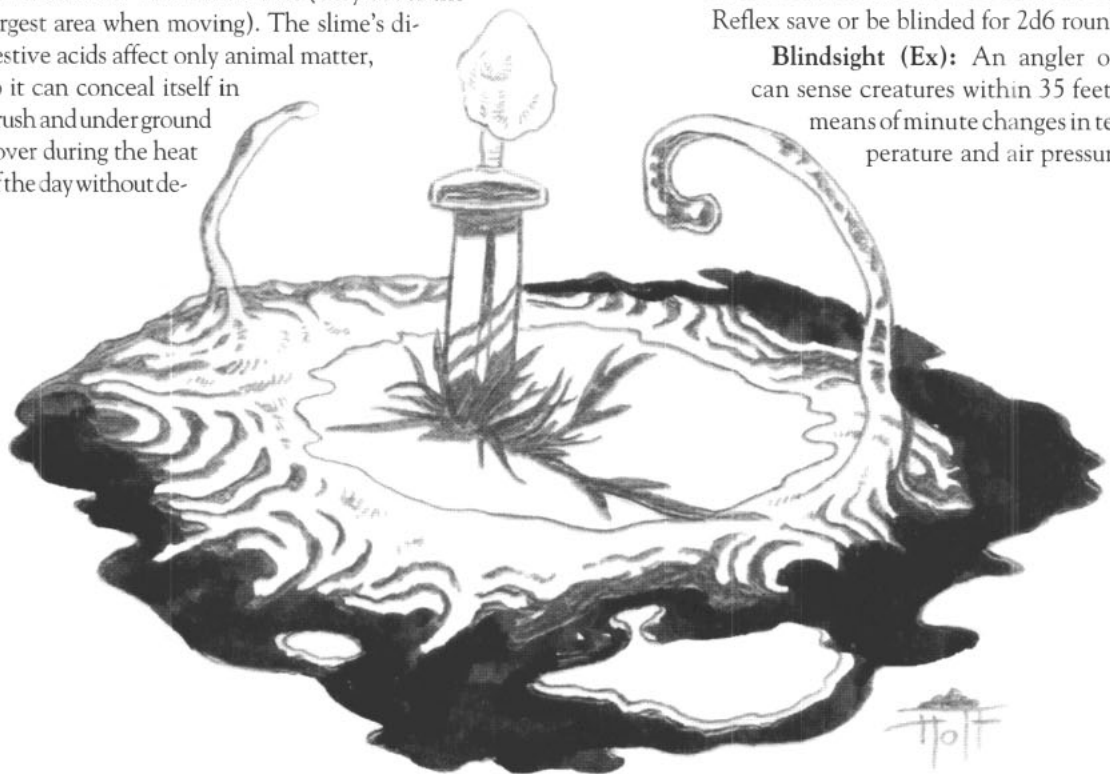
The angler ooze's preparations for a night's hunt start at sunset. The angler finds a small tree or stump that's surrounded by low ground cover such as ferns or tall grass, and slithers up it to a height of about four feet. At this point, it exudes a lemon-sized globule of slime that rapidly hardens and glows enticingly. Small oozes proceed to use their sticky, whiplike pseudopods to snag insects that are attracted to this light (this adhesive is strong enough to hold only Diminutive or smaller creatures). Larger specimens learn to wait for more satisfying prey.

Acid (Ex): An angler ooze secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage in addition to slam damage. Any melee attacker who successfully hits the ooze from within five feet of it takes 1d4 points of acid damage from acidic spray.

Paralysis (Ex): A target struck by one of the angler's pseudopods is smeared with the paralyzing slime that coats it: The target must succeed at a DC 15 Fortitude save or be paralyzed for 2d6 rounds.

Dazzle (Ex): If the ooze's attacks are resisted aggressively, its form roils and glows from within. Once the ooze loses half its hit points, any subsequent damage dealt to it causes it to flash brightly each time it is hit. Each such flash deals 2 points of damage to the ooze but forces all within 15 feet to make a DC 15 Reflex save or be blinded for 2d6 rounds.

Blindsight (Ex): An angler ooze can sense creatures within 35 feet by means of minute changes in temperature and air pressure.



Aquantis

Large Magical Beast

Hit Dice: 9d10+9 (59 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +9/+15
Attack: Bite +10 melee (2d8+3)
Full Attack: Bite +10 melee (2d8+3)
Space/Reach: 10 ft./10 ft.

Special Attacks: —
Special Qualities: Water walking
Saves: Fort +7, Ref +11, Will –2
Abilities: Str 15, Dex 17, Con 13, Int 2, Wis 3, Cha 2
Skills: Listen +6, Move Silently +3, Spot +9
Feats: Improved Natural Attack, Lightning Reflexes, Skate-By Attack (as Ride-By Attack, but used while water walking)

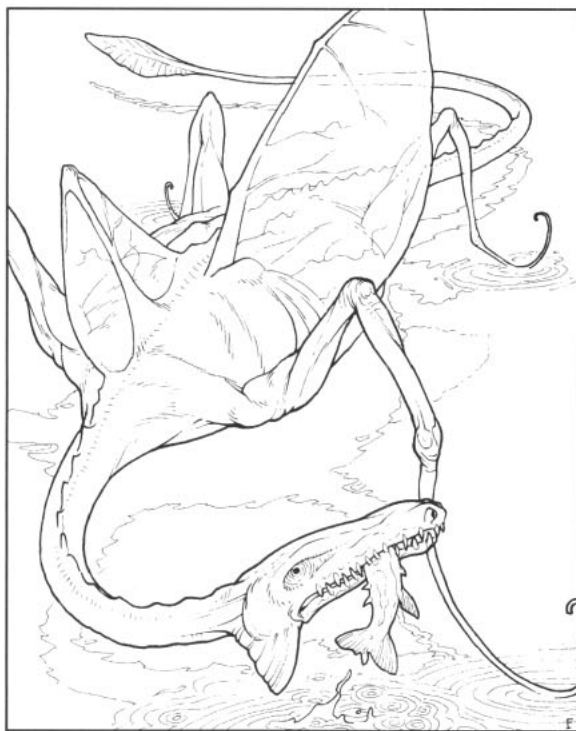
Environment: Any aquatic
Organization: Solitary, pair, pod (1–8) or cluster (9–20)
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 9–14 HD (Large); 15–24 HD (Huge)
Level Adjustment: —

This long-necked reptile uses vestigial wings and a flap of skin upon its back as sails of a sort to almost skate across the surface of the lake.

Description

On the most remote shores of Lake Minagan, toward central Termana, is one of the most beautiful sights of nature in the Scarred Lands. Gazing upon a pod or cluster of aquantis as they swoop and turn along the surface of the lake allows one to forget for a moment the world's devastation. With their skin-flaps unfurled, they seem to skate across the surface of the lake in search of fish or other prey upon which to feed. Travelers be warned, however: Humanoids in boats are certainly not exempt from the appetites of these colorful reptiles.

Aquantis can run across the water without the aid of the wind, but with it they can achieve remarkable speeds in nearly any direction (save directly into the wind). Their



speed depends on the strength of the wind, but speeds over 100 feet per round are normally possible, especially if the beast is moving with or at an angle to the wind.

There are rumors that a race of lizardmen living along the southern edge of Lake Minagan have been working for some time to domesticate these reptiles. Their labors have borne some fruit in recent years, apparently, as stories circulate about lizardmen pirates roaming about the gigantic lake, using a dozen or so aquantis to worry and harm their targets. If such rumors are true, they bode ill for the merchants who have finally re-established trade routes across the breadth of the lake over the past generation.

Combat

The aquantis can be a deadly foe, especially when the wind is in its favor (and an aquantis generally waits to attack large prey until it has a favorable path). It sweeps by boats and uses its long neck to reach onto the deck and pluck unfortunate sailors away.

Water Walking (Ex): Although it would seem to be impossible for a creature so large, the aquantis can walk atop the water.

Asaatth

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	23 (+3 Dex, +5 natural, +5 serpent mail)
Base Attack/Grapple:	+3/+4
Attack:	Scimitar +4 melee (1d6+1) or javelin +6 ranged (1d6+1)
Full Attack:	Scimitar +4 melee (1d6+1) and bite –1 melee (1d3 and poison) and claw –1 melee (1d3) and tail slap –1 melee (1d6) or javelin +6 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft., keen senses, scent
Saves:	Fort +2, Ref +6, Will +5
Abilities:	Str 12, Dex 17, Con 13, Int 15, Wis 14, Cha 13
Skills:	Concentration +4, Craft (alchemy) +5, Hide +6, Jump +3, Listen +4, Move Silently +8, Search +4, Spellcraft +6, Spot +4, Use Magical Device +3
Feats:	Combat Casting, Expertise
Environment:	Temperate desert and marsh
Organization:	Pair, squad (3–7), war band (10–50, plus a 3rd-level sergeant per 15 warriors and 1 commander of 4th to 6th level), or clan (50–500, plus a 3rd-level sergeant per 15 adults, 1–2 commanders of 4th to 6th level, and 1 dire knight of 7th to 9th level)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

The reptilian humanoid moves with fluid grace. He is more slender than an elf, yet taller than a human. His supple hide is deep green across the back with striped red and orange markings, fading to pale yellow on the snout and abdomen. He wears a loose robe of rich fabric, tied with a cloth-of-gold sash that holds a sword and long dagger. Jewels inscribed with arcane markings adorn him, from his clawed fingers to his long neck to his serrated tail. The creature's golden eyes burn with savage intellect.

Description

Asaatthi are an ancient race of serpentine warrior-wizards. It is said that their empire once extended across virtually the entire landscape of Ghelspad. Now they are encountered primarily from the Swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins hint at their ancient domain, but only isolated clans remain of the asaatthi themselves.

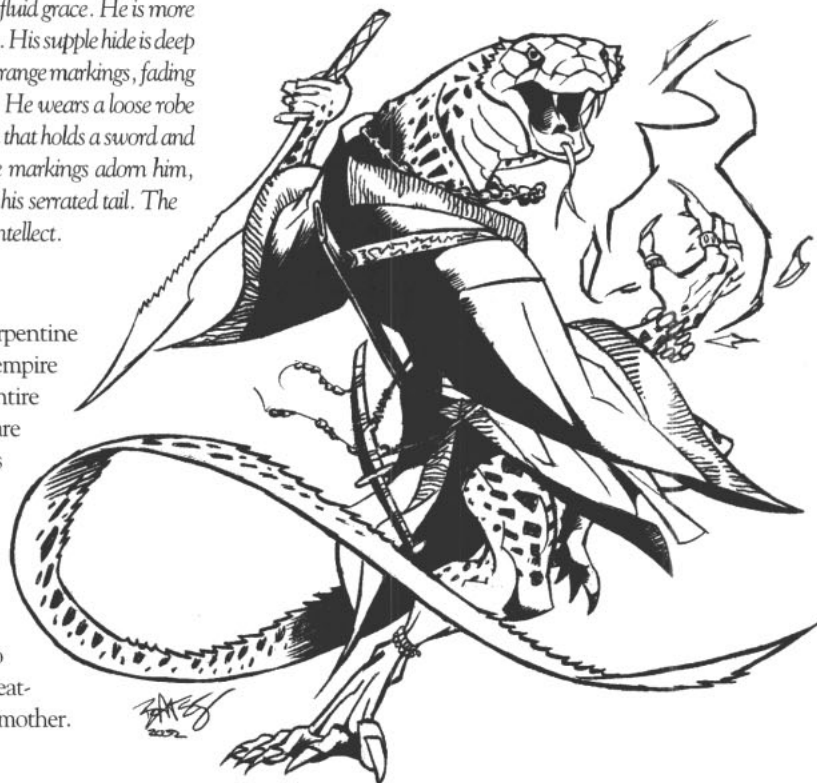
The serpentfolk were masters at crafting magical items that they used to dominate other races and further the greatness of their maker, Mormo the Serpentmother.

A combination of factors led to the eventual fragmentation of Asaii Tthul, the ancient Asaatth Empire. The race focused almost exclusively on arcane magics, leaving subjugated races to administrate much of their empire's day-to-day operations. Other titanspawn even came to see them as anathema for their willingness to delve into wizardry. Asaatthi also indulged in internecine conflicts and battles with other titan races.

Many asaatth secrets were lost after the empire crumbled, and even more vanished in the course of the Divine War. Now, the once-great race knows only battle and magic.

Asaatthi seek to reclaim their place as the world's dominant race. They see the surest path to success in freeing Mormo from her imprisonment. As part of this quest — and in revenge for slights, real and imagined, that the asaatthi suffered in generations past — the serpentfolk strike often at other humanoid races. Although small in number, asaatthi are formidable foes. Those who know of them respect their martial and magical prowess.

Asaatthi have a clan-based culture. Family and heritage are all-important, with great ancestral warriors and wizards revered as saints. Their race's slow decline has resulted in two main cultures: swamp- and desert-dwellers. Swamp-dwelling asaatthi live in their ancestors' decaying cities and venture forth to strike at humanoids. The desert-dwelling serpentfolk are semi-nomadic, visiting hereditary ruins and other secret lairs while they hunt down their racial enemies. Both cultures maintain slave races, though not on the massive scale of ancient times. Other reptilian races like lizardfolk, trogodons and troglodytes serve as the primary labor force; humanoid races may be taken for slavery also, or to suffer through bloodsports for asaatthi amusement.



Serpent Mail

Just one of the many unique accomplishments of asaath craftsmen, this masterwork armor is made from the skins of great serpents bred specially for this purpose. While not magical, serpent mail is treated with magical processes during its making. It protects the wearer like a suit of chainmail, yet hampers only as about much as the leather armor it more closely resembles (it is considered light armor).

Every asaath warrior receives a suit of this armor upon reaching the age of majority, and none among the serpentfolk would ever part willingly with it. Serpent mail will fit a non-asaath only with major modifications (costing at least 100 gp). This requires a successful DC 25 Craft (armorsmithing) check, and only someone with at least 5 ranks in each of Craft (armorsmithing) and Craft (leatherworking) skills can attempt such alterations.

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight
Serpent Mail	N/a	+5	+5	+0	10%	Normal	25 lb.

Asaatthi are untiring in their search for whatever might restore them to dominance. Individual researchers and war bands are glimpsed in the farthest reaches of Ghelspad and are even seen on other continents. Runners are reputed to venture into the Hornsaw Forest delivering new discoveries to a hidden clan of wizards, hard at work trying to raise the Mother of Serpents.

Despite their delicate appearance, asaath are strong and fast, and their skin is quite resistant to damage. They prefer loose robes and sashes and light armor that provides their limbs—especially the long, serrated tail—a free range of movement. Much of the jewelry that adorns them from head to toe is ensorcelled to some degree.

Asaatthi speak Asaath and Draconic, and almost all learn Common, the better to understand their enemies.

See **Vigil Watch: Secrets of the Asaatthi** for more on this race.

Combat

Asaatthi are experts in warfare both mundane and mystic. They prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (often directing other dark races against humanoids). Given a choice, asaath will lay traps and ambush opponents, but they are not likely to back down from a straight-up fight. Even so, the serpentfolk are far from stupid. They'll retreat if the odds aren't in their favor and plan vengeance for another time.

Keen Senses (Ex): An asaath sees three times as well as a human in low-light conditions and has darkvision to 60 feet. A serpent-man also has the scent ability: he can use his sense of smell to detect approaching enemies within 30 feet, can sniff out hidden foes as a move action, and may track by sense of smell.

Poison (Ex): Asaath saliva contains a mild poison. The victim of an asaath's bite must make a DC 12 Fortitude save or be nauseated for 2d4+2 minutes.

Spells: All asaath cast spells as 3rd-level wizards (save DC 13 + spell level).

Skills: Asaatthi receive a +2 racial bonus on Move Silently and Spellcraft checks.

Asaath Characters

Most classed asaath encountered are fighters and/or wizards, although the occasional druid, rogue, or sorcerer is not uncommon. Asaath characters have the following racial traits.

— +2 Strength, +6 Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.

— Medium size.

— Space/Reach: 5 ft./5 ft.

— An asaath's base land speed is 40 feet.

— Racial Hit Dice: An asaath begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, Will +3.

— Racial Skills: An asaath's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Concentration, Craft, Hide, Jump, Listen, Move Silently, Search, Spellcraft, Spot and Use Magical Device. Asaatthi gain a +2 racial bonus on Move Silently and Spellcraft checks.

— Racial Feats: An asaath's monstrous humanoid levels give it two feats.

— Weapon and Armor Proficiency: An asaath is automatically proficient with simple weapons, martial weapons, light armor and medium armor.

— +5 natural armor bonus.

— Special Attacks (see above): Poison, spells.

— Special Qualities (see above): Darkvision 60 ft., keen senses, scent.

— Automatic Languages: Asaath, Common, Draconic.

— Favored Class: Wizard.

— Level Adjustment: +5

Barrow Worm

Huge Vermin	
Hit Dice:	15d8+30 (97 hp)
Initiative:	+0
Speed:	40 feet (8 squares)
Armor Class:	11 (–2 size, +3 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+11/+26
Attack:	Bite +16 melee (2d8+10)
Full Attack:	Bite +16 melee (2d8+10)
Space/Reach:	15 ft/10 ft
Special Attacks:	Improved grab
Special Qualities:	Blindsight, light sensitivity, vermin traits
Saves:	Fort +11, Ref +5, Will +4
Abilities:	Str 24, Dex 10, Con 15, Int —, Wis 8, Cha 4
Skills:	Hide +0*, Listen +11
Feats:	—
Environment:	Any underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	16–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment:	—

This pallid eyeless worm-like creature is well over 15 feet long, with a huge set of scythe-like mandibles flanking its mouth.

Description

The barrow worm is a massive creature with no obvious eyes or other sensory organs; instead, rows of fine bristles along the entire length of its body allow it to “see.”

Barrow worms are a common hazard in crypts or subterranean passages, preying upon unwary animals or individuals that pass too near their lairs. A barrow worm locates a long, narrow fissure or tunnel into which it can squeeze, coiling itself back into the darkness like a great spring. When a victim passes close by, it strikes, grabs the target in its serrated mandibles, and then recoils back into its hole, making it difficult for the victim to escape and nearly impossible for others to assist him.

Combat

The barrow worm remains still in its fissure, far from any sources of light, and detects approaching victims by changes in air pressure and vibration. It is not an intelligent predator, and once it locks its mandibles around a victim, it tries to drag the target inside its hole whether the prey fits or not. The mandibles saw continuously at the victim, inflicting deep, jagged wounds until the

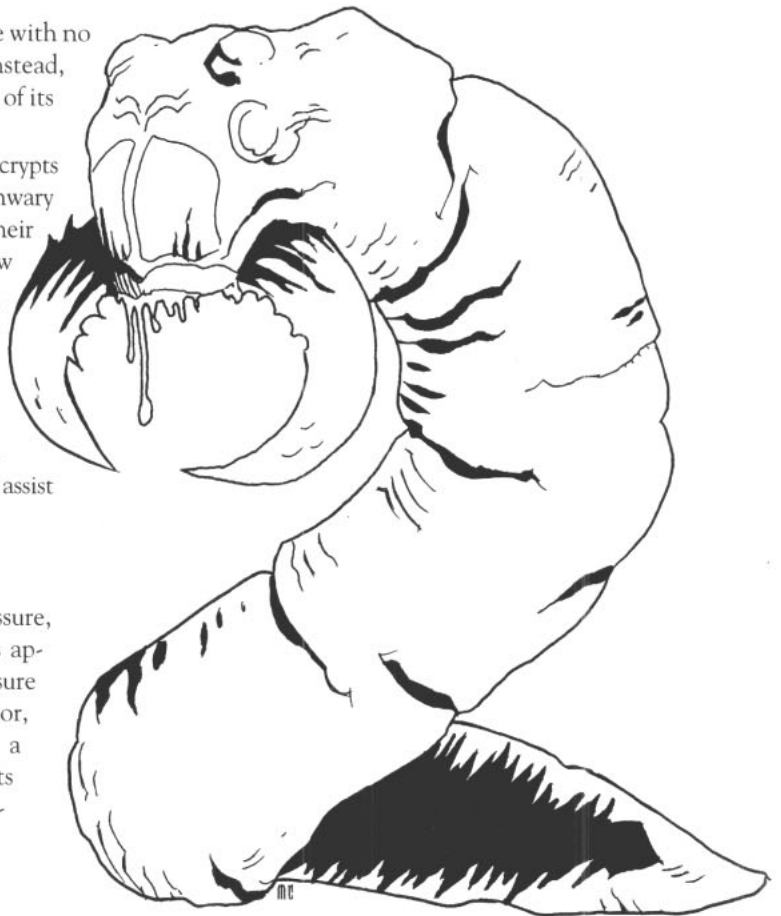
worm can be persuaded to let go. Piles of refuse — bits of clothing, armor, and equipment — found in mounds around a particular hole are often a dead giveaway that a barrow worm awaits inside.

Improved Grab (Ex): To use this ability, the barrow worm must hit an opponent of up to Large size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it deals bite damage each round the hold is maintained.

Blindsight (Ex): A barrow worm can sense creatures within 30 feet by means of minute changes in vibration, temperature, and air pressure.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) effectively blinds a barrow worm for 1 round, overloading its sense receptors. It must also succeed at a DC 18 Will save or retreat immediately to the deepest recesses of its lair, dropping any victim currently trapped in its mandibles. In addition, it suffers a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Skills: Barrow worms receive a +12 racial bonus on Listen checks. *Due to its coloration, a barrow worm that remains motionless receives a +8 racial bonus on Hide checks in darkened or subterranean settings.



Bat Devil (Piterin)

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11)
Initiative:	+4
Speed:	20 feet (4 squares), climb 10 feet, fly 80 feet (poor)
Armor Class:	18 (+4 Dex, +3 natural, +1 small shield)
Base Attack/Grapple:	+2/+3
Attack:	Short sword +3 melee (1d6+1)
Full Attack:	Short sword +3 melee (1d6+1) and bite -2 melee (1d4) and 2 claws -2 melee (1d3)
Space/Reach:	5 ft/5 ft
Special Attacks:	—
Special Qualities:	Blindsight, pedal dexterity
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 12, Dex 18, Con 12, Int 11, Wis 14, Cha 14
Skills:	Climb +9, Hide +6, Listen +14, Move Silently +6, Search +2, Spot +0
Feats:	Flyby Attack
Environment:	Temperate and warm mountains and plains
Organization:	Solitary, family (3–12), or roost (13–48)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Advancement:	+3

This creature looks like a humanoid bat, complete with massive leathery wings, sensitive ears and a light covering of fur. Its eyes are fierce and bloodshot, and it wields a shortsword in one hand-like foot, and a shield in the other.

Description

The bat devils are rather inaccurately named; this sentient race of bat-people suffers from a bad reputation that it hasn't fairly earned. One of the few humanoid races naturally capable of flight, bat devils stand around six feet tall when fully upright. Their batlike features and huge, leathery wings tend to frighten other races, which have dubbed the bat-folk "devils" out of superstition. (Their name for themselves is the Piterin, or "the flying people.")

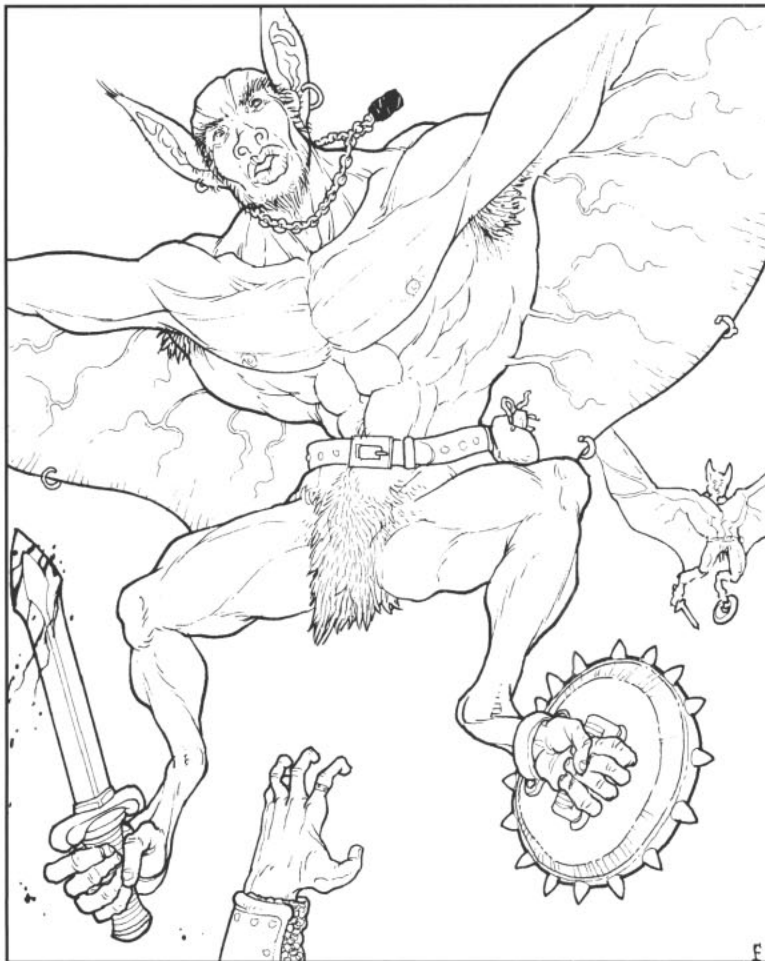
Bat devils typically eat monstrous insects and birds, which they catch on the wing, but they have been known to augment their diet by carrying off young herd animals. As they see little difference between a rancher's

herd and wild prey, their occasional predations only add to their reputation among men. Worse, due to the actions of a few rogue (and likely insane) individuals, bat devils are rumored to snatch away and eat unattended children, even though the average bat devil is no more likely to steal a child than is the average man.

Bat devils have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest female. Most roosts have at least one member who has eavesdropped enough to master at least conversational Common, and under dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

Combat

Unless given no means of escape, bat devils prefer to fly away from combat at the earliest opportunity. When forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents as they remain airborne. If cornered, a bat devil may fight with the long claws on its feet or even deliver a wicked bite.



Blindsight (Ex): A bat devil can “see” 120 feet using echolocation. Magical silence negates this ability.

Pedal Dexterity (Ex): Bat devils can use their clawed feet with the same ease as a human uses his hands. Their feet are fully capable of wielding weapons, clinging to rocky ceilings or tree branches, or using writing utensils.

Skills: Bat devils receive a +10 racial bonus on Listen checks due to their excellent hearing. However, due to their accordingly weak eyesight, they receive a –4 racial penalty to Spot checks and to Search checks conducted by sight.

Bat Devil Characters

A few bat devils become fighters or rogues. Druids also exist among them, but are very rare. Many classed bat devils are multiclassed rogues. Bat devil characters have the following racial traits.

— +2 Strength, +8 Dexterity, +2 Constitution, +4 Wisdom, +4 Charisma.

— Medium.

— Space/Reach: 5 ft./5 ft.

— A bat devil's base land speed is 40 feet, base climb speed is 10 feet and base fly speed is 80 feet (poor).

— Racial Hit Dice: A bat devil begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, Will +3.

— Racial Skills: A bat devil's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently, Search and Spot. Bat devils receive a +10 racial bonus on Listen checks due to their excellent hearing. However, due to their accordingly weak eyesight, they receive a –4 racial penalty to Spot checks and to Search checks conducted by sight.

— Racial Feats: A bat devil's monstrous humanoid levels give it one feat.

— Weapon and Armor Proficiency: A bat devil is automatically proficient with simple weapons, martial weapons and shields.

— +3 natural armor bonus.

— Special Qualities (see above): Blindsight, pedal dexterity.

— Automatic Languages: Piterin.

— Favored Class: Rogue.

— Level Adjustment: +3

Belsamaug

Small Monstrous Humanoid

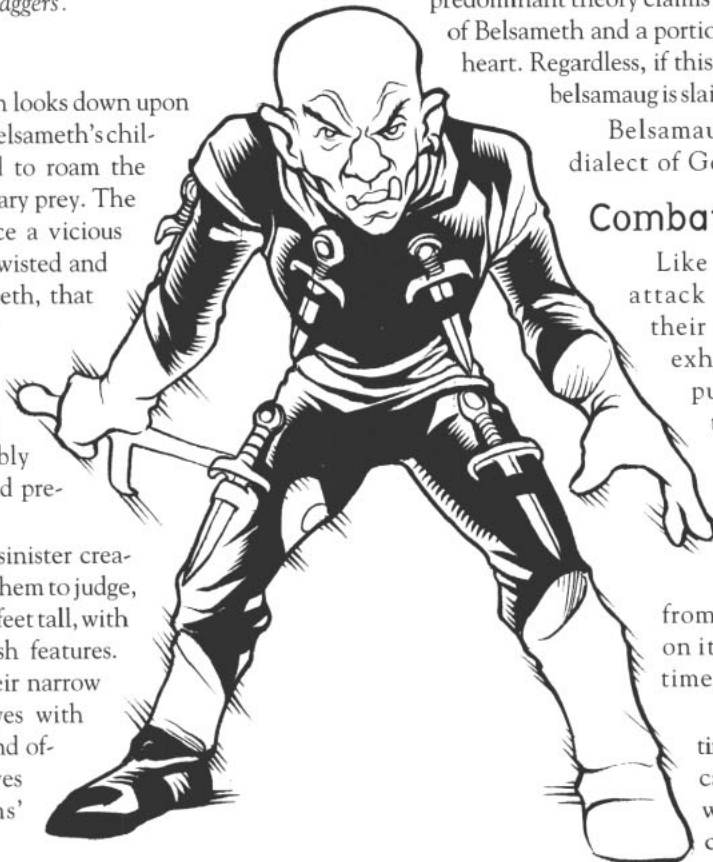
Hit Dice:	4d8 (18 hp)
Initiative:	+2
Speed:	30 feet (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 studded leather)
Base Attack/Grapple:	+4/+0
Attack:	Small dagger +7 melee (1d3) or small dagger +7 ranged (1d3)
Full Attack:	Small dagger +7 melee (1d3) or small dagger +7 ranged (1d3)
Space/Reach:	5 ft /5 ft
Special Attacks:	Find prey
Special Qualities:	Darkvision 90 feet, invisibility, melding
Saves:	Fort +1, Ref +6, Will +4
Abilities:	Str 11, Dex 14, Con 11, Int 10, Wis 11, Cha 10
Skills:	Hide +7, Listen +2, Move Silently +5, Search +2, Spot +4, Survival +2
Feats:	Track, Weapon Finesse
Environment:	Any land
Organization:	Pack (4–8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Advancement:	+3

As a shaft of moonlight illuminates the ground, a small creature shimmers into sight. It is child-like and completely hairless, with opalescent eyes. It is dressed in skintight leather clothing adorned with a multitude of different knives and daggers.

Description

When the moon looks down upon the Scarred Lands, Belsameth's children are summoned to roam the night and hunt unwary prey. The belsamaug were once a vicious race of goblinoids, twisted and "blessed" by Belsameth, that now rage and hunger beneath the soil in stasis by day. By night, a belsamaug materializes invisibly from the ground and prepares to hunt.

Belsamaug are sinister creatures, if one can see them to judge, standing nearly four feet tall, with long, narrow, impish features. They emphasize their narrow frames and opal eyes with skintight leather, and often adorn themselves with past victims'



knives and daggers, which they usually keep as trophies of their kills.

While belsamaug can only rise at night, their most terrifying trait is that they can be seen only in moonlight. If moonlight does not strike them, they are invisible. Reflected moonlight reveals a belsamaug, but even the most acute visual senses do not. A belsamaug often taunts its opponents in this way, darting invisibly from one shadow to the next.

Belsamaug usually travel in packs; like wolves, belsamaug are experts at luring and herding prey. They prefer easy prey, and their keen senses allow them to track a victim through the harshest of climates. It is said that belsamaug can sniff out the wounded, the ill, and the infirm from miles away, and relentlessly pursue such weak opponents.

While most of these vile creatures stick to rural roads, more than a few have found their way into tents and even country estates. Woe to the city with belsamaug in its streets.

When the moon finally vanishes with dawn, the belsamaugs' reign of terror is briefly at an end. Each seeks a safe place, and melds back into the earth whence it came. Only one small trace of its presence is left behind: a smooth hunk of basalt that marks its resting place. The few sages who know this secret debate the significance of this enigmatic stone — the predominant theory claims that it is both the mark of Belsameth and a portion of the black goblin's heart. Regardless, if this stone is shattered, the belsamaug is slain and never rises again.

Belsamaug speak their own dialect of Goblin.

Combat

Like wolves, belsamaug attack in packs, herding their victim until she lies exhausted and unable to put up a fight. From there, it's only a matter of time before she falls to the belsamaugs' daggers. A typical belsamaug carries from four to nine daggers on its person at any given time.

Find Prey (Su): Three times per night, a belsamaug can locate the nearest wounded, sick, or infirm creature within 500 feet and

follow that creature unerringly for the remainder of that night as if by *discern location*.

Invisibility (Su): When not standing in direct or reflected moonlight, a belsamaug is treated as though it were under the effects of an *improved invisibility* spell.

Melding (Ex): With the sunrise, a belsamaug melds into the earth, leaving only a basalt stone (AC 9, hardness 8, 4 hp, Break DC 26) to mark its passing. When moonlight touches the resting place of a belsamaug, the stone vanishes and the belsamaug rises from the earth to hunt. This power is automatic (it cannot be resisted by the belsamaug), and it takes 2 full rounds for the belsamaug to meld or to rise. During this time, the belsamaug is unable to take any action. Should a belsamaug's basalt stone ever be destroyed, the belsamaug is killed instantly.

Skills: Belsamaug receive a +2 racial bonus on Move Silently and Spot checks. Due to their sharp sense of smell, they receive a +2 racial bonus on Survival checks when tracking prey.

Belsamaug Characters

Belsamaug prefer the rogue class, although clerics (of Belsameth) and sorcerers are also fairly common among them. Many classed belsamaug are multiclassed rogues. Belsamaug characters possess the following racial traits.

— +4 Dexterity.

— Small size.

— A belsamaug's base land speed is 30 feet

— Racial Hit Dice: A belsamaug begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, Will +4.

— Racial Skills: A belsamaug's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, Search, Spot and Survival. Belsamaug receive a +2 racial bonus on Move Silently and Spot checks. Due to their sharp sense of smell, they receive a +2 racial bonus on Survival checks when tracking prey.

— Racial Feats: A belsamaug's monstrous humanoid levels give it two feats.

— Weapon and Armor Proficiency: A belsamaug is automatically proficient with simple weapons and light armor.

— Special Attacks (see above): Find prey.

— Special Qualities (see above): Darkvision 90 feet, invisibility, melding.

— Automatic Languages: Belsamaug Goblin.

— Favored Class: Rogue.

— Level Adjustment: +3

Berserker Wasp

Diminutive Vermin (Swarm)

Hit Dice:	10d8 (1 hp)
Initiative:	+4
Speed:	5 feet (1 square), fly 60 feet (good)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+7/—
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	1 ft/0 ft
Special Attacks:	Distraction, poison
Special Qualities:	Cold vulnerability, keen scent, swarm traits, vermin traits
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 1, Dex 18, Con 10, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4, Survival +8
Feats:	Track ^B
Environment:	Temperate and warm forest and plains
Organization:	Solitary, hive (1–3 swarms), or horde (4–8 swarms)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

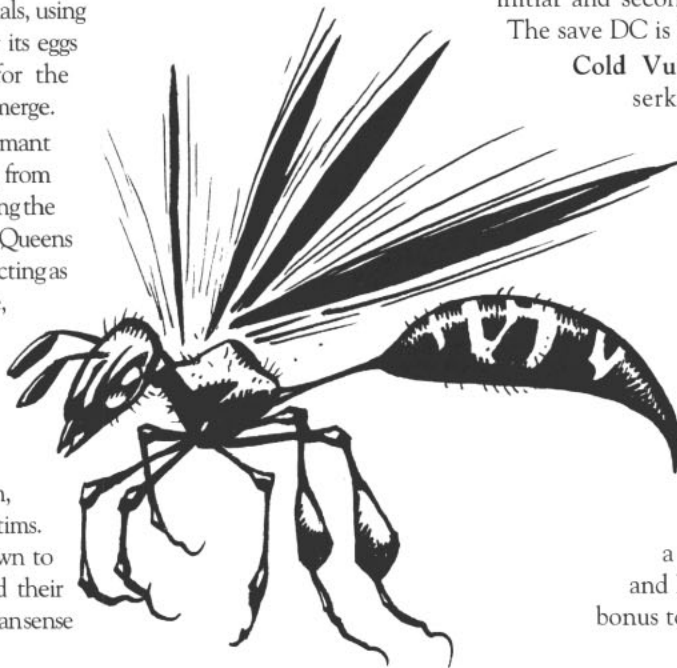
A bone-shaking drone fills the area as a swarm of large red-bodied wasps draws closer.

Description

Berserker wasps are six-inch-long insects with red bodies and double sets of shiny black wings. When enraged, their wings produce a deep, raspy buzzing, which in swarms of a hundred or more produces a bone-shaking drone that often panics even well trained beasts.

The berserker wasp is a hardy, adaptable breed of insect. It does not build nests, but rather attacks and paralyzes large animals, using them as living hosts for its eggs and as nourishment for the hatchlings when they emerge.

The wasps are dormant in the winter, emerging from burrows in the earth during the second week of spring. Queens then take to the air, attracting as many males as possible, and proceed to travel through the forests and grasslands, looking for a place to lay their eggs. Scouts range up to a mile ahead of the swarm, seeking out possible victims. Berserker wasps are drawn to the scent of blood, and their sensitive olfactory bulbs can sense



a wounded person or animal at incredible distances. When a victim is found, the swarm envelops it, stinging it repeatedly until the insects' paralyzing poison takes effect. Then the queen and her males burrow into the still-living body and make their nest, laying eggs and feeding on the victim's tissues until the young hatch, up to a week later. After another week, the young have developed wings and the swarm moves on, leaving little more than a skeleton to mark its passing.

These insects have proven to acclimate quickly to changes in their environment. Although the species originated in the equatorial rain forests of Termana, their swarms have made slow but steady progress northward, encroaching into more densely populated fiefdoms (some say abetted by Virduk's trade ships, which, they argue, have brought them expressly to feast on the livestock of Vesh). The insects' purposeful approach has rightly worried local nobles, many of whom dismiss rumors of Virduk's intent — as he has hardly been unaffected by the wasps' presence — and who are instead convinced that some other malevolent intelligence is directing the wasps' efforts.

Combat

Berserker wasps depend on their great flying speed and sheer numbers to bring down their prey, summoned by pheromones broadcast from their wide-ranging scouts and roaring down upon victims seemingly out of nowhere.

Distraction (Ex): Any living creature that begins its turn with a berserker wasp swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Cold Vulnerability (Ex): Berserker wasps take double damage from cold-based attacks.

Keen Scent (Ex): Berserker wasps' scent ability is roughly five times more powerful than the standard: they can notice creatures by smell within 150 feet.

Skills: A berserker wasp swarm has a +4 racial bonus to Spot and Listen checks, and a +8 bonus to Survival checks.

Blade Hood

Large Animal	
Hit Dice:	6d8+12 (39 hp)
Initiative:	+6
Speed:	40 feet (8 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Slash +8 melee (1d8+6)
Full Attack:	Slash +8 melee (1d8+4) and bite +3 melee (1d8+2)
Space/Reach:	10ft/5 ft
Special Attacks:	Quickstrike, improvedgrab, constrict 2d8+6
Special Qualities:	Low-light vision
Saves:	Fort +7, Ref +9, Will +0
Abilities:	Str 18, Dex 15, Con 14, Int 2, Wis 7, Chr 14
Skills:	Escape Artist +5, Hide +4, Listen +7, Move Silently +8, Spot +5
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Any temperate and warm land and underground
Organization:	Solitary
Challenge Rating:	3
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

The serpent rises from the brush with a threatening hiss, brandishing a hood adorned with a fan of razor-like scales that gleam menacingly in the sunlight.

Description

Blade hoods are large, cunning serpents that inhabit remote wilderness areas and underground lairs. They are not venomous, but they make up for this shortcoming with other adaptations. They're usually deep violet to black in color, although lighter variations such as rose and tan have been seen. Adults reach an average length of 20 feet uncoiled, although much larger specimens have been reported, and their dense musculature can crush even heavily armored man-size prey with relative ease.

The blade hood's most distinctive feature is the knifelike growths that emerge along its hood and sides, starting from immediately behind its jaws. When the serpent inflates its hood, these long scales spread out like the spokes on a chariot wheel. The serpent uses these appendages to tear through clustered prey or to strike solitary targets with a devastating slashing attack. The shorter blades that run the

length of the snake's sides are used to shred victims that are being constricted.

Blade hoods burrow deep lairs that usually have at least one large chamber. If a serpent kills a number of creatures at once, it eats one immediately and drags another back to its tunnel to be swallowed later, leaving the rest to rot. Valuables are occasionally left in the dust of these chambers, or are scattered en route.

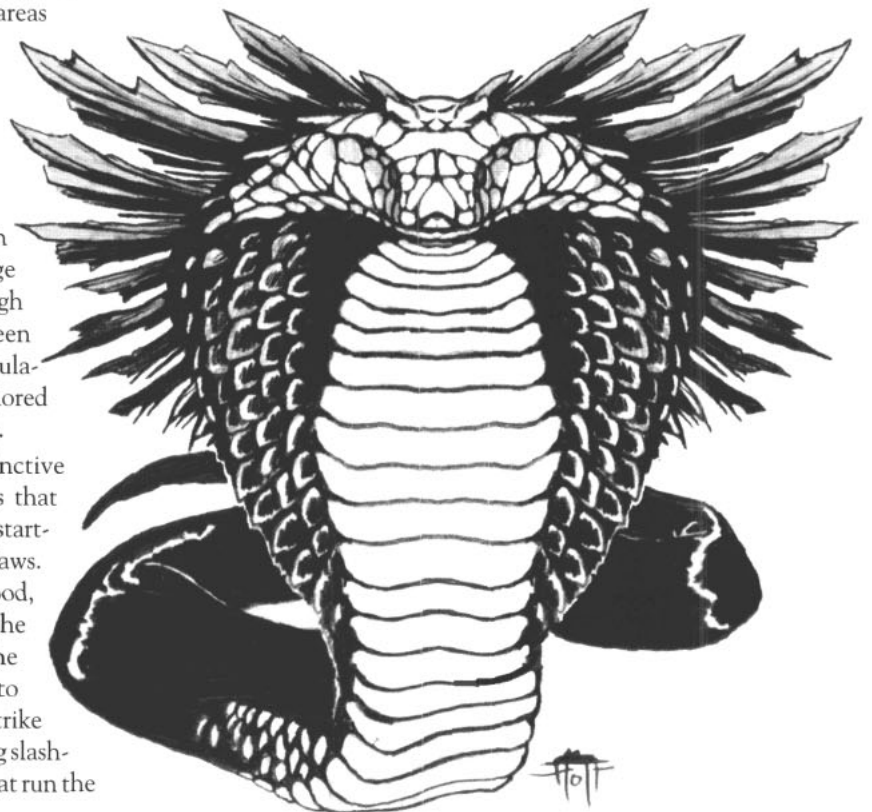
Combat

Blade hoods use surprise when possible, but can become impatient and charge forth, relying on their dreadful charge attack to run prey down. Older or wilier specimens are generally cautious about attacking tool-wielding creatures. Such serpents usually strike with slashing passes to test a potential victim. If a target fails to put up much of a fight, the snake seeks to constrict it to death.

Quick Strike (Ex): A blade hood can launch its body length at an opponent in a lightning-fast strike. It gains a +4 bonus to its attack roll when charging, rather than the usual +2 bonus.

Improved Grab (Ex): To use this ability, the blade hood must hit a Medium or smaller opponent with its bite attack. If it gets a hold, it can constrict.

Constriction (Ex): A blade hood deals 1d8+6 points of crushing damage and 1d8 points of slashing damage with a successful grapple check against Medium or smaller creatures.



Blight Wolf

Large Magical Beast

Hit Dice:	8d10+40 (84 hp)
Initiative:	+4
Speed:	90 feet (18 squares)
Armor Class:	17 (–1size, +4Dex, +4natural), touch 13, flat-footed 13
Base Attack/Grapple:	+8/+15
Attack:	Bite +11 melee (1d8+3 plus poison)
Full Attack:	Bite +11 melee (1d8+3 plus poison) and 2 claws +9 melee (1d6+1) or Bite +11 melee (1d8+3) and tail +9 melee (1d8+1)
Space/Reach:	10 ft/5 ft
Special Attacks:	Chilling howl, poisonous bite
Special Qualities:	Damagereduction5/magic,immunities,scnt,partial flight, sense purity
Saves:	Fort +11, Ref +10, Will +2
Abilities:	Str 16, Dex 18, Con 20, Int 10, Wis 10, Cha 13
Skills:	Hide +4, Jump +14, Listen +4, Move Silently +11, Search +4, Spot +17, Survival +3*
Feats:	Combat Reflexes, Multiattack, Weapon Finesse (bite)
Environment:	Any desert and plains
Organization:	Pair or pack (3–8)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9–18 HD (Large); 19–24 HD (Huge)
Level Adjustment:	—

This strange beast has the dark, furry head of a great wolf, but the rest of its body is more reminiscent of a dragon. Its hide is covered in lustrous black scales and its paws are tipped with cruel talons. A pair of bat-like wings sprouts from its shoulders.

Description

The blight wolf is another creature spawned in the terrible contest of magic between the gods and the titans, believed to have been born when a pack of wolves lapped at the blood of the fallen titan Mormo. Since then these fell beasts have prowled the forsaken wastes and desolate places of the world, preying upon all they encounter.

Although not strong enough to allow true flight, the blight wolf's wings permit it to travel frighteningly quickly, to jump for incredibly long distances, and to pounce upon victims from improbable heights. The creature's tail is long and scaly, and ends in a point like barbed steel. Its eyes are black as pitch, and its howl sounds like a wind blowing out of the netherworld itself. Worse, the blight



wolf's bite is so poisonous that it is said if one of the beasts so much as drinks from a well, the water will be poisoned for weeks afterward.

Blight wolves are drawn to attack those of good alignment, particularly lawful good, and they pursue such individuals relentlessly, often to the exclusion of all else. Followers of Corean are particular targets.

Blight wolves speak their own language of yips, growls and howls.

Combat

The blight wolf chills its enemies' hearts with its baleful howl and then overwhelms them with sheer ferocity. The wolves are frighteningly crafty beasts and can demonstrate surprising patience, attacking savagely for a few heart-stopping moments, then fading into the darkness, only to strike again an hour later. They keep this up until the enemy is exhausted, and then move in for the kill.

Chilling Howl (Su): When a blight wolf howls, all creatures within an 800-foot diameter (with the blight wolf at the center) must succeed at a DC 15 Will save or become panicked for 1d6 rounds. Whether or not the save is successful, an affected creature is immune to the effects of that blight wolf's howl again for 24 hours. This is a sonic, mind-affecting fear ability.

Poisonous Bite (Ex): Bite, DC 19 Fortitude save; initial and secondary damage 1d6 temporary Constitution.

Immunities (Ex): Blight wolves are immune to mind-affecting spells and effects, and to paralysis and nonlethal damage.

Partial Flight (Ex): Blight wolves can fly at a speed of 60 feet (12 squares) for up to 3 rounds at a time, after which they may not fly again for an equal number of rounds; they are treated as having clumsy maneuverability. Due

to its wings, a blight wolf's maximum jumping distance is not limited by its height, and, moreover, it doubles the result of all

Jump checks for the purpose of determining jumping distance. If a blight wolf should lose the use of its wings for any reason, it loses the partial flight ability, and its ground speed is reduced to 60 feet.

Sense Purity (Su): Blight wolves automatically sense good creatures, spells, and items within 60 feet at will, as if they had spent 3 rounds concentrating with a *detect good* spell active. This ability does not constitute an action. If a blight wolf actually spends one round concentrating, it can also discern whether a particular good subject is also lawful.

Skills: Blight wolves receive a +6 racial bonus on Move Silently and Spot checks. *They receive a +4 racial bonus on Survival when tracking by scent.

Bloodmare

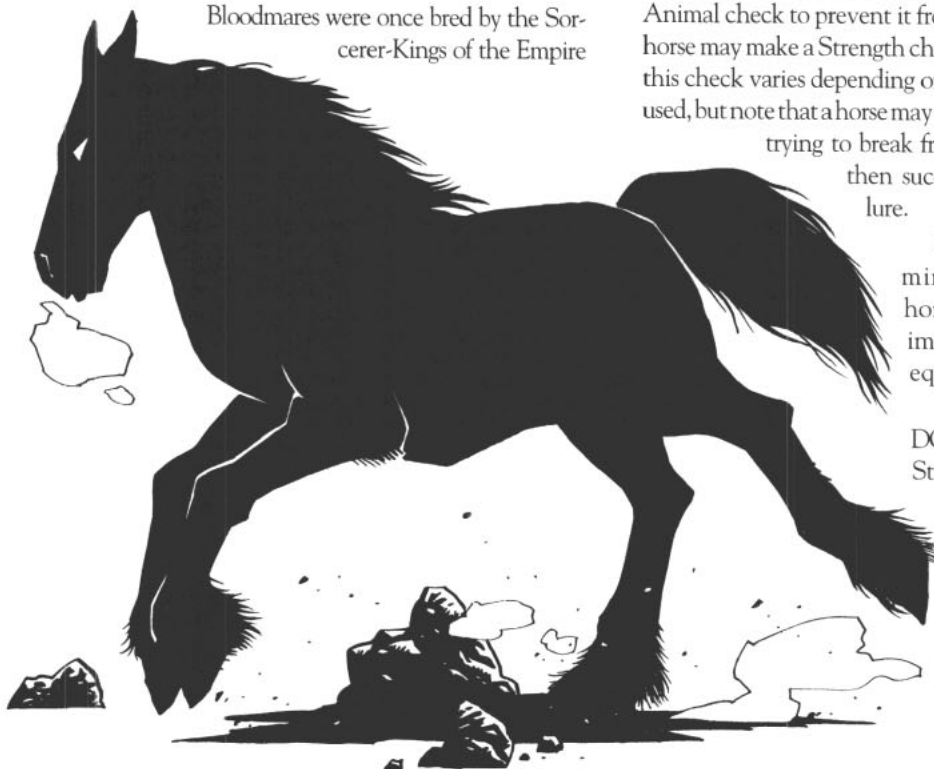
Large Magical Beast

Hit Dice:	10d10+50 (105 hp)
Initiative:	+2
Speed:	60 feet (12 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+10/+16
Attack:	Hoof +11 melee (1d6+2)
Full Attack:	2 hooves +11 melee (1d6+2) and bite +7 melee (1d8+1)
Space/Reach:	10 ft/5 ft
Special Attacks:	Equine lure, trample 1d8+3
Special Qualities:	Damage reduction 5/magic, tireless
Saves:	Fort +12, Ref +9, Will +3
Abilities:	Str 15, Dex 15, Con 20, Int 8, Wis 10, Cha 15
Skills:	Jump +8, Listen +11, Spot +11
Feats:	Alertness, Power Attack, Run, Weapon Focus (bite)
Environment:	Any forest, hill, and plains
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	11–22 HD (Large); 23–30 HD (Huge)
Level Adjustment:	—

The horse has the size and bearing of a powerful warhorse, clean-limbed and strong, but its black coat reflects no light and its eyes are the color of clotted blood. Its teeth and hooves are sharply pointed, allowing it to tear flesh from its prey.

Description

Bloodmares were once bred by the Sorcerer-Kings of the Empire



of the Wheel as steeds for their champions and generals. After their empire was destroyed, many of these creatures escaped into the wild, and they continue to haunt lonely grasslands and forests far from civilization. Bloodmares were bred with a taste for horseflesh, the better to fight and kill an opposing mount in the thick of battle. Now, this appetite draws bloodmares to caravans or other traveling parties; they usually appear just at full dark where the horses have been tethered. A bloodmare calls to the horses magically, inciting them to stampede. Any horse that breaks free from its line or is released by its master bolts toward the bloodmare, which then runs into the distant hills. It leads until the other horse becomes exhausted, then turns back to kill and eat its prey. The bloodmare returns each night so long as a group still has horses to prey upon, disappearing only after the last has been killed.

In recent years, many lords — including King Virduk himself — have tried capturing wild bloodmares and turning them into warhorses once again, with mixed results.

Combat

If cornered by hunters, a bloodmare is a fearsome opponent, using its strength and speed to lash out with its pointed hooves and sharp teeth.

Equine Lure (Su): The bloodmare has the ability to entice all natural horses within a 1000-foot radius. Any horse in the area must make a DC 17 Will save or do everything in its power to follow the creature. If someone is riding the horse at the time, he may make a DC 20 Ride check to keep the mount under control; similarly, anyone within 10 feet of a horse may make a DC 20 Handle Animal check to prevent it from running off. A tethered horse may make a Strength check to break free; the DC of this check varies depending on the method and material used, but note that a horse may well injure itself in zealously trying to break free if it is tied securely and then succumbs to the bloodmare's lure.

Equine lure is a sonic, mind-affecting attack. A horse that makes its save is immune to that bloodmare's equine lure for 24 hours.

Trample (Ex): Reflex DC 17 half. The save DC is Strength-based.

Tireless (Ex): A bloodmare can run from sundown to sunrise without tiring. During daylight hours, it tires as a normal horse does.

Bone Lord

Large Aberration

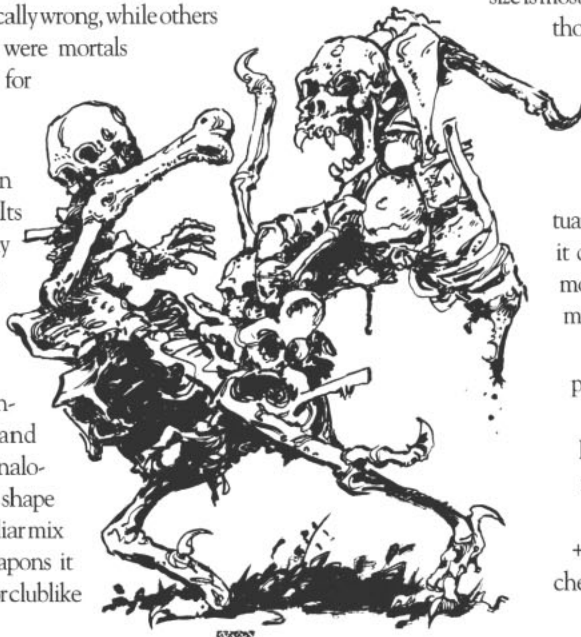
Hit Dice:	12d8+36 (90 hp)
Initiative:	+0
Speed:	60 feet (12 squares)
Armor Class:	18 (–1 size, +7 natural), touch 9, flat-footed 18 +9/+17
Base Attack/Grapple:	+9/+17
Attack:	Bite/gore/rake/slam +13 melee (1d8+4)
Full Attack:	Bite/gore/rake/slam +13 melee (1d8+4), additional (see below) bites/gores/rakes/slams +11 melee (1d8+4)
Space/Reach:	10 ft/10 ft
Special Attacks:	—
Special Qualities:	Shape control, resistance to cold 15, vulnerability to fire
Saves:	Fort +7, Ref +4, Will +13
Abilities:	Str 18, Dex 10, Con 16, Int 9, Wis 20, Cha 5
Skills:	Escape Artist +14, Hide +6, Move Silently +6, Listen +13, Spot +13
Feats:	Blind-Fight, Cleave, Power Attack, Great Cleave, Multiattack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	13–22 HD (Large); 23–36 HD (Huge)
Level Adjustment:	—

What appear to be wiry, pinkish-gray muscles stretch along the collection of bones that form this hideous skeletal creature. Despite its misshapen appearance, the bizarre skeleton moves at an incredible rate.

Description

Bone lords have been encountered only recently, arising from the grisly remains of scattered battlefields and lurching about in search of living prey. No one knows what dark magic created these monsters. Some rumors claim that a wizard's experiment went catastrophically wrong, while others suggest that such creatures were mortals cursed by a vengeful power for wrongs committed against the gods.

A bone lord is not an undead skeleton, however. Its true "body" is a pinkish-gray fungus — although even that is subject to debate, as it is not properly a plant, either. The so-called fungus grows along the surface of bones, joining them at the joints and thickening in places that are analogous to muscles. A bone lord's shape — humanoid, animal, a peculiar mix of skeletons — and the weapons it wields — claws, teeth, jagged or clublike



bones — vary depending on the kind of bones available to the fungal growth. It uses the skeleton as a kind of vehicle to travel, hunt and defend itself.

A bone lord typically finds a cool, shadowed place to lie in wait for victims. Requiring only fresh blood for nourishment, it tears its prey apart to absorb the blood through the bones' reconstructed marrow. After feeding, a bone lord generally lies dormant for weeks while the bones of its prey bleach in the sun. Once the bones are properly bleached, the fungus absorbs them into the construct and moves on to another hunting spot.

Combat

A bone lord is a seemingly random collection of monstrous, bestial and humanoid skulls; clublike limbs; claws; dagger-like ribs; and so forth. The creature can bear amulets, jewelry, or bits of clothing or armor left over from past victims, and might even use them to entice curious adventurers.

Multiple Natural Weapons (Ex): In the first round of combat, a bone lord can make a full attack with 1d4 bony appendages, whether jaws, claws, bony clubs, or any combination thereof. In every subsequent round, it produces one more such weapon, up to a maximum number equal to its HD.

The bone lord can use any one of these to make a standard attack. Its attack bonus and damage is the same regardless, though the type of damage inflicted corresponds to the attack (piercing for a bite or gore, slashing for a rake, bludgeoning for a slam).

Shape Control (Ex): Up to once per round as a free action, a bone lord may alter its shape with a successful DC 20 Escape Artist check in order to take the best advantage of the surrounding terrain. For example, this might allow it to pass through small tunnels or expand outward to fill a cave mouth. This effectively permits the bone lord to act as if it were up to two sizes larger or smaller than its actual size — whatever size is most beneficial at any given moment —

though no actual numeric or combat benefits are gained. Thus, a bone lord may move through small spaces as if it were Small, or it might gain the 20 feet by 20 feet face statistic of a Gargantuan creature if it were useful. However, it does not gain the AC and attack modifiers or the reach benefits commensurate with these sizes.

Bone lords are immune to polymorphing effects.

Vulnerability to Fire (Ex): Bone lords take double damage from fire-based attacks.

Skills: Bone lords receive a +8 racial bonus on Escape Artist checks.

Bottle-Imp

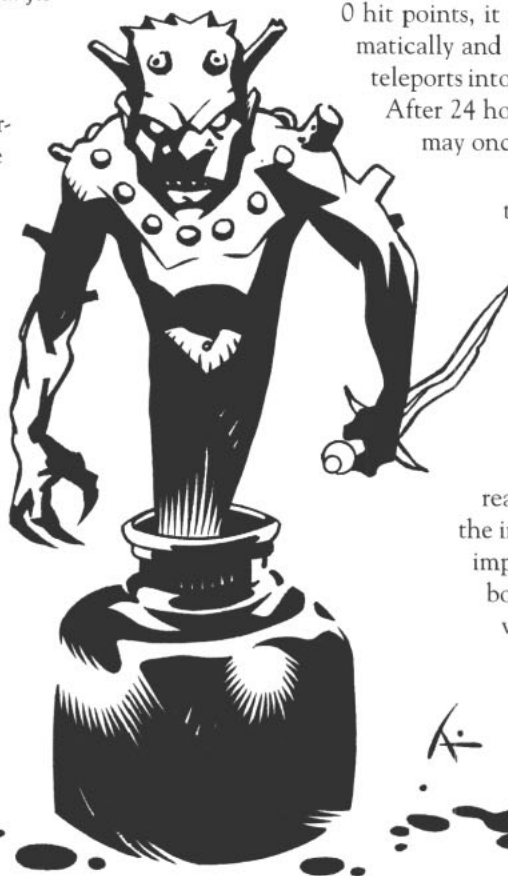
Tiny Undead	
Hit Dice:	4d12 (26 hp)
Initiative:	+7
Speed:	Fly 30 feet (perfect) (6 squares)
Armor Class:	22 (+2 size, +7 Dex, +3 natural), touch 19, flat-footed 15
Base Attack/Grapple:	+2/-2
Attack:	Tiny short sword +11 (1d3+4)
Full Attack:	Tiny short sword +11 melee (1d3+4) and bite +6 melee (1 and sleep)
Space/Reach:	2-1/2 ft/0 ft
Special Attacks:	Sleep bite
Special Qualities:	Damage reduction 5/good, smoke form, retreat, vanishing bottle, undead
Saves:	Fort +1, Ref +8, Will +4
Abilities:	Str 18, Dex 25, Con —, Int 13, Wis 10, Cha 10
Skills:	Escape Artist +14, Hide +22, Listen +3, Move Silently +14, Search +4, Sense Motive +5, Spot +3
Feats:	Dodge, Weapon Finesse
Environment:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral evil
Level Adjustment:	—

This creature is very small and appears vicious, with strange markings on its body and a wickedly curved blade in one hand. Its lower body trails off into a small streamer of smoke that drifts off into the darkness.

Description

Rumor has it that these horrible shadowy creatures are crafted from the ghosts of children by using dark rituals. They often serve as deadly assistants and helpers to malevolent wizards or necromancers, so that their murderous impulses can be better indulged.

Bottle-imps seem to be made of shadow and smoke; the name “imp” is actually a misnomer, as these beings are not extraplanar creatures at all, but created undead. They live inside small enchanted bottles or other sealable containers, which are sometimes “given” to those whom the presenter wants dead. However, such bottles have turned up in unexpected places and situations, includ-



ing washing ashore on beaches.

A bottle-imp emerges only at night. It refuses to come out into daylight even if threatened with destruction (or worse).

Combat

Although bottle-imps are not the most imposing creatures, they can make terrifying combatants. They dart around with incredible speed, which grants them surprising reach for their size, biting at foes in order to incapacitate them before slashing with their tiny swords. Bottle-imps are inordinately strong for their tiny stature.

A bottle-imp can travel up to 100 feet from its bottle, always connected by a small tether of smoke (which can be disrupted without injuring the imp, although the imp senses the disturbance). Some necromancers who command bottle-imps wear the bottles at their waists, releasing theimps to aid them in combat.

The only way to destroy a bottle-imp permanently is to smash its bottle. Due to its magical construction, such a vessel is treated as having hardness 10, with 10 hit points, and a Break DC of 26.

Sleep Bite (Su): Anyone bitten by a bottle-imp must make a successful DC 12 Fortitude save or fall into a deep slumber for 10d6 minutes.

Smoke Form (Ex): Bottle-imps can turn gaseous at will, as if by the *gaseous form* spell cast by a 4th-level sorcerer.

Retreat (Su): When a bottle-imp is reduced to 0 hit points, it is not destroyed; instead, it automatically and instantaneously becomes gaseous, teleports into its bottle, and pulls in the stopper.

After 24 hours, it returns to full strength and may once again exit its bottle.

Vanishing Bottle (Su): Three times per night, as a standard action, a bottle-imp may teleport its bottle to any location up to 300 feet away; this functions as the *vanish* spell, except the imp need not touch its bottle, there is no chance of the bottle being disintegrated, and the bottle cannot be sent to the Ethereal Plane. When the bottle teleports, the imp travels with it. Of course, if the imp perceives an attack directed at its bottle, it usually activates the bottle’s vanishing power to escape. The imp has usually scouted out the surrounding area to find the most innocuous locations to hide its bottle in the event of an emergency (wine cellars and gutters are favorites).

Brewer Gnome

Small Fey	
Hit Dice:	2d6+2 (9 hp)
Initiative:	+2
Speed:	20 feet (4 squares)
Armor Class:	13 (+1 size, +2 Dex), touch 13, flat-footed 11
Base Attack/Grapple:	+1/-5
Attack:	Club +0 melee (1d6-2)
Full Attack:	Club +0 melee (1d6-2)
Space/Reach:	5 ft/5 ft
Special Attacks:	Belch, spells, spell-like abilities
Special Qualities:	Magical brewing, low-light vision
Saves:	Fort +1, Ref +5, Will +4
Abilities:	Str 6, Dex 14, Con 12, Int 13, Wis 12, Cha 14
Skills:	Appraise +2, Bluff +5, Concentration +2, Craft (alchemy) +14, Escape Artist +4, Hide +7, Knowledge (nature) +10, Listen +4, Move Silently +8, Profession (brewer) +18, Sleight of Hand +3, Spot +4, Spellcraft +2, Survival +3
Feats:	Brew Potion ^B , Craft Wondrous Item
Environment:	Any temperate
Organization:	Clan (5-14)
Challenge Rating:	4
Treasure:	1/4 coins; standard goods; double items (usually potions and wondrous items)
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+5

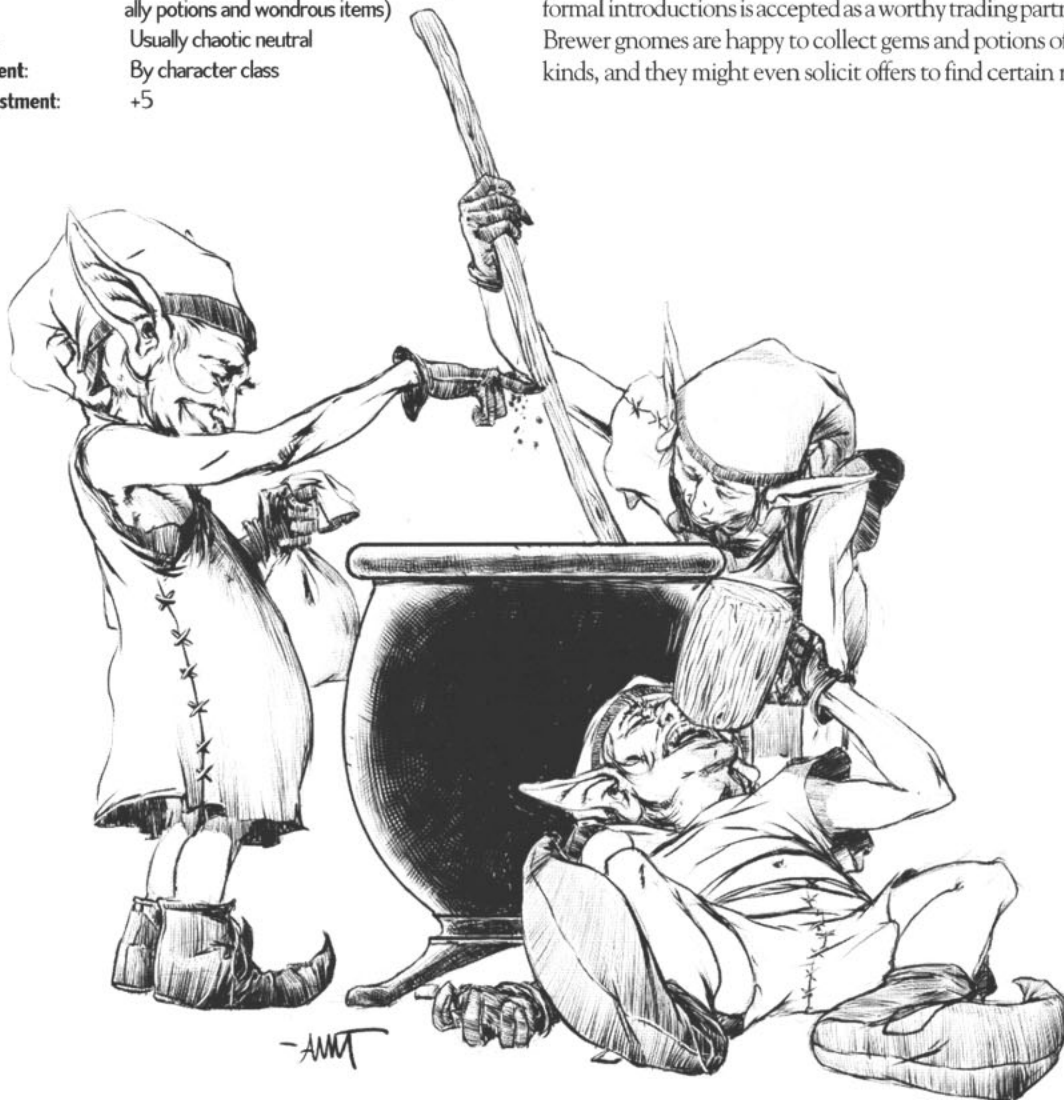
This short gnomish creature could not dress in more garish colors if it tried. The only things redder than its boots are its cheeks, flush red from inebriation.

Description

Often mistaken for the strange gnomes of Ternana, brewer gnomes are actually one of the fey races. They travel the countryside with their extended families, collecting strange ingredients to make the brews for which they are famous — or infamous, depending upon whom one asks.

When they are not collecting ingredients, brewer gnomes find secluded glades or mountaintop locales to set up camp and do their brewing. (They never travel within several miles of large settlements or towns, however, being truly rural folk at heart, however social in character.) The brewer gnomes then proceed to have a large party until they are all quite worse off for it.

The gnomes are also happy to barter with anyone who happens upon their encampments, or who encounters them during their searches for strange ingredients. Anyone who manages to survive a few of the brewer gnomes' drinks during formal introductions is accepted as a worthy trading partner. Brewer gnomes are happy to collect gems and potions of all kinds, and they might even solicit offers to find certain rare



or dangerous ingredients in exchange for their goods. They do not, however, let their casks of brew go cheaply.

Brewer gnomes stand 3 feet tall and dress in bright colors. Some clans have been known to take in ogres or hill giants who get their fill of drink in exchange for carting around heavy casks and for eating anyone who acts rudely to the brewer gnomes.

Combat

Brewer gnomes prefer the bottle to the bared blade, and never enter combat voluntarily. If they are attacked or their possessions are being stolen, the gnomes either attempt to escape with what goods they can or drive off the attacker(s) with spells, depending on the situation.

Belch (Su): As a full attack action, a brewer gnome can imbibe one of its brews and belch it forth as an attack. Silver Moon Ale (see below) is the most common brew used for this purpose. A victim of the ale used in this way does not gain the flying benefit if he succeeds at his saving throw.

Alternately, the gnome may quaff some of its highest proof brew and then spew it forth in a 10-foot cone, which then ignites magically. Anyone within the cone takes 2d4 points of fire damage (Reflex half, DC 12).

Magical Brewing: Brewer gnomes create many wonderful concoctions. In general, these brews might grant the drinker a penalty to Dexterity, Wisdom, and Intelligence per mug, and a bonus to Strength, Constitution, and/or Charisma. These bonuses and penalties all fade at a rate of 1 point per hour once the drinking stops. The brews are stored in casks, each holding a dozen mugs of drink. The following are but a few of the possible brews.

Passionberry Cider — This lovely cider is fermented from rare passionberries, and it seems to augment the berry's amorous side effects. Anyone drinking the cider gains a +2 bonus to Charisma for every mug imbibed, but suffers a -2 penalty to Wisdom per mug, and a net -2 circumstance penalty on all saves against Enchantment spells, illusions, and Sense Motive checks. If a drinker sees or speaks with any reasonably suitable mate (preferred sex or same race) while under the influence of this drink, he must succeed at a DC 14 Will save to avoid becoming infatuated with his newfound love.

Pond Scum Stout — Although no one cares to know what the brewer gnomes put in this stout, no one complains of its excellent, hearty flavor. The stout grants a +2 bonus to Strength and a -2 penalty to both Intelligence and Wisdom per mug, and anyone drinking it is immune to fear effects for 1 hour per mug.

Silver Moon Ale — A smooth draught that can go right to one's head. Anyone who is not a dwarf, gnome, or fey who drinks this ale must succeed at a DC 14 Fortitude saving throw or pass out. Each additional mug imbibed requires another save, and increases the DC by +1. Anyone who passes out

remains asleep for one year per mug unless they are woken up: 3 full rounds of slapping and yelling in a victim's ear, or else a blow that actually deals at least 1 point of damage is required to wake the victim.

Those who do not succumb to the ale's slumber (including dwarves, gnomes, and fey who drink the stuff) find themselves in an abundantly cheerful mood, and if the moon is visible, they also gain the ability to fly. This functions as the *fly* spell cast by a 12th-level sorcerer, activated once per mug imbibed.

Waterfall Wine — This bubbly white wine grants the ability to breathe underwater for 1 hour per drink as the *water breathing* spell.

Spells: Brewer gnomes cast spells as 4th-level sorcerers (save DC 12 + spell level). All brewer gnomes know the 0-level spell *quick sober* (see **Relics & Rituals**), and most know at least one combative or defensive spell.

Spell-like Abilities: 2/day — *invisibility*. This ability is as the spell cast by a 4th-level sorcerer.

Skills: Brewer gnomes receive a +4 racial bonus on Move Silently checks, a +8 bonus to Craft (alchemy) and Knowledge (nature) checks, and a +12 racial bonus on Profession (brewer) checks.

Feats: Brewer gnomes receive Brew Potion as a bonus feat.

Brewer Gnome Characters

Classed brewer gnomes generally advance as either bards or sorcerers, though a few do advance as druids or rogues. Brewer gnomes cannot advance as clerics.

— -4 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma.

— Small size.

— Space/reach: 5 ft./5 ft..

— A brewer gnome's base land speed is 20 feet.

— Low-light vision.

— Racial Hit Dice: A brewer gnome begins with two levels of fey, which provides 2d6 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

— Racial Skills: A brewer gnome's fey levels give it skill points equal to 5 x (6 + Int modifier). Its class skills are Appraise, Bluff, Concentration, Craft (alchemy), Escape Artist, Hide, Knowledge (nature), Listen, Move Silently, Profession (brewer), Sleight of Hand, Spot, Spellcraft, Survival.

— Racial Feats: A brewer gnome's fey levels give it one feat plus it has the racial bonus feat of Brew Potion.

— Special Attacks (see above): Belch, spells, spell-like abilities.

— Special Qualities (see above): Magical brewing.

— Favored Class: Bard.

— Level Adjustment +6

The Carnival of Shadows

Far to the southeast of Ghelspad is a place beyond human curiosity called the Bay of Tears. This bay is the terminus of the currents that flow past the body of Kadum the Mountainshaker, who lies forever bound to a great rock at the bottom of the sea. There beneath the waves, he writhes, spurting blood from his sundered breast as salt waters burn his eternal wound.

The Bay of Tears is so named because of the terrible curse that hangs over it. The fish and sea creatures that of necessity taste the blood of Kadum breed strangely, turning crafty, hostile, and vile. And those who eat the catch from the bay are often sickened or... changed.

At the mouth of the Bay of Tears lies Blood Bayou, a vast salt marsh that's flooded at high tide and sequestered from the sea when the tide is low. Inland, the marsh's backwaters are shallow, stagnant lakes, flooded only by storm surges.

In this place of darkness and disease, the blood of Kadum, rich with curses and magic, coalesces and seeps into the very land. It is a place of sickness, a blight that will not heal until the seas are cleansed, the land is purged, and Kadum's ever-flowing blood is stanchd.

Yet there are some evils in the world that are not a direct result of the Titanswar, but that have always been. When the gods and titans turned their attention toward each other in a struggle for the heavens, these evils prospered and grew fat on the scraps of war. It is in Blood Bayou that one such evil has come to dwell.

Some call him the Laughing Man, or Momus, or the Jack of Tears. Whatever his name, the King of the Carnival of Shadows has held court at the dark heart of Blood Bayou for at least two centuries, and there is evidence to suggest that he occupied this land long before the Titanswar, though perhaps in a different form. He has since grown mighty on the power of the blood of Kadum.

Yet the Laughing Man is not a mere menace to be feared and destroyed. Mad, capricious, and deadly as he is, he also possesses a certain gallows humor, a fondness for bravery and honesty, and a seemingly insuperable compulsion to keep his word. Though feared by those who know of him, the Jack of Tears has never sent his krewes marching abroad as an army — although he swears that they will march if any attempt is ever made to unseat him.

Indeed, Momus has actually offered his services as advisor and even court magician to other kingdoms that can bear him. Although his magic is dark and unappealing, it is rumored to be capable of raising plains into mountains, curing plagues, and destroying armies. The Jack's price is so high and his magic so

fearsome, however, that he has never been called upon (at least to anyone's knowledge). Such offered aid, and fear of the combined might of the krewes roused for war, makes the Jack of Tears an uneasy fixture in the Scarred Lands' political arena, despite his geographical separation — a distance he seems to prefer.

For further information on Momus and the Carnival of Shadows beyond the following listings, please see **Blood Bayou**.

Krewe of Bones

Blood Bayou is a place of death and decay, and the Carnival of Shadows rejoices in it. Those things that are dead-yet-walk serve in the Krewe of Bones, this most military of the krewes. There is little alternative — with so many members of the group being nearly mindless, shambling creatures, the only alternative to discipline and strict regimentation is a chaos that the other krewes could not permit.

Even the most independent or rebellious of the krewe's members are of an at least minimally strategic or military bent. Those members willing to accept commissions and intelligent enough to command are assigned positions leading units of less intelligent undead. Those who are disinterested in such matters are placed on "detached duty in the Krewe of Mangroves" or on "indefinite furlough" and are allowed to go about their business until they are "called up" to serve the krewe. The whole matter is treated with grave formality, and krewe members are essentially subject to conscription in time of need.

The Krewe of Bones has the honor of providing the Jack of Tears' personal guard, and will lead the carnival in war should that ever prove necessary.

Each unit in the Krewe of Bones is uniformed by its officers, many of whom are sons of Mirth (see **Relics & Rituals 2: Lost Lore**). While there are no standards, uniforms tend to be both flamboyant and sensible. Most members wear intimidating gear on parade or when attending court functions — often the half-rotted heads of enemies or necklaces made of enemies' fingers — if only to remind other carnival members who it is that will save them in times of war.

Lord Quick, the leader of Plagues, envies the permanence of Baron Mirth's servants and believes that the baron steals his followers.

Baron Mirth

The leader of the Krewe of Bones, Baron Mirth is — like the force he commands — the personification of discipline and order. Mirth knows well that he is subordinate to his liege, the Jack of Tears. Rumor has it that the baron was created by the Momus himself, and that he was once one of De-

moiselle Antunes' more fortunate lovers. Whatever the truth, the skeletal baron swaggers through the carnival, secure in his position and publicly jovial about all matters. In private, however, he argues that the carnival must expand to protect itself, and sees every intruder or counterattack against a raiding party as an excuse to lobby the dispassionate Jack for a campaign of conquest.

Mirth is a huge creature, almost seven feet tall, always dressed in brilliantly polished armor and a flowing scarlet cape. He carries a bastard sword and a shield emblazoned with an unmarked scarlet field. He goes about at all times escorted by at least a dozen of his crack shock troops. Ever the lady's man, the baron keeps a small harem of undead concubines.

Krewe of Mangroves

Blood Bayou itself is home to many singular creatures, hateful beings who have chosen to lurk in the mud and mire away from a world that shuns them. It's a place of misfits and madmen, and also of terrible beasts — lifewrack and seawrack dragons, spiders grown huge and cunning amid the glades, deadly alligator men, and other beasts without names. These misfits together form one of the most powerful krewes in the carnival.

The Krewe of Mangroves is, perversely, the least active of the Jack's societies. It exists to protect and aid the interests of the exiles and misanthropes who choose to make the bayou their home. Most such beings have little or no interest in the outside world. It's also the poorest of krewes. While the leaders of other groups go to the court of the Laughing Man dressed in finery, the leaders of the Mangroves rely on barbarian splendor.

And splendid it is. With their fur caps and bone jewelry, their carved-wood fetishes and canes, spider-silk robes and swamp-tanned leather, the members of this krewe are terrible to behold. What matter that there are no precious metals or jewels among their garb — how can a mere display of wealth match the majesty of renegade wizards in cloth-of-man colors, with their leashed alligators? Can mere money compare to the meticulous perfection of the alligator-man warriors with their countless bone ornaments?

Internally, the Krewe of Mangroves is the least formal and probably the most welcoming of the Laughing Man's societies. The bayou is a dangerous place for nearly any solitary soul, and all must respect each other if they are to take shelter with one another from time to time. This krewe exists to protect its members and to give them a social outlet on those occasions, however rare, when they want or need it. It's not that members exist in harmony — many are in fact at constant war with each other

— but most can be counted on for a friendly word or help in desperate times.

The Krewe of Mangroves has strained relations with the Krewe of Plagues: Lord Quick forever looks for ways to expand his domain and to claim more members for his group from among these outcasts.

Demoiselle Antunes

The leader of the Krewe of Mangroves is the Demoiselle Antunes, who some say has inhabited the bayou since before the Titanswar. None know how old the Demoiselle really is. She seems to have been the same late middle age for as long as anyone willing to talk about the matter can remember. Surely the Jack of Tears knows her age, but he isn't telling.

Jovial in her evil, the Demoiselle is known for her string of lovers as well as for her penchant for transforming unfaithful paramours into a wide variety of fitting shapes. Transformation is not her only strength, though. The Demoiselle far outstrips any of the others in the carnival for her knowledge of formal magic. Her name is often associated with the White Lady, a powerful magician from a time *before*, who disappeared under questionable circumstances. The Demoiselle leads her krewe almost by default, being its most powerful member willing to accept the position.

Krewe of Plagues

The most festive of the Jack of Tears' krewes, the Krewe of Plagues is the very image of the *danse macabre*. Brilliant in its gold-and-scarlet regalia, with the music of its lepers' castanets and bells, this krewe welcomes the misshapen and misbegotten of Blood Bayou, offering shelter, safety, and relief from the agonies of their ailments to all the world's deformed.

Of course, such relief is not without price. Most who join were in some way sick or twisted before. When they enter into the service of Lord Quick, however, they become bearers of various horrific diseases, yet are kept alive by Quick's good graces and potent magic. They live painlessly themselves, but transmit ailments among each other just as other people shake hands.

Although they revel in their illness, all Plague Krewe members know that they survive only at the sufferance of their leader. Those who displease him die quickly and horribly — and those who commit grave offenses perish slowly and horribly, as Lord Quick revokes his protection bit by bit.

Unlike the other Bayou societies, the Krewe of Plagues has very few interests of its own. Unlike the Krewe of Waves, it isn't constantly on the alert for intruders, nor is it self-involved as are the Krewes of Bones and Mangroves. Instead, most Plaguers live at the Jack of Tears' great rickety seaside festival as a staff of permanent revelers. They serve as courtiers

and messengers for the Laughing Man, and give the ever-ambitious Lord Quick eyes and hands all over the carnival.

Yet this krewe's idle state and loose organization make it dangerous. Members can be anywhere at any time, accomplishing any overt or covert deed. And though the Laughing Man decrees that members of other krewes and official guests of the carnival never be infected with a Plaguer's disease, anyone else can be killed with but a touch from a member. Of all the bayou's groups, outsiders would fear this krewe most, if only they knew about it.

Given the gruesome existence that Plaguers live, their suicide rate is high, despite their painless afflictions; those who remain for long are either mad or given wholly to wickedness for its own sake.

Lord Quick

The master of the stricken, Lord Quick dresses as the quintessential harlequin, constantly disguised. Unlike the Jack of Tears, however, he wears a domino over his face rather than holding a mask. For all his smiles, Quick's breath reeks of carrion, his teeth are blackened and chipped, and his tongue is a rainbow of diseased colors.

A brutal political player, Lord Quick seems much more a peer of the Laughing Man than other krewe leaders, and there is much speculation about his origins. Some believe that he was a considerable force of evil, like the Laughing Man himself, who somehow came to be allied with the Jack of Tears. Others believe him to be a lieutenant of the titans — most likely of Chern — hiding from the wrath of the gods. Whatever the case, he is the only krewe leader to ever cause the Jack of Tears to lose his temper, and he seems to be the only one who entertains designs on the Momus' throne. That he still lives and retains his position despite these facts would seem to mean something — but perhaps, after all, nothing more than that the King of the Carnival is amused by the antics of his minion.

Krewe of Waves

The Krewe of Waves consists of the Jack of Tears' aquatic followers. This does not include pirates. Although buccaneers of the area are wary of (and sometimes pay tribute to) Queen Ran, who leads the Krewe of Waves, they are independent of the Krewe of Waves and the Jack of Tears in general. The members of the Krewe of Waves make their home in the ocean, and are a dark and mysterious breed.

Cold and aloof as their deep, black homes, the members of the Krewe of Waves largely eschew the pageantry and carnivalesque air affected by members of other krewes. These creatures live

by war and raiding, swimming up from below to attack ships at sea or coming ashore in the dead of night to seize captives and take booty back to their lairs.

Most of the members of this krewe are shark-folk, creatures twisted from the carnivorous fish that first fed upon Kadum's bleeding body. These vicious creatures can survive in the open air for several hours and are a terrible menace to seaside communities. Other members of the krewe include sea hags and their close allies, the krakens. Vast and terrible creatures, skilled in black magic and weather-witching, the krakens are the leaders of the krewe. They call up fogs and storms to cover and protect the shark-folk during raids, and in return reap the tribute and respect of their lessers.

The Krewe of Waves is coldly formal. When it takes part in the carnival at all, which is only to demonstrate occasional propriety to the Jack of Tears, leaders are resplendent in robes made of pearls and gold coins. Even the simplest warriors glitter and shimmer in coral and mother-of-pearl beads.

Although they dress far less spectacularly in their dark ocean homes, krewe members are almost painfully formal in their interactions. Complex webs of respect and loyalty bind these creatures, with every kraken owing fealty to their queen. In turn, each kraken has a court of hags and communities of shark-folk that look to it as their protector and leader. Even the shark-folk are strictly regimented, formed into military units with complex hierarchies.

The Krewe of Waves has close ties with the Krewe of Bones. Baron Mirth lays claim to all aquatic undead, and many shark-folk attacks are aided by his walking and swimming corpses. In return, the Krewe of Waves treats its drowned victims and its own dead with special care to ensure that as many as possible might rise from the waves.

Queen Ran

A vast black kraken, Queen Ran is the ice-hearted ruler of the Krewe of Waves. She is a vicious, wicked creature who delights in the riches that descend into her black and frigid domain. As brutal and passionless as the sea she rules, Queen Ran dresses in cloth of diamonds and carries the scepters of drowned kings in her many arms. A black magician of the vilest sort, fouler than the Jack of Tears himself, Ran is said to strike pacts with infernal princes, dealing with them as one ruler to another.

For more detail on the Blood Bayou and the Krewes that rule it, see the **Blood Bayou** sourcebook.

Jack of Tears, King of the Carnival of Shadows

Medium Outsider (Chaotic, Evil)

Hit Dice:	18d8+90 (199 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	24 (+3 Dex, +11 natural), touch 13, flat-footed 21
Base Attack/Grapple:	+18/+20
Attack:	Scepter touch +20 (6d6)
Full Attack:	Scepter touch +20/+15/+10/+5 melee (6d6) 5 ft./5 ft.
Space/Reach:	5 ft./5 ft.
Special Attacks:	Reality manipulation
Special Qualities:	Damage reduction 10/magic, dream entity, everwatching eye, master of the bayou, spell resistance 24, walker on the world, word is bond
Saves:	Fort +17, Ref +15, Will +16
Abilities:	Str 15, Dex 17, Con 20, Int 20, Wis 18, Cha 30 (24)
Skills:	Bluff +28, Concentration +26, Diplomacy +22, Escape Artist +12, Forgery +11, Gather Information +22, Hide +12, Intimidate +19, Knowledge (arcana) +14, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (religion) +11, Listen +13, Move Silently +12, Perform +16 [+19 with mask], Pick Pocket +12, Read Lips +14, Search +14, Spellcraft +23, Spot +13, Survival +7, Use Magic Device +22, Use Rope +9
Feats:	Craft Rod, Craft Wondrous Item, Empower Spell, Maximize Spell, Spell Penetration
Environment:	Any land (Blood Bayou)
Organization:	Solitary (unique)
Challenge Rating:	25
Treasure:	Triple standard
Alignment:	Chaotic evil
Advancement:	By character class
Level Adjustment:	—

The slender man wears the colorful attire of an entertainer, complete with a scepter that sprouts silk streamers from one end in a rainbow of colors. The porcelain skin of his face stretches in a wide smile. A hearty laugh full of mystery and secrets tumbles from his crimson lips as he notices you.

Description

Perhaps the Jack of Tears was once nothing more than an evil spirit. It could be that he once roamed the night roads in a corpse-cart or a circus wagon, the wheels of which left tracks of blood, and he inflicted ill luck, miscarriage, and sudden death wherever he went. Certainly, this is the origin many wizards attribute to him, but the jealous have always taken delight in casting aspersions.

Whatever the Jack of Tears once was, he became something more when he came to Blood Bayou and fed upon the blood of

Kadum. The Laughing Man is not a child of the titans any more than are most inhabitants of the Bay of Tears. He has simply grown mighty by way of Kadum's suffering.

Although he is a jesting figure, the Laughing Man is undoubtedly a force of evil, one who is wise enough to make himself useful to his neighbors so that they must tolerate his existence. But to the individuals who deal with him, the Laughing Man is a merciless trickster who twists words and grants requests with a ruthlessly literal ear.

The Jack of Tears rules his swamp-kingdom from a great, rickety carnival that lies in the center of the bayou, connected to the ocean by a channel so that members of the Krewe of Waves can come and go freely. Here, on a brightly painted throne of children's toys, he presides over the endless festival of his minions and holds audiences with those daring or foolish enough to approach him.

Combat

The Jack of Tears has never been brought to battle. He uses his magical scepter and spells in combat. His scepter Foolscape is a thick wand, white on one end and black on the other: the black end deals 6d6 points of damage with but a touch, while the white end cures all illnesses and wounds and restores all lost abilities, levels, and amputated limbs as if by the spells *greater restoration*, *heal*, and *regenerate*. The white end can be used any number of times per day, but only once per being per day; the Jack of Tears might use it on anyone he agrees to bless... for a price.

The Jack's mask acts as a *cloak of charisma* +6.

Reality Manipulation (Su): The Jack of Tears bends and folds reality as easily as though he were simply controlling aspects of a pleasant dream. For game purposes, he may cast any divine or arcane spell as a standard action. By choosing to cast such a spell as a full-round action, he may alter it as if he had applied any metamagic feat he desires. In any case, Momus does not require material components. These spells function as if cast by an 18th-level spell caster.

Dream Entity (Ex): Not affected by critical hits, poison, death from massive injury, paralysis, sleep, disease or death effects.

Everwatching Eye (Sp): As a free action, the Jack can use *greater scrying* as an

18th level sorcerer to view any area in Blood Bayou or around the Carnival of Shadows' current location. He may spy on a specific individual, or move his scrying sensor about the area freely.

Master of the Bayou (Su): As a free action, the Laughing man can change the terrain within Blood Bayou within a 10 mile radius of either his current location or the point from which he currently scries. Furthermore, all creatures born in the bayou or having a parent born in the bayou owe him absolute allegiance; they can never attack him, even if charmed or compelled.

Walker on the World (Sp): Momus may use gate at will as an 18th level caster to create a passage between his current location and any area he has scried within the past 10 minutes.

Word is Bond

(Ex): When the Jack of Tears enters into a written contract that is signed by all parties, each participant must fulfill its part of the bargain to the letter (including the Jack himself). The party that fails to honor the contract suffers a curse until it is fulfilled. Normally this curse manifests as a -2 penalty to all attacks, saves and skill checks. Any specific curse or penalty can be penned into the agreement, as long as all parties agree to it and the contract's making. If the written contract is somehow destroyed, the agreement becomes void and any penalties associated with breaking the agreement are nullified.



Carnival Krewe, Alligator Warrior

Large Monstrous Humanoid (Reptilian)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), swim 30 ft.
Armor Class:	24 (-1 size, +2 Dex, +3 studded leather, +10 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+6/+10
Attack:	Bite +9 melee (1d8+4) or spear +7 ranged (1d10+4)
Full Attack:	Bite +9 melee (1d8+4) and short sword +7 melee (1d8+2) and tailslap +7 melee (1d10+2) or spear +7/+2 ranged (1d10+4)
Space/Reach:	10 ft./10 ft.
Saves:	Fort +5, Ref +7, Will +4
Abilities:	Str 18, Dex 15, Con 16, Int 12, Wis 8, Cha 6
Skills:	Climb +6, Craft (trapmaking) +5, Hide +6, Jump +6, Listen +2, Move Silently +6, Spot +1, Survival +5, Swim +14
Feats:	Improved Initiative, Multiattack, Power Attack
Environment:	Warm aquatic or marsh (Blood Bayou)
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+7

A mighty beast rises out of the murky waters, revealing the thick scaly hide and the wedge-shaped, tooth-filled head of a massive alligator. But no alligator ever wielded such a blade.

Description

Solitary swamp-dwelling predators, alligator warriors are some of the most dangerous inhabitants of Blood Bayou. It's unclear if they existed before the area came to be saturated with the blood of Kadum. If they did, it's impossible to say what they were like originally.

Alligator warriors are extremely territorial and independent. They typically gather for only three purposes. The first is for mating, and in the early spring the booming sounds of alligator-warrior males calling out territorial challenges creates an incessant evening din. The second is for organized activities such as meetings of their krewe or festivals and dances; despite their predatory bent and solitary nature, these creatures can be surprisingly gregarious by intention. The third occasion is to hunt intruders. When their territory is invaded, alligator warriors put aside their own disputes

to stalk the invader, picking off stragglers or overwhelming an individual if it is weaker than the whole of the attackers.

Alligator warriors are unsophisticated creatures that focus on solitary hunting, preferably by ambush. They are masters of the pitfall, trap, and snare, and most of their time is spent in mock-warfare with their neighbors over territory. This fighting occasionally turns genuine; few alligator warriors die of old age. Though often vicious and aggressive toward their own kind, they can be friendly to other creatures that inhabit their domains. Alligator warriors often serve as the genteel companions of other bayou denizens. They favor magicians and giant swamp spiders as companions, both of whom can provide the warriors aid and assistance in their constant territorial sparring.



Combat

Alligator warriors favor throwing spears, which they hurl with the use of a throwing stick (range increment 20 ft.), and knives or short, curved swords. Most alligator warriors wear bone-studded leather armor.

Skills: Alligator warriors get a +2 racial bonus on Survival checks.

Alligator Warrior Characters

Alligator warriors are usually fighters or barbarians. Alligator warrior characters have the following racial traits.

- +8 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, –2 Wisdom, –4 Charisma.
- Large size.
- Space/Reach: 10 ft./10 ft.
- An alligator warrior's base land speed is 40 feet. and base swim speed is 30 feet.

- **Racial Hit Dice:** An alligator warrior begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, Will +5.

- **Racial Skills:** An alligator warrior's monstrous humanoid levels give it skill points equal to $9 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Climb, Craft, Hide, Jump, Listen, Move Silently, Spot, Swim and Survival. Alligator warriors gain a +2 racial bonus on Survival checks.

- **Racial Feats:** An alligator warrior's monstrous humanoid levels give it three feats.

- **Weapon and Armor Proficiency:** An alligator warrior is automatically proficient with simple weapons, martial weapons and light armor.

- +10 natural armor bonus.
- Automatic Languages: Common.
- Favored Class: Fighter.
- Level Adjustment: +7



Carnival Krewe, Blood Kraken

Large Magical Beast (Aquatic)

Hit Dice:	7d10+21 (59 hp)
Initiative:	+1
Speed:	Swim 60 ft. (12 squares)
Armor Class:	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+7/+14
Attack:	Tentacle +7 melee (1d6+3)
Full Attack:	8 tentacles +7 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, constrict 1d6+3, spells
Special Qualities:	Ink cloud, jet
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 17, Dex 12, Con 16, Int 14, Wis 17, Cha 13
Skills:	Diplomacy +5, Hide +1*, Knowledge (arcana) +9, Knowledge (nature) +5, Ritual Casting +5, Spellcraft +5, Spot +5, Use Magic Device +8
Feats:	Blind-Fight, Enlarge Spell, Leadership, plus one bonus item creation feat
Environment:	Temperate and warm aquatic (usually Bay of Tears)
Organization:	Solitary
Challenge Rating:	10
Treasure:	Triple standard
Alignment:	Always lawful evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

The squid is roughly 12 feet long, with inky black skin and eight grasping tentacles. Most startling, however, is that the beast is adorned with all manner of treasure — bracelets, rings and necklaces glitter in the murky depths, and a wicked jeweled cutlass cuts the water in one of its long tentacles.

Description

These inky black creatures are the leaders of the Krewe of Waves and are the terrors of shipping and coastal villages throughout the Bay of Tears. Blood krakens are relatively small for krakens (usually about 12 feet long) and shy from physical conflict, but their leadership abilities and mastery of the magic of weather and destruction make them extremely dangerous, especially when supported by their coteries of followers. Most blood krakens have personal entourages of one or more sea hags and a number of shark-folk. Such courts might be as small as a school of 8 to 12 or as large as a village of 50 or more, depending

on the personal power of a given kraken.

Blood krakens as a group owe allegiance to Queen Ran, the leader of the Krewe of Waves. Through her, they are members of the Carnival of Shadows, though they tend to find the chaos of the carnival distasteful. Most blood krakens are vain creatures, proud of themselves and their power. They deck themselves in the riches of the surface world, covering their arms with rings and bracelets, gilding and piercing their beaks, and crowning themselves with a wide variety of circlets, tiaras, and diadems. Most wield scepters or other wands of office salvaged from wreckage, and these can include swords and elaborately carved wooden legs — anything striking in appearance.

Combat

Blood krakens are usually reluctant to enter combat, using their followers to take care of such matters while they stay back and offer magical support. When forced into combat, krakens attempt to strangle victims with their powerful arms.

Improved Grab (Ex): To use this ability, the blood kraken must hit with a tentacle attack. If it gets a hold it can constrict.

Constrict (Ex): A blood kraken automatically deals 1d6+3 points of damage with a successful grapple check against Large or smaller creatures.

Spells: A blood kraken casts spells as an 8th-level druid (save DC 13 + spell level).

Ink Cloud (Ex): Once every three hours, a blood kraken can emit a thick ink cloud, 20 feet high by 20 feet wide and 30 feet long. This cannot be penetrated by sight, even by darkvision, and any creature within the cloud gains total concealment. The kraken usually uses its ink cloud as a means of escaping a losing battle.

Jet (Ex): A blood kraken can propel itself through water at a speed of 300 feet as a double move action.

Skills: Blood krakens receive a +4 racial bonus on Use Magic Device checks. *They receive a +12 racial bonus on Hide checks in low-light or darkened conditions.



Carnival Krewe, Necromantic Golem

Huge Construct	
Hit Dice:	9d10+40 (89 hp)
Initiative:	+0
Speed:	60 ft. (12 squares; can't run)
Armor Class:	24 (–2 size, +16 natural), touch 8, flat-footed 24
Base Attack/Grapple:	+6, +23
Attack:	Slam +13 melee (2d8+9)
Full Attack:	2 slams +13 melee (2d8+9), 4 longswords +8 melee (1d8+4)
Space/Reach:	15 ft./15 ft. (longswords 10 ft.)
Special Attacks:	—
Special Qualities:	Construct traits, damage reduction 10/bludgeoning, immunity to magic, +3 turn resistance, undead construct, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 28, Dex 10, Con —, Int —, Wis 4, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, pair, or company (3)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	10–15 HD (Huge); 16–27 HD (Gargantuan)
Level Adjustment:	—

A massive, hunch-back creature fashioned of bone, wood and iron lumbers toward you. Its long arms are tree-trunk-sized bones studded with iron. Four smaller arms extend down from its ribcage brandishing longswords.

Description

Not every corpse is reanimated sufficiently intact to serve as an individual warrior, and many who begin undeath in good repair become so severely damaged that they can no longer perform field service. From these remnants are made the Krewe of Bone's so-called necromantic golems. They are golems only in that they are constructed, usually by sewing or lashing remains together around carefully constructed hardwood and iron frames. The rest of the process is completed by the Krewe's sons of Mirth (see **Relics & Rituals 2: Lost Lore**), using the powers of the blood and curses that saturate Blood Bayou to give a sort of life to the dead tissue. After the proper rituals are enacted, the pieces of the golem gain a dark communal life and begin acting as parts of a single, terrible undead

behemoth, the product of long hours of careful craftsmanship. Built not only for the battlefield, but also as works of art to be used in the carnival, these monstrosities are the pride of the Bones.

A necromantic golem has no set form — the statistics presented here are for a typical construct used to support infantry in battle. The version described here can carry four men-sized creatures in the howdah built onto its hunched back. These are generally skeletons armed with crossbows or long lances with which to fire or jab down into a press of men, but occasionally a Krewe necromancer or a son of Mirth (q.v.) might ride in here as well. The golem itself has two large arms ending in bone- and iron-armored clubs. These are typically used against cavalry or fortifications, but work suitably well against smaller targets. The golem also has four small arms facing its front. These typically carry human-sized weapons and are used to attack



opponents too close to the front of the golem for troops in the howdah to hit.

Larger golems are created for siege work, and sea-going golems are created for naval operations.

Combat

A necromantic golem does its masters' bidding fearlessly and without hesitation. If the riders in the howdah are destroyed during battle, the golem will continue to attack anything in sight except its masters.

Undead Construct: Although the necromantic golem is technically a construct, it shares many of the traits of undead creatures. It is susceptible to being turned as an undead creature. However, it cannot be destroyed by a high-level cleric's turning attempt, but merely turned.

Immunity to Magic (Ex): A necromantic golem is immune to any spell or spell-like ability

that allows spell resistance, except for any spell which can specifically heal or damage undead creatures. Such spells heal or damage the necromantic golem for half the normal amount of hit points.

Construction

A necromantic golem is created by binding the remains of at least two corpses around hardwood and iron frames. In some cases, more bodies may be necessary. The ritual for animation requires the expenditure of 750 gp worth of mystic herbs, powders and oils. Note that creating a necromantic golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (leatherworking) and Craft (woodworking) check.

CL 9th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 9th level; Price 35,000 gp; Cost 15,500 gp + 970 XP.



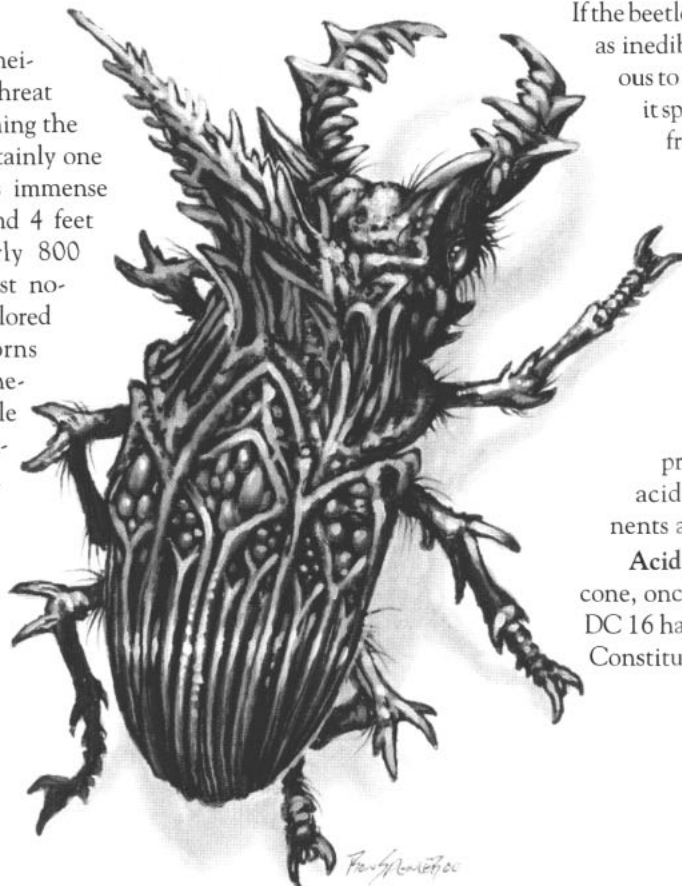
Cathedral Beetle

Large Vermin	
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), fly 30 ft. (clumsy)
Armor Class:	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+4/+12
Attack:	Bite +8 melee (2d8+6)
Full Attack:	Bite +8 melee (2d8+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Vermin traits
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 12, Con 16, Int —, Wis 10, Cha 13
Skills:	—
Feats:	—
Environment:	Temperate forest, hills, mountains and plains
Organization:	Solitary, pair, cluster (3–6), or colony (8–16)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–14 HD (Large); 15–18 HD (Huge)
Level Adjustment:	—

Not only is this tremendous beetle larger than an ox, the horns and ridges adorning its glistening bronze carapace give it the impression of a piece of Gothic architecture come to life.

Description

The cathedral beetle is neither the most dangerous threat nor the most fantastic roaming the Scarred Lands, but it is certainly one of the most striking. This immense insect, fully 9 feet long and 4 feet high and weighing nearly 800 pounds on average, is most notable for its ornate bronze-colored carapace. The ridged horns adorning its head look something like fluted spires, while its wing cases seem to be engraved with an arch pattern much like the vaulted molding on the interior of a cathedral — hence the creature's name.



Cathedral beetles were previously found only in deep forests, but the disasters of the Titanswar drove many of them from their homes, scattering them to a variety of new territories. Unfortunately for most other species, they proved very adaptable and are now a moderate menace to anyone unlucky enough to cross their paths. The beetles are always ready to add meat to their diet.

Like other beetles, cathedral beetles have a notoriously unselective palate. If it's organic, a cathedral beetle can probably eat it, be it flesh, wood, or bone. They are content to remain in an area as long as there's food, but their lack of intelligence makes them prone to overeat a region's organic life. When out of food, they take to the air clumsily, migrating to more promising regions — including pasturelands and fields.

Combat

The cathedral beetle, like other beetles, has mandibles with tremendous crushing power. If it perceives a foe as edible — that is, smelling more of flesh or vegetable matter than of metal or stone (which may rule out heavily armored foes) — it usually charges and makes a trip attempt, seeking to pin prey with its superior weight and begin eating them. If the foe resists, it tries to bite sufficiently large chunks until its prey stops resisting.

If the beetle perceives a threat as inedible, or too dangerous to be worth its while, it sprays a cloud of acid from its mouth and retreats in the confusion. This can get horribly messy when multiple cathedral beetles are involved. The beetle does not spray acid unless pressed severely, as acid-dissolved opponents are difficult to eat.

Acid Spray (Ex): 20-ft. cone, once per hour, Reflex DC 16 half. The save DC is Constitution-based.

Cave Moth

Tiny Ooze	
Hit Dice:	1d10 (5 hp)
Initiative:	+0
Speed:	5 ft. (1 square), fly 20 ft. (clumsy)
Armor Class:	12 (+2 size), touch 12, flat-footed 12
Base Attack/Grapple:	+0/-10
Attack:	Slam -2 melee (1d3-2)
Full Attack:	Slam -2 melee (1d3-2)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Smother
Special Qualities:	Confounding appearance, blindsight, ooze traits
Saves:	Fort +0, Ref +0, Will -5
Abilities:	Str 6, Dex 11, Con 10, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any underground
Organization:	Flurry (5-10), swarm (11-30)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement Rate:	2 HD (Tiny); 3 HD (Small)
Level Adjustment:	—

The glistening wet patch of stone bursts from the wall and flutters about in a form resembling a moth. Its translucent form and silent motions combine with the caverns' darkness to confound the senses and make it quite difficult to keep track of.

Description

"Cave moth" is a remarkable misnomer: this creature is actually a nearly transparent form of ooze that makes its home in dungeon passages and cave networks.

While digesting its kills, the cave moth builds up gases within its body that are lighter than air, allowing it to float. By undulating, the cave moth can propel itself through the air. Flurries of cave moths flap together through corridors in search of prey.

Combat

Usually found either clinging to walls or flying through dungeon corridors,

this creature is attracted by the subtle moisture created through other creatures' respiration. The moth attempts to wrap itself around a target's head in an effort to suffocate its prey — it dissolves its prey only very slowly, and its acid is not strong enough to harm flesh even after several minutes of direct contact. Cave moths are also attracted by the gases given off by burning torches and smother them with their bodies, thinking the brands are prey. These unlucky creatures are usually severely wounded if not killed. However, they are rarely solitary, and other moths flock to attack intruders who now flounder in the dark.

Smother (Ex): A cave moth that hits with its slam attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the cave moth succeeds at this grapple check, it has wrapped itself around its opponent's head. On the following round, the opponent must hold its breath or begin taking suffocation damage. The victim may attempt to peel the attached cave moth away with a successful DC 10 Strength or Escape Artist check; an ally may also attempt a DC 12 Strength check to pull the creature away.

Damage dealt to a cave moth in the process of smothering a victim is split between cave moth and victim (round odd numbers to the moth).

Confounding Appearance (Ex):

Cave moths are difficult to see, requiring a DC 15 Spot check to notice one. Even if a creature sees the cave moth, it must then make a second DC 15 Spot check to notice that it is something other than a simple patch of wet stone (if it is resting on a wall or ceiling) or a large moth (if it is flying).

Blindsight (Ex): A cave moth can sense creatures within 60 feet by means of minute changes in moisture, temperature and air pressure.



Cave Shrike

Huge Ooze	
Hit Dice:	12d10+68 (114 hp)
Initiative:	-3
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	5 (-2 size, -3 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+9/+22
Attack:	4 tentacles +14 melee (1d6+5)
Full Attack:	4 tentacles +14 melee (1d6+5)
Space/Reach:	10 ft./10 ft. (100 ft. with tentacles)
Special Attacks:	Adhesive
Special Qualities:	Vulnerability to electricity, blindsight, ooze traits
Saves:	Fort +8, Ref +1, Will -1
Abilities:	Str 21, Dex 5, Con 18, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

The disgusting creature has a quivering, protoplasmic central body ringed with a number of slimy, elastic tentacles.

Description

The cave shrike is a horrific denizen of the deepest subterranean caverns. Its tentacles can reach victims up to 100 feet away. It has what appear to be three large eyes, spaced equidistantly around the central body, that swivel around in the darkness, constantly searching for prey.

Cave shrikes are rare and hideous creatures that ooze their way onto the high ceilings of caverns, hiding in the primeval darkness where no torchlight can reach and waiting patiently for animals, vermin and other cave dwellers to pass below. The creature then grabs its intended prey swiftly in one or more ropy tentacles and draws it high into the air before dropping it on the many stalagmites that rise sharply from the cavern floor. Once the impaled victim expires, the cave shrike picks the rotting corpse apart, absorbing bits of the vic-



tim through the jelly-like membrane of its central body.

Stories persist of tribes of goblins or kobolds that worship cave shrikes as gods, creating their homes under such a monster's shadow and providing it with sacrifices from the outside world. Of course, the veracity of such tales is to be questioned, given the mindless nature of such a creature — why would it not devour the goblins as it would any other creature?

The cave shrike's name was given by cavern explorers who were attacked by one of these things and who misinterpreted its attempts to feed as the attacks of cave-dwelling birds.

Combat

The cave shrike's method of attack is simple — pick up a victim and drop it from a great height, usually 80 to 100 feet. Each tentacle is easily strong enough to lift 200 pounds, and they can combine to lift heavier prey. Tentacles can be targeted individually (AC 7), but one must take 12 points of slashing damage before being severed.

Adhesive (Ex): The cave shrike's tentacles secrete a sticky substance that helps them grip and hold an opponent. A victim hit by a tentacle is automatically held, and remains that way unless that creature breaks free, which requires a successful DC 21 Escape Artist or Strength check. Beginning the round after it latches onto its prey, the cave shrike lifts a held opponent 30 feet into the air each round. Creatures dropped take falling damage (1d6 points of damage per 10 feet fallen).

The wielder of a weapon that strikes one of the shrike's tentacles must make a DC 21 Reflex save or have the weapon snatched from her hand, pulled away and held by the shrike's adhesive. The shrike can dissolve its adhesive selectively and at will, and the substance breaks down 10 minutes after the creature dies.

Vulnerability to Electricity: Cave shrikes suffer double damage from electricity-based attacks.

Blindsight (Ex): A cave shrike can sense creatures within 120 feet by sound, vibration, and air pressure.

Celestian

Huge Aberration	
Hit Dice:	9d8+9 (49 hp)
Initiative:	+0
Speed:	Fly 50 ft. (10 squares) (perfect)
Armor Class:	8 (–2 size), touch 8, flat-footed 8
Base Attack/Grapple:	—
Attack:	—
Full Attack:	—
Space/Reach:	15 ft./15 ft.
Special Attacks:	Wind control, spells
Special Qualities:	Cloud form, resistance to cold 20, immunities, vulnerabilities, spell resistance 13
Saves:	Fort +4, Ref +3, Will +7
Abilities:	Str —, Dex 10, Con 12, Int 16, Wis 12, Cha 14
Skills:	Concentration+10, Intimidate+11, Knowledge (arcana) +9, Spellcraft +9, Spot +7
Feats:	Empower Spell, Silent Spell, Spell Focus (any one school), Still Spell
Environment:	Any
Organization:	Solitary or gang (3–12)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–18 HD (Huge)
Level Adjustment:	—

A giant translucent form floats just off the ground, its many-armed body wavering and shifting as it moves. Its crystal blue eyes stare with startling intelligence, seeming almost solid and.

Description

In the eyes of the divine races, the various giants were blasphemers who fought against the gods, and they were justly punished after the defeat of their titan masters. The storm god Enkili passed down a most ironic punishment to the Hundred-Handed Ones, a cadre of the strongest and most arrogant giantkin, for the role they played in the Divine War. Enkili tore their physical forms asunder, sapping their vitality and making them as hollow as the wind. Thus, these giants, who had formerly crushed dwarves with one blow of their mighty fists, became no more powerful than a spring breeze — doomed to an eternity as strange creatures of the clouds and mists.

But the celestians, as they are now known, are not as dim-witted as most of their gigantic brethren. Since the Divine War, they have taken new strength from the realms of magic. Their accursed transformation has only increased their fury, so the celestians spread destruction wherever they go.

Although its size never changes, a celestian can take al-

most any form imaginable, including the guise of an ordinary cloud or mist. A celestian can make itself heard in just as many ways, but it almost invariably retains the booming voice of its “old” days.

The celestians’ fall from grace has created a great deal of tension between them and other giantkin, who consider them weak, pathetic cousins. Clashes between giants and celestians are common — and marvelous — to behold. The true focus of celestians’ ire, however, remains directed toward the gods... and their servants. They are as bitter as the titans and abhor any divine priests they encounter, targeting such clerical opponents before all others.

Combat

A celestian moves as freely as air. It often strikes with little warning, descending directly over a foe. Consisting of a vaporous substance, the creature cannot harm an opponent physically. However, it can still inflict serious damage through use of its magic.

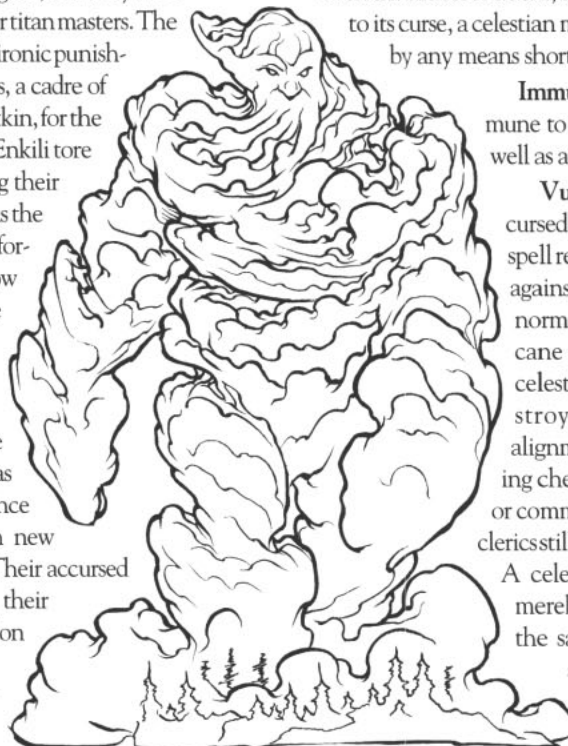
Wind Control (Sp): A celestian can manipulate winds within 90 feet of itself as a free action. It can cause anything from a dead calm to severe winds within this area (see *DMG*, Chapter 3, “Weather”).

Spells: A celestian casts spells as a sorcerer of a level equal to its HD. It does not require material components or spell foci for these spells, though it must use the Still Spell feat to cast spells requiring somatic components, due to its immaterial form.

Cloud Form (Ex): A celestian is insubstantial: It has damage reduction 15/magic, and is immune to poison and critical hits. It cannot use touch spells. It can pass through even the tiniest of cracks, but cannot enter water. Due to its curse, a celestian may never become material by any means short of divine magic.

Immunities: A celestian is immune to *polymorph* and paralysis, as well as acid and electricity damage.

Vulnerabilities: Due to being cursed by the gods, a celestian’s spell resistance does not function against clerical magic (but works normally against druidic or arcane magic). Furthermore, a celestian may be turned or destroyed by clerics of any alignment with a successful turning check (it may not be rebuked or commanded, but evil or neutral clerics still turn or destroy a celestian). A celestian is not undead; it is merely vulnerable to turning in the same manner that undead are.



Cerulean Roc

Large Magical Beast

Hit Dice:	16d10 (88 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 170 ft. (poor)
Armor Class:	16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+16/+21
Attack:	Beak +16 melee (2d6+1)
Full Attack:	Beak +16 melee (2d6+1) and 2 talons +11 melee (1d8)
Space/Reach:	10 ft./5 ft. (10 ft. with beak)
Special Attacks:	Chaos effects
Special Qualities:	Spell resistance 18
Saves:	Fort +10, Ref +14, Will +10
Abilities:	Str 12, Dex 18, Con 10, Int 13, Wis 17, Cha 19
Skills:	Listen +19, Search +11, Spot +21
Feats:	Alertness, Dodge, Hover, Iron Will, Mobility, Wingover
Environment:	Any temperate or warm
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	17–24 HD (Large); 25–38 HD (Gargantuan); 39–48 HD (Colossal)
Level Adjustment:	—

This mighty bird appears as a harrier of large size, and strange things often follow in its wake....

Description

The majestic cerulean roc is also known more pejoratively as the “chaos bird,” for it throws the natural laws of nature into disarray wherever it goes. Meeting cerulean rocs has proven to be an especially harrowing experience for travelers caught out in the open — be it on land or sea — where they are unable to escape the effects of the bird’s flight.

No one knows for certain where the cerulean roc nests. Some hold that the roc springs from the cerulean ether itself, for the bird is sometimes sighted during those hours when the sky is most radiant. Whenever a cerulean roc approaches or departs, it always does so from the distant horizon, and those with the power of flight who have pursued it find to their dismay that, eventually, it simply disappears into the vault of sky. There appears to be no rhyme or reason to a cerulean roc’s coming or going.

Cerulean rocs seldom approach civilized lands. They prefer to travel the skies above the wilder realms of the Scarred Lands. Other flying beasts rarely prey upon cerulean rocs, perhaps because they are wary of or can somehow sense the rocs’ unpredictable powers.

Combat

Cerulean rocs rarely need to enter combat, but they use their sharp beaks and terrible talons to great effect if they must.

Chaos Effects (Su): Whenever a cerulean roc flies overhead, one of the following eight effects occurs (roll 1d8):



1d8 Effect

- Bend Starlight/Sunlight:** At night, the stars in the heavens appear to bend, twist, rotate and otherwise change position, such that travelers cannot use them to determine direction. In daylight hours, the sun itself appears to change position in the sky, moving higher or lower, or to an illogical point in the heavens (due north, for example). This warp remains in effect until the next dawn or dusk.
- Windstorm:** The winds howl, slowly at first, then gain in intensity. In the first round after the roc’s passing, the winds are strong; in the second round, they become severe; in the third round, they become a windstorm; and in the fourth round, they are hurricane-force winds. This intensity of wind lasts for 3d4 rounds, after which time the winds die down at the same rate they increased (one level of intensity per round), until they return to their starting state. For information on wind effects, see *DMG*, Chapter 3, “Weather.”
- Spectral Flash:** Multi-colored lightning fills the skies overhead, blinding all who fail a DC 19 Fortitude save for 3d4 x 10 minutes.
- Desert Wind:** A dry thirst grips the throats of those beneath the cerulean roc, affecting them as if they had gone too long without water. All affected creatures must make a DC 23 Fortitude save or take 1d6 points of nonlethal damage and become fatigued. Creatures who make the saving throw are entirely unaffected, while those who fail are considered to have taken thirst damage (see *DMG*, Chapter 8, “The Environment,” *Starvation and Thirst*), and must drink at least 3 gallons of water and rest for 1 hour to be rid of the fatigued condition.
- Relocate:** All creatures and small landmark items (boulders, trees, etc.) in the vicinity safely teleport from 200 to 1600 feet in a random direction (roll 1d8: 1 = north, 2 = northeast, 3 = east, etc.), as if by means of the *dimension door* spell. Relocated creatures never arrive inside a solid object, and do not risk being transported to the Astral Plane.
- Luck:** The cerulean roc flies upon the winds of fortune, and fortune brings success — or failure. Each creature that views the cerulean roc for one full round gains a +2d6–7 morale modifier to attack rolls, saves, and checks for the remainder of the day.
- Contentedness:** A sense of wellbeing affects anyone who views the roc for one full round. Natural healing rates double, only half rations need be consumed to fill one’s belly, and sleeping times are halved for the next week.
- Wealth:** Gold dust falls from the Roc’s wing tips, but this disappears as it strikes the ground. Anyone in the area with a suitable container may make a Dexterity check to collect the gold dust as it falls: she collects an amount of gold dust equal in value to her Dexterity check result x 3 gp. Once the dust has been caught in this way, it becomes permanent and will not disappear if it thereafter touches the ground.

Chardun-Slain

Medium Undead

Hit Dice: 5d12 (32 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 21 (+5 natural, +4 scale mail, +2 shield), touch 10, flat-footed 21

Base Attack/Grapple: +2/+5
Attack: Warhammer +6 melee (1d8+3) or javelin +2 (1d6+3)

Full Attack: Warhammer +6 melee (1d8+3) and slam +1 melee (1d6+3) or javelin +2 ranged (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Finishing blow

Special Qualities: Undead traits

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

Abilities: Str 16, Dex 10, Con —, Int 8, Wis 10, Cha 11

Skills: Climb +6, Intimidate +5, Jump +6, Listen +3, Ride +3, Search +3, Spot +3

Feats: Ability Focus (finishing blow), Weapon Focus (warhammer)

Environment: Any land

Organization: Solitary, fist (4–8), or company (20–50)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 6–15 HD (Medium-size)

Level Adjustment: —

A dessicated, shambling corpse, the gleam in its eye and the frantic grip on its weapon tells you that the only thing this creature remembers is battle — but it remembers it well.

Description

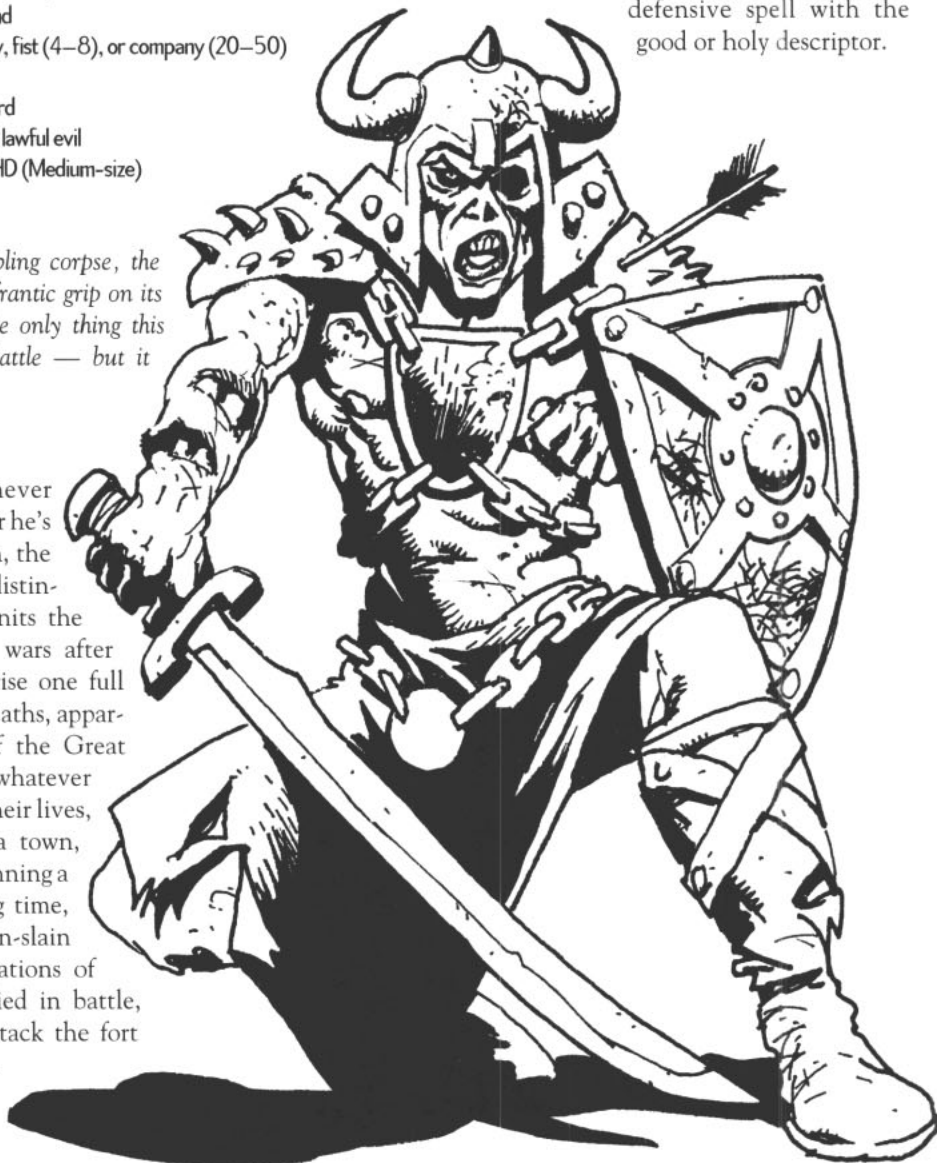
A good soldier never stops fighting, even after he's dead. The god Chardun, the Great General, awards distinguished soldiers and units the gift to carry on their wars after death. Chardun-slain rise one full solar cycle after their deaths, apparently at the behest of the Great General, and resume whatever assignment cost them their lives, be it laying siege to a town, guarding a bridge, or winning a battle. A year is a long time, though, so most Chardun-slain undertake bizarre imitations of their duties: If they died in battle, they might rise and attack the fort built atop the battleground. If they died protecting a merchant caravan, they might

simply find another band to “escort” to the same destination, guarding it to the best of their abilities. After completing their tasks, symbolic or otherwise, the Chardun-slain bury themselves and become normal corpses.

Combat

Although they lack conventional intelligence, Chardun-slain rely on whatever martial experience they had in life. They fight like trained soldiers, be it in close combat or during a coordinated siege. Most Chardun-slain use whatever armor and weapons they carried to war in life.

Finishing Blow (Su): Any victim with 10 or fewer current hit points who is struck in combat by a Chardun-slain must make a DC 14 Fortitude save or take double damage. This ability does not function against creatures protected by any defensive spell with the good or holy descriptor.



Charfiend

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	12 (+1 Dex, +1 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4) and 2 claws -4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Desecrate, immunity to fire, keen scent
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 11, Dex 13, Con 13, Int 10, Wis 8, Cha 8
Skills:	Hide +3, Jump +6, Listen +5, Search +6, Spot +7
Feats:	Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, pair, or pack (3-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Medium-size)
Level Adjustment:	—

The spindly creature could be mistaken for a corpse, were it not moving with a deceptive, jerky speed. Its face is nothing human, with red eyes and a mouth filled with sharp, bloody fangs. The thing is clad in decaying rags and gives off a nauseating stench of scorched flesh and smoke.

Description

A race of scavengers that feed upon dead flesh, charfiends earned their name through their preference for charred meat. These creatures often lair in the ruins of burned buildings, emerging only to feed. The stink of burning hair, scorched skin, and sizzling fat stimulates charfiends' appetite, and they are drawn irresistibly to burning homes, funeral pyres, and even sacrificial rites. Despite their own foul odor, charfiends can seem-



ingly smell burning flesh for miles.

A charfiend's stench and hideous presence defiles any holy place it enters until the spot is rededicated with the proper purification spells. In the Titanswar, Mormo created the charfiends precisely to spread such sacrilege, thereby leaving worshipers unable to communicate with their gods.

The Titanswar was a banquet for these creatures; in these less incendiary times, many charfiends go hungry. But the smartest among them often resort to starting their own fires....

Combat

When discovered feasting, charfiends usually flee unless they have a clear advantage. When facing an obviously inferior foe, charfiends circle around their prey, first slashing at him with teeth and claws, then closing in until they overwhelm the victim and tear him apart with their grossly enlarged fangs. If cornered, charfiends fight like wild animals, endangering themselves just long enough to escape.

Keen Scent (Ex): Charfiends have the standard scent ability, but they can notice and follow the smell of burning flesh from distances of up to 2 miles.

Stench (Ex): The stench of scorched flesh and acrid smoke clings to a charfiend's patchy hide. Upon first encountering a charfiend, all within 10 feet must succeed at a DC 12 Fortitude save or become sickened, suffering a -2 morale penalty to all attacks, saves, and skill checks for 1d8 rounds.

Desecrate (Su): Charfiends are surrounded by a constant 20-foot aura similar in effect to the secondary function of the *desecrate* spell (i.e., cutting off an area's connection to an associated deity and countering *consecrate*). This effect does not offer any bonuses to undead within the radius.

Skills: Charfiends receive a +4 racial bonus on Jump, Listen, and Search checks, and a +6 racial bonus on Spot checks.

Child Trap

Medium Plant	
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	10 (-5 Dex, +5 natural), touch 5, flat-footed 10
Base Attack/Grapple:	—
Attack:	—
Full Attack:	—
Space/Reach:	5 ft./5 ft.
Special Attacks:	Intoxicating lure, soporific gas, envelop
Special Qualities:	Immobile, damage reduction 2/—, plant traits, vulnerability to fire
Saves:	Fort +4, Ref —, Will +0
Abilities:	Str 10, Dex —, Con 13, Int —, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Warm forest
Organization:	None
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	None
Advancement:	3–4 HD (Medium-size); 5–6 HD (Large)
Level Adjustment:	—

Large, colorful blossoms stir atop a thick, coarse stalk as you approach.

Description

This unassuming tropical plant is one of the more lethal beauties ever to be transported to the verdant shores of the Lush Isle in the Blood Sea. While philosopher-kings and world-wise mendicants alike find peace in contemplating its delightful exterior where it grows wild in various locales all over the Scarred Lands, the scurrilous denizens of the Lush Isle have chosen well their island's first line of defense against the casual interloper. While the organism is calming and delightful to contemplate from afar, its appetite for prey has earned this sedentary predator its name countless times over.

The child trap's outer surface is coarse and tough due to the bone, hair, and clothing it metabolizes, but it is quite vulnerable to fire. In fact, the intoxicating, sleep-inducing gas it emits is explosive when exposed to open flame. Child traps are resistant to most herbicidal poisons, but they cannot digest metal. A resourceful scavenger — such as those who guard the Lush Isle's coast for their pirate masters — might find all sorts of trinkets in the gullet of a gorged child trap. A large enough quantity of metal, such as a full suit of plate armor, is almost certain to "choke" a child trap to death, eventually.

Combat

The child trap attracts curious animals (or unmonitored children) with its bright, shining colors and by emitting a delightful display of iridescent gas from an orifice directly in

its center. The gas dances and weaves on air currents churned by a cluster of vibration-sensitive fronds. The gas is intoxicating and induces sleep, and the same substance coats the inside of the trap's leaves and fronds as a sticky resin.

When a hapless victim is lured in and lulled, the plant's fronds reach out to claim their meal. Once prey has been drawn into the center of the plant, the trap's leaves close up and lock together in a prickly egg-shaped bulb; this process takes 3 full rounds. Inside, resin dissolves the prey's skin, flesh, and bone, which are all absorbed. Waste material fills an underground bladder in the trap's root system, and that bladder creates more gas to attract future meals. A trap is sated for a month on a meal the size of a large dog, but it can devour a human adult given enough time.

Intoxicating Lure (Ex): All living, non-plant creatures within 50 feet of the child trap that see the plant must make a DC 12 Will save or move immediately toward the plant. This is a mind-affecting attack with a duration of 1d6 x 10 minutes. Once an affected creature reaches the child trap, it sits down as close to the plant as possible.

Soporific Gas (Ex): Any living, non-plant creature within 10 feet of a child trap for more than 3 rounds must make a DC 12 Fortitude save each round or fall unconscious for 2d6 hours. Creatures knocked out this way can only be awakened before that time by an attack that deals at least 1 point of damage. Sleeping victims are enveloped by the child trap over the next 3 rounds.

Envelop (Ex): Only Medium-size or smaller creatures may be enveloped. Any creature and any non-metal items trapped within the plant's bulb take 1 point of acid damage every 5 minutes. An enveloped creature wakened by this damage may attempt a Strength check (DC 12 +1 per subsequent check) each round to escape the child trap. An enveloped creature may also cut its way out from inside using a Small or Tiny edged weapon to inflict at least 5 points of damage to the child trap. Half of any damage inflicted on the plant from outside while it holds a victim is instead inflicted on the victim inside. A slain victim is digested over the course of the next 2 to 10 days, depending on its size.

Immobile (Ex): Child traps cannot move, except to close slowly, and are treated as objects for the purpose of attacking them: They have no Dexterity score, and are treated as having a Dexterity of 0 (-5 bonus) for AC purposes. They are always treated as having failed any Reflex save or Dexterity check they may be required to make.

Vulnerability to Fire: Child traps suffer double damage from fire-based attacks, due to the flammable gas that they produce. A child trap that takes fire damage once it has closed around prey must make a Fortitude save (DC 10 + the amount of fire damage dealt) or explode; this explosion invariably kills the plant, but also deals 2d6 points of fire damage to any enclosed prey and to all creatures within 10 feet of the child trap (DC 12 Reflex half).



Coal Goblin

Small Humanoid (Goblinoid)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1size, +2Dex, +2leather armor), touch 13, flat-footed 13
Base Attack/Grapple:	+1/-3
Attack:	Short sword +2 melee (1d6) or net +4 ranged (special) or shortbow +4 ranged (1d6)
Full Attack:	Short sword +2 melee (1d6) or net +4 ranged (special) or shortbow +4 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 120 ft., stonecunning
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 11, Dex 15, Con 13, Int 12, Wis 13, Cha 11
Skills:	Hide +15, Listen +4, Move Silently +11, Open Lock +5, Search +6, Spot +3
Feats:	Dodge
Environment:	Any underground
Organization:	Murder party (3–5), band (11–20, plus a 3rd-level rogue), nest (25–100, plus a 3rd-level rogue per 15 adults, and 1 leader of 5th to 7th level), temple (50–300, plus a 3rd-level rogue per 15 adults, 1 leader of 5th to 7th level, and 1 cleric of 8th to 10th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Advancement:	+2

The creature looks much like a goblin, though his jet-black skin makes it clear that he is no common sort of goblin. Cold black eyes stare from his wrinkled face without expression as he takes in his surroundings.

Description

Before the Titanswar, many kinds of goblinkin lived all across Scarn. They were humanoid vermin, creatures born from the polluted portions of the world and dedicated to malice. However, the Titanswar destroyed many goblin warrens, and entire clans were wiped out merely for happening to be in an army's or a dragon's way.

Those who fought died, but those who hid survived. The largest and most dangerous clan of survivors was the coal goblins, creatures with jet-black skin and an inherent gift for stealth. Their leaders took them deep underground, emerging from

time to time only to watch the progress of the war. During this troubled time, the coal goblins learned to pray, and Belsameth, goddess of assassins, answered.

Coal goblins now ply the trade of murder to make ends meet. Although they grow mushrooms and hunt for subsistence, they also waylay sleeping travelers for their goods. A good portion of their income comes from the faithful of Belsameth, though; many a Belsamite priest knows how to contact a nest of coal goblins should they be needed. Some nests have even moved quietly into the cities, where they lair in sewers and tunnels. They emerge in secret to victimize the urban population and fulfill their own needs. And as always, they keep their patroness in their prayers....

Combat

Coal goblins never get involved in straight-up brawls if they can help it. If they cannot overcome their opponents



with traps, sneak attacks, and missile fire, they retreat as best they can in order to fight another time. If cornered, they fight like rabid animals (and they're tougher than they look). If a way out exists, they don't stand and fight unless the advantage is clearly theirs.

Stonecunning (Ex): Coal goblins have the stonecunning ability identical to that of dwarves.

Skills: Coal goblins receive a +4 racial bonus on Search checks and a +6 racial bonus on Hide and Move Silently checks.

Coal Goblin Characters

Coal goblins favor the rogue class; many of their heroes are rogue/clerics of Belsameth. Their clerics usually take the specialty domains of Evil and Trickery. Fighters and sorcerers are rarer among them than are rogues and clerics, and most other classes are virtually unheard of. Coal goblin characters possess the following racial traits.

— +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.

— Small size.

— Space/Reach: 5 ft./5 ft.

— A coal goblin's base land speed is 30 feet.

— Racial Hit Dice: A coal goblin begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, Will +0.

— Racial Skills: A coal goblin's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, Search and Spot. Coal goblins gain a +4 racial bonus on Search checks and a +6 racial bonus on Hide and Move Silently checks.

— Racial Feats: A coal goblin's humanoid levels gives it one feat.

— Weapon and Armor Proficiency: A coal goblin is automatically proficient with simple weapons, martial weapons and light armor.

— Special Qualities (see above): Darkvision 120 ft., stonecunning.

— Automatic Languages: Common, Goblin.

— Favored Class: Rogue.

— Level Adjustment: +2

Cold Slime

Large Ooze	
Hit Dice:	7d10+36 (74 hp)
Initiative:	-5 (Dex)
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+5/+12
Attack:	Slam +8 melee (1d6+3 and 1d4 cold)
Full Attack:	Slam +8 melee (1d6+3 and 1d4 cold)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Engulf, freezing cold
Special Qualities:	Blindsight, ooze
Saves:	Fort +5, Ref -3, Will -3
Abilities:	Str 17, Dex 1, Con 17, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any cold
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

The transparent ooze slides forward slowly along the ice, pseudopods wriggling in anticipation.

Description

Some scholars have proposed that cold slimes may be a bizarre hybrid of water elemental and slime or perhaps water elementals that, for whatever reason, simply prefer a semi-solid state to a fluid one. They are quite slow under most circumstances, but their ability to drain body heat from other creatures makes them quite deadly.

Cold slimes make stealthy guards in frozen climates, often being mistaken for a layer of ice on the ground, on trees or on walls.

Combat

Cold slimes respond to most stimuli by lashing out, or by engulfing victims in their near-solid mass and draining the target's heat.

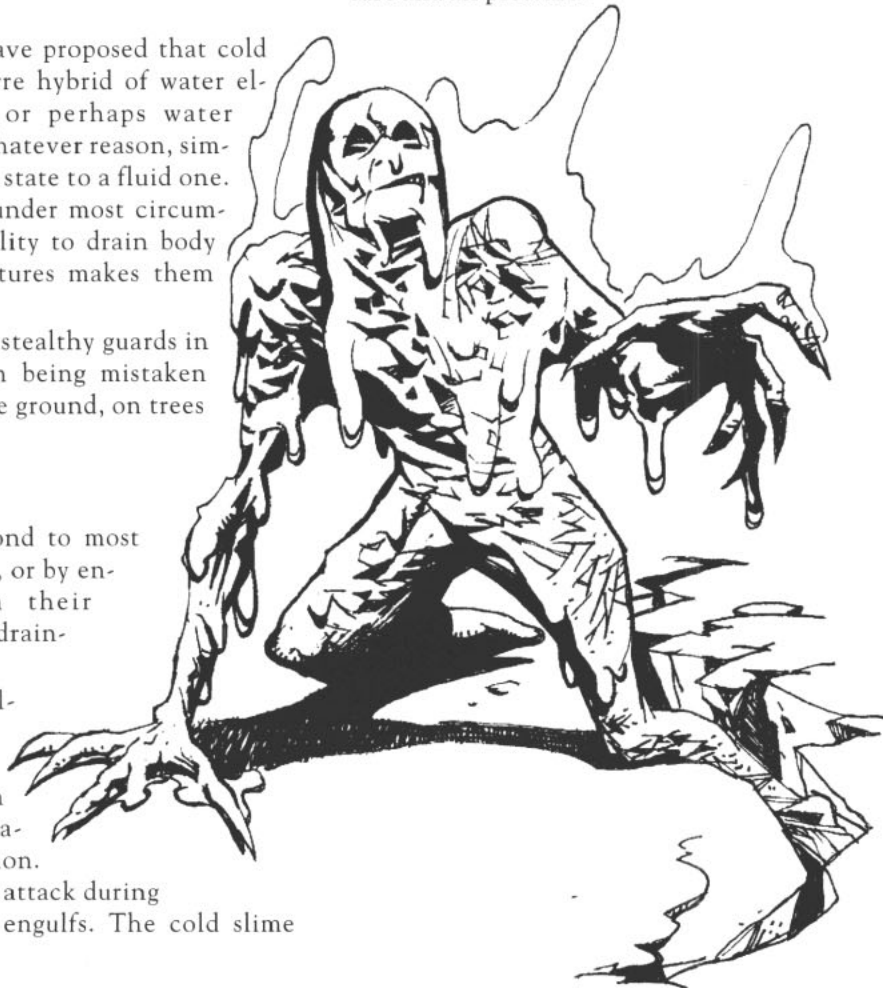
Engulf (Ex): Although it moves slowly, a cold slime can simply mow down Medium or smaller creatures as a standard action.

It cannot make a slam attack during a round in which it engulfs. The cold slime

merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the slime, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the slime moves forward. Engulfed creatures are subject to the slime's slam and cold damage each round, and are considered to be grappled and trapped within its body. Attacks that hit an engulfing cold slime deal half their damage to the cold slime and half to the trapped victim.

Freezing Cold (Su): The air around a cold slime is extremely frigid as the ooze constantly soaks up any ambient heat. All within 10 feet of a cold slime must succeed at a DC 16 Fortitude save or suffer a -2 penalty to all attacks, saves and checks until they leave the area. A cold slime's slam attack deals 1d4 points of cold damage per attack.

Blindsight (Ex): A cold slime can sense creatures within 60 feet by means of temperature and air pressure.



Coreanic Steed

Large Magical Beast

Hit Dice:	5d10+20 (47 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+5/+13
Attack:	Hoof +8 melee (1d6+4)
Full Attack:	2 hooves +8 melee (1d6+4) and bite +6 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample 1d8+6
Special Qualities:	Spell-like abilities, immunities
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 18, Dex 15, Con 19, Int 10, Wis 14, Cha 14
Skills:	Animal Empathy +5, Jump +7, Listen +7, Search +3, Sense Motive +7, Spot +4
Feats:	Alertness, Multiattack
Environment:	Temperate and warm plains
Organization:	Solitary or herd (4–24)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful good
Advancement:	6–10 HD (Large)
Level Adjustment:	—

An aura of purity and holiness surrounds this breathtaking white steed.

Description

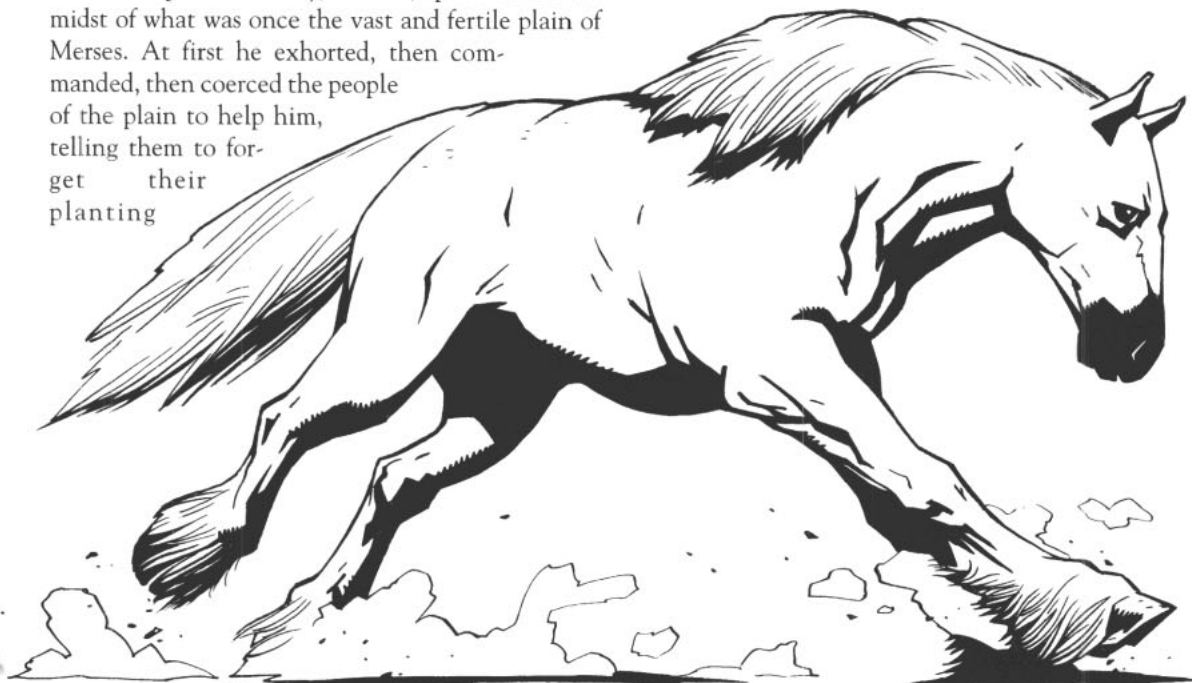
Legends tell of a young paladin named Permenthes who traveled the fertile plains of Scarn during the Age of Sun. He was known far and wide for his many good deeds, but he was susceptible to the deadly sin of pride. It was pride that drove young Permenthes to erect a temple to his deity, Corean, upon a hill in the midst of what was once the vast and fertile plain of Merses. At first he exhorted, then commanded, then coerced the people of the plain to help him, telling them to forget their planting

and harvesting, saying mighty Corean would provide for them.

It is said that one day he grew especially angry with an old man who appeared too lazy or weak to help haul stone for the temple foundations. In his wrath, Permenthes rose to strike the fellow, only to find that Corean had assumed the visage of an old man. Resuming his own form, he looked down upon Permenthes and said, "Let the strong serve the weak, let the proud be humbled, let the blind see the light of truth. You have demanded service, Permenthes, where you have failed to serve. You raise a temple upon a mount of pride, not humility. Without the light of wisdom, blindness has overtaken you."

Permenthes sensed that he had been stripped of his holy powers, and begged his lord to forgive him and allow him to atone for his sins. Corean said, "I will make you an example to all. You will serve me forever, and you will be a light unto my Holy Champions, a reminder to them that service to others is blessed in my name." And before the eyes of the common plainmen, Corean transformed Permenthes into a great white stallion, to serve forever as the mount for more humble heroes of Corean. Where the temple foundations had been laid, Corean conjured a fountain to irrigate the land.

The descendants of Permenthes — if this tale holds truth — now occupy the legendary plain and still drink from the holy Fountain of Corean. It is the privilege of a holy warrior, himself long in Corean's service, to summon a Coreanic steed when the time has come. Although only paladins know for certain,



Coreanic Steeds as Paladins' Mounts

A paladin of Corean of 11th level or higher may call a Coreanic steed as her paladin's mount. To do so, she must have led an exemplary career in Corean's service (GM's discretion), and must spend one full day in prayer at a well or spring consecrated to Corean.

The steed, once secured by the paladin, gains all the usual benefits of a paladin's mount (see *PHB*, Chapter 3, "The Paladin's Mount" sidebar), with the following exceptions:

Bonus HD: The Coreanic steed gains bonus HD as if the paladin were one level lower than her actual paladin level.

Intelligence: The Coreanic steed's Intelligence score never changes, as it is already more intelligent than the brightest of "normal" paladin's mounts.

Empathic Link: In addition to the standard empathic link ability, the Coreanic steed also gains the ability to speak Celestial, but only with its master.

Command: The Coreanic steed can *command* all natural horses, donkeys, mules and ponies, but not other Coreanic steeds.

legends say that when a holy knight calls for his steed, he must first pray before a fountain or well that lies within a sacred vale or field, and the quest to find his sacred mount becomes known to him.

Once a Coreanic steed answers the call of a paladin, the steed serves its master until one of them dies or until the paladin falls from the grace of Corean. The Coreanic steed can understand and obey any commands given by its master, though it asserts its own judgment when necessary in the course of fulfilling its instructions.

Coreanic steeds that still await their call to serve a paladin of Corean travel in small herds across the Bleak Savannah. They are known to help lost or

wearry travelers by escorting them back to their homes, or even to defend travelers from attacks by the various titanspawn that still inhabit the plains.

Combat

Coreanic steeds use their powerful hooves and bite in combat.

Trample (Ex): Reflex DC 16 half. The save DC is Strength-based.

Spell-Like Abilities: 1/day — *detect evil*, *discern lies*. These are as the spells as cast by a 1st-level cleric, except that both abilities have a range of only 20 feet. The Coreanic steed stamps the ground and neighs furiously when it senses an evil being or a lie.

Immunities (Ex): Coreanic steeds are immune to charm and fear effects.

Crescent Elk

Large Animal	
Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	70 ft. (14 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+10
Attack:	Gore +5 melee (1d8+4)
Full Attack:	Gore +5 melee (1d8+4) and 2 hooves +0 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +5, Will +1
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 10, Cha 12
Skills:	Balance +8, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Great Fortitude
Environment:	Cold and temperate hill and mountains
Organization:	Herd (5–30)
Challenge Rating:	2
Advancement:	4–6 HD (Large)
Level Adjustment:	—

The majestic elk stands roughly 6 feet high at the shoulder. It has a solid yet graceful build and sports antlers which curve up and forward like a pair of crescent moons.

Description

The crescent elk gets its name from its sweeping, curved antlers. Both males and females sport them, which they do not shed seasonally as other animals might.

A simple herbivore, the crescent elk is one of the hardier animals to populate the Scarred Lands. The animals have an impressive sense of balance and can navigate steep slopes much like mountain goats do. Although dangerous when cornered, they are still preyed upon by hunters such as hill howlers. Even humans eat crescent elk if they can catch them; the meat is good, if somewhat bitter.

A few nomadic tribes of elves in the southern reaches of the grasslands known as Virduk's Promise have managed to domesticate crescent elks, using them as pack animals and even war mounts. Male crescent elk can support up to 180 pounds without difficulty, and a properly trained war elk can fight effectively at its rider's command.

War elk are notorious for accepting only one rider in their entire lifetime, which makes their market value relatively poor. Recently weaned crescent elk can sometimes be found for sale at trade centers where nomads come to barter. The price usually runs about 300 gold coins, which doesn't include the cost of training.

Combat

In the wild, crescent elk are inclined to run rather than fight. They stand and fight only when cornered or when defending their calves. Against opponents that run low to the ground and might strike for the elk's underbelly, such as wolves, a crescent elk lowers its head and uses its sickle-like antlers to gore. If facing predators that are more likely to strike for the head, neck, or heart (which many humanoids do), an elk is more likely to rear up, striking downward with sharp hooves and sharper antlers.



Desert Falcon

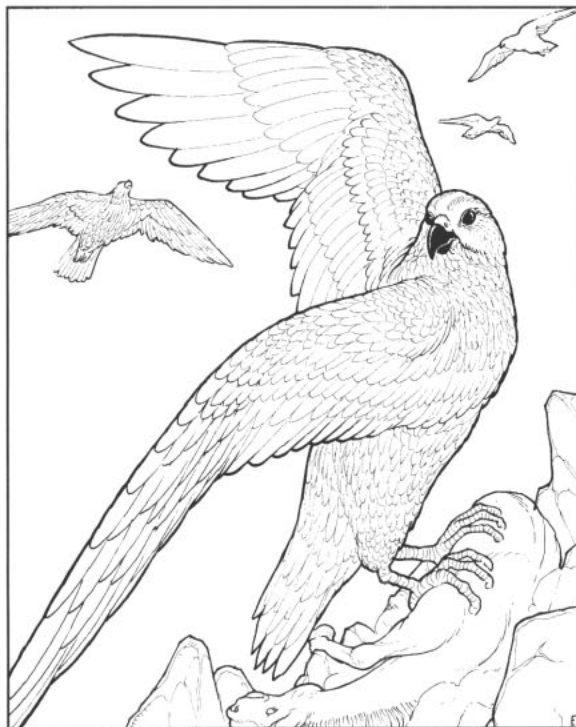
Large Animal	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 100 ft. (poor)
Armor Class:	12 (-1 size, +2 Dex, +1 natural), touch 11, flat-footed 10
Base Attack/Grapple:	+3/+11
Attack:	Bite +6 melee (1d6+4)
Full Attack:	Bite +6 melee (1d6+4), 2 claws +1 melee (1d4+2)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Move Silently +9, Spot +8, Survival +7
Feats:	Flyby Attack, Snatch
Environment:	Warm desert and mountains
Organization:	Solitary
Challenge Rating:	2
Advancement:	5–9 HD (Large); 10–12 HD (Huge)
Level Adjustment:	—

The huge falcon glares at you, spreading its broad, dark-brown wings to cover its prey. Its victim lies sprawled face-first upon the ground, killed instantly by the bird's sudden dive.

Description

The wide-spanned desert falcon is an animal of prodigious stamina. It makes its home in the mountains that ring the Desert of Onn, and can fly all the way across that wasteland without stopping, should circumstances dictate — at least to the north and south. No one seems to know the extent of the desert westward; perhaps the great falcons can manage that as well. It lives on ratroos, Ubuntu tribesmen and any other prey it can catch alone in the great golden expanse.

These great falcons are solitary and territorial creatures, and they consider all they can survey from their nests to be their territory. Although they are large enough to carry a man, they do not allow themselves to be ridden or even approached. Even the chicks learn to fend for themselves immediately after being hatched. Wounded, grounded falcons lash out at anything that moves nearby.



Variants

Another species of the great falcon lives on the icy tundra surrounding the Knife Mines of southern Fenrilik. An even larger variety is reputed to live on the virtually impassable cliffs of the Lush Isle, subsisting on small whales that surface for air, but such rumors remain substantiated only by a handful of captured pirates.

Combat

Great desert falcons swoop straight down on prey rather than circling for an opportune moment. If the intended victim is part of a group — and if the falcon is hungry enough — it swoops down and tries to pluck its meal right from the midst of the pack. Alternatively, the falcon swoops low to the ground trying to scatter a pack and isolate its prey. The falcon then scoops up its chosen prey and returns to its nest to devour it.

Falcons instinctively approach from a direction that does not allow their shadow to fall near their intended prey; as a result, in most cases, creatures must make Listen checks to hear the falcon approach, rather than Spot checks to see it.

Dire Monitor

	Large Animal
Hit Dice:	6d8+6 (33 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), swim 60 ft.
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+4/+11
Attack:	Bite +6 melee (1d8+3)
Full Attack:	Bite +6 melee (1d8+3) and 2 claws +1 melee (1d6+1) or tail slap +6 melee (2d6+4)
Space/Reach:	10 ft./5 ft. (10 ft. with tail)
Special Attacks:	Improved grab, trip
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +6, Will +1
Abilities:	Str 16, Dex 13, Con 13, Int 2, Wis 9, Cha 5
Skills:	Climb +9, Hide +1*, Jump +12, Listen +3, Move Silently +6, Spot +3, Swim +11
Feats:	Alertness, Improved Initiative, Multiattack
Environment:	Temperate and warm aquatic and underground
Organization:	Solitary
Challenge Rating:	3
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

The powerfully built reptile is almost 12 feet long — though roughly half of that is its strong, whiplike tail. Its blunt snout is lined with rows of razor-sharp teeth that curve backward, and its reddish-black hide has a rough, pebbly texture.

Description

The dire monitor is an aggressive predator that prefers subterranean pools or small, stygian lakes, where it can lurk nearly unseen in the shadows until suitable prey passes by. With only the very top of its head and eyes above the surface of the water, the monitor digs its claws into the rock, preparing to lunge at any prey that passes nearby, so that it can lock its jaws around a victim. The lizard then uses its powerful body to pull the victim under the water, clawing and biting all the while. Few creatures have strength enough to wrestle with the big reptile and hold their breath at the same time. Many drown long before the monitor's claws and teeth finish them off.



After several kills, the skeletons and equipment of the monitors' victims often serve to lure even more victims into reach. In a chilling display of intelligence, some of the craftier of these creatures have even learned to carry small pieces of gold or jewelry and deposit them at the edge of their pools, just close enough to tempt a curious — or greedy — creature.

Combat

The dire monitor remains deathly still until the moment of attack, nearly always catching its prey by surprise. A monitor dragged out onto dry land is still a formidable opponent, using its whiplike tail to knock its victims off their feet.

Improved Grab (Ex): To use this ability, the dire monitor must hit an opponent of Medium or smaller with its bite attack. If it gets a hold, it grabs the opponent with its mouth and drags it into deep water, attempting to pin its prey to the bottom. The dire monitor deals bite damage each round the hold is maintained.

Trip (Ex): A creature hit by a dire monitor's tail slap is subject to an immediate trip attempt by the monitor. This is a free action that does not provoke attacks of opportunity.

Skills: Dire monitors receive a +4 racial bonus on Climb and Jump checks. *A dire monitor receives a +10 racial bonus on Hide checks when submerged.

Dragon, Mock

Huge Animal	
Hit Dice:	6d8+18 (45 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), swim 20 ft.
Armor Class:	17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+4/+17
Attacks:	Bite +7 melee (1d8+5)
Full Attack:	Bite +7 melee (1d8+5) and 2 claws +5 melee (1d6+2) or tail slap +5 melee (2d6+7)
Space/Reach:	15 ft./10 ft. (15. feet with tail)
Special Attacks:	Venom breath, crush 2d8+7
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 20, Dex 12, Con 16, Int 2, Wis 12, Cha 10
Skills:	Climb +13, Jump +18, Listen +9, Spot +5
Feats:	Alertness, Improved Initiative, Multiattack
Environment:	Temperate and warm hill
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7–14 HD (Huge); 15–18 HD (Gargantuan)
Level Adjustment:	—

The great reptilian beast is easily over a dozen feet long. Its emerald scales glitter like gems in the noonday sun as it stretches regally, ruffling its fanlike “wings” to shake away the dust.

Description

After the Titanswar ended, the surviving dragons — the living weapons of the titans — went to ground to avoid the victorious gods and their servants. It was difficult to hide, however, as any report of something even vaguely dragonlike would bring down inconvenient mobs of pious prospective dragon-slayers. It was then that one of the most cunning of their number devised a clever plan: to spread decoys throughout the land, in order to hide in plain sight.

Through unknown means, this dragon reconfigured some of the giant lizards of the Scarred Lands into mock dragons — cunning facsimiles that look convincing enough to fool most observers. The scales have the same brilliant hue and the eyes are the same menacing yellow, but the creature is a sham.

For all its menacing demeanor, the mock dragon is rela-

tively harmless — at least when compared to its true draconian architect. Its “wings” are nothing more than modified fins poking out from its back, useful only for collecting the sun’s heat on cool days. It cannot breathe fire, although it was engineered to have a convincing enough capacity for spitting poison.

And the true dragon’s plan worked beautifully. Each year, a few more encounters with “dragons” are recorded, a few more “dragon-slayers” triumph, and a few more people forget that the mock dragon is but a pale shadow of the true dragons of Scarn. For the purposes of buying dragons time, the mock dragon is a rousing success.

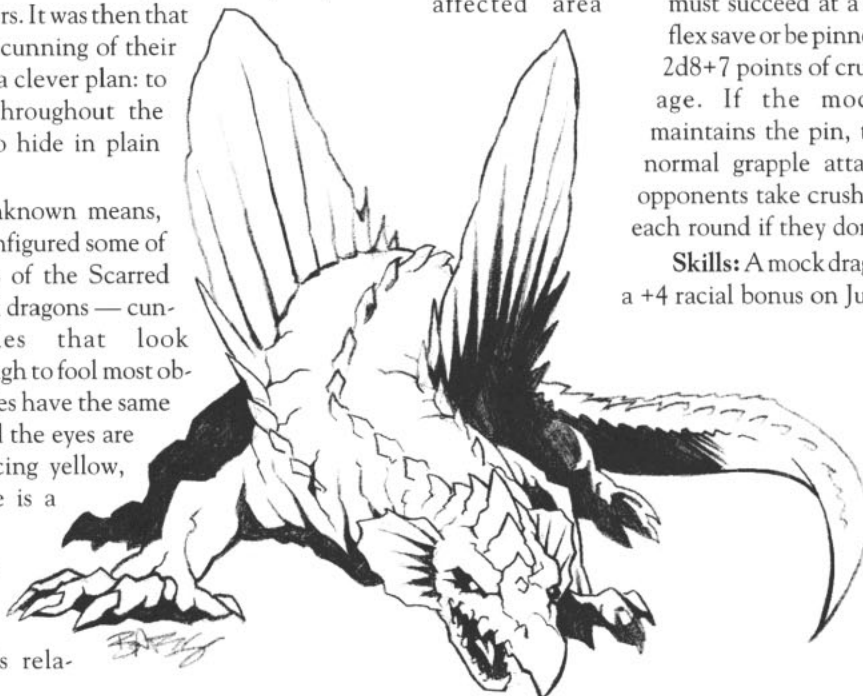
Combat

The mock dragon starts combat with a tail slap, preferring to expend as little energy as possible. If irritated further, the great lizard spits its venomous cloud and then attacks with claws and teeth, focusing on one opponent at a time. The mock dragon prefers to save its second venom attack as a prelude to fleeing the combat, and will only use it as a last resort.

Venom Breath (Ex): 2/day — 20-foot-diameter cloud of toxic mist, causing blindness for 2d20 minutes and dealing 3d4 points of poison damage; a DC 16 Fortitude save negates the blindness and halves the damage.

Crush (Ex): A mock dragon can jump onto opponents as a standard action. This is effective only against Small or smaller opponents. A crush attack affects as many creatures as can fit under the mock dragon’s body (10 ft. by 15 ft.). Creatures in the affected area must succeed at a DC 16 Reflex save or be pinned, suffering 2d8+7 points of crushing damage. If the mock dragon maintains the pin, treat it as a normal grapple attack. Pinned opponents take crushing damage each round if they don’t escape.

Skills: A mock dragon receives a +4 racial bonus on Jump checks.



Dragon, Tar

Dragon (Earth)	
Environment:	Warm hill, mountains, and underground
Organization:	Solitary
Challenge Rating:	Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21
Treasure:	Quadruple standard
Alignment:	Usually lawful evil
Advancement:	Wyrmling 3–4 HD (Small); very young 6–7 HD (Medium); young 9–10 HD (Medium); juvenile 12–13 HD (Large); young adult 15–16 HD (Large); adult 18–19 HD (Huge); mature adult 21–22 HD (Huge); old 24–25 HD (Huge); very old 27–28 HD (Huge); ancient 30–31 HD (Gargantuan); wyrm 33–34 HD (Gargantuan); great wyrm 36+ HD (Gargantuan)

The dragon has a toothy, flat jawline and two horns curving backwards behind the ears. Any other alleged features, such as hornlets or body scales, cannot be seen through the gooey mess of thick, black tar that covers its body. The dragon reeks of the acrid, hot burning tar that glistens over its entire length.

Description

Like most other true dragons, tar dragons come in many sizes and ages, but only two have been seen in the Scarred Lands since the great war. One of these was a fledgling dragon that was slain in its infancy. The only known surviving tar dragon dwells in the southern portion of Termana. It is known to the wild natives of the area as Orraganjus, or "Vomit Eater."

The tar dragon is an immense creature of vast knowledge. He appears to be more stout than most dragons. His agility seems likewise less than that of other dragon breeds, but he is by no means clumsy. The strength he possesses more than compensates for any deficiencies of speed.

Combat

The tar dragon is a poor flyer, but his undersized wings can keep him aloft and out of melee range of his victims until he has immobilized as many of his opponents as possible with his breath weapon. Once enough of his foes are captured in his tarry vomit, he lands to either devour his captured prey or to melee with any remaining foes.

He generally targets those foes who manage to maintain use of their weapons (i.e., those whose weapons do not get stuck on his body).

Since the tar dragon has a mammoth appetite, he uses his frightful presence only if his foes are initially too numerous or if the battle has turned against him and he needs an opportunity to retreat.

Breath Weapon (Su): The tar dragon's breath weapon is literally its vomit, a cone of inky black bile. Any victim that fails a Reflex



Tar Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base				Breath Weapon	Frightful Presence	
									Attack/ Grapple	Fort	Ref	Will			
Wyrmling	S	2d12+2 (15)	13	10	13	10	11	10	+2/-1	+3	+4	+3	+3	12	—
Very young	M	5d12+10 (42)	15	10	15	10	11	10	+5/+7	+7	+6	+4	+4	14	—
Young	M	8d12+16 (68)	17	10	15	12	13	12	+8/+11	+11	+8	+5	+7	16	—
Juvenile	L	11d12+33 (104)	19	10	17	14	15	14	+11/+15	+15	+10	+7	+9	18	—
Young Adult	L	14d12+56 (147)	23	10	19	14	15	14	+14/+24	+20	+13	+9	+11	21	19
Adult	H	17d12+85 (195)	27	10	21	16	17	16	+17/+33	+25	+15	+11	+13	23	21
Mature Adult	H	20d12+100 (230)	29	10	21	16	17	16	+20/+37	+29	+17	+12	+15	25	23
Old	H	23d12+138 (287)	31	10	23	18	19	18	+23/+41	+33	+19	+13	+17	27	25
Very old	H	26d12+156 (325)	33	10	23	18	19	18	+26/+49	+37	+21	+15	+19	29	27
Ancient	G	29d12+203 (391)	35	10	25	20	21	20	+29/+53	+41	+23	+16	+21	31	29
Wyrm	G	32d12+256 (464)	37	10	27	20	21	20	+32/+57	+45	+26	+18	+23	34	31
Great wyrm	G	35d12+280 (507)	39	10	27	22	23	22	+35/+61	+49	+27	+19	+25	35	33

Tar Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	ISR
Wyrmling	40 ft., fly 100 ft. (poor), swim 40 ft.	+0	12 (+1 size, +1 natural)	Frightful presence, fearsome bite, touch 11, flat-footed 12 improved grab, swallow whole, tarred skin	—	—
Very young	40 ft., fly 100 ft. (poor), swim 40 ft.	+0	14 (+4 natural)	touch 10, flat-footed 14	—	—
Young	40 ft., fly 150 ft. (poor), swim 40 ft.	+0	17 (+7 natural)	touch 10, flat-footed 17	—	—
Juvenile	40 ft., fly 100 ft. (poor), swim 40 ft.	+0	19 (-1 size, +10 natural)	touch 9, flat-footed 19	—	—
Young Adult	40 ft., fly 200 ft. (poor), swim 40 ft.	+0	22 (-1 size, +13 natural)	DR 5/magic touch 9, flat-footed 22	—	17
Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	+0	24 (-2 size, +16 natural)	touch 8, flat-footed 24	—	18
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft.	+0	27 (-2 size, +19 natural)	DR 10/magic touch 8, flat-footed 27	—	20
Old	40 ft., fly 150 ft. (clumsy), swim 40 ft.	+0	30 (-2 size, +22 natural)	touch 8, flat-footed 30	—	22
Very old	40 ft., fly 150 ft. (clumsy), swim 40 ft.	+0	33 (-2 size, +25 natural)	DR 15/magic touch 8, flat-footed 33	—	23
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft.	+0	34 (-4 size, +28 natural)	touch 6, flat-footed 34	—	25
Wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	+0	37 (-4 size, +31 natural)	DR 20/magic touch 6, flat-footed 37	—	26
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	+0	40 (-4 size, +34 natural)	touch 6, flat-footed 40	—	28

save (DC as on the table below) is held completely immobile within the adhesive vomit, and is subject to drowning rules. A trapped victim can attempt to extract himself only by succeeding at two consecutive Strength checks (DC equal to the tar dragon's Strength score) or Escape Artist checks (DC equal to the tar dragon's Strength score +5). A victim who makes the first Strength or Escape Artist check can take move actions each round, but cannot move from its current location (it is still stuck, but not held immobile).

Fearsome Bite (Ex): The tar dragon's bite threatens a critical on a roll of 18–20.

Improved Grab (Ex): To use this ability, the tar dragon must hit an opponent of up to two sizes smaller than itself with its bite attack. If it gets a hold, it can attempt to swallow its prey.

Swallow Whole (Ex): The tar dragon can try to swallow a grabbed opponent of up to two sizes smaller than itself by making a successful grapple check. Once inside, the

opponent takes crushing damage equal to the tar dragon's claw damage, plus 2d8+6 points of acid damage per round from the tar dragon's digestive juices. A swallowed creature can climb out of the tar dragon's gut with a successful grapple check. This returns it to the dragon's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The dragon's interior can hold up to 2 creatures of two sizes smaller than the tar dragon; 4 creatures three sizes smaller; 8 creatures four sizes smaller; or 16 creatures five or more sizes smaller than the tar dragon.

Tarred Skin (Ex): An opponent that successfully hits a tar dragon with a weapon must make a Reflex save (DC 10 + 1/2 the dragon's HD) to avoid having the weapon become stuck to the dragon's sticky body. The weapon can only be

pulled free with a successful Strength check (DC equal to the tar dragon's Strength score).

Very Old Tar Dragon ("Orraganjus"): CR 17; Huge dragon (earth); HD 26d12+156, hp 325; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 33, touch 8, flat-footed 33; Base Atk +26; Grp +42; Atk +34 melee (2d8+11 bite); Full Atk +34 melee (2d8+11, bite), +29 melee (2d6+5, 2 claws), +29 melee (1d8+5, 2 wings), +29 melee (2d6+17, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, fearsome bite, frightful presence, improved grab, swallow whole, tarred skin; SQ damage reduction 5/magic, spell resistance 27; ALLE; SV Fort +21, Ref +15, Will +19; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills: Bluff +34, Escape Artist +29, Intimidate +34, Jump +40, Knowledge (arcana) +13, Knowledge (nature) +13, Listen +34, Search +24, Sense Motive +24, Spot +34, Survival +34, Use Magic Device +10.

Feats: Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Wingover.

Breath Weapon (Su): 50 ft. cone, immobilizes, Reflex DC 29 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8 points of bludgeoning damage, and must succeed on a DC 29 Reflex save or be pinned; grapple bonus +39.

Frightful Presence (Ex): 180-ft. radius, HD 25 or less, Will DC 27 negates.

Dragon (Wrack)

Designed as living siege weapons of the titans, the wrack dragons were created to serve their masters as officers and warriors in the war against the gods. Few wrack dragons survived the war or the concerted cleansing operations the gods staged immediately afterward. However, those that did survive are generally the craftiest of their breed, and many still lead the remnants of the forces they once commanded (or the descendents of those remnants, in the case of more short-lived and prolific races).

Wrack dragons are fierce and terrible beasts, clever and malicious, and many have a natural aptitude for magic. All are formed from elemental wrack — natural elements exposed to harmful energies and imbued with a destructive spiritual resonance. The titans amplified and shaped this energy into great, lithe, beasts of war — wrack dragons, though technically constructs, were made into true dragons, but they do not have age categories nor the other trappings of natural dragons. These creatures have but one form and do not age as mortal creatures, instead sustaining themselves by unleashing devastation into the world around them and then feeding on the resultant carnage, fueling their own existences with the very wrack that created them.

There are several sorts of wrack dragon. Some were formed from water-wrack, the debris of the ever-churning ocean filtered and strained and imbued with a primal hate. Poisonous beasts, these creatures served as the lieutenants and scouts of the titans. Others were formed from fire-wrack; embers, ash, burnt bones and tongues of flame. These served as the officers and the elite shock troops of the titans. Finally, some were made from life-wrack, the leavings of the constant struggle for survival. These are creatures of bleached bones and storm-twisted tree-limbs, of young animals

flash-roasted in grass fires and of the withered hate of scrub trees struck by desert lightning. These creatures were the magicians, assassins, and advisors of the armies of the titans.

Today, those wrack dragons that survive mostly live a quiet or isolated existence. Though they are not elementals, they are as much forces of natural might as they are living creatures. They must feed only a little to sustain themselves, and they neither mate nor age. Wrack dragons are thus an ever-diminishing breed, for they were never born, and given the death or imprisonment of their creators, there will be no more of them. In a sense, wrack dragons are already dead.

Those that remain are of many minds. While the sea drakes are not stupid, most are too narrow in focus to adapt to new styles of existence. They simply ravage the lands around them because that is their nature. The more powerful of them are typically somewhat more circumspect in their approach, and many even live undetected. Some, particularly those created near the end of the Titanswar, are embittered creations, angry at their makers, who brought them into existence to fight a war that was already lost and then left them to survive at the mercy of hostile gods. They live a furtive existence in the dark places of the world. Others, though, remain loyal to their creators even now, and work diligently to rescue and restore their masters. Many of both types retain command of much-reduced units of troops. Some still possess the weapons and armor the titans equipped them with during the war, although most such gear was in the shoddiest condition by the end of the struggle; the magic in most such equipment has long since perished, leaving the dragons with only their formidable natural weaponry.

Dragon, Firewrack

Huge Dragon (Fire)	
Hit Dice:	16d12+96 (200 hp)
Initiative:	+4
Speed:	60 ft. (12 squares), burrow 10 ft.
Armor Class:	32 (–2 size, +4 Dex, +20 natural), touch 12, flat-footed 28
Base Attack/Grapple:	+16/+37
Attack:	Bite +29 melee (2d8+13 and 2d6 fire)
Full Attack:	Bite +29 melee (2d8+13), 2 slams +24 melee (2d6+7 and 2d6 fire), tail slap +24 melee (2d6+19 and 2d6 fire)
Space/Reach:	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon, choking aura, crush 2d8+19 and 2d6 fire, frightful presence, living furnace
Special Qualities:	Blindsight 160 ft., damage reduction 10/magic, fire subtype, immunities, spell resistance 15
Saves:	Fort +16, Ref +14, Will +11
Abilities:	Str 36, Dex 18, Con 22, Int 12, Wis 13, Cha 10
Skills:	Climb +21, Hide +12, Jump +32, Knowledge (arcana) +13, Listen +22, Search +13, Sense Motive +12, Spot +22
Feats:	Alertness, Cleave, Great Cleave, Leadership, Power Attack
Environment:	Warm desert, mountains and underground
Organization:	Solitary, pair, or section (3–4)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	17–30 HD (Huge); 31–48 HD (Gargantuan)
Level Adjustment:	—

The dragon is a great assemblage of coal and charred wood, burnt bones, and scorched animals killed in forest blazes. It is constantly wreathed in a foul-smelling smoke, and glows with dark orange radiance.

Description

Firewrack dragons were the generals and elite warriors of the titan armies. While not magically adept or as clever as their woodrack cousins, they are larger and more capable in combat.

Fighters to the last, firewrack dragons combine aggressive instincts with a keen intellect focused on finding the most direct way to the soft underbelly of a problem. Most firewracks died in the Divine War, and those that did not were hunted down shortly thereafter — how many places can a huge mass of smoldering timbers and burnt flesh hide? Most of those that do survive exist underground or in blasted volcanic wastelands where their smoldering hides do not betray them.

Firewrack dragons are scalding hot to the touch, so that anything coming into contact with their charcoal form is likely to catch fire,

yet they are not surrounded by a billowing corona of flames, nor do their very footsteps melt metal and stone.

Combat

Firewrack dragons are the thickest and most heavily built of their kind. They have doglike legs, and they use their bulk and burning mass to good advantage in combat. They most commonly smash against or roll over opponents, searing them with their great heat. Firewracks typically single out and seek to neutralize the most dangerous opponent as quickly as possible, tending to see enemy magicians as the greatest threat, even to the exclusion of equally dangerous warriors. Firewracks almost always use their breath weapon in the first round of combat if opponents are within range.

Living Furnace (Ex): Those hit by a firewrack dragon's attacks must succeed at a DC 24 Reflex save or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting a firewrack with natural weapons or unarmed attacks take 2d6 points of fire damage, as though hit by the dragon's attack, and also catch fire unless they succeed at a DC 24 Reflex save.

Choking Aura (Ex): Firewrack dragons are constantly surrounded by foul, billowing smoke in a 10-foot radius. This grants the dragon half-concealment (20% miss chance) against those within the smoke. Further, all creatures within the smoke must make a Fortitude save (DC 15, +1 per previous check) each round, or spend the round coughing and choking. A character who chokes for any two consecutive rounds takes 1d6 points of nonlethal damage.

Breath Weapon (Su): Every 1d4 rounds, a firewrack dragon may breathe a hideous blast: an 80-foot cone of cruel smoke and brilliant, agonizing fire. This deals 9d10 points of fire damage, plus an additional 1d10 points of fire damage each hour for the next 2d6 hours unless those affected are magically cured of disease. Against living creatures, this manifests itself as flash burns, then peeling skin and illness; against objects, it is scorching flames that then smolder for hours on end; against plants, disease, rot, and wilting. A successful DC 24 Reflex save reduces the initial damage by half, and those who succeed at a DC 24 Fortitude save resist the continuing disease effects completely.

Frightful Presence (Ex): 180 ft.; DC 18 Will save or become *panicked* for 4d6 rounds if less than 3 HD or levels, or else *shaken* for 4d6 rounds if 4 HD or levels or higher.

Crush (Ex): A firewrack dragon can simply jump onto opponents as a standard action. This is generally effective only against Medium or smaller opponents. A crush attack affects as many creatures as can fit under the dragon's body (15 ft.). Creatures in the affected area must succeed at a DC 24 Reflex save or be pinned, taking 2d8+19 points of crushing damage and 2d6 points of fire damage. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take

crushing and fire damage each round if they don't escape.

Immunities: Firewrack dragons are immune to disease, paralysis, poison, and sleep effects.

Fire Subtype (Ex): Fire immunity; suffers half again as much (+50%) damage from cold attacks.



Dragon, Seawrack

Huge Dragon (Aquatic, Water)

Hit Dice:	10d12+40 (105 hp)
Initiative:	+8
Speed:	60 ft. (12 squares), swim 60 ft.
Armor Class:	28 (-2 size, +4 Dex, +16 natural), touch 12, flat-footed 24
Base Attack/Grapple:	+10/+27
Attack:	Bite +19 melee (2d6+9)
Full Attack:	Bite +19 melee (2d6+9), 2 claws +14 melee (2d6+4)
Space/Reach:	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon, frightful presence
Special Qualities:	Blindsight 100ft., damage reduction 10/magic, immunities, spell resistance 12
Saves:	Fort +11, Ref +11, Will +8
Abilities:	Str 28, Dex 18, Con 18, Int 12, Wis 12, Cha 6
Skills:	Hide +9, Knowledge (arcana) +6, Listen +14, Move Silently +17, Search +14, Spot +14
Feats:	Improved Initiative, Leadership, Power Attack
Environment:	Any aquatic and marsh
Organization:	Solitary, pair, or force (3-4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	11-24 HD (Huge); 25-30 HD (Gargantuan)
Level Adjustment:	—

The dragon has a large horn jutting from its snout and a dark frill down its neck and back. It smells of muck and rot, and its slick skin is pocked with rocky warts.

Description

The most common of the wrack dragon breeds, the seawrack is a dangerous opponent, resistant to lesser magic and more than capable of vanquishing a large number of foes. These creatures were the officers of large units of regular troops, and most have an instinctual severe, direct approach to matters. In terms of percentages, few of these dragons survived — most died fighting the armies of the gods. However, they vastly outnumbered their cousins and re-

main the most common sort of wrack dragon even today.

Seawrack dragons are not sea creatures. Most prefer dank lakes, bayous and other inland waters rich with life.

Seawrack dragons are relatively uncomplicated creatures, most of which expended the troops under their command in short-term campaigning long ago. Those that survive do so because they are in isolated or unsettled areas. Seawrack dragons are the only social wrack dragons, and many still retain their small-unit command structures from the Titanswar and are thus found in small groups.

Combat

Seawrack dragons keep their tactics simple — attack from ambush (usually from hiding mostly submerged under water), weaken as many foes as possible with a breath attack, and then pick the remaining ones off, starting with the most dangerous.

This doesn't make them stupid, but rather simply not subtle. A seawrack dragon can easily pick out a figure using magic or an officer, and can devise plans that exploit enemies' weaknesses. After all, they are small-unit commanders. Most just don't apply themselves to long-term planning for conquest or growth — they are content to survive and destroy what they can. Large barren areas surround many seawrack lairs — dead zones where the plants are stunted and the water is made undrinkable by the dragon's venom.

Breath Weapon (Su): Every 2d4 rounds, the seawrack dragon can breathe a 40-foot cone of noxious fumes. Those caught within it must succeed at a DC 19 Fortitude save or be *nauseated* for 1d4+1 rounds. Those who succeed still suffer a -4 penalty to attack rolls and to skill and ability checks for the next 1d4+1 rounds, and if they are spellcasters they must also make a Concentration check (DC 19 + spell level) to cast any spell during that time.

Frightful Presence (Ex): 100 feet; DC 13 Will save or become *panicked* for 4d6 rounds if less than 3 HD or levels, or else *shaken* for 4d6 rounds if 4 HD or levels or higher.

Immunities: Seawrack dragons are immune to paralysis, poison, and sleep effects.

Skills: Seawrack dragons receive a +8 racial bonus on Hide checks when submerged.



Dragon, Woodwrack

Huge Dragon (Earth)

Hit Dice:	18d12+108 (225 hp)
Initiative:	+7
Speed:	60 ft. (12 squares), climb 40 ft., fly 90 ft. (poor), swim 50 ft.
Armor Class:	29 (-2 size, +3 Dex, +18 natural), touch 11, flat-footed 26
Base Attack:	+18/+36
Attack:	Bite +28 melee (2d10+10)
Full Attack:	Bite +28 melee (2d10+10), 2 claws +23 melee (2d6+5)
Space/Reach:	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon, frightful presence, pounce, rake 2d6+5, spells
Special Qualities:	Blindsight 180 ft., damage reduction 10/magic, immunities, spell resistance 18
Saves:	Fort +17, Ref +14, Will +14
Abilities:	Str 30, Dex 16, Con 22, Int 16, Wis 16, Cha 16
Skills:	Concentration +24, Handle Animal +15, Hide +16, Knowledge (arcana) +21, Knowledge (geography) +8, Knowledge (history) +8, Listen +21, Move Silently +21, Scry +22, Search +22, Spellcraft +20, Spot +12, Swim +18
Feats:	Cleave, Dodge, Flyby Attack, Improved Initiative, Power Attack
Environment:	Temperate and warm forest and marsh
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment:	—

The dragon's face looks like an exposed skull with large teeth, hairy brows and two frills on either side of the head. It smells of dirt and pine loam, and its flesh looks like its covered in layers of old, unshed snake skin.

Description

Lightning fast and deadly, impossibly stealthy for creatures so huge, the woodwrack dragons were often used as the elite assassins of the titan armies. They also sometimes acted as commanders of detached or guerrilla troops, and as advisors and roaming sorcerers in the service of their more combative firewrack cousins.

Woodwrack dragons prefer to live in forests and marshes, particularly dark or tropical ones where they are closest to the forces from which they were birthed. While

woodwracks were never terribly common, a greater percentage have survived the years since the war than have other forms of wrack dragons. More flexible in their thinking and circumspect in their behavior, many woodwrack dragons lurk quietly in forgotten places, pursuing whatever long-term plans they have developed in the years since the titans' final defeat.

Woodwrack dragons have a natural affinity for animals of all sorts and often use this to their advantage. When strangers walk within the bounds of their woods, they generally know it, and those hunting for the dragon's lair are likely to be ambushed long before they near their goal.

Combat

Woodwrack dragons aren't direct fighters, preferring to attack from ambush. Most seek to get into the midst of their prey before attacking, perhaps by launching themselves downward from the treetops (usually carrying those treetops down with them to clutter the battlefield). If for some reason they cannot fly, they hide along the forest floor until their targets stand almost on top of them.

Once in combat, woodwrack dragons use their speed combined with their Flyby Attack feat to strafe their foes. They also use magic regularly to assist them in combat: most use stealth, direct damage, and compulsion spells as a matter of course, attempting to avoid direct confrontation. Woodwracks also tend to use their breath weapons for indirect attacks rather than for simple damage, for example sawing down trees with a blast of lightning or starting tactically advantageous blazes with the super-heated air surrounding the bolt.

Breath Weapon (Su): Every 1d6 rounds, a woodwrack dragon can breathe a 50-foot line of lightning that deals 10d10 points of electricity damage (Reflex half, DC 25).

Frightful Presence (Ex): 180 feet; DC 22 Will save or become *panicked* for 4d6 rounds if less than 3 HD or levels, or else *shaken* for 4d6 rounds if 4 HD or levels or higher.

Pounce (Ex): If a woodwrack dragon dives or leaps upon a foe as its first melee action against that foe, it can make a full attack even if it has already taken a move action that round.

Rake (Ex): A woodwrack dragon that pounces on an opponent can make two rake attacks (+23 melee) with its hind legs

for 2d6+5 points of damage each. As long as it remains atop an opponent, it can continue to rake each round, in addition to its normal attacks.

Spells: Woodwrack dragons cast spells as 12th-level sorcerers (save DC 13 + spell level).

Immunities: Woodwrack dragons are immune to electricity, paralysis, poison, and sleep effects.



Dread Raven

Small Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (poor)
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+2/-4
Attack:	Bite +1 melee (1d4-2), 2 claws -4 melee
Full Attack:	Bite +1 melee (1d4-2) and 2 claws -4 melee (1d3-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Keen vision
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 13
Skills:	Hide +12, Listen +5, Search +3, Spellcraft +2, Spot +15, Survival +3
Feats:	Dodge
Environment:	Cold and temperate desert, forest, and hill
Organization:	Solitary, pair, or flock (3-6)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	3-6 HD (Small)
Level Adjustment:	—

The raven could well be a dire animal, given its 3 foot height and correspondingly large wingspan. Its orange-yellow beak snaps at the air as it looks at you with a cold intelligence.

Description

Particularly clever and nasty, dread ravens gather like plagues in places already troubled by blight, warfare and devastation. Much larger and more intelligent than their more common kin, dread ravens pose a threat to travelers because of their appetite for flesh and because they are often trained to serve as spies for evil masters.

Dread ravens are similar to sentry crows; both are inclined to deal with the people of the world. However, somewhere along the line, dread ravens took a dark turn, perhaps as a result of training by malicious or abusive spellcasters. Perhaps King Virduk's battle-mages contributed to this unfortunate development; he is said to have become obsessed with bird-sentries after his defeat of the dwarves at Iron Tooth Pass.

Combat

Dread ravens are scavengers more than hunters. They prey upon those who have already fallen — the more tender the flesh the better (thus their preference for the remains of children, women and sheltered lords). If starving, they will seek to snatch small children from their parents and peck their victims apart in sheltered roosts.

Spells: A dread raven casts spells as a 3rd-level sorcerer (save DC 11 + spell level). The hierarchy of a dread raven flock often depends upon which bird has the most useful (read: deadly) spells.

Keen Vision (Ex): Dread ravens can see roughly twice as far as a human in any light condition, and they have 90-foot darkvision.

Skills: A dread raven receives a +6 racial bonus on Spot checks.



Dream Snake

Tiny Magical Beast

Hit Dice:	2d10–2 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+2/–10
Attack:	Bite +0 melee (1 plus energy drain)
Full Attack:	Bite +0 melee (1 plus energy drain)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Comadream, dreamconstriction, energy drain
Special Qualities:	Etherealness
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 16, Con 9, Int 2, Wis 12, Cha 4
Skills:	Hide +4, Move Silently +4, Spot +4
Feats:	Dodge
Environment:	Any land
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	3–4 HD (Tiny); 5–6 HD (Small)
Level Adjustment:	—

(Viewed upon the Ethereal Plane) *The snake is roughly 3 feet long and 2 inches in diameter. It has a flat head and a black body with bright blue banding. It is quite unremarkable overall... except that it dwells upon the Ethereal Plane.*

Description

These monsters hide in the ether and consume sleeping creatures' energy. They care not a whit for a victim's physical remains, leaving it, once drained of life, for scavengers.

Dream snakes are typically found near large concentrations of living beings. They find creatures with strong life forces most appealing: A rat is but a snack, while a horse offers a feast. The serpents find intellect and willpower to be great delicacies, making wizards and clerics rank among their choicest targets.

Combat

A dream snake cannot normally be seen on the Material Plane. Spells or abilities that pierce the Ethereal Plane reveal the dream snake as a smoky, translucent, yet still serpentine shape. In dreams or on the Ethereal Plane, the monster looks completely solid and can be interacted with normally.

A dream snake only attacks a victim in whom it has induced a coma. Whether this state makes the victim's energy more appealing or simply makes for an easier target is unknown. From the Ethereal Plane, the dream snake follows its Material Plane target until it lies down to sleep. Then, the snake coils ethereally around the target's neck, uses its coma induc-

ing power, and attaches its own open mouth to the victim's. It then feeds on the target's life energy until the victim dies or the snake is forced to flee or is killed.

Coma Dream (Su): The dream snake may affect a single living, sleeping target with this attack. If the victim fails a DC 12 Will save, the dream snake has successfully brought the victim's sleeping spirit across to the Ethereal Plane, and may use its dream constriction ability on the victim. (The dream snake is especially adept at this psychic attack, making the DC for the save 12 instead of what would normally be an 8 due to its Charisma penalty.)

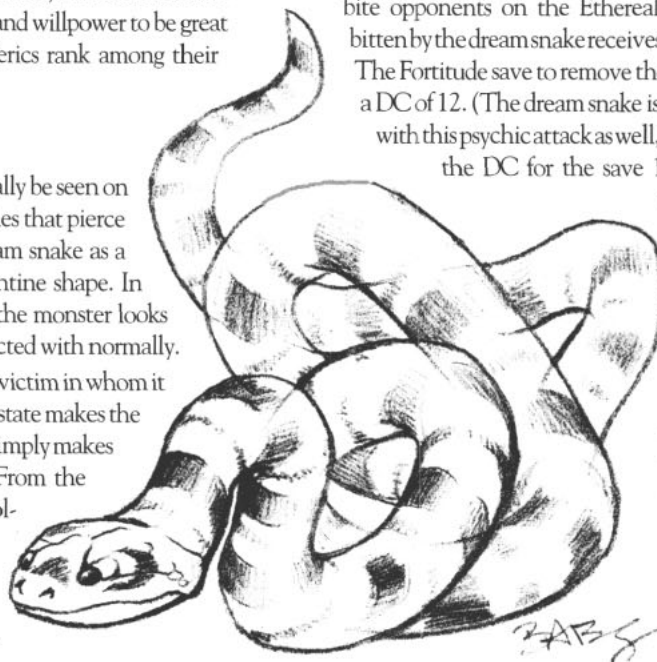
On a successful saving throw, the target's spirit still enters the Ethereal Plane, but the dreamer has control of his dream self. He may combat the dream snake (which is probably already wrapped around his throat) as one ethereal creature fighting another. The victim's dream self is treated as having all of his normal statistics, including spells, supernatural abilities, and so forth, but has no possessions. The victim may attempt to awaken himself with a DC 12 Will save; each such attempt is a full round action that provokes an attack of opportunity from the snake. If successful, the victim leaves the Ethereal Plane and his consciousness returns to his sleeping body.

A sleeping victim who is conscious on the Ethereal Plane may be awakened normally as a full round action by anyone on the Material Plane.

Dream Constriction (Su): While a victim remains in the coma dream, the dream snake feasts on his life force, dealing 1d4 points of damage per round. The victim appears to others on the Material Plane as if he is suffering a horrid nightmare as he clutches his throat as if choking while still asleep. The victim may only be awakened by dispelling the comadream effect. This returns his consciousness to his body on the Material Plane. The victim can then be awakened normally.

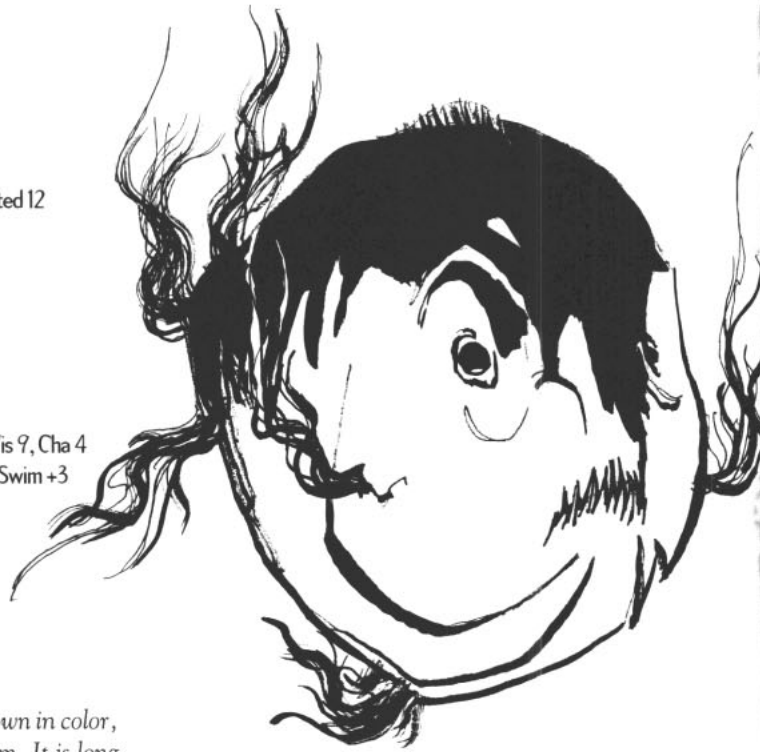
Energy Drain (Ex): A dream snake attempts to bite opponents on the Ethereal Plane; a creature bitten by the dream snake receives one negative level. The Fortitude save to remove the negative level has a DC of 12. (The dream snake is especially talented with this psychic attack as well, once again making the DC for the save 12 instead of what would normally be an 8 due to its Charisma penalty.)

Etherealness (Ex): A dream snake lives its life on the Ethereal Plane. See the spell *ethereal jaunt* for details on affecting ethereal creatures.



Drowned Lady

Tiny Animal (Aquatic)	
Hit Dice:	1d8-1 (3 hp)
Initiative:	+0
Speed:	Swim 60 ft. (12 squares)
Armor Class:	12 (+2 size), touch 12, flat-footed 12
Base Attack/Grapple:	+0/-8
Attack:	Bite (touch) +2 melee (1d3)
Full Attack:	Bite (touch) +2 melee (1d3)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Improved grab, sink
Special Qualities:	Low-light vision
Saves:	Fort +1, Ref +2, Will -1
Abilities:	Str 10, Dex 10, Con 9, Int 1, Wis 9, Cha 4
Skills:	Hide +16, Listen +4, Spot +5, Swim +3
Feats:	Alertness
Environment:	Temperate aquatic
Organization:	Solitary or school (3-6)
Challenge Rating:	1/3
Advancement:	2 HD (Tiny); 3 HD (Small)
Level Adjustment:	—



The freshwater fish is a dark grayish-brown in color, difficult to see against the muddy river bottom. It is long and thin, roughly almost a foot and a half in length. Its large mouth expands horizontally as it rises from the depths to engulf its prey.

Description

The drowned lady is an unusual animal that lingers in the water's depths, constantly eyeing the brighter waters above for the movement of likely prey. When a fish — or even a swimmer — passes overhead, the drowned lady rises from the depths and locks its jaws around the victim. Once it has enveloped part of its prey, the fish starts sucking incredible amounts of water into five bladders located around its body, swelling itself into a large ovoid shape. Its body then begins a rapid filtering process that retains heavier particles from the water while jettisoning filtered water upward through special ducts, effectively increasing its mass and dragging its prey downward. The drowned lady then sits on the river floor for days, slowly digesting its meal. Once it has finished, the fish empties its bladders and sets out once again to hunt.

Drowned ladies are favorites of nobles whose strongholds incorporate moats or lakes as part of their defenses. The fish eagerly attacks swimmers as well as other fish, making the waters hazardous for attackers or potential escapees.

Combat

The drowned lady's method of attack is simple and quite effective, with it acting as a

millstone and dragging a victim to a watery grave. Its jaws are mostly cartilage, making them highly elastic, yet quite strong and very difficult to remove once they have closed around a hand or foot. To make matters worse, a thrashing victim often attracts other drowned ladies in the area, hoping for a meal of their own.

Improved Grab (Ex): To use this ability, the drowned lady must hit an opponent of Medium or smaller size with its bite attack. If it gets a hold, it deals bite damage each round the hold is maintained, and begins to sink.

Sink (Ex): A drowned lady that gets a hold begins to swell and propel itself downward, effectively doubling its body weight each round until it has reached 8 times its normal weight after 3 rounds (the final weight of a normal specimen reaching 40 to 50 pounds). A creature so held must succeed at a DC 10 Swim check each round or begin sinking. Note that Swim checks suffer a -1 penalty for every 5 pounds of additional weight carried by (or attached to) the swimmer, and a character suffers a further cumulative -1 penalty for every round she has been under water (see *PHB*, Chapter 4, "Swim"). Once a victim fails a Swim check by 5 or more, she begins to drown (see *DMG*, Chapter 8, "The Environment," *Drowning*).

Skills: A drowned lady receives a +8 racial bonus on Hide checks.

Dune Delver

Huge Aberration

Hit Dice: 10d8+30 (75 hp)
Initiative: +0
Speed: Burrow 30 ft. (6 squares) (in sand only)
Armor Class: 15 (–2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +7/+22
Attack: Bite +13 melee (2d8+10)
Full Attack: 4 bites +13 melee (2d8+10)
Space/Reach: 15 ft./10 ft. (30 ft. with bite)
Special Attacks: Improved grab, swallow whole
Special Qualities: Tremorsense
Saves: Fort +14, Ref +6, Will +3
Abilities: Str 25, Dex 11, Con 17, Int 3, Wis 5, Cha 5
Skills: Hide +10*, Listen +18
Feats: Great Fortitude, Improved Natural Armor, Improved Natural Attack, Weapon Focus (bite)

Environment: Warm desert
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral
Advancement: 11–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment: —

A pair serpentine mouths filled with needle-sharp teeth erupt from the sand. Two more strike from surprise at an unwary foe.

The bizarre snake-like maws are not pulled easily from the sand. Digging into the ground shows that the toothy mouths are attached to a spherical mass of muscle and cartilage almost 10 feet across, with broad, blade-like “flippers” set equidistantly around its body.

Description

Desert nomads share horrific tales around the campfire of the strange and terrifying dune delver. This rarely seen creature escapes the blistering desert heat by burrowing deep under the sand and sending thick, tentacle-like feeding tubes to the surface to lie in wait for passing prey.

The dune delver's unique physiology helps it move through the loose desert sand and anchors it when hunting for food. When disturbed, the delver extends four tubes, each tipped with a large, bulb-like mouth filled with curved teeth, with which it grabs and swallows prey.

A dune delver is voracious and not very intelligent, attacking anything that creates sufficient vibrations in the sand to catch its attention. Anything larger than a small lizard causes one or more of the mouths to explode upward from just beneath the surface to grab the victim and swallow it.

Anything pulled into a delver's mouth is swallowed automatically, whether sand, people or burning torches.

Combat

The dune delver's senses are acute, but its mind is not so keen. Generally, the delver does not use more than two of its feeding tubes to grab prey; if sorely pressed, the creature tries to maneuver itself to get a mouth directly under a target and take it by surprise. As long as the delver senses vibrations in the sand, it keeps trying to swallow whatever it senses.

The only way to kill a delver is to somehow attack its body — some 20 feet beneath the sand — or to feed it something lethal such as iron spikes or burning oil (and even that may take some time).

Improved Grab (Ex): To use this ability, the dune delver must hit an opponent with its bite attack. If it gets a hold, it can try to swallow the opponent.

Swallow Whole (Ex): On a successful grapple check, one of the dune delver's mouth tubes can swallow a held opponent of Medium or smaller size. A swallowed target suffers 2d8+10 points of crushing damage and 1d8 points of acid damage each round from the dune delver's muscular contractions and digestive juices. It takes 3 full rounds to swallow prey all the way down a mouth tube (10 feet per round). Escaping requires a successful grapple check for every 10 feet of the 30-foot mouth tube, as the victim struggles against the contracting tube. One last successful grapple check is required to get free of the mouth's grabbing teeth.

A swallowed creature can also cut its way out of a mouth tube using a light weapon (AC 13). The subject is considered to have cut a large enough opening after inflicting 10 points of slashing damage. Once the creature exits, muscular action closes the cut; another swallowed opponent must cut his own way out.

Once a swallowed creature has been carried all the way down into the delver's stomach (having traveled the full length of a mouth tube), a valve in the delver's stomach seals. This gives the delver a +10 bonus to any opposed grapple checks against the swallowed creature of it tries to climb out. The victim can still cut its way out with a light

weapon against AC 13; this requires inflicting 25 points of slashing damage.

Note that cutting oneself free may leave the creature buried under roughly 10 to 20 feet of sand, if he was drawn far enough down the delver's mouth tube.

Tremorsense (Ex): A dune delver can automatically sense the location of anything within 150 feet that is in contact with the ground.

Skills: A dune delver has a +8 racial bonus on Listen checks. *A dune delver receives a +20 racial bonus on Hide checks when lying completely submerged under the sand.



Dwarf Hound

Medium Magical Beast

Hit Dice:	3d8+15 (28 hp)
Initiative:	+0
Speed:	35 ft. (7 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d6+4)
Full Attack:	Bite +5 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Deafening bark, fearless loyalty
Special Qualities:	Darkvision 60 ft., ore nose, light sensitivity
Saves:	Fort +10, Ref +3, Will +2
Abilities:	Str 16, Dex 11, Con 20, Int 2, Wis 13, Cha 8
Skills:	Escape Artist +6, Jump +4, Listen +3, Move Silently +6, Spot +7
Feats:	—
Environment:	Any underground
Organization:	Solitary, pair, or pack (3–4)
Challenge Rating:	2
Advancement:	4–6 HD (Medium)
Level Adjustment:	+2 (cohort)

The hound is broad and stocky, its short black coat of fur speckled with reddish-gold patches at the snout, chest and belly. Its large golden eyes gleam in the shadows of the tunnel.

Description

Legends say that the human King of Darakeene presented a dozen prize mastiffs to King Thorvann as a gesture of gratitude for the dwarves' aid during the goblin invasions. It's not likely that the human king expected the dour dwarves to do much with the gift, but Thorvann fell in love with the dogs and began breeding them in his underground halls. The breed that resulted some generations later is nothing less than extraordinary — a rare mixture of canine loyalty and strength combined with the dwarven passion for deep, dark places and veins of glittering ore.

They are bred for wits and courage, and typically have enormous strength and stamina. They are not swift runners, but can fit through very narrow passages and lope along with their masters at a tireless trot.

When Burok Torn was founded, many of the best of the breed were sent to the halls of that newly dug citadel. Miners often use a dwarf hound to sniff out veins of ore deep within the mountains. When it scents a vein, it lets loose with a thunderous

bark that echoes for miles through underground tunnels (an attribute that makes it an excellent watchdog as well). How one of the animals actually smells precious minerals is a mystery to those few non-dwarves who know of the fact — a small number indeed, as the dwarves prefer to keep to themselves.

Dwarves will sell dwarf hound pups to allied humans, but the dogs are always very expensive and are never happy outdoors or in bright light. For this reason, they are rarely seen in human lands except as watchdogs in some wealthy lord's castle.

Combat

A dwarf hound's loud bark is indeed worse than its bite. It is utterly fearless in defense of its master and won't back down from any attacker, no matter how large or dangerous. Once a dwarf hound attacks a target, nothing can deter it except death or its master's express command.

Deafening Bark (Ex): A dwarf hound barks constantly in battle or when it smells prey or precious ore. All creatures within a 60-foot radius of the dog must succeed at a DC 16 Will save or be stunned for 1d4 rounds. Even if the save succeeds, the creature suffers a –2 morale penalty to attack rolls, saves, and checks for the next 1d4 rounds. Whether or not the save is successful, an affected creature is immune to the effects of that hound's deafening bark for one day.

Mountain dwarves gain a +4 racial bonus on Will saves against dwarf hounds' deafening bark (see Appendix Two); success means no effect, while failure is the equivalent of a success for others.

Fearless Loyalty (Ex): A powerful bond grows between a dwarf hound and its master, such that the hound gains a +2 bonus on all attack rolls, checks, and saves if it witnesses its master being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent. The dog must be under the master's ownership for one full month for this bond to be established, and lasts for the rest of the hound's life.

Ore Nose (Ex): A dwarf hound can locate precious metals by scent within 30 feet, just as other dogs can locate creatures by scent, and may track such metals by scent with a Wisdom check (if a fleeing opponent bears a large quantity of gold, for instance, a dwarf hound may track her).

Light Sensitivity (Ex): A dwarf hound suffers a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.



Dweller at the Crossroads

Medium Outsider (Evil)

Hit Dice:	8d8+40 (76 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	26 (+5 Dex, +7 natural, +4 deflection), touch 19, flat-footed 21
Base Attack/Grapple:	+8/+12
Attack:	Touch +12 melee (2d8+10)
Full Attack:	Touch +12/+7 melee (2d8+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/good and magic, immunities, spell resistance 20, vanish, <i>wish</i>
Saves:	Fort +7, Ref +7, Will +12
Abilities:	Str 19, Dex 20, Con 20, Int 20, Wis 19, Cha 18
Skills:	Bluff +15, Diplomacy +15, Heal +15, Hide +16, Knowledge (arcana) +16, Knowledge (religion) +16, Intimidate +15, Listen +15, Move Silently +16, Search +16, Sense Motive +15, Spot +15
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Any land
Organization:	Solitary (unique)
Challenge Rating:	12
Treasure:	None
Alignment:	Neutral evil
Advancement:	—
Level Adjustment:	—

A cowed and cloaked figure beckons to you from the darkness that shadows the crossroads.

Description

Many legends portray crossroads as places of fateful meetings and supernatural encounters. It's said that if a man wants something more than he wants his very soul, he can find it at the crossroads at midnight.

No one knows who or what the dweller at the crossroads may be; most believe it to be a kind of demon, while others think it is merely an incarnation of Enkili, the trickster god. Regardless, a traveler on a quest who pauses at a crossroads at midnight is likely to meet a stranger in a flowing black cloak, his face concealed in the depths of a dark hood. He offers the traveler his heart's desire, but there's always a price to be paid, sooner or later. Many travelers take the deal, believing that they can cheat the hooded stranger, but their efforts always

end in tragedy and become the stuff of bardic legend.

The dweller at the crossroads reaps a harvest of human souls by fulfilling any mortal's fondest wish. This wish must relate to a mortal's immediate need or must be crucial to allowing her to complete a quest that she currently undertakes. The dweller appears only to people in great need, so the temptation is usually fierce. But there is always a price, one seemingly in proportion to the wish that's granted.

For example, a questing knight might seek a weapon to slay a mighty creature; the dweller presents the knight with a sword, but it turns out to be subtly cursed, so that once the knight's foe has died he must then go on to kill someone every night. Alternately, a peasant suffering under the reign of a terrible lord might wish for the tyrant's death — only to find himself put in the tyrant's place, completely incapable of the task set before him and hated by the rest of the populace.

Whatever its motives, the result of the dweller's offer is always corruption and misery to any who accept.

The dweller at the crossroads speaks all tongues fluently.

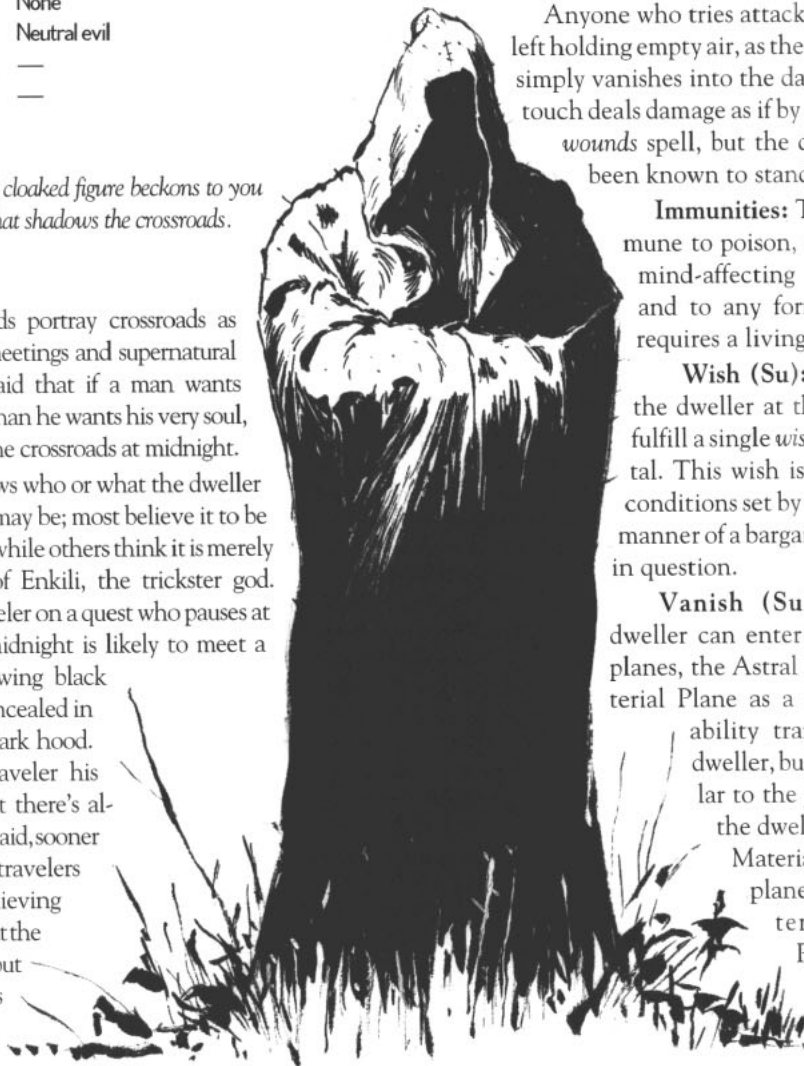
Combat

Anyone who tries attacking the dweller is left holding empty air, as the mysterious entity simply vanishes into the darkness. Its merest touch deals damage as if by an *inflict moderate wounds* spell, but the dweller has never been known to stand and fight.

Immunities: The dweller is immune to poison, disease, paralysis, mind-affecting spells or effects, and to any form of attack that requires a living target.

Wish (Su): Once per night, the dweller at the crossroads can fulfill a single *wish* for a single mortal. This wish is dependent upon conditions set by the dweller in the manner of a bargain with the mortal in question.

Vanish (Su): At will, the dweller can enter any of the outer planes, the Astral Plane, or the Material Plane as a free action. This ability transports only the dweller, but is otherwise similar to the *plane shift* spell. If the dweller shifts from the Material Plane to another plane, it cannot re-enter the Material Plane for one day.



Ebon Eel

Medium Animal	
Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	Swim 60 ft. (12 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple:	+2/+4
Attack:	Bite +5 melee (1d8+3)
Full Attack:	Bite +5 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding spray
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +6, Will -1
Abilities:	Str 15, Dex 17, Con 10, Int 1, Wis 6, Cha 4
Skills:	Hide +6*, Listen +1, Spot +6, Swim +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	Any aquatic (saltwater only)
Organization:	Solitary
Challenge Rating:	1
Advancement:	4-5 HD (Medium); 6 HD (Large)
Level Adjustment:	—

The eel's deep cobalt blue skin makes it difficult to see as it darts through the dark water of the cave. Its long snout, filled with a double row of razor-sharp triangular teeth, is attached to a muscular, 9-foot-long body.

Description

The ebon eel is a voracious and territorial predator that favors shallow-water caves and the wrecks of sailing ships, lying in wait to dart out and trap unwary passersby in its powerful jaws.

This salt-water eel is famous for its attacks on swimmers and treasure divers in the wreck-strewn waters of the Liars' Sound in southern Ghelspad, sometimes lurking within split-open treasure chests or within the hollows of a sunken suit of ceremonial armor. The eel attacks its victims by exuding an amber-tinted cloud of liquid from pores around its head that spreads quickly through the water and attacks the prey's eyes, causing them to swell shut. Thus blinded, the victim is an easy meal for the predator's lightning speed and powerful jaws.

Ebon eels are absolutely fearless and extremely territorial; any creature that enters its territory is attacked without hesitation.



Combat

Unless an unlucky creature sticks its face or hand into the eel's hiding place, its normal method of attack is to spend up to a minute lying in wait and pumping its blindness-producing toxin into the surrounding water. When the victim begins to thrash and churn the water, the creature strikes, darting in to bite deeply and then swimming away again.

Blinding Spray (Ex): The ebon eel can exude a chemical irritant into the water that causes pain and swelling in a victim's eyes. Creatures within 10 feet of the eel must make a DC 11 Fortitude save or be blinded for 1d6 minutes. This roll must be made each round for unaffected creatures that remain within 10 feet of the eel. The eel can produce enough of this chemical to last 15 rounds, and can "refill" its supply at a rate of 1 round's-worth every 30 minutes.

Skills: *Ebon eels receive a +6 bonus to Hide checks in darkened or shadowy settings.

Emperor Stag

Large Magical Beast

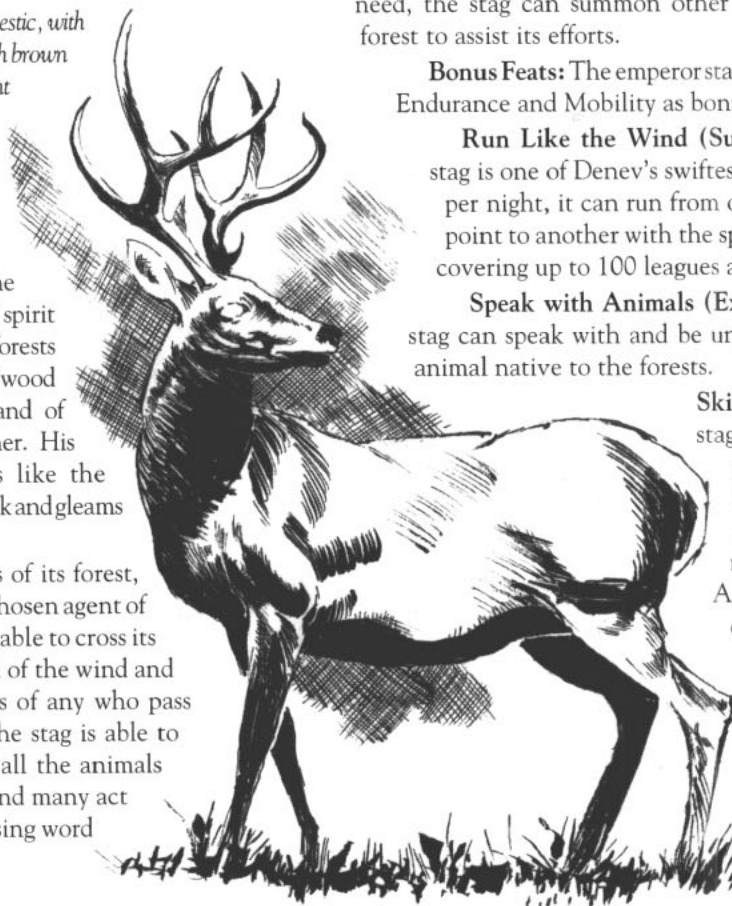
Hit Dice:	8d10+56 (100 hp)
Initiative:	+5
Speed:	180 ft. (36 squares)
Armor Class:	21 (–1 size, +5 Dex, +7 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+8/+17
Attack:	Antlers +12 melee (2d6+7)
Full Attack:	Antlers +12 2d6+7 and 2 hooves +7 melee 1d6+2
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Bonus feats, damage reduction 5/magic, run like the wind, speak with animals
Saves:	Fort +13, Ref +11, Will +7
Abilities:	Str 21, Dex 21, Con 25, Int 20, Wis 20, Cha 19
Skills:	Animal Empathy +20, Hide +13*, Knowledge (nature) +13, Listen +19, Move Silently +13, Spot +17
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Improved Critical (antlers), Mobility
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9–24 HD (Large)
Level Adjustment:	—

The stag is huge and majestic, with large, intelligent eyes and a rich brown pelt that glows in the twilight beneath the ancient trees.

Description

Rangers speak in reverent tones of a legendary creature called the emperor stag, a powerful spirit that rules over the deep forests and maintains the laws of wood and glen at the command of Denev, the Earth Mother. His rack of antlers spreads like the branches of a venerable oak and gleams like polished iron.

Within the bounds of its forest, the emperor stag is the chosen agent of the earth goddess and is able to cross its environs with the speed of the wind and bear witness to the acts of any who pass through its territory. The stag is able to speak the languages of all the animals that live in the forest, and many act as his eyes and ears, passing word



back to him of what occurs in his “realm.” The emperor stag watches travelers and repays them in kind for every deed they do while in his forest: Acts of mercy are rewarded, and acts of violence are paid in full. The stag does not speak to travelers but can understand all of the major languages and can sometimes be seen just beyond the light of a camp, listening to the talk around the fire.

Another legend says that, in times past, a hero could vault upon the back of the stag and whisper a place he needed to go. No matter how far away, the stag would carry the hero there in the space of a single night, but the chosen servant of the goddess would not suffer being a beast of burden gladly. It would carry the hero where he wanted to go, but would be under no compunction to ensure that he survived the trip.

Combat

The emperor stag attacks only if provoked or to repay an act of wanton violence committed within its realm. It is a fearsome creature in combat, lashing out with its hooves and ravaging victims with its mighty rack of antlers. The antlers of the emperor stag are harder than iron and capable of penetrating the toughest armor; they are treated as a +2 magic weapon that deals triple damage on a successful critical (crit 19–20/x3, due to the Improved Critical feat). At need, the stag can summon other denizens of the forest to assist its efforts.

Bonus Feats: The emperor stag receives Dodge, Endurance and Mobility as bonus feats.

Run Like the Wind (Su): The emperor stag is one of Denev’s swiftest servants. Once per night, it can run from one geographical point to another with the speed of the wind, covering up to 100 leagues an hour.

Speak with Animals (Ex): The emperor stag can speak with and be understood by any animal native to the forests.

Skills: The emperor stag receives a +4 racial bonus on Listen and Spot checks, and a +8 racial bonus on Animal Empathy checks. *When standing still in the forest, the emperor stag receives a +4 racial bonus on Hide checks.

Feral (Demon)

Medium Outsider (Chaotic, Evil)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+3
Attack:	Spear +3 melee (1d8+1) or spear +2 ranged (1d8+1)
Full Attack:	Spear +3 melee (1d8+1) and claw -2 melee (1d4) or spear +2 ranged (1d8+1)
Space/Reach:	5 ft./5ft.
Special Attacks:	Howl
Special Qualities:	Damagereduction5/coldiron,demonic qualities,outsidertraits,packmind,packsoul,scent
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 12, Dex 10, Con 14, Int 9, Wis 8, Cha 5
Skills:	Climb +6, Hide +5, Jump +6, Listen +12, Move Silently +5, Spot +12, Survival +4
Feats:	Power Attack
Environment:	Any land and underground
Organization:	Pack (1-15)
Challenge Rating:	3+ (see text)
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

Horrible tusked and cloven-hooved man-beasts, the creature strides forward, its wickedly jagged spear at the ready. A howl nearby signals the arrival of the rest of its pack.

Description

When seen in the Scarred Lands, ferals seldom have a purpose other than the utter destruction of anything in their path. They are dispatched at the whim of the demon god Vangal to please him with rape and murder and other atrocities that they leave in their wake. A pack of ferals that falls upon a village leaves naught but a crudely designed temple of gore and rubble to their god.

Fabricated from the most brutish souls that make their way into the Abyssal Caldera that is Vangal's kingdom, a pack of ferals is formed from a single soul that is splintered into as many as fifteen parts. Forged thus from a single wicked soul, a pack of ferals can operate with one mind. Their most fearsome aspect, however, is the fact

that if any of the members are destroyed, their vital energy simply flows back into the remaining pack members to make them stronger. Thus, destroying a pack of ferals becomes a progressively harder task.

Ferals also possess keen sense of smell and an instinctive knowledge of life in the wilds. On occasion, they are used to hunt down those who have caught Vangal's attention or who possess some item or guard some person coveted by Vangal or one of his mortal priests.

Combat

Ferals always seek open ground to fight, preferring to spread out and attack foes from all sides. They use crude spears to injure before closing it to finish a victim with their clawed hands.

Howl (Ex): When a feral howls, all creatures except other evil outsiders within a 90-foot spread must succeed at a DC 8 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that feral's howl for one day.

Packmind (Ex): All ferals of a pack who are on the same plane remain in constant telepathic and sensory communication: if one is aware of a particular danger, all are; if one in a group is not flat-footed, none are. No feral in a pack is considered flanked unless all of them are.

Packsoul (Ex): Feral packs share a common soul among all pack members. Whenever a pack member is killed, the remaining ferals of its pack gain certain permanent benefits: a +1 attack bonus, +2 Strength, +2 Charisma, +1 natural armor, and +5 hit points. Further, for every two pack members killed, the remaining ferals gain a permanent +1 bonus to all saves.

For every three ferals killed, each remaining pack member's CR increases by +1.

Demonic Qualities (Ex): Ferals are less potent when they are not in the outer planes and their usual demonic qualities are weakened. While in the Scarred Lands, ferals have poison immunity; electricity resistance 20; cold and fire resistance 10; and acid resistance 5.

Skills: Ferals receive a +8 racial bonus on Listen and Spot checks. When tracking by scent, ferals receive a +6 racial bonus on Survival checks.



Firedrake

Large Magical Beast (Fire)

Hit Dice:	8d10+48 (92 hp)
Initiative:	+3 (Dex)
Speed:	70 ft. (14 squares)
Armor Class:	19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+8/+15
Attack:	Bite +10 melee (1d8+3 plus 2d6 fire)
Full Attack:	Bite +10 melee (1d8+3 plus 2d6 fire) and 2 claws +8 melee (1d6+1 and 2d6 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Living furnace, death throes
Special Qualities:	Damage reduction 5/magic, fire subtype
Saves:	Fort +12, Ref +9, Will +0
Abilities:	Str 16, Dex 17, Con 22, Int 3, Wis 7, Cha 6
Skills:	Balance +8, Climb +8, Hide +4*, Jump +8, Spot +4
Feats:	Dodge, Multiattack, Power Attack
Environment:	Warm desert, mountains, plains, and underground
Organization:	Solitary, pair, clutch (3–4), or colony (5–8, plus 100% young)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

The large lizard scurries along the rocky surface next to a steaming geyser. The creature's skin is knobby and black, like newly-forged iron, with numerous small, oval nodules running along its back that glow like rubies in firelight.

Description

Many sages feel that the firedrake is the result of early experiments by the titans that eventually resulted in the creation of firewreck dragons.

Firedrakes are most often found near sources of geothermal heat such as geysers, dormant volcanoes, and subterranean lava flows. They are fierce and aggressive, staking out a territory that supplies them with a ready source of heat and attacking any who violate their domain. Occasionally, when a volcano becomes active and begins spewing lava, reports surface of firedrakes following flows and attacking anything in their path, apparently driven into a murderous frenzy by the volcano's activity.

An adult firedrake can have

over a dozen crystalline nodules on its back. They are prized as forms of jewelry, with one egg-sized nodule going for as much as 2,000 gold coins in some markets.

Combat

The firedrake attacks with tooth and claw, inflicting horrible damage simply from the heat radiating from its body. When cornered in its own territory, the reptile tries to force opponents to fight dangerously close to scalding steam and lava flows, where it clearly has the advantage.

Living Furnace (Ex): Those hit by a firedrake's attacks must succeed at a DC 20 Reflex save or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting a firedrake with natural weapons or unarmed attacks take 2d6 points of fire damage, as though hit by the drake's attack, and also catch fire unless they succeed at a DC 20 Reflex save.

Death Throes (Ex): When a firedrake dies, it releases its heat in a concussive blast that deals 3d8 points of force damage and 3d8 points of fire damage to all creatures within 30 feet (Reflex half, DC 20). Unfortunately, this explosion usually renders most of the ruby-like nodules on the creature's back worthless: roll 1d8-6 to determine how many remain intact.

Fire Subtype (Ex): Immunity to fire; vulnerability to cold (double damage from cold except on a successful save).

Skills: Firedrakes receive a +4 racial bonus on Balance, Climb, Jump, and Spot checks.

*In fiery or ruddily lit areas, firedrakes receive a +4 racial bonus on Hide checks.



Fleshcrawler

Medium Undead	
Hit Dice:	5d12 (32 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 50 ft. (with tethers)
Armor Class:	18 (+4 Dex, +2 natural, +2 leather armor), touch 14, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Bite +4 melee (1d6+2 and paralysis) or mouth tether +6 ranged (2d6 and paralysis)
Full Attack:	Bite +4 melee (1d6+2 and paralysis) and 2 claws +2 melee (1d4+1) or mouth tether +6 ranged (2d6 and paralysis) and 2 hand tethers +4 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Tethers of sinew, paralysis
Special Qualities:	Undead traits
Saves:	Fort +1, Ref +5, Will +6
Abilities:	Str 15, Dex 18, Con —, Int 14, Wis 15, Cha 12
Skills:	Balance +10, Climb +8, Hide +14, Listen +10, Move Silently +14, Spot +10, Tumble +10, Use Rope +20
Feats:	Blind-Fight, Multiattack
Environment:	Any land and underground
Organization:	Solitary, cell (3–7), or host (8–12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6–15 HD (Medium)
Level Adjustment:	—

The creature before you is a monstrosity, with black veins showing through unwholesome dead-white flesh stretched tight over its musculature. It grins, showing a mouth full of teeth before it whips its head around, launching a disgusting tether of sinew, tipped with a wickedly barbed hook, at you from its mouth.

Description

Fleshcrawlers were once wicked humans who made dark bargains and ultimately were taken to the Abyssal Caldera, where demon lords made them undead and gave them dark gifts. Fleshcrawlers are sent back to the Scarred Lands as snatchers, bounty hunters, or retrievers for the demons.

At first glance, fleshcrawlers resemble pale humans in black leather armor sporting an array of ritualistic scars, brands, and piercings. In the palms of their hands (and on the

soles of their feet) are chitinous sheaths the size of a coin. From these small holes — as well as from their mouths — shoot lengths of grisly flesh variously tipped with sharp hooks, claws, or barbed spikes. The hand sheaths wield tethers of sinew ending in barbed and bony spikes; the mouth tether (unrolling like a frog's tongue) ends in a hook, and is used for pulling back prey to be devoured. Fleshcrawlers use the tethers of sinews from the soles of their feet to anchor themselves to ceilings or walls, allowing them to hang like strange spiders in pursuit of prey.

Fleshcrawlers use their tethers of sinews much as spiders use strands of silk, and they strategize well in three dimensions. They may hang from their foot tethers above doorways and attack their prey from above, or they may use them to climb walls, pull down a wall on opponents, or disarm an opponent.

The tethers retract almost instantaneously, and they do so with the fleshcrawler's full strength. A tether that gets trapped or severed is jettisoned, yet apparently this is no sacrifice, as the supply of tethers seems limitless.



Combat

Fleshcrawlers like to prepare ambushes for their chosen prey. When hunting in a group, fleshcrawlers use pack tactics and work together like a well-oiled machine. Some have even been known to carry others on their backs, allowing the carried fleshcrawler to make five tether attacks.

Tethers of Sinew (Ex): If a fleshcrawler hits with a tether attack, the tether's barbs or hooks sink into the opponent's body, dealing 1d6 points of damage with a hand (or foot) tether and 2d6 points of damage with the mouth tether, and latching onto the opponent's body. The fleshcrawler can draw a Medium opponent 25 feet closer each round as a move action that requires an opposed Strength check (if the victim wins the Strength check, he does not move); this does not provoke attacks of opportunity. For each size the target is below Medium, this rate increases by 10 feet per round (a Tiny crea-

ture effectively can be drawn in 45 feet per round in this way). A creature can break free from a tether with a successful DC 19 Escape Artist check, or else a DC 15 Strength check; in either case, the victim takes 1d6 points of damage from tearing free. A fleshcrawler that pulls a victim to within 5 feet of itself can bite and claw that victim in the same round, and gains a +4 bonus to these attacks.

Fleshcrawlers can detach a sinew at will, allowing it to be used as extremely strong rope, and a new tether immediately takes its place.

Paralysis (Ex): The fleshcrawler's saliva causes paralysis. A victim bitten by a fleshcrawler or hit by its mouth tether must succeed at a DC 13 Fortitude save or be paralyzed for 3d6 minutes.

Skills: Fleshcrawlers receive a +2 racial bonus on Listen and Spot checks, a +4 racial bonus on Hide and Move Silently checks, and a +10 racial bonus on Use Rope checks.

Forge Wight

Tiny Elemental (Fire)

Hit Dice:	6d8+24 (51 hp)
Initiative:	+7
Speed:	0 ft.
Armor Class:	16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+6/-4
Attack:	Slam +4 melee (1d3-2 and 1d8 fire)
Full Attack:	Slam +4 melee (1d3-2 and 1d8 fire)
Space/Reach:	2 1/2 ft. /0 ft.
Special Attacks:	Heat metal
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, fire subtype
Saves:	Fort +6, Ref +8, Will -1
Abilities:	Str 6, Dex 16, Con 18, Int 4, Wis 4, Cha 4
Skills:	Hide +13, Listen +5, Spot +5
Feats:	Improved Initiative, Weapon Finesse (slam)
Environment:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Tiny); 13-18 HD (Small)
Level Adjustment:	—

A flickering tongue of pale flame dances in the otherwise cold forge.

Description

In ancient times, master smiths across the land would keep their forges hot through sacrifice to Thulkas, titan of iron and fire. In return, Thulkas would send a tiny but powerful fire spirit to inhabit the smith's forge and keep it ever burning. Unfortunately, the world changes; titans fall and the old smiths die.

Sometimes, if a castle was ruined in war or a smith died suddenly without an apprentice or heir, there would be no one to perform the rites to free the forge wight from its labor. A few of these forges remain in the depths of shattered fortresses or in towns long deserted, and the spirits trapped within their cold shells are twisted and bitter from their long, cold imprisonment.



Forge wights are fire spirits trapped in cold forges abandoned by the ages, eager to lash out at any unwary soul that passes too close. The wight uses its power to affect metals carried by its victims. It vents its anger on any mortal that stays within range, but can be placated momentarily if hot coals are tossed into the forge. As soon as the coals die out, however, the spirit resumes its attacks, angrier than before.

An individual versed in the rites of Thulkas can perform the ceremony to free a forge wight from its prison, but there are very few druids still alive who know such lore.

Combat

The forge wight strikes out at its victims by heating and warping the metal weapons and armor they carry. It can never leave its forge, but if victims get too close, they are subject to attack by the wight itself.

Heat Metal (Su): A forge wight can heat any number of metal objects within 30 feet of itself at will as a standard action; it can target objects within the area selectively. This effect is

identical to the *heat metal* spell, but lasts 14 rounds.

Frost Ape

Medium Humanoid

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	30 ft. in hide armor (6 squares), base speed 40 ft.
Armor Class:	17 (+4 natural, +3 hide), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+3
Attack:	Club +3 melee (1d6+2) or slam +3 melee (1d4+2) or rock +1 ranged (1d4+2)
Full Attack:	Club +3 melee (1d6+2) and slam -2 melee (1d4+1) or rock +1 ranged (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Nonlethal expertise
Special Qualities:	—
Saves:	Fort +5, Ref +3, Will +1
Abilities:	Str 15, Dex 10, Con 16, Int 8, Wis 13, Cha 7
Skills:	Climb +7, Jump +7, Listen +4, Spot +2, Survival +2
Feats:	Great Fortitude
Environment:	Cold hill, mountains, and plains
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class
Level Advancement:	+2

The powerfully-built creature looks much like an ape, though its pelt is a rich bluish-black and it has some trappings of clothing and pouches.

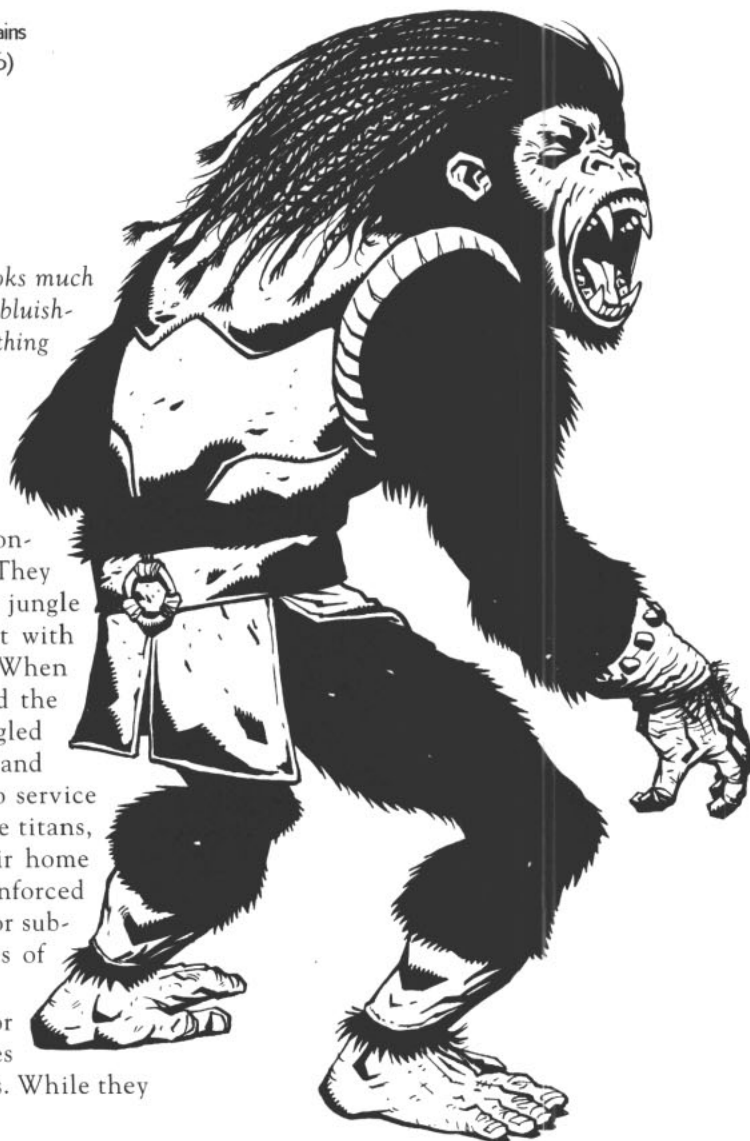
Description

The great herbivorous creatures now known as frost apes are not indigenous to the vast glacier continent of Fenrilik that they inhabit. They once climbed among the verdant jungle cliffs of the Lush Isle, guarding it with rough force against any intruders. When war erupted between the gods and the titans, the young god Chardun singled the great apes out for their strength and intelligence. He drafted them into service as soldiers against the armies of the titans, stealing the entire race from their home and sending them off to war. This enforced servitude left the Lush Isle open for subsequent domination by the pirates of newly founded Bloodport.

Chardun failed to account for the surprising fact that the great apes would not kill intelligent creatures. While they

would fight with savage ferocity, they merely crippled their foes or pummeled them into unconsciousness. As long as it was within their power to allow a foe the chance to escape, they would do so, regardless of what tactical advantage it cost them. Although this leniency had served them well enough at home — where visitors knew to leave them alone — it proved disastrous on the battlefield. Despite superiority in small engagements and unlimited enthusiasm in large, open-field conflicts, the great apes' mercy proved a greater liability than their prowess was worth. Furious that he had wasted his effort, Chardun banished the apes to frozen, far off Fenrilik.

Many of the great apes died in the first several years of their exile, but those who survived grew into a more hale and hardy breed now



known as the frost apes. They are somewhat more bitter, harsh, and brutal than their Lush Isle ancestors, but they still refuse to kill outright. They are not averse to letting an opponent die, but they do not force the issue.

Frost apes have no real language, but they can be understood among their own kind with surprisingly meaningful bellows, grunts, and gestures.

Combat

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

Nonlethal Expertise (Ex): Frost apes suffer no penalties when attacking to deal nonlethal damage with weapons that usually deal normal damage.

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

Frost Ape Characters

Frost apes generally advance only as barbarians, although some stories would seem to indicate that there have been adepts among

them. Frost ape characters possess the following racial traits.

- +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.

- Medium size.

- Space/Reach: 5 ft./5 ft.

- A frost ape's base land speed is 40 feet.

- Racial Hit Dice: A frost ape begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, Will +0.

- Racial Skills: A frost ape's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Jump, Listen, Spot and Survival. Frost apes gain a +2 racial bonus on Listen checks and a +4 racial bonus on Climb and Jump checks.

- Racial Feats: A frost ape's humanoid levels gives it one feat.

- Weapon and Armor Proficiency: A frost ape is automatically proficient with simple weapons, light armor and medium armor.

- +4 natural armor.

- Special Attacks (see above): Nonlethal expertise.

- Automatic Languages: Frost ape.

- Favored Class: Barbarian.

- Level Adjustment: +2

Garabrud, the Obsidian Hound

Huge Magical Beast	
Hit Dice:	23d10+92 (222 hp)
Initiative:	+2
Speed:	45 ft. (9 squares)
Armor Class:	28 (-2 size, +2 Dex, +18 natural), touch 10, flat-footed 26
Base Attack/Grapple:	+23/+43
Attack:	Bite +35 melee (4d6+12)
Full Attack:	Bite +33 melee (4d6+12) and 2 claws +31 melee (2d6+6)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Sense prey
Special Qualities:	Damage reduction 25/magic, spell resistance 30, single-mindedness, scent
Saves:	Fort +17, Ref +15, Will +10
Abilities:	Str 35, Dex 14, Con 18, Int 7, Wis 12, Cha 10
Skills:	Listen +16, Search +11, Spot +16, Survival +7*
Feats:	Alertness, Cleave, Endurance, Improved Bull Rush, Iron Will, Multiattack, Power Attack, Run
Environment:	Any land
Organization:	Solitary (unique)
Challenge Rating:	19
Treasure:	None
Alignment:	Always lawful evil
Advancement:	24+ HD (Huge)
Level Adjustment:	—

The gigantic mastiff is clearly nothing of natural origin. Standing taller than a man at its shoulder, the dread beast has a dead black pelt and eyes that shine with ancient knowledge.

Description

Garabrud, the Obsidian Hound, is a thing of dread legend. Purported to be one of three great mastiffs that served a titan, the Obsidian Hound is the only such mastiff still seen roaming the land. Its behavior is well chronicled by the bard Adrometus, who was the first to follow the Hound and observe its tracking and killing behavior. Adrometus' ballads tell that the Hound normally behaves as any other wild creature — it spends most of its time sleeping and hunting. However, at seemingly random times, it is roused from its relative passivity and becomes the dread beast all of the Scared Lands have come to fear. At these times, the Hound decides to flawlessly track some newly designated prey — no matter how far away or hidden that prey may be. No normal



or magical means has yet been found to hide the Hound's prey from the beast. It tramples through villages as it hunts, and tends to ignore even those seeking to hurt or deter it. Only a foe who can actually hurt the nigh-invulnerable Hound might warrant its attention when it is tracking a victim. According to legend, this creature originally served the titan Gaurak.

Once the hound has caught and devoured its prey, it might immediately chase a new victim, or might resume its more placid state by taking up residence wherever it can find a comfortable food supply near where it brought down its latest victim.

For a victim fortunate enough to be far from the Hound when it begins its pursuit, the beast's coming is presaged by his ill dreams: His sleep is haunted by nightmares of baleful howling and of being run down and torn apart by some great beast. The intensity of the nightmares increases the closer the Hound draws to its prey. When the wizard Dolomar took refuge at Burok Torn to escape the Hound, it is said that the intensity of the wizard's nightmares drove him to suicide after a year of the Hound burrowing ceaselessly at the bedrock of the citadel to reach him.

No one knows how or why the beast selects its victims. Adrometus speculates that the god Chardun might somehow have won some degree of control over the hound since Gaurak's downfall, as most of the Hound's victims seem to be those who have angered or disappointed the Conqueror. However, this may be a simple coincidence.

Combat

Garabrud attacks with its powerful bite, and if its opponent is Large or larger, the Hound also rakes with its front paws.

Sense Prey (Ex): Garabrud can always locate and sense its chosen prey as if it had the spells *discern location* and *true seeing* active. If its prey flees to another plane, the Hound simply waits until it returns, and then resumes the chase.

Single-Mindedness (Ex): When Garabrud hunts its prey, it is immune to all mind-affecting spells or effects. If it is currently under the sway of such an effect when it decides upon a new target, it immediately and automatically shakes off the effect as if it had been dispelled.

Skills: Garabrud receives a +4 racial bonus on Listen, Search, and Spot checks. *When tracking by scent, the Hound receives a +8 racial bonus on Survival.

Giant, Steel

Gargantuan Giant	
Hit Dice:	14d8+56 (119 hp)
Initiative:	+0
Speed:	45 ft. (9 squares)
Armor Class:	26 (-4 size, +20 natural), touch 6, flat-footed 26
Base Attack/Grapple:	+10/+30
Attack:	Gargantuan masterwork warhammer +16 melee (4d6+8) or slam +14 melee (1d8+8) or rock +6 ranged (2d8+8)
Full Attack:	Gargantuan masterwork warhammer +16/+11 melee (4d6+8) and 3 slams +12 melee (1d8+4) or 4 slams +14 melee (1d8+8) or rock +6 ranged (2d8+8)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Rock throwing
Special Qualities:	Damage reduction 10/adamantine, immunities, vulnerability to electricity, metal healing, rock catching, low-light vision, darkvision 60ft.
Saves:	Fort +13, Ref +4 Will +4
Abilities:	Str 26, Dex 11, Con 19, Int 13, Wis 11, Cha 9
Skills:	Appraise +7, Climb +9, Craft (weaponsmithing) +17, listen +9, Profession (miner) +17, Search +2
Feats:	Cleave, Improved Sunder, Multiattack, Power Attack, Weapon Focus (warhammer)
Environment:	Warm mountains and underground
Organization:	Solitary or group (2-12)
Challenge Rating:	10
Treasure:	Triple standard
Alignment:	Always lawful neutral
Advancement:	15-28 HD (Gargantuan); 29-42 HD (Colossal)
Level Adjustment:	—

This giant's skin glistens like freshly polished steel. It stands more than 35 feet tall, with each of its four massive arms easily being larger than an adult human.

Description

The race of steel giants is said to be a gift from Hedrada, the Citybuilder, to Corean, the Avenger, after Corean helped Hedrada defeat Hrinruuk, the Hunter. In an epic battle, Hrinruuk vanquished Hedrada, took the god up by his bloody mantle, and made to cast Hedrada into a great void. Yet Corean intervened and crippled the titan with a single mighty blow. Hedrada's priests claim that it is the still-living skull of Hrinruuk that now adorns one mallet head of Hedrada's judgment hammer.

In gratitude to Corean and in appreciation of Corean's affinity for craftwork, Hedrada slaughtered Hrinruuk's servants and reincarnated them as steel giants, forgers of volcanic metal and rock. To this day, the steel giants work for Corean, providing the god with raw materials for his forge. They delve deeply into the earth below the volcanic ranges to pump out fresh magma from which they smelt mithral to forge armor. Unfortunately, the steel giants' activities can cause volcanic eruptions on the surface world.

Many smiths, particularly dwarves, seek the metallurgical knowledge that these giant constructs possess. Others dream of



finding these metallic giants' lairs, for it is told that they have treasure brought from the bowels of the world that makes a dragon's trove seem a pittance.

Steel giants speak Dwarven, Terran and the Common tongue.

Combat

When steel giants fight, they wield a masterwork, metal warhammer with one of their upper arms and slam opponents with their other three arms. They favor using their warhammers (sometimes made of mithral) to sunder opponents' weapons. Steel giants cannot raise their lower pair of arms over their head, so they must throw rocks with their upper arms.

Rock Throwing (Ex): A steel giant can hurl rocks weighing 60 to 80 pounds (Medium objects) up to 5 range increments. A steel giant's thrown rocks have a range increment of 140 feet.

Immunities (Ex): Steel giants are immune to cold, fire, and heat.

Metal Healing (Ex): Steel giants can heal their wounds simply by patching themselves up with molten metal straight from the forge. A volume of molten metal equal to 1 ounce (enough, for instance, to fill a standard potion vial) constitutes a single application. As a standard action, a steel giant touches the molten metal to a wound, healing 2d8 points of damage per application.

Rock Throwing (Ex): Steel giants can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a steel giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The steel giant must be ready for and aware of the attack.

Giant, Stick

Colossal Giant	
Hit Dice:	20d8+140 (230 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	25 (–8 size, –2 Dex, +25 natural), touch 1, flat-footed 25
Base Attack/Grapple:	+15/+41
Attack:	Slam +17 melee (2d6+10 and splinters)
Full Attack:	2 slams (2d6+10 and splinters)
Space/Reach:	15 ft./40 ft.
Special Attacks:	Spells, splintering, needle spray
Special Qualities:	Vulnerability to fire, wild empathy
Saves:	Fort +19, Ref +6, Will +10
Abilities:	Str 30, Dex 7, Con 25, Int 14, Wis 19, Cha 13
Skills:	Concentration +27, Knowledge(nature) +20, Listen +22, Spot +22, Survival +22
Feats:	Ability Focus (needle spray), Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Track
Environment:	Temperate forest
Organization:	Solitary, pair, or family (1–3)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	20–40 HD (Colossal)
Level Adjustment:	—

This 80 foot tall creature appears to be composed of rough-hewn and splintering wood rails formed into a thin humanoid shape.

Description

No one has yet ascertained whether the so-called stick giants are enormous animated ambulatory trees, or whether they are a race of giants with a marked similarity to the forests in which they dwell. Stick giants are primarily encountered only in the oldest of forests where the trees can perhaps be as tall as themselves. They are difficult to spot amidst such camouflage, but they are much sought after for a host of reasons, including their wisdom, magic, and treasure, but perhaps most of all for their bodies, portions of which can serve as ingredients for a myriad of enchantments.

Whatever their alignment, stick giants are largely reclusive. Good-aligned stick giants, however, go out of their way to make themselves available to like-minded woodland crea-

tures, while evil-aligned stick giants seek to harm any who pass near their homes.

Combat

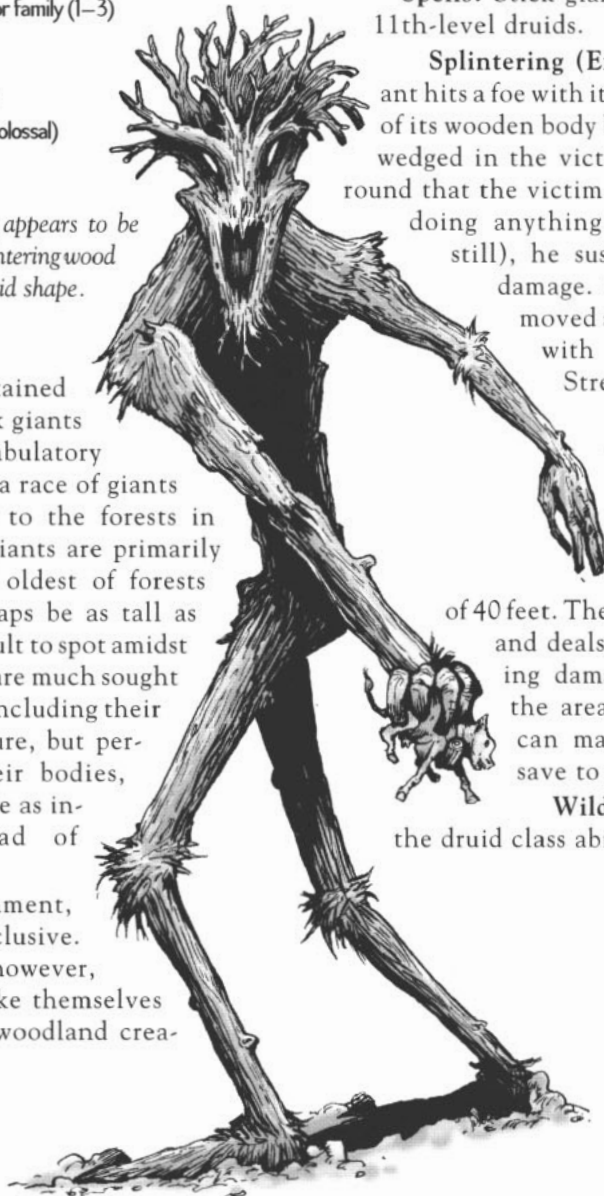
If a stick giant has the opportunity to prepare for a fight, it uses its spells to the fullest strategic advantage possible. Otherwise, it is perfectly capable of melee combat. Unless foes are weak enough not to require strategic consideration, a stick giant typically attempts to splinter everyone facing it. This attack is effective against spellcasters, who may have trouble concentrating through the pain caused by the splinters. Finally, a stick giant generally use its needle-spray attack in only two circumstances: if it is close to being defeated, or if it feels certain that use of the effect will almost completely eliminate its opponents.

Spells: Stick giants can cast spells as 11th-level druids.

Splintering (Ex): When a stick giant hits a foe with its slam attacks, splinters of its wooden body break off and become wedged in the victim's body. For every round that the victim remains active (i.e., doing anything other than sitting still), he sustains 1d6 points of damage. Splinters can be removed as a full-round action with a successful DC 20 Strength check.

Needle Spray (Ex): Once per day, as a standard action, a stick giant can spray a volley of needles to a range of 40 feet. The spray is cone-shaped and deals 4d6 points of piercing damage to those within the area. Affected creatures can make a DC 29 Reflex save to halve the damage.

Wild empathy (Ex): As the druid class ability.



Goblin Bear

Large Animal	
Hit Dice:	10d8+50 (95 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+7/+16
Attack:	Bite +11 melee (2d8+5)
Full Attack:	Bite +11 melee (2d8+5) and 2 claws +6 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rage, improved grab, shake 2d8+7
Special Qualities:	Low-light vision, spines, scent
Saves:	Fort +14, Ref +7, Will +3
Abilities:	Str 21, Dex 10, Con 20, Int 2, Wis 10, Cha 5
Skills:	Jump +11, Listen +10, Spot +10, Survival +8
Feats:	Great Fortitude, Improved Bull Rush, Power Attack, Multiattack
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	7
Advancement:	11–20 HD (Large)
Level Adjustment:	—

The snarling beast is the size of a small pony and looks like a cross between a wolverine and a bear. Its blunt, muscular body ends in a short, toothy snout. Long, curved claws paw at the earth and twin ruffs point up like a row of spikes from the shoulders of its glossy reddish-brown pelt.

Description

Goblin bears are, in fact, neither goblin nor bear, but essentially giant wolverines. The voracious omnivores earned their name through aggressive assaults on travelers' campsites. Constantly searching for food to ease their burning appetite, goblin bears have been known to walk brazenly into a camp and begin rooting through packs in search of provisions, almost daring anyone to do anything about it. Most travelers familiar with the breed wisely choose to stand aside and let the beast eat what it finds, because the goblin bear is easily enraged and stubborn to a fault, fighting

out, bloody battles over little more than a moldy biscuit or a strip of beef jerky.

If left alone, goblin bears are generally lazy creatures that eat what they can easily reach, ignoring the outraged cries of the camp, and then move on without incident. On a more sinister note, however, there have been reports of some goblin bears that have developed an unwholesome taste for fresh meat, and that thus provide far greater dangers to unsuspecting travelers.

Combat

An enraged goblin bear is aggressive and headstrong, attacking without regard for safety or survival and giving ground to no one, no matter how big or fearsome. A goblin bear prefers to overbear its prey, savaging with tooth and claw and trusting to its spiny flanks to keep other attackers at bay.

Rage (Ex): A goblin bear that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. It cannot end its rage voluntarily, and while raging it is immune to mind-affecting attacks, as well as nonlethal damage.

Improved Grab (Ex): To use this ability, the goblin bear must hit with its bite attack. If it gets a hold, it can shake.

Shake (Ex): If a goblin bear gets a hold with its bite attack, it shakes and tears its opponent's body with neck-breaking force. This attack automatically deals an additional 2d8+7 points of damage.

Spines (Ex): A goblin bear's fur is actually formed of tough spines, much like those of a porcupine. These barbs stand erect when the creature is enraged. An opponent that successfully hits the goblin bear in melee must make a DC 20 Reflex save or take 1d6 points of piercing damage from the spines. Creatures with 10-foot or longer reach who are using reach weapons or any opponents using reach weapons are not subject to spine damage.



Golem, Bone

Medium Construct

Hit Dice:	1d10+20 (25 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+0/+0
Attack:	Slam +0 melee (1d6)
Full Attack:	2 slams +0 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bone absorption
Special Qualities:	Construct traits, damage reduction 5/bludgeoning, immunity to magic, hand tools, undead construct, darkvision 60 ft.
Saves:	Fort +0, Ref +1, Will +0
Abilities:	Str 10, Dex 12, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	2 HD (Medium); 3 HD (Large)
Level Adjustment:	—

This skeletal figure is constructed from a jumble of mismatched humanoid bones.

Description

Bone golems are a favored tool of Scarred Lands necromancers. They make excellent traveling bodyguards, grave robbers, and collection agents for the more organized guilds of necromancers in the Scarred Lands' large cities.

Bone golems seem to house residual intelligence from the spirits of the dead from which the golems are constructed. This glimmer of intelligence makes the golems relatively easy to control, and they carry out complex lists of commands with plodding, methodical surety. They cannot speak, nor, it is assumed, can they hear any voice other than that of their creator.

Bone golems' hands bend into various utilitarian shapes, making the golems — if not exactly master thieves — at least able to open locked doors and carry out their grim business. The main flaw in the bone golem's design is that it wears out very quickly. Shingles and flakes of bone rub off constantly, leaving dusty tracks and prints wherever the construct goes. A bone golem disintegrates completely over the course of a month if left to its own devices. To stave off its inevitable decay, it must constantly have new bones incorporated into its body. Many necromancers keep golems supplied by keeping them busy at collecting bones. How-



ever, one who cannot supply a golem sufficiently may wind up the golem's next victim.

Considering the way they are created and the means by which they sustain themselves, bone golems are often surrounded by angry ghosts, which the golems' necromancer master must somehow keep in check.

Combat

Bone golems do not rely on trickery or subtlety in their attacks. When given a command, they pursue it straightforwardly, surmounting obstacles with only the requisite amount of force.

The bone golem replenishes itself only by incorporating more fresh bones into itself. It therefore seeks to slay most living things to continue its own existence; it requires at least five complete Medium skeletons each month. When they are in need of sustenance, they batter their foes to the ground, strip the flesh from them, break off as much bone as they need, and absorb it directly into their bodies.

Bone Absorption (Ex): It takes the golem 30 minutes to incorporate a single Medium skeleton. For absorption purposes, one Medium skeleton equals 4 Small, 16 Tiny, 32 Diminutive, or 64 Fine skeletons.

Undead Construct: Although the bone golem is technically a construct, it shares many of the traits of undead creatures. It is susceptible to being turned as an undead creature.

Immunity to Magic (Ex): A bone golem is immune to any spell or spell-like ability that allows spell resistance, except for any spell which can specifically heal or damage undead creatures. Such spells affect the bone golem as if it were undead. Being healed in this manner does not remove the bone golem's need to absorb bones to sustain itself.

Hand Tools (Ex): A bone golem's hands can assume the shapes of various simple tools such as knife-sized blades, hammerheads, cups, clamps wedges, crude saws and lock-picking instruments. The golem can make Disable Device checks with a +0 bonus, and Open Lock checks with a +5 bonus. Other such checks might be possible, at a GM's discretion.

Construction

Bone golems are constructed through the use of magical tomes and access to at least 4 Medium skeletons. Creating the golem requires a successful DC 15 Craft (bone) check.

CL 5th; Craft Construct, *bone construct* (**Hollowfaust: City of Necromancers**, Chapter Five), *gentle repose*, *polymorph other*, caster must be at least 5th level; Price 2,000 gp; Cost 1,000 gp + 80 XP.

Golem, Copper

Large Construct	
Hit Dice:	12d10+30 (96 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	20 (-1size, -1Dex, +12natural), touch 8, flat-footed 20
Base Attack/Grapple:	+9/+19
Attack:	Slam +14 melee (2d10+9 and conduction)
Full Attack:	Slam +14 melee (2d10+9 and conduction)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Conduction
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., damage reduction 10/adamantine
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 23, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment:	—

This automaton's armored surface shines with the finish of beaten copper. It stands half again as tall as a human and twice as wide.

Description

A copper golem is roughly 9 feet tall and weighs nearly 4,000 pounds. It has a vaguely humanoid body, and tends to look much like a clay golem in general shape. Like other golems, they may or may not have weapons or armor worked into their design.

Copper golems obey the simplest of verbal commands given by their creators. Alternately, command can be bestowed upon another if the wizard fashions a magical copper ring at the time of the golem's creation. Whoever wears the ring may control the golem through verbal commands, but if the ring is ever destroyed the golem runs amok, destroying the nearest object or creature it can see. The golem's rampage continues until the construct is destroyed.

Combat

Unlike most other golems, copper golems have only one slam attack per round.

Conduction (Ex): A copper golem stores any electricity damage it receives if its hit points are at full (see "immunity to magic," below). It can then discharge up to 10 points of stored electricity damage with each slam attack (in addition to its normal damage). The golem can store no more than half its maximum hit points in electrical damage, and any energy not discharged within 10 minutes of being absorbed dissipates out of the golem without effect.

Immunity to Magic (Ex): A bone golem is immune to any spell or spell-like ability that allows spell resistance, except as follows:

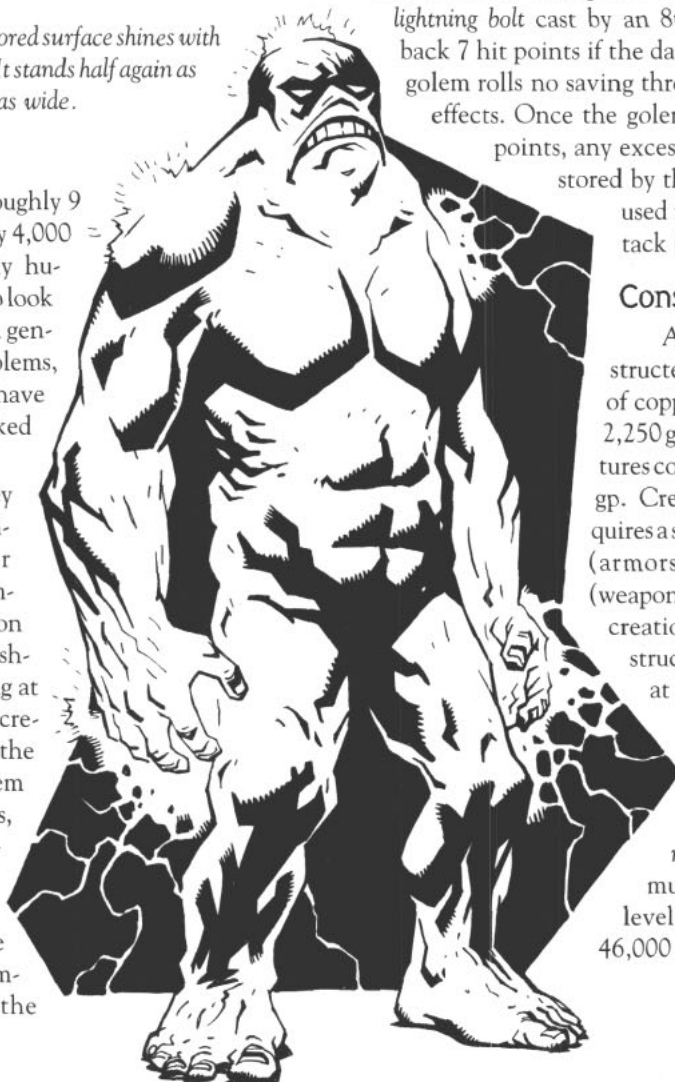
Any magical cold-based attack slows the golem (as the *slow* spell) for 2d6 rounds with no saving throw.

Any magical electricity-based attack breaks any slow effect on the golem and cures 1 hit point of damage for each 4 points of damage it would otherwise deal. For example, a copper golem hit by a lightning bolt cast by an 8th-level wizard gains back 7 hit points if the damage total is 28. The golem rolls no saving throw against electricity effects. Once the golem is at maximum hit points, any excess electrical damage is stored by the golem and may be used for its conduction attack (see above).

Construction

A copper golem is constructed from 4,500 pounds of copper. The copper costs 2,250 gp and the special tinctures cost an additional 3,750 gp. Creating the golem requires a successful DC 18 Craft (armorsmithing) or Craft (weaponsmithing) check. The creation includes the construction of a control ring at no additional cost.

CL 13th; Craft Construct, *geas/quest*, *resist elements (electricity)*, *polymorph any object*, caster must be at least 13th level; Price 86,000 gp; Cost 46,000 gp + 3,200 XP.



Golem, Lead

Huge Construct	
Hit Dice:	20d10+40 (150 hp)
Initiative:	-3
Speed:	20 ft. (4 squares)
Armor Class:	30 (-2 size, -3 Dex, +25 natural), touch 5, flat-footed 30
Base Attack/Grapple:	+15/+37
Attack:	Slam +27 melee (3d10+14)
Full Attack:	2 slams +27 melee (3d10+14)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Poison gas
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft, damage reduction 15/adamantine Fort +6, Ref +3, Will +6
Saves:	Str 38, Dex 4, Con —, Int —, Wis 11, Cha 1
Abilities:	—
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement:	21–32 HD (Huge); 33–60 HD (Gargantuan)
Level Adjustment:	—

The footsteps of this massive automaton shake the ground. Its dull gray, armored surface has been forged into the shape of a giant human, over twice as tall as any man. Its mouth is sculpted to appear as though it were roaring a battle cry, but no sound comes from the lifeless metal titan.

Description

Lead golems are truly massive constructs, standing 14 to 15 feet tall and weighing an earth-shaking 15,000 pounds or more. Their weight overwhelms the floors of most normal buildings, and their fists can batter structures to rubble in minutes. Their frame includes some aperture from which it releases its poisonous gas, commonly its mouth or a hole in its chest.

The dark elves of Dier Drendal are especially fond of creating lead golems, often crafting them with massive clawed hands with which to dig tunnels. Such golems have also been used in the dark elves' attacks on the dwarves of Burok Torn.

Lead golems follow only the commands of their creators. They understand and obey basic verbal commands, but can be "programmed" with fairly complex instructions if the creator invests about

an hour drilling them into the golem.

Combat

Poisonous Gas (Su): Every 2d4 rounds, a lead golem may billow out a 30-foot cone of poisonous gas as a free action. Anyone in the cone must succeed at a DC 20 Fortitude save; initial damage 1d6 temporary Constitution, secondary damage death.

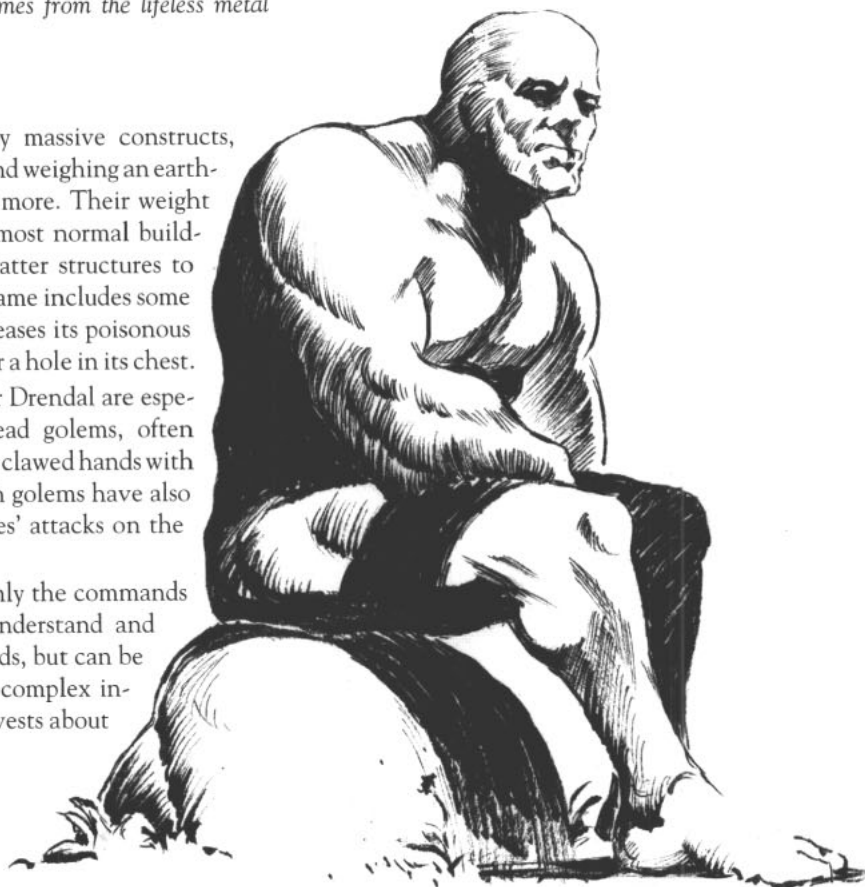
Immunity to Magic (Ex): A lead golem is immune to any spell or spell-like ability that allows spell resistance, except for any magic effect that specifically targets metal, which slows the golem (as the *slow spell*) for 2d6 rounds, with no saving throw.

Construction

A lead golem is constructed from 15,000 pounds of lead. The construction materials cost 12,500 gp. Creating the golem requires a successful DC 20 Craft (armorsmithing) or Craft (weaponsmithing) check.

CL 17th; Craft Construct, *geas/quest*, *limited wish* and *polymorph any object*, caster must be at least 17th level; Price 190,000 gp; Cost 100,000 gp + 7,200 XP.

Due to the naturally occurring poisonous gases involved, the construction of a lead golem is hazardous work; at the end of the final ritual, the creator must make Fortitude saves as if he were struck by the golem's poisonous gas attack.



Golem, Mithril

Colossal Construct

Hit Dice:	38d10+40+80 (500 hp)
Initiative:	-3
Speed:	50 ft. (10 squares)
Armor Class:	41 (-8 size, -3 Dex, +42 natural), touch 1, flat-footed 41
Base Attack/Grapple:	+28/+64
Attack:	Slam +44 melee (6d10+20)
Full Attack:	2 slams +44 melee (6d10+20)
Space/Reach:	40 ft./30 ft.
Special Attacks:	Improved grab, constrict 12d10+30, trample 6d10+30
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., mithril, damage reduction 15/epic
Saves:	Fort +12, Ref +9, Will +12
Abilities:	Str 50, Dex 4, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary (unique)
Challenge Rating:	23
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

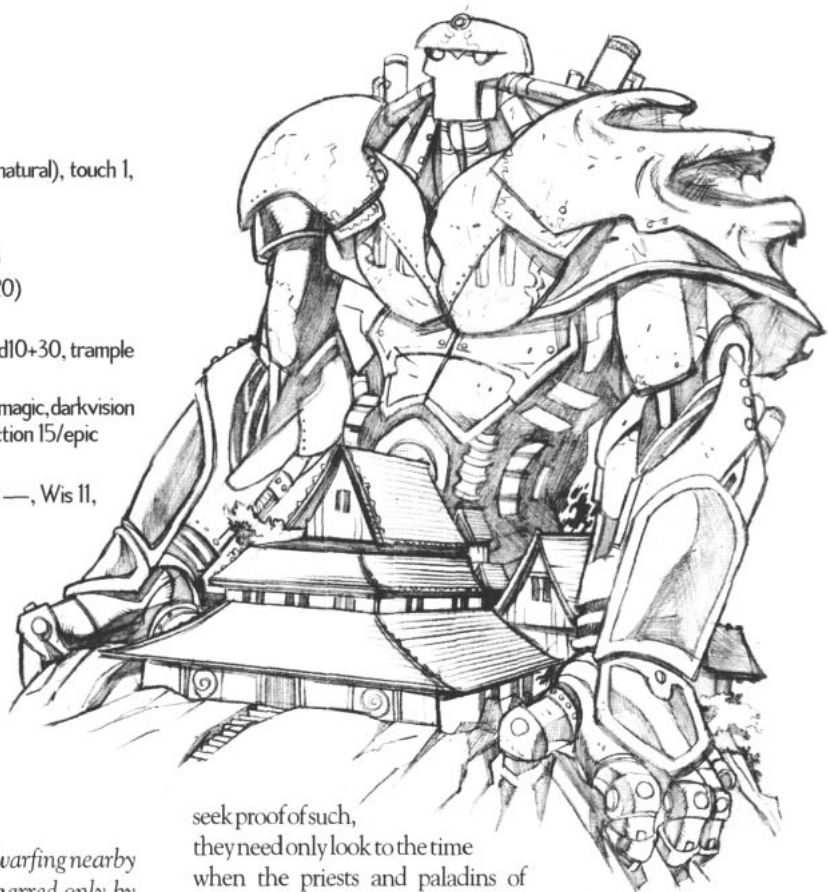
An awesome figure towers overhead, dwarfing nearby buildings. Its gleaming metallic surface is marred only by furrows dug by the flailing of a titan. The colossal figure is forged in the human heroic ideal and its presence conveys the splendor of the gods who forged it.

Description

Priests of Corean tell the tale that the Mithril Golem was forged by their god to use against the titan Kadum in the Divine War. The myth holds that the Mithril Golem succeeded in holding Kadum by its tail for but an instant, but that was long enough for the bestial titan to be gutted and chained by the gods. However, Kadum's tremendous strength warped and damaged the otherwise indestructible Golem. After the Divine War, the golem's purpose fulfilled, Corean left the Golem behind on the land rather than taking it to the god's home.

While some heretics doubt such an origin, it is certain that following the Divine War, a colossal statue of nigh-indestructible metal was discovered on the coast of the Blood Sea. Acting on visions from their god, the priests of Corean constructed a temple around the statue. The rapidly growing city of Mithril has since sprung up around it.

For the past 150 years, the Mithril Golem has stood motionless while the Mithril Temple of Corean and a growing city have been constructed around it. The faithful have no doubt that their god would rouse his construct to action should he ever desire its service — such as to answer the prayers of one of his high priests or to defend the city over which the Golem holds its silent vigil. Indeed, if the unfaithful



seek proof of such, they need only look to the time when the priests and paladins of Mithril prayed to Corean to deliver unto them weapons of righteousness to cleanse the Blood Sea coast of the titan races. A week later, one small finger from the Mithril Golem miraculously broke off and crashed to the ground. The mithril metal of the finger was melted in magical fire and forged into the holy swords of the paladins of Mithril.

Combat

The Mithril Golem uses its monolithic fists to pulverize nearly anything it hits, and, in the rare case that a foe survives such a pummeling, it then grabs and squeezes until its foe expires. In addition to its fist attack, it can simply run down smaller foes.

Improved Grab (Ex): To use this ability, the Mithril Golem must hit with both of its slam attacks. If it gets a hold, it can constrict.

Constrict (Ex): If the Mithril Golem gets a hold on an opponent, it squeezes with its mighty hands, dealing 12d10+30 points of damage with a successful grapple check. It continues to constrict each round as long as it maintains its hold.

Trample (Ex): Reflex DC 43 half. The save DC is Strength-based.

Mithril (Ex): The Mithril Golem gains +40 bonus hit points due to its solid mithril construction. This bonus was once higher, but the damage inflicted on the Golem has left its indelible mark.

Immunity to Magic (Ex): The Mithril Golem is immune to any spell or spell-like ability that allows spell resistance.

Golem, Silver

Medium Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), fly 90 ft. (poor)
Armor Class:	23 (+4 Dex, +9 natural), touch 14, flat-footed 19
Base Attack/Grapple:	+4/+7
Attack:	Slam +7 melee (2d8+3)
Full Attack:	2 slams +7 melee (2d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Flame gout
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., damage reduction 5/adamantine
Saves:	Fort +2, Ref +6, Will +2
Abilities:	Str 16, Dex 18, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	—

This slender humanoid automaton has graceful wings sprouting from its back. Its silver surface is exquisitely detailed, right down to individual feathers of its wings. It stands almost as tall as a grown human and a large red ruby sparkles from its setting in the creature's forehead.

Description

Silver golems are splendid-looking constructs who understand and can obey fairly long and complex instructions from their creators, including orders up to several sentences in length. For this reason, wizards often use silver golems as messengers, bodyguards, and even as personal attendants.

A few rare manuals for silver golem creation have been uncovered that are thought to have been penned by the god Corean himself. Such manuals create silver golems with a true rudimentary intellect of their own. Despite their apparent intelligence

and consequent freewill, such golems have unerringly served their creators thus far.

Combat

Depending on the situation and their instructions, silver golems usually attack from the air with their flame gout and then land to attack with their hands. Unlike their larger plodding cousins, silver golems are quite fast and agile in combat.

Flame Gout (Su): Every 1d6+1 rounds, a silver golem can spout forth a 20-foot cone of fire from its ruby adornment as a standard action, dealing 3d6 points of damage (Reflex half, DC 13).

Immunity to Magic (Ex): A silver golem is immune to any spell or spell-like ability that allows spell resistance, except for any spell that specifically targets metal keeps it from attacking (as the *calm emotions* spell) for 2d6 rounds, with no saving throw.

Construction

A silver golem is constructed from 500 pounds of pure silver. The construction materials cost 8,000 gp, at least 5,000 of which must come from a single ruby. Creating the golem requires a successful DC 20 Craft (whitesmithing) check.

CL 7th; Craft Construct, flame arrow, fly, geas/quest, limited wish polymorph any object, caster must be at least 7th level; Price 24,000 gp; Cost 16,000 gp + 640 XP.

If a silver golem is destroyed, the ruby might be salvaged from its remains. A successful DC 30 Craft (gemcutting) or Craft (whitesmithing) check recovers the gem, while failure means the ruby shatters into pieces worth a total of 500 gp. Assuming the heavy body of a silver golem can be taken to a smithy, it can be melted down into the equivalent of 25,000 or more silver pieces.



Golem, Wood

Medium Construct

Hit Dice:	7d10+20 (58 hp)
Initiative:	-2
Speed:	15 ft. (3 squares)
Armor Class:	18 (-2 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+5/+9
Attack:	Slam +9 melee (2d6+4 and thorns)
Full Attack:	2 slams +9 melee (2d6+4 and thorns)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Thorns
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft, damage reduction 10/metal, damage reduction 10/slashing, regeneration 1
Saves:	Fort +2, Ref +0, Will +2
Abilities:	Str 18, Dex 6, Con —, Int —, Wis 11, Cha 2
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary, pair, or patrol (3-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-16 HD (Medium); 17-21 HD (Large)
Level Adjustment:	—

This human-sized creature is a gnarled mass of wood, vines and thorns assembled into a vaguely humanoid form.

Description

Druid followers of the Earth Mother Denev are divided on the issue of constructing wood golems. Some see it as a heretical practice more akin to arcane magic than magic that involves the living embodiments of nature. Others feel that if the Earth Mother sees fit to grant them their incantations with which to construct a golem, then Denev clearly does not view these beings as heresy.

Combat

Thorns (Ex): At will as a free action, the wood golem may sprout thorns from its body. These thorns deal an additional 1d4 points of piercing damage with every successful slam attack. A creature that attempts to grapple the golem takes automatic

thorn damage each round the grapple is maintained.

Immunity to Magic (Ex): A wood golem is immune to any spell or spell-like ability that allows spell resistance, except as follows:

A *warp wood* spell or any fire-based magic attack slows the golem (as the *slow* spell) for 2d6 rounds, no saving throw

An *antiplant shell* spell holds the golem at bay as a *protection from evil* keeps outsiders at bay.

Regeneration (Su): The wood golem may regenerate 1 hit point per minute as long as it is in direct contact with a living tree. The golem cannot be healed any other way including use of the Craft Construct feat.

Construction

Wood golems are human-sized constructs made from up to 2,000 pounds of any hard wood that has died but not yet begun to rot. The construction materials cost 3,500 gp. Creating the golem requires a successful DC 15 Craft (woodworking) check.

CL 14th; Craft Construct, *liveoak*, *spike growth*, *wood shape*, caster must be at least 14th level; Price 18,000 gp; Cost 9,000 gp + 720 XP.

Once animated, the golem obeys only simple commands given by its creator. However, for each week of the golem's animated life, the creator must roll d% and if the result is 01-03, the golem immediately loses its magical properties and becomes a lifeless husk.



Gore Beetle

Tiny Vermin

Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+0/-10
Attack:	Bite +4 melee (1d4-2)
Full Attack:	Bite +4 melee (1d4-2)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Gas burst
Special Qualities:	Vermin traits
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 6, Dex 15, Con 15, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +2, Spot +2
Feats:	Weapon Finesse ^B
Environment:	Any temperate land and underground
Organization:	Solitary or nest (10–20 adults)
Challenge Rating:	1/2
Treasure:	1/10th coins; 1/10th goods; no items
Alignment:	Always neutral
Advancement:	2–3 HD (Tiny)
Level Adjustment:	—

A foot-long beetle with saw-toothed mandibles, its carapace covered in crusted blood and offal, emerges from the heap of garbage and scuttles quickly forward.

Description

Gore beetles are armored insects the size of a housecat, their heads dominated by four compound eyes and a pair of large, saw-like mandibles. They range in color from a dull brown to a grayish-black, and their carapaces are often crusted with clots of dried blood and flesh from eating carrion — hence their gruesome name.

Gore beetles are common sights in large cities or ruined castles, where there's plenty of refuse available for constructing nests and plenty of rotting meat to feed themselves and their young. Primitives within or at the edges of southern jungles actually venerate these insects, considering them gifts from the earth goddess that keep their villages clean. Most places, however, find the bugs a nuisance and put prisoners to work eliminating their nests.

Gore beetles collect bits of trash and waste and build low, irregularly shaped nests to guard their young and store food. They prefer to locate these nests



in dark, out-of-the-way places such as narrow blind alleys and abandoned privies. Most times, the smell alone is enough to warn curious passersby away. Certain brave — or foolhardy — individuals nevertheless risk the mandibles of the beetles to carve open their noisome lairs and look for coins, jewels, or other items dragged there while still attached to pieces of their former owners.

Combat

Gore beetles shunt waste gases from their digestive processes into a series of sacs located underneath their armor; when threatened, they vent this gas in a burst, inflicting nausea and eye irritation on their victims. When defending their nests, they attack aggressively, venting their gas sacs to irritate their foes and then biting deeply with their powerful mandibles. As long as a nest is threatened, the beetles fight to the death.

Gas Burst (Ex): Once per day, the gore beetle may eject noxious gas in a 10-foot burst as a free action. All creatures in the burst must make a DC 14 Fortitude save or become nauseated for 1d4 rounds and suffer a -4 penalty to Spot checks for 2d4 hours.

Skills: Gore beetles receive a +2 racial bonus on Spot checks and a +10 racial bonus on Climb checks.

Gorgon, High

Medium Monstrous Humanoid

Hit Dice:	9d8+27 (67 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+9/+12
Attack:	Scimitar +10 melee (1d6+3 and poison) and scimitar +10 melee (1d6+3 and poison) and 8 snakebites +5 melee (1 per snake, and poison)
Full Attack:	Scimitar +10/+5 melee (1d6+3 and poison) and scimitar +10 melee (1d6+3 and poison) and 8 snake bites +5 melee (1 per snake and poison)
Space/Reach:	5 ft./5 ft. (snakes 10 ft.)
Special Attacks:	Snakes, poison, spells
Special Qualities:	Damage reduction 5/magic, immunities, resistance to cold 20, spell resistance 15
Saves:	Fort +6, Ref +8, Will +8
Abilities:	Str 17, Dex 15, Con 17, Int 15, Wis 15, Cha 17
Skills:	Bluff +6, Concentration +9, Craft (alchemy) +6, Decipher Script +5, Disguise +13, Hide +6, Intimidate +6, Knowledge (arcana) +7, Listen +5, Search +7, Spellcraft +10, Spot +5, Swim +6
Feats:	Alertness, Extend Spell, Two-Weapon Fighting, Weapon Focus (scimitar)
Environment:	Any land and underground
Organization:	Solitary, pair, or cabal (3–5)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10–18 HD (Medium)
Level Adjustment:	—

The man stands before you, with a sneer on his lips. He is clean-shaven, seemingly hairless and there seems to be something vaguely cold about him. With a hiss, the smooth flesh of his chest splits down the center and a twisting mass of serpents lashes out of the wet crimson split, fangs dripping with poison.

Description

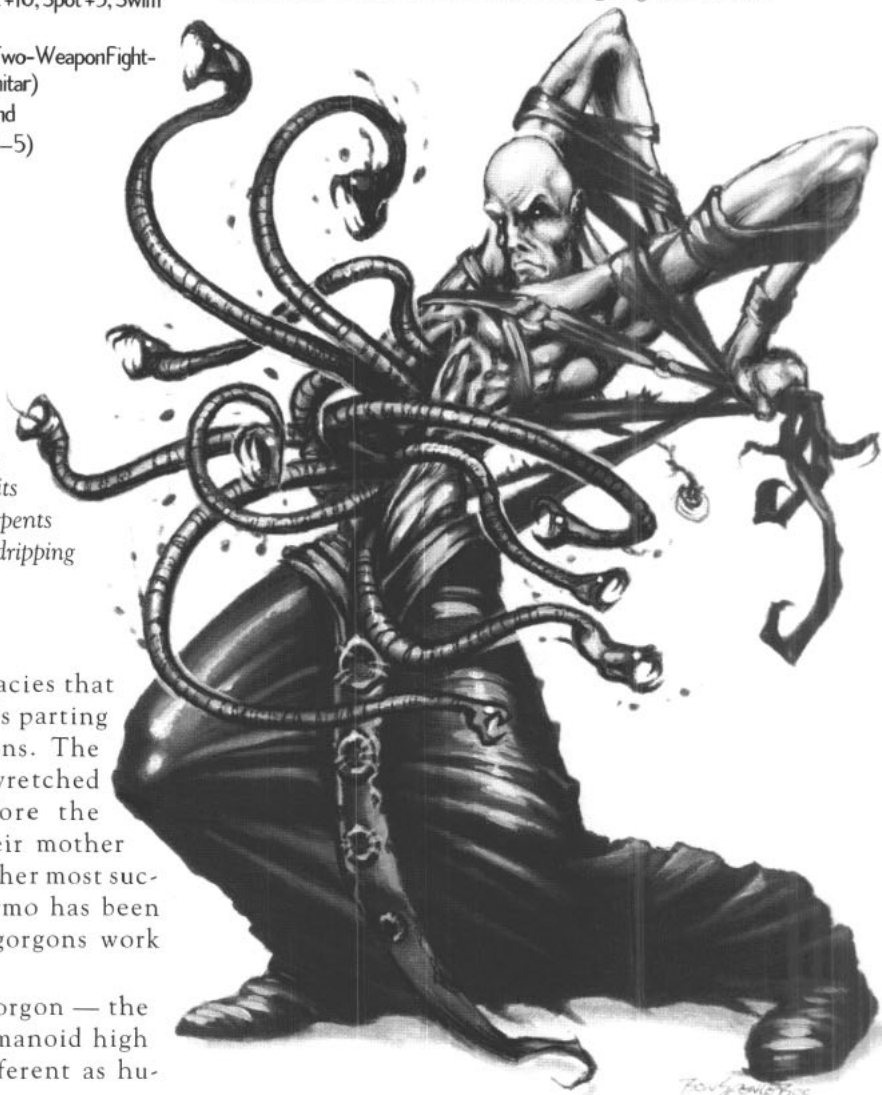
One of the most twisted legacies that the titans left behind is Mormo's parting gift to the world — the gorgons. The Serpentmother birthed these wretched creatures some 50 years before the Titanswar, and they served their mother obediently. They were certainly her most successful creation. Now that Mormo has been hacked apart and buried, the gorgons work secretly to restore her.

There are two varieties of gorgon — the bestial low gorgon, and the humanoid high gorgon. Although nearly as different as hu-

mans and lions, both varieties of gorgon are repulsively interfertile; the males of either species can fertilize females of either kind. They lay clutches of 1d6 eggs, one in five of which typically hatches into a high gorgon — the rest become low gorgons.

A high gorgon resembles a solidly built human man or woman with slightly grayish, almost glistening skin. They have no body hair whatsoever — a fact that they often disguise with cosmetics, hoods, or wigs. A small seam runs from the bottom of the breastbone down to just above the genitals. When the high gorgon wishes to reveal its true nature, the seam splits wide open, revealing a mass of intertwined serpents that strike out at the gorgon's enemies. High gorgons usually have yellow, amber, or brown eyes, and their teeth are unusually perfect.

High gorgons speak Common flawlessly, and most know a few other languages as well.



High Gorgon Blood Witches

The high gorgons seem particularly predisposed towards the blood witch prestige class. Indeed, with their natural spellcasting ability and permanent titanic taint, they are practically tailor-made for the class — which may, in retrospect, be precisely what Mormo intended.

High gorgons that advance in Hit Dice as normal may concentrate on fulfilling the requisites for the blood witch prestige class (see **Relics & Rituals**). This is the only class in which high gorgons ever advance. Normally, they simply advance by HD.

They can also communicate in the Gorgon tongue, which they keep secret from others. High gorgons often pose as members of obscure (and generally fictional) human cults, which seek to convince adherents to grant a little more indulgence to their sect's... unusual customs.

High gorgons don't have an actual culture of their own; they imitate human society as best they can, all the better to fit in. They gather in small cabals to exchange information and magic, and they particularly prize any rumors that might lead to another piece of Mormo's dismembered remains. They have no real allies among the other races (save low gorgons), but they have been known to hire coal goblins, werewolves, and even mantichora, as needed. The Hornsaw Forest is a place of high pilgrimage to high gorgons, who visit an underground temple there dedicated to the Witch Queen's spilled blood.

Combat

High gorgons usually try to conceal their true nature if at all possible. They typically fight with weapons and spellcasting as if they were human, even to the point of adopting popular skirmish tactics. If there is no way to prevent their nature from being revealed, however, they pull their bellies open to bite at opponents with their serpentine heads.

Their lairs are often defended with traps, magical and otherwise, as well as a kennel of low gorgons.

Snakes (Ex): An average high gorgon has 10 to 15 poisonous snakes attached to its spine inside its abdomen. It can strike with up to 8 snakes at once; these serpents can be severed if specifically targeted with a slashing weapon (AC 20, 10 hp damage to sever).

Poison (Ex): Scimitar — Injury, DC 17 Fortitude save negates, 1d4 Con/1d4 Con. This poison is alchemically distilled from the gorgons' own snake venom.

Snake bite — Injury, DC 14 Fortitude save negates, 1d8 Con/1d8 Con. These snakes attack as their own entities and act independently from the high gorgon — should a high gorgon be rendered unconscious, the snakes are still active (though if the high gorgon dies, the snakes perish as well). If a victim is bitten by multiple snakes during the same round, the DC for the saving throw is raised by 1 for each bite after the first. For example, a character bitten by four snakes would have to make a DC 18 Fortitude save for the fourth bite. However, temporary Constitution damage from multiple bites does not stack, meaning that the most Constitution a victim can lose from the bite of these snakes is 16 points (8 of which must be inflicted as secondary damage). High gorgon venom is considered a natural poison for the purposes of certain creatures' poison immunity (such as high-level druids, etc.).

Spells: All high gorgons cast spells as a sorcerer of a level equal to the gorgon's HD (save DC 13 + spell level). They favor spells that in some way diminish, pain, or warp their opponents, often tending toward Necromancy or Transmutation spells.

Immunities (Ex): High gorgons are immune to paralysis, poison, and sleep effects.

Spell Resistance (Ex): A high gorgon has spell resistance equal to 11 + 1/2 its high gorgon HD (i.e., usually SR 15).

Skills: High gorgons receive a +2 racial bonus on Knowledge (arcana), Search and Spellcraft checks as well as a +6 racial bonus on Disguise checks.

Gorgon, Low

Large Magical Beast

Hit Dice:	9d10+54 (103 hp)
Initiative:	+2 (Dex)
Speed:	50 ft. (10 squares), swim 30 ft.
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+9/+19
Attack:	Bite +14 melee (2d6+6 plus 1d6 acid)
Full Attack:	Bite +14 melee (2d6+6 plus 1d6 acid) and 2 claws +9 melee (1d6+3) or bite +14 melee (2d6+6 plus 1d6 acid) and tail +9 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, acidic spittle, pounce, rake 1d8+3
Special Qualities:	Immunity to poison, SR spell resistance 16, scent
Saves:	Fort +12, Ref +8, Will +3
Abilities:	Str 22, Dex 15, Con 23, Int 7, Wis 11, Cha 13
Skills:	Climb +8, Hide +2, Jump +12, Listen +7, Move Silently +4, Spot +7, Swim +16, Survival +3*
Feats:	Improved Natural Attack (bite), Improved Natural Attack (tail) Power Attack, Run
Environment:	Any land and underground
Organization:	Pair, kennel (3–5), pack (6–10), or herd (11–30)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	10–20 HD (Large); 21–27 HD (Huge)
Level Adjustment:	—

The beast looks like nothing so much as a reptilian lion, with a ruff of writhing snaky tendrils where a lion's mane would be.

Description

It seems impossible to believe that the bestial low gorgons are related to their humanoid cousins, but that's exactly the case. Where the high gorgons are intelligent and subtle, the low gorgons are ravening and savage. Still, the blood of Mormo binds them, and the two races are often found in one another's company. Its dark-green scales are thick, almost metallic, and its long, flexible tail ends in a bony knob, much like a great mace.

Low gorgons are rather more common than their "high" brethren, but they still tend to avoid civilization unless their kin imported them.



A few people have managed to train low gorgons as watch-beasts by raising them from the egg, but the creatures have to be monitored carefully at all times lest they turn on their masters at the first opportunity.

Combat

Low gorgons are malicious brutes that seem to take exceptional pleasure in ripping living creatures apart with their teeth and claws. They stalk their prey for as long as they can, seeking to leap on victims from above, often only when they think they've escaped. A low gorgon typically focuses its claws and bite on one opponent, not relenting until it has felt its victim die in its jaws; it reserves its tail attack for those trying to flank it.

When they hunt in packs, low gorgons demonstrate great cunning, actively seeking out spellcasters, archers and other ranged combatants. (They even leap over the heads of defenders to do so.) If directed by a high gorgon, low gorgons are capable of following complicated plans, though their natural impatience can sometimes hinder their efficiency.

Acidic Spittle (Ex): A low gorgon's saliva is remarkably acidic, quickly dissolving organic material and metal. Indeed, the beast is effectively capable of chewing through iron bars. Its bite attack deals acid damage; on a successful critical hit with its bite, the acid damage increases to +2d10.

The gorgon's acidic saliva deals 40 points of damage per round to wood or metal objects.

Armor or clothing dissolves and becomes useless immediately unless it succeeds at a DC 20 Reflex save. The acid cannot harm stone.

Pounce (Ex): If a low gorgon 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.

Rake (Ex): A low gorgon that pounces on an opponent can make two additional rake attacks (+10 melee) with its hind legs for 1d8+3 points of damage each.

Skills: Low gorgons receive a +4 racial bonus on Jump, Listen, and Spot checks. *When tracking by scent, low gorgons receive a +2 racial bonus on Survival checks.

Great Swan, The

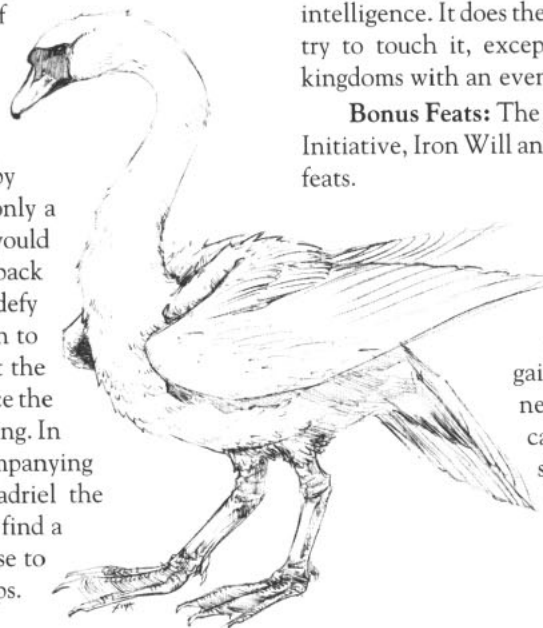
Medium Magical Beast

Hit Dice:	6d10+6 (39 hp)
Initiative:	+4 (Improved Initiative)
Speed:	10 ft. (2 squares), fly 100 ft. (poor), swim 15 ft.
Armor Class:	20 (+6 natural, +4 deflection), touch 14, flat-footed 20
Base Attack/Grapple:	+6/+4
Attack:	Bite +4 melee (1d4–2)
Full Attack:	Bite +4 melee (1d4–2) and 2 wing slams –1 melee (1d6–2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Bonus Feats, damage reduction 15/—, spell resistance 30, <i>blessing</i>
Saves:	Fort +6, Ref +7, Will +8
Abilities:	Str 7, Dex 10, Con 13, Int 18, Wis 18, Cha 18
Skills:	Animal Empathy +13, Listen +15, Sense Motive +13, Spot +15, Swim +8, Survival +7
Feats:	Alertness, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility
Environment:	Any land
Organization:	Solitary (unique)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful good
Advancement:	6+ HD (Medium)
Level Adjustment:	—

The majestic bird resembles a swan of tremendous size, standing almost as tall as a human. Its feathers are the purest white, almost seeming to glow with an inner light.

Description

When warrior-hero Adurn of Vesh fell at the Battle of Twisted Timbers, his crestfallen knights and men-at-arms set his burning remains adrift on a funeral barge across Mountain's Tear Loch (now called Adurn's Tear). Although the army, interceding on behalf of the defeated dwarves of Burok Torn, had won its battle against Calastia and then boy-king Virduk, the spirit of Adurn's army was broken by the loss of its leader. It was only a matter of time before Virduk would rally his forces and strike back against the army that dared defy him. The priests tried in vain to appeal to Corean for aid, but the god would make no move since the battle was of their own choosing. In desperation, the priests accompanying Adurn's army prayed to Madriel the Redeemer for mercy, to help find a new champion who might rise to inspire the demoralized troops.



Almost immediately, the priests received a sign. Rather than burn out in the space of a night, Adurn's pyre burned for seven nights and cast a dancing light, assuming the shape of a swan in flight, across the looming Kelder Mountains. On the seventh night, Prince Thain of the dwarves, son of recently deceased King Thune, descended from the mountains to thank his unsolicited allies, explaining that a great swan had called to him in his dreams and promised to save his people. Upon Thain's arrival, a majestic swan took wing from the last ember of Adurn's pyre and disappeared beyond the horizon. Adurn's priests were men of wisdom, and they immediately beseeched Thain to become the adopted lord of their army, creating a new alliance of man and dwarf against Virduk.

Whether this story is true or not, witnesses occasionally report sightings of a great, solitary swan all over the Scarred Lands, often in kingdoms where the people need an enlightened, just hero to lead them against oppression. It is said that anyone whom the swan — which is presumably the very embodiment of Adurn's great soul — allows to touch it is blessed as a leader among men. Those who have been so favored make it a custom to bear a swan insignia as their heraldic symbol, though some imitators seek to gain the recognition that only these true chosen deserve.

It is widely known that swan images of any kind are outlawed in Calastia (it seems Virduk has developed a hatred of birds of any color but black), and the animals are even hunted and killed in the kingdom.

Combat

The Great Swan never fights, not even in self-defense. If anyone should seek to attack it, it simply flies off beyond harm to the best of its ability and great intelligence. It does the same to almost all who would try to touch it, except for those destined to lead kingdoms with an even and fair hand.

Bonus Feats: The great swan acquires Improved Initiative, Iron Will and Lightning Reflexes as bonus feats.

Blessing (Sp): The Great Swan may willingly allow a person to touch it; whoever does so is blessed as a result. The blessed individual gains 2 points of Wisdom permanently, and she is thereafter capable of taking the Leadership feat even if she does not meet the usual level requirement for that feat.

Grippett

Large Magical Beast

Hit Dice:	3d10+3 (19 hp)
Initiative:	+1 (Dex)
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+7
Attack:	Bite +2 melee (1d8)
Full Attack:	Bite +2 melee (1d8) and 2 claws -3 melee (1d6) or bite +3 melee (1d8) and tongue grab
Space/Reach:	10 ft./5 ft. (15 ft. with tongue)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Mimicry, scent
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 10, Dex 13, Con 12, Int 6, Wis 10, Cha 11
Skills:	Bluff +3*, Climb +14, Hide +10*, Listen +10, Move Silently +11, Spot +1, Survival +1
Feats:	Combat Reflexes, Dodge
Environment:	Temperate and warm forest
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4-9 HD (Large)
Level Adjustment:	—

The large lizard is easily 6 feet high at the shoulder. It creeps along a thick branch in the night, its striped form almost invisible in the darkness. Its flanged head turns and its jaw opens like a hinge as it prepares to strike at prey.

Description

The grippett is a nocturnal reptilian creature with a large, prehensile tongue. Known for its abilities to blend into forests and mimic any noise it has heard, the grippett lures unsuspecting adventurers into traps by imitating prey or fellow party members.

The grippett is capable of shooting its tongue up to 15 feet and can pull most smaller creatures right into its mouth to eat them whole. Larger prey is avoided or killed with the grippett's powerful jaws and claws, while the grippett uses its mimicry to join the chorus of its victim's own death scream.

A typical grippett extends nearly 20 feet from its nose to the tip of its long tail and weighs approximately 1,000 pounds. When not using its chameleon ability, its skin is a light brown or green laced with purple bands. It has sharp teeth and claws, which it uses to climb and hunt prey.

Combat

The preferred tactic of a grippett is to track a potential meal for long periods of time, listening to noises that the grippett can then imitate. Then it finds a suitable hiding spot and waits, while imitating these noises in hopes of luring prey. If the grippett succeeds in cap-

turing prey, it climbs or runs to a safe spot to finish digesting its meal. If it fails to get a victim into its mouth, the grippett resorts to attacks with its razor-sharp claws and teeth.

Improved Grab (Ex): To use this ability, the grippett must hit a creature of up to Small size with its tongue attack. If it gets a hold it may make another grapple check as a free action to draw its prey into its mouth. Prey successfully drawn in takes automatic bite damage each round, and the grippett can attempt to swallow its prey.

Swallow Whole (Ex): A grippett can try to swallow a Small or smaller opponent it has bitten by making a successful grapple check. The swallowed creature takes 1d8 points of crushing damage and 1d4 points of acid damage per round from the grippett's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the grippett's mouth, where another successful grapple check is required for it to get free. A swallowed creature can also cut its way out by using a light slashing weapon to deal 10 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The grippett's gizzard can hold two Small, four Tiny, eight Diminutive or sixteen Fine opponents.

Mimicry (Ex): The grippett can imitate any noise or speech it has heard within the past week. A successful Listen check opposed to the grippett's Bluff check is required to detect the ruse.

Skills: Grippetts receive a +4 racial bonus on Climb checks, and a +8 racial bonus on Listen and Move Silently checks. They may use their Dexterity modifier instead of Strength for Climb checks. Due to their chameleonlike ability to blend into their surroundings, grippetts receive a +10 racial bonus on Hide checks. *When imitating sounds or voices with their mimicry ability, they receive a +10 racial bonus on Bluff checks.



Hamadryad

Medium Plant

Hit Dice:	6d8+30 (57 hp)
Initiative:	+2
Speed:	50 ft. (10 squares), climb 30 ft.
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flatfooted 18
Base Attack/Grapple:	+4/+8
Attack:	Slam +8 melee (1d8+6)
Full Attack:	Slam +8 melee (1d8+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +2d6
Special Qualities:	Furtiveness, low-light vision, plant traits, sylvan allies, wild empathy
Saves:	Fort +10, Ref +4, Will +4
Abilities:	Str 19, Dex 14, Con 20, Int 13, Wis 15, Cha 17
Skills:	Bluff +5, Climb +12, Diplomacy +5, Escape Artist +4, Heal +4, Hide +5, Listen +4, Move Silently +5, Search +3, Spot +3, Survival +4
Feats:	Alertness, Run, Track
Environment:	Any forest
Organization:	Solitary, pair, or glade (3–7)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–15 HD (Medium)
Level Adjustment:	—

The girl is a vision of beauty, her slender form dressed in scanty leathers as she reclines against the thick bole of an ancient tree.

Description

The hamadryads of the Scarred Lands are deceptively dangerous guardians of the deep forest. Although they resemble dryads, appearing as slight-bodied young girls usually dressed (at least partially) in light skins of forest creatures, they are in fact living plants with all the strength and vitality of their tree cousins.

The most obvious thing that sets a hamadryad apart from a human girl is her hair. Hamadryads do not actually have hair, perse, but rather a mass of long, slim, flexible branches like those of a willow. Their toes are long and are able to lengthen into roots when the hamadryad is hungry or thirsty. Touching a hamadryad is the surest way to determine her true nature. Although a hamadryad seems to have normal skin, it is actually a thin, birchlike bark over a layer of wood. It's impossible to confuse hamadryad "skin" with living flesh and blood.

Hamadryads are not always hostile to those who enter their forests, but they mark anyone carrying axes or fire as potential enemies. Each hamadryad forest is home to a secret glade where the wood nymphs gather. They keep their communal

treasure—usually anything pretty enough to catch their eye—in these glades. If a hamadryad forest is endangered, the nymphs are not above using their treasure to bribe others into helping them defend their lands.

Hamadryads sometimes cooperate with druids, unicorns (even the new breed of the Hornsaw), or any of Denev's servitors. They speak a faltering Common, and communicate among themselves with a whispering language like the wind through trees.

Combat

Hamadryads do not relish combat, but they fight to defend their woods if they judge intruders to be too great a threat. Many have learned to draw away male stragglers by pretending to be ordinary girls, then murdering the interlopers once they are apart from their group. They use their superior mobility and camouflage to attack those on the fringe of the party, lashing out with quick, yet alarmingly deadly blows and then disappearing back into the forest until another opportunity presents itself.

Sneak Attack (Ex): A hamadryad has the sneak attack ability as a rogue of a level equal to half her Hit Dice. This ability can be used only when the hamadryad is in the forest.

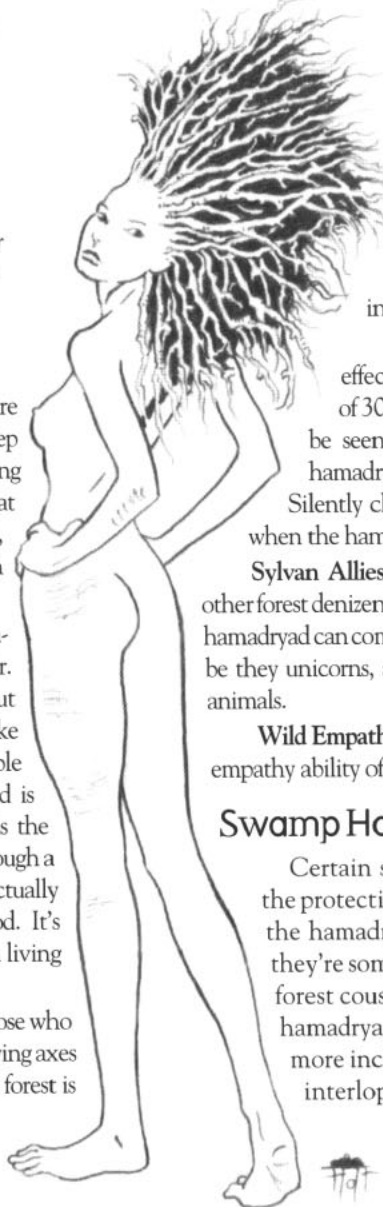
Furtiveness (Ex): Hamadryads are effectively invisible and silent at distances of 30 feet or greater, unless they choose to be seen. At closer ranges, this grants the hamadryad a +10 bonus to Hide and Move Silently checks. This ability can be used only when the hamadryad is in the forest.

Sylvan Allies (Ex): A hamadryad usually knows other forest denizens nearby whom it has befriended. The hamadryad can communicate with these creatures freely, be they unicorns, animated tree warriors, or even dire animals.

Wild Empathy (Ex): Hamadryads possess the wild empathy ability of druids and rangers.

Swamp Hamadryad

Certain secluded swamps or bayous enjoy the protection of a swamp-dwelling version of the hamadryad. These "swamp maidens," as they're sometimes called, are much like their forest cousins in most ways. However, these hamadryads of the swamps tend to be slightly more inclined toward maliciousness where interlopers are concerned, and they can call on slightly darker allies to protect their homes.



Hanid (Spirit Woman of the Flower)

Medium Fey	
Hit Dice:	9d6+9 (40 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple:	+4/+3
Attack:	—
Full Attack:	—
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, SR 14, <i>air walk</i> , plant home, low-light vision
Saves:	Fort +4, Ref +8, Will +9
Abilities:	Str 9, Dex 14, Con 12, Int 11, Wis 16, Cha 22
Skills:	Heal +14, Knowledge (nature) +9, Listen +14, Profession (herbalist) +14, Search +12, Spellcraft +9, Spot +14, Survival +14
Feats:	Alertness, Dodge, Run, Self-Sufficient
Environment:	Warm desert
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	10–18 HD (Medium)
Level Adjustment:	—

This naked woman must surely be a mirage for how could such perfect female beauty be given flesh and blood form. Her skin, the color of desert sand, glimmers translucently and her moonlight hair covers delicate, pointed ears.

Description

The word *hanid* means “hope” in the Ubuntu dialect, and it is no surprise that this is the name they have given both to a particular desert flower and to the spirit that occupies it. The hanid flower is a small, fragile, succulent plant with long golden-yellow petals. It grows flat on the sand and is virtually unnoticeable to one unfamiliar with it. Aside from the fact that it holds the hanid spirit, the hanid plant is otherwise a normal plant.

However, a spirit may occupy the hanid plant. A hanid spirit appears as a beautiful, faintly translucent desert woman who wanders the desert, moving from flower to flower. Should she meet a creature in distress while wandering, she immediately gives succor, using her magical abilities freely if need be.

Hanid do not speak. They administer care to those who are at death's door and unattended. Once they have assisted someone, hanid wander away as quickly as they appeared. Because they love small, pretty things, they sometimes linger briefly after caring for someone if he or she offers a small flower, gem, or other interesting bauble. A cunning old mage once claimed that, if a handsome male whispered certain words of magic to the hanid while it lingered after assisting him, the spirit would become temporarily enamored of its patient.



Some desert sorcerers have developed techniques of capturing hanid while they lie in their flower homes and binding them to the flowers, making the hanid's home into its prison. The sorcerer might then command the hanid to his will (or his pleasure), or might sell the imprisoned fey to some sheik or wealthy merchant.

Spiteful sandmaskers often rip up hanid flowers whenever they find them, despite the fact that hanid have helped dying sandmaskers in their times of greatest need.

Combat

Hanid never fight, not even to prevent the destruction of their flowers. Instead they will always try to escape to another flower, perhaps one in a hidden locale.

Spells: A hanid casts spells as a druid of a level equal to her Hit Dice; she prepares only spells that heal, or those that provide sustenance, comfort, protection, and other means of succor.

Spell-Like Abilities: 2/day — *invisibility*. This ability is as the spell cast by a 9th-level sorcerer.

Air Walk (Ex): Hanid may walk upon the air as if it were solid ground. This ability is otherwise similar to the spell of the same name.

Plant Home (Su): At will as a full round action, a hanid may disincorporate her physical body and enter any hanid plant within 10 feet, or exit such a plant to appear anywhere within 10 feet of it. The hanid spirit must enter a hanid plant in this way at least once per day, or she dies immediately. In the full round during which the hanid uses this ability, she is considered incorporeal.

Harpy

Medium Monstrous Humanoid

Hit Dice:	4d8+4 (22 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft., fly 90 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+5
Attack:	Scythe +6 scythe (2d4+1) or claw +5 melee (1d4+1) or javelin +6 ranged (1d6+1)
Full Attack:	Scythe +6 scythe (2d4+1) or 2 claws +5 melee (1d4+1) or javelin +6 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Reaper's dive
Special Qualities:	—
Saves:	Fort +2, Ref +6, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 12, Wis 10, Cha 9
Skills:	Climb +13, Hide +7, Listen +4, Move Silently +6, Spot +4
Feats:	Flyby Attack, Weapon Focus (scythe)
Environment:	Temperate and warm hill and mountains
Organization:	Solitary, wing (2–5), or shriek (6–24)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+4

A winged humanoid form, seemingly part woman and part vulture, descends from above, the scythe it wields gleaming wickedly.

Description

Two hundred years ago, the secretive cult called the Sisterhood of the Sick Moon was the terror of the Scarred Land's cities. A largely female cult dedicated to the fledgling night-goddess Belsameth, the Sisterhood plied its trade as assassins and spies in the interests of increasing the goddess' influence. But when the Titanswar tore the land apart, the order found that their subtle methods did little good among the armies and beasts massed by the divine and titanic powers. In desperation, the cultists offered up their prayers to Belsameth,

hoping that the Slayer could somehow make use of their zeal.

Belsameth answered their prayers with the gift of talons and great vulturelike wings — transforming the Sisterhood into a new race, the harpies.

Most harpies encountered in the Scarred Lands appear to be dark-skinned women with long, brazen talons for hands and feet, and with coal-black plumage adorning their backs, hips, tails, and wings. The relatively few males are flightless, and are therefore never seen outside their shriek's rookeries.

The voices of harpies are piercing but not shrill, not unlike an eagle's cry. Harpies prefer to hunt silently, though, dropping from the skies without a sound to slice at victims' exposed body parts with their scythes as they hurtle past — a tactic they developed after having observed the brutally effective hunting technique of scythe falcons.

Harpies lair in "rookeries," cave networks that burrow deep into cliff faces. Most rookeries go to some trouble to hide their garbage pits, as simply heaving their garbage outside tends to attract enemies. Each rookery contains at least one crude shrine to Belsameth, typically constructed of bones lashed together with scraps of victims'

clothing. Harpies are quite

clever enough not to

call attention to

their lairs, and this

includes not attacking

armed parties that are

seemingly

more dangerous than

they are.

The sole exception

to this prudence

comes on nights of

the lunar eclipse,

when the

harpies hunt

far and wide for

sacrifices to their

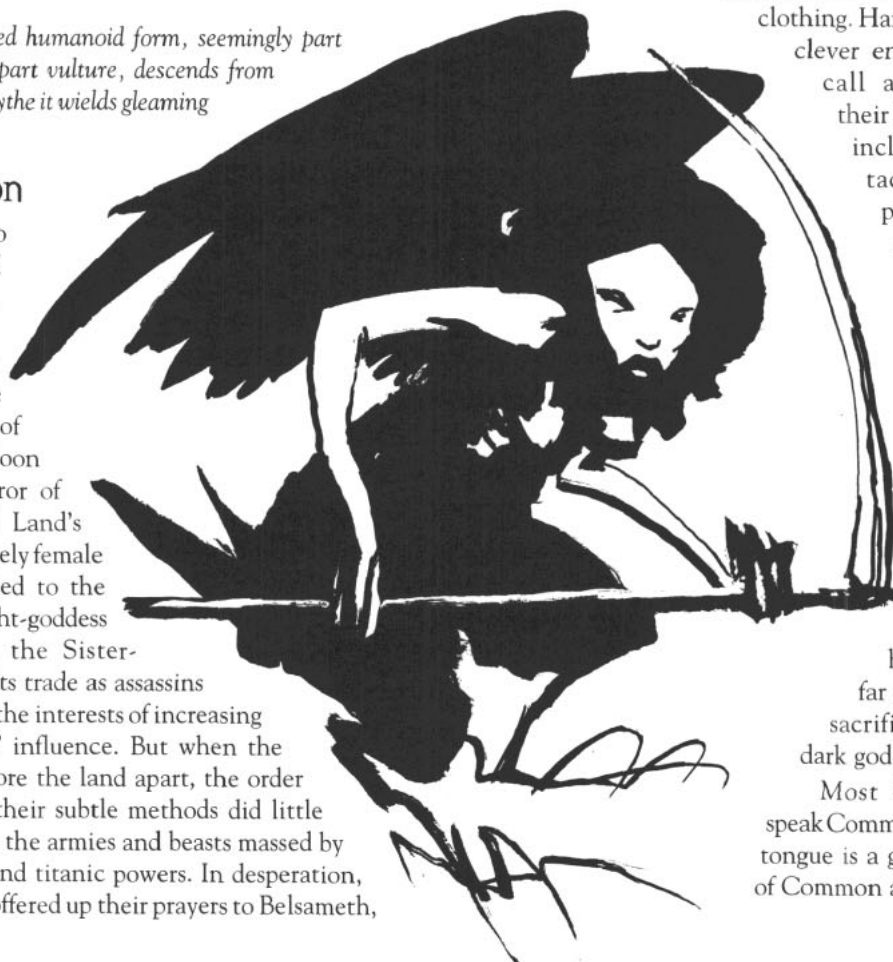
dark goddess.

Most harpies can

speak Common; their own

tongue is a garbled blend

of Common and Infernal.



Combat

Harpies fight from the air, where they can control the battle. If grounded, they become much more desperate, sometimes even losing the will to go on. They are not particularly swift or adept fliers, but they are more maneuverable than their great wingspans might suggest. A common harpy tactic is to remain silently airborne (or hidden among cliff faces, tree-tops, or the like) until an opportunity for an ambush presents itself. They begin any combat with their lethal diving attack if at all possible, then continue slashing their foes from above using Flyby Attack.

Reaper's Dive (Ex): If a harpy dives at double speed from at least a 120-foot height and uses its scythe to attack in the same round, the scythe's critical threat range is tripled (18–20). Further, if the target of the reaper's dive is flat-footed or denied its Dexterity bonus to AC for any reason, the harpy gains the benefit of a 4th-level rogue's sneak attack, dealing an additional +2d6 points of damage on a successful hit.

Skills: Harpies receive a +2 racial bonus on Spot checks and a +4 racial bonus on Move Silently checks. In low-light conditions, harpies' bonus to Spot checks increases to +6.

Scarred Lands Harpy Characters

A few gifted harpies gain rogue, fighter, sorcerer, or cleric levels. Harpy clerics almost always worship Belsameth; they use scythes as their favored weapon and tend to take the Death and Trickery domains. It

is virtually unheard of for a harpy to multiclass. Harpy characters have the following racial traits.

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

- Medium size.

- Space/Reach: 5 ft./5 ft.

- A harpy's base land speed is 20 feet, base climb speed is 20 feet and its base fly speed is 90 feet (average).

- Racial Hit Dice: A harpy begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, Will +4.

- Racial Skills: A harpy's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently and Spot. Harpies receive a +2 racial bonus on Spot checks and a +4 racial bonus on Move Silently checks. In low-light conditions, harpies' bonus to Spot checks increases to +6.

- Racial Feats: A harpy's monstrous humanoid levels give it two feats.

- Weapon and Armor Proficiency: A harpy is automatically proficient with simple weapons and martial weapons.

- +4 natural armor bonus.

- Special Attacks (see above): Reaper's dive.

- Automatic Languages: Common and Harpy.

- Favored Class: Rogue.

- Level Adjustment: +4

Harrier, Great

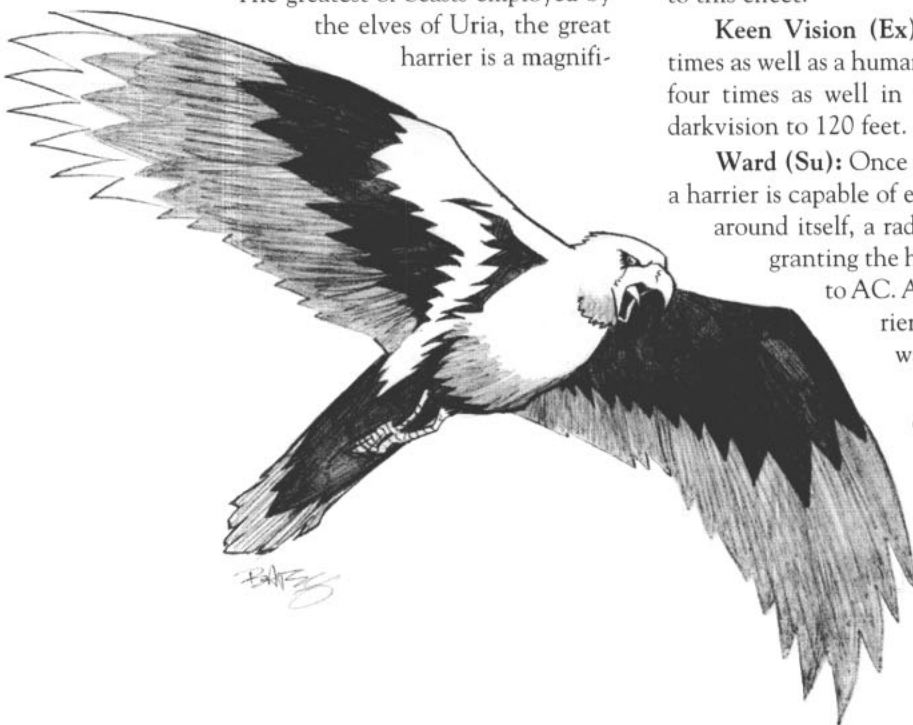
Huge Magical Beast

Hit Dice:	20d10+40 (150 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 150 ft. (average)
Armor Class:	21(-2size,+4Dex,+9natural),touch12,flat-footed 17
Base Attack/Grapple:	+20/+33
Attack:	Bite +23 melee (2d8+5)
Full Attack:	Bite +23 melee (2d8+5) and 2 claws +18 melee (2d6+2)
Space/Reach:	15 ft. /15 ft.
Special Attacks:	Frightful presence
Special Qualities:	Damage reduction 5/magic, immunity to fear, keen vision, ward
Saves:	Fort +14, Ref +16, Will +5
Abilities:	Str 20, Dex 18, Con 15, Int 7, Wis 9, Cha 23
Skills:	Listen +11, Search +8, Spot +11*
Feats:	Alertness, Cleave, Flyby Attack, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Initiative, Power Attack
Environment:	Temperate forest and mountains
Organization:	Solitary, pair, or flight (5-8)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	21-44 HD (Huge); 45-60 HD (Gargantuan)
Level Adjustment:	—

An enormous hunting bird of striking appearance floats on a thermal high above. Though some distance away, it is clear that the creature is huge, with a wingspan of almost 20 feet.

Description

The greatest of beasts employed by the elves of Uria, the great harrier is a magnifi-



cent sight to behold in the skies of the Scarred Lands. During the Titanswar, these majestic creatures were at the forefront of the Corean cavalries, talons unflinchingly rending the armies of their foes. In the present, although the beasts are known mostly for their use in scouring the Scarred Lands for dragons and other mighty titanspawn, great harriers are mainly used to scout, patrol, and defend Uria, one of the many islands west of Ghelspad. Difficult to train but amazingly loyal, the harriers are revered by Urians as an almost holy animal. Noncombatant Urians on important missions often use them for travel, as they can protect their riders from harm as well as take a battle to an enemy.

Rumors abound of wild harriers living in secluded forest or mountain regions, but as of yet, no sightings have been confirmed. Should a harrier (or its eggs) be captured and made available, many nobles would be willing to pay a king's ransom.

Combat

In combat, a harrier is unrelenting, descending in a whirlwind of claws and fury.

Frightful Presence (Ex): A great harrier is a creature of sublime beauty, capable of inspiring fear in its opponents whenever it attacks, charges, or flies overhead. Creatures within 210 feet having fewer Hit Dice than the harrier must succeed at a DC 26 Will save to avoid this effect. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. The harrier's allies (the Urians) are immune to this effect.

Keen Vision (Ex): A great harrier sees three times as well as a human in low-light conditions and four times as well in normal light. Harriers have darkvision to 120 feet.

Ward (Su): Once per day, as a standard action, a harrier is capable of erecting an aura of protection around itself, a radiant sphere that encircles it, granting the harrier a +16 deflection bonus to AC. Any creature(s) riding the harrier also gain this benefit. The ward lasts for 1 minute.

Skills: *Great harriers receive a +16 racial bonus on Spot checks in daylight.

Hill Howler

Large Magical Beast

Hit Dice:	4d10+16 (38 hp)
Initiative:	+3 (Dex)
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+15
Attack:	Bite +10 melee (1d8+7)
Full Attack:	Bite +10 melee 1d8+7 and 2 claws +8 melee 1d6+3
Space/Reach:	5 ft./10 ft.
Special Attacks:	Howl
Special Qualities:	Darkvision 120 ft.
Saves:	Fort +8, Ref +7, Will +1
Abilities:	Str 25, Dex 16, Con 18, Int 4, Wis 10, Cha 12
Skills:	Climb +16, Hide +3*, Jump +10, Listen +3, Move Silently +6, Spot +3
Feats:	Multiattack, Weapon Focus (bite)
Environment:	Temperate forest, hill, and mountains
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5–10 HD (Large); 11–12 HD (Huge)
Level Adjustment:	—

The huge humanoid beast has broad, hulking shoulders, long, powerfully muscled arms, and a misshapen head dominated by a gaping, toothy maw.

Description

The high, lonely foothills and the wooded hollows of the deep mountains are home to the hill howler. The howler moves with a rolling, ape-like gait, yet it is surprisingly quickly on its broad, agile feet and hands, and it is a nimble climber. When standing fully erect, the average hill howler is eight feet tall, though it is not uncommon for them to grow to 10 feet in height. The monster is covered with coarse brown fur, and the thick, curved talons on its feet and hands are black. Its eyes are small and yellow-orange, and reflect firelight like a cat's.

The hill howler is a carnivore that lairs in hard-to-reach caves, claiming a hunting ground up to 10 square miles around its home. Once settled, it preys on large game until it has killed or driven away everything in the region. It then moves on in search of better pickings. Hill howlers have a peculiar fondness for horseflesh, and they stalk even large groups of travelers passing through their territory. They hunt at night, when their keen senses give them a decided advantage over humans or other animals, and they circle prey for quite some time as they calculate the best moment to strike.

Occasionally, a howler develops a taste for human prey and its hunger brings it out of the hills to haunt isolated villages and castles until a sufficiently bold group of hunters is able to put an end to the beast.

Combat

A hill howler generally creeps up on its victim and pounces from the shadows at the last moment with a bone-chilling scream. When it lands, it dashes the prey to the ground to kill it with tooth and claw. Once its victim is dead, it picks up the body and flees. A typical hill howler can carry off a light horse without being encumbered significantly. If its sudden attack is not effective and the victim puts up a fierce fight, the monster retreats quickly and is likely to seek other prey.

Howl (Ex): When a hill howler shrieks, all creatures within a 60-foot spread must succeed at a DC 13 Will save or become shaken for 2d6 rounds. This is a sonic, mind-affecting fear effect. If a creature makes its save, it is immune to that howler's howl for one day.

Skills: Hill howlers receive a +2 racial bonus on Jump, Listen, Move Silently, and Spot checks. *In forested or overgrown areas, they receive a +4 racial bonus to Hide checks.



Hollow Knight

Medium Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	-2
Speed:	20 ft. (4 squares)
Armor Class:	18 (-2 Dex, +8 natural, +2 large shield), touch 8, flat-footed 18
Base Attack/Grapple:	+4/+8
Attack:	Heavy lance +8 melee (1d8+4) or longsword +8 melee (1d8+4)
Full Attack:	Heavy lance +8 melee (1d8+4) or longsword +8 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft, damage reduction 5/adamantine, armored
Saves:	Fort +2, Ref +0, Will +2
Abilities:	Str 18, Dex 7, Con —, Int 10, Wis 10, Cha 10
Skills:	Diplomacy +2, Intimidate +1, Listen +2, Ride +7, Search +1, Spot +3
Feats:	Improved Shield Bash, Mounted Combat, Ride-By Attack
Environment:	Any land
Organization:	Solitary, pair, unit (3–10), army (20–100, plus 1 baron of 3rd to 5th level per 20 knights and 1 earl of 6th to 8th level)
Challenge Rating:	4
Treasure:	Triple standard
Alignment:	Always lawful neutral
Advancement Rate:	By character class
Level Adjustment:	+7

At first glance this creature seems a human warrior dressed in resplendent plate armor except that there is no visage discernable behind the open face guard of its helmet, merely a hollow darkness.

Description

The hollow knights are the staunch defenders of the Gleaming Valley. Created by Corean, god of artifice and chivalry, to serve as his army in the Divine War, the constructs are actually the eldritch fusion of metal and spirit. After he forged the armor he required, Corean called upon the resting souls of warriors who had venerated him before, or those whom the titans had spurned in life and who thus sought revenge against their former tormentors. These ghosts manned the god's armor and strode forth to war against the minions of the celestial tyrants.

As reward for the hollow knights' service and loyalty, Corean decreed that, after the war, the spirits would be allowed to return to the world that they had helped

secure. However, Vangal the Ravager, jealous of Corean's army and their victories during the Divine War, defiled the worldly remains of the knights whom Corean had freed. The soldiers were thus denied their former lives and were forced to continue on as spirits given form only by the plate armor they wore.

Despite their mistreatment and unnatural existence, the hollow knights have prospered since the Divine War, carving out their own kingdom from the wastes near the Hornsaw Forest. Secretly, however, they fear for their future. With no further need of his Gleaming Legion, Corean has ceased their creation. Although the knights are stunning combatants, one of them does fall in battle from time to time, his soul flitting to the next world. The knights' days are therefore numbered, and any army large or bold enough to wage a war of attrition against the knights



of the Gleaming Valley could destroy the hollow knights forever.

Hollow knights are identical in appearance, cast as they are from the same mold. All appear as knights in full plate armor, although their open face masks reveal a disturbing darkness within — and nothing more. The only variance among hollow knights denotes rank: common knights are burnished bronze, barons are shining silver, and earls are glittering gold.

Despite the fact that they appear to have no mouths, hollow knights speak Common in haunting, tinny, reverberating voices.

Combat

When mounted, a hollow knight usually charges with its lance. If possible, the knight attacks other mounted soldiers, but lacking such targets it deigns to attack infantry. On foot, the construct attacks with its longsword, again choosing to attack those it feels to be the most worthy opponents, typically an enemy warrior with the best equipment.

Hollow knights are the very spirit of military precision. When working together, they are able to synchronize their movements in ways no living army can match, allowing them to more easily capitalize on enemy weaknesses and mistakes. Although their reputation on the battlefield defines them as fearless — and being constructs, they are technically immune to fear effects — many hollow knights are in fact terrified of dying again and losing their lease on the world.

Immunity to Magic (Ex): A hollow knight is immune to any spell or spell-like ability that allows spell resistance, except for:

Any magical attack that deals electricity damage paralyzes the knight for 4 rounds or merely slows it (as

per the *slow* spell) for 4 rounds if the knight makes its saving throw.

Armored (Ex): Essentially being an animated suit of full plate armor, a hollow knight cannot effectively wear additional armor over its animated armor body.

Hollow Knight Characters

The only class available to hollow knights is fighter. There are apocryphal tales of hollow knight paladins, but given the constructs' unwavering lawful neutral alignment, this is probably just a legend. Hollow knight characters possess the following racial traits:

- +8 Strength, -3 Dexterity, — Constitution
- Medium size.
- Space/Reach: 5 ft./5 ft.
- A hollow knight's base land speed is 20 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A hollow knight begins with six levels of construct, which provides 6d10 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +2, Ref +2, and Will +2
- Racial Skills: A hollow knight's construct levels give it skill points equal to $9 \times (2 + \text{Int modifier})$. Its class skills are Diplomacy, Intimidate, Listen, Ride, Search, and Spot.
- Racial Feats: A hollow knight's construct levels give it three feats.
- +8 natural armor bonus.
- Special Qualities (see above): construct traits, immunity to magic, damage reduction 5/adamantine, armored
- Favored Class: Fighter.
- Level Adjustment +7

Hookwing

Tiny Animal	
Hit Dice:	2d10–4 (7 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), fly 60 ft. (good)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+1/–1
Attack:	Bite +0 melee (1d4–3)
Full Attack:	Bite +0 melee (1d4–3) and 2 claws +5 melee (1d6–3)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Flying rake 2d4–3
Special Qualities:	Low-light vision, scale hooks
Saves:	Fort +1, Ref +7, Will +0
Abilities:	Str 5, Dex 19, Con 6, Int 2, Wis 10, Cha 6
Skills:	Balance +5, Climb +4, Hide +12*, Listen +1, Move Silently +14, Spot +1
Feats:	Weapon Finesse (claws)
Environment:	Temperate forest
Organization:	Solitary, pair, clutch (3–9), or colony (10–20)
Challenge Rating:	1/3
Advancement:	3–4 HD (Tiny)
Level Adjustment:	—

The sleek flying lizard is almost 4 feet long from its snout to the end of its thin, rudderlike tail. It is covered in hard, glossy scales that range from a lustrous greenish-black to an iridescent emerald hue. Sharp flanges and hooks grow from the center of each scale, providing the animal with a powerful natural defense against predators as well as an effective weapon in killing its prey.

Description

The hookwing is a muscular flying lizard; each of its four slim legs have four toes configured much like a bird's talon, tipped with long, curved nails useful for gripping precarious perches and for tearing apart its meals.

Hookwings are solitary hunters that roost in tall trees or the ruined spires of castle keeps. In the late summer, after mating, groups of females come together to make large, communal nests, where the mothers take turns incubating eggs and hunting for the group as a whole. Females guard these nests very aggressively, swarming viciously over larger creatures who stray too near.

These reptiles are very cunning and strong for their size, and they can be trained to hunt on command much like a falcon or hawk. Females can also be trained to guard homes or large, mobile possessions such as trunks or chests. Coupled with their bird-like fascination for colorful shiny objects, hookwings are

valued by jewelers and other artificers as watchbeasts. A small and discreet class of hookwing trainers and handlers has existed among the elves of Elduraire near Gamulganjus where the creatures are more common, and the humans of Virduk's Promise are now adopting this practice as well. Trainers pay up to 50 gold coins for healthy eggs.

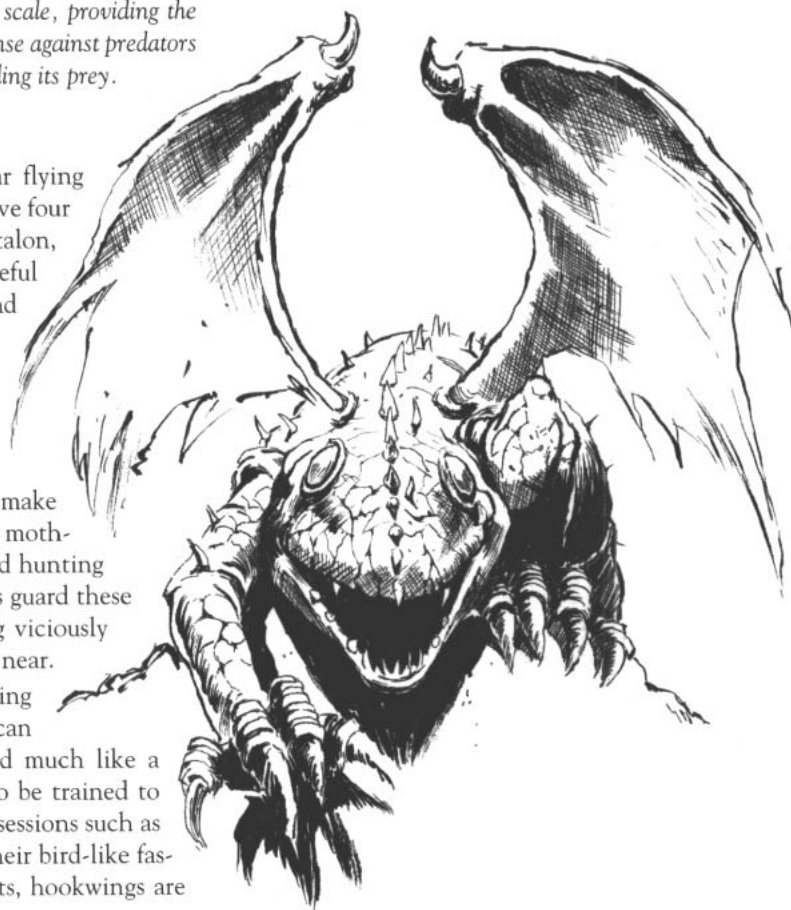
Combat

Whether hunting or defending its nest, a hookwing attacks its victim by flying high into the air, folding its wings tightly against its body and diving at its prey like an arrow, using its sharp-edged scales to tear opponents as it slashes past them.

Flyby Rake (Ex): When flying, a hookwing uses the sharp hooks and ridges of its body as a special rake attack (+7 bonus), attacking as if it had the Flyby Attack feat and dealing 2d4–4 points of damage.

Scale Hooks (Ex): Whenever a hookwing is grappled, its opponent takes 1d2 points of damage each round from its sharp hooks.

Skills: Hookwings receive a +2 racial bonus on Balance and Climb checks, and a +4 racial bonus on Move Silently checks. They may use their Dexterity modifier instead of Strength for Climb checks. *Hookwings receive a +6 racial bonus on Hide checks in forested or overgrown areas.



Hornsaw Unicorn

Large Magical Beast

Hit Dice:	8d10+48 (92 hp)
Initiative:	+3 (Dex)
Speed:	80 ft. (16 squares)
Armor Class:	20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+8/+18
Attacks:	Horn +13 melee (2d6+6)
Full Attack:	Horn +13 melee (2d6+6), bite +11 melee (1d6+3) and 2 hooves +11 melee (1d6+3)
Space/Reach:	10 ft./5 ft. (10 ft. with horn)
Special Attacks:	Enhanced natural weapons, rage
Special Qualities:	Immunities, spell resistance 18
Saves:	Fort +12, Ref +9, Will +6
Abilities:	Str 23, Dex 17, Con 22, Int 12, Wis 19, Cha 24
Skills:	Animal Empathy +10, Intimidate +10, Jump +14, Listen +12, Spot +12
Feats:	Cleave, Improved Natural Attack (horn), Multiattack, Power Attack
Environment:	Cold and temperate forest
Organization:	Solitary, pair, or gash (3–8)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	9–16 HD (Large)
Level Adjustment:	—

The beast that steps through a break in the undergrowth looks much like a shaggy warhorse with wicked cloven hooves and pointed teeth. Most striking of all, however, is a single steel-like serrated horn that grows from its head.

Description

Unicorns have always been ferociously territorial beasts that guarded the heart of Scarn's forests — the Hornsaw unicorn is simply more ferocious than a “normal” unicorn. It was one of these beasts, sighted not long after the Titanswar, that gave the Hornsaw Forest its new name, for nothing summed up the changes that forest had undergone better than the savage beasts its unicorns had become.

The Hornsaw unicorn is omnivorous, and though it's usually content to graze, it will gladly eat the bodies of intruders who enter its domain. It rarely hunts for food or sport, but it can be remarkably aggressive when defending its territory. These beasts possess an unusual level of cunning, and most have learned to understand several languages appropriate to their surroundings (though they cannot themselves speak).

Oddly enough, the Hornsaw unicorn is now apparently the “default” breed of unicorn throughout the Scarred Lands. According to sages, this change is probably due to breeding between Hornsaw unicorns that migrated outward and the more “common” breed. If so, it would stand to reason that what is now



commonly called the Hornsaw unicorn is a mere half-breed — implying that there might still be “true” Hornsaw unicorns in the depths of the Hornsaw Forest that are even larger and more vicious than these brutes.

Combat

The Hornsaw unicorn prefers to enter battle by charging horn-first into its opponents, though it is canny enough not to do so against any group of foes that possess spears or other weapons that might be set to receive its charge. It is perfectly capable of slashing or stabbing with its horn, biting, and striking with its forehooves all in the same round.

Enhanced Natural Weapons (Ex): The horn, hooves, and teeth of a Hornsaw unicorn are naturally as hard as metal, and they are magically hardened as well (treat them as having hardness 13). They are treated as magical weapons for purposes of overcoming damage reduction.

Rage (Ex): A Hornsaw unicorn that takes damage in combat flies into a berserk rage the following round, attacking madly until the end of that combat. It gains +4 Strength, +4 Constitution, a +2 morale bonus to attacks, and –2 AC. It cannot end its rage voluntarily.

Immunities (Ex): Hornsaw unicorns are immune to poison and disease. (They can digest anything that they can chew, though only fresh plant matter or flesh nourishes them.) They are immune to charm effects.

Huror (Ice Bear)

Huge Magical Beast (Cold)

Hit Dice:	20d10+140 (250 hp)
Initiative:	+0
Speed:	80 ft. (16 squares)
Armor Class:	24 (–2 size, +16 natural), touch 8, flat-footed 24
Base Attack/Grapple:	+20/+41
Attack:	Bite +31 melee (2d8+13)
Full Attack:	Bite +31 melee (2d8+13) and 2 claws +26 melee (2d6+6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Damage reduction 10/magic, frost pelt, eye of the storm, cold subtype, scent
Saves:	Fort +19, Ref +12, Will +8
Abilities:	Str 37, Dex 10, Con 25, Int 18, Wis 15, Cha 15
Skills:	Hide +0*, Listen +24, Spot +24, Swim +14, Survival +5
Feats:	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Natural Attack (bite), Power Attack, Run
Environment:	Cold mountains
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral
Advancement:	21–34 HD (Huge); 35–60 HD (Gargantuan)
Level Adjustment:	—

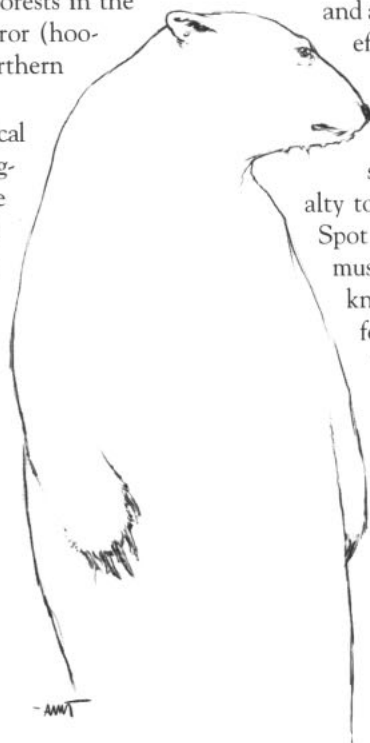
The massive creature resembles an albino bear. Crystals of blue ice glitter in its thick pelt, and its claws look like blue steel. Ice-blue eyes peer with keen intelligence from its broad, furred skull.

Description

As the emperor stags guard the forests in the name of Denev, the ice bears, or huror (hoo-rohr), guard the frozen mountains of northern Albadia.

The huror is a rare, almost mythical creature, seldom seen even by northern rangers. It is a creature that guards the pristine slopes of the mountains from creatures that would warp the land to their bidding. These bears travel in the heart of great blizzards that sometimes blanket the surrounding region for many miles, and stories tell of them aiding travelers lost in snowstorms, leading them to a sheltering cave or a nearby settlement. Most times, however, a huror appears as a force of vengeance, punishing foolhardy hunters or those who trespass knowingly into the goddesses' holy places.

Legends say that a huror that is close to death will seek out a great hero in the northlands and fight her in a terrible battle. If the hero loses the fight, she is spared



death. If she triumphs, she wins the aged bear's hide as a cloak that is impervious to cold, and the bear's teeth, which can pierce the strongest armor. When that hero eventually dies, the legend continues, she is then reborn as a huror herself, and takes her place as a guardian of the mountains.

Combat

Hurors are awesome creatures in battle, attacking opponents from amid a magical blizzard that freezes limbs and blinds eyes. Weapons that strike the huror are rimed with layers of ice that weigh them down and potentially shatter them. The bear's immense strength and fearsome teeth allow it to bite through the thickest armor as though it were mere cloth.

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

Frost Pelt (Su): The wielder of any weapon that strikes a huror must succeed at a DC 27 Reflex save or the weapon becomes rimed with ice, so that he suffers a –1 circumstance penalty to hit on subsequent attacks with that weapon. This modifier is cumulative with each successful attack the character makes against the huror. Any amount of ice accumulated in this way can be broken away from the weapon as a full-round action.

Eye of the Storm (Su): A severe blizzard surrounds a huror in a radius of 1d3 miles at any given time. This includes extreme cold (below 0° F), strong winds (25–30 mph), and heavy snowfall (1d6 inches per hour). Characters and creatures not protected from exposure risk hypothermia and frostbite, and also suffer the following penalties and effects: Vision is reduced to one-quarter; speed is reduced to half; –2 to melee attack rolls, and ranged attacks become impossible (except siege weapons, which suffer a –4 penalty to attacks); –8 to Listen, Search, and Spot checks; and Tiny or smaller creatures must make a DC 10 Fortitude save or be knocked down (or blown back 1d6x10 feet if flying). See DMG, Chapter 3, "Weather" and Chapter 8 "Cold Dangers" for more information regarding these conditions.

Hurors themselves never suffer any of the above penalties or effects associated with snowstorms.

Cold Subtype (Ex): Immunity to cold; double damage from fire except on a successful save.

Skills: *A huror's white hide grants it a +12 racial bonus to Hide checks in snowy or icy areas.

Ice Basilisk

Medium Magical Beast (Cold, Reptilian)	
Hit Dice:	10d10 (55 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), swim 30 ft.
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+10/+10
Attack:	Bite +11 melee (1d6)
Full Attack:	Bite +11 melee (1d6) or slam +10 melee (1d4)
Space/Reach:	5 ft. (coiled)/5 ft.
Special Attacks:	Chilling gaze
Special Qualities:	Scent, cold subtype
Saves:	Fort +7, Ref +11, Will +3
Abilities:	Str 11, Dex 14, Con 11, Int 3, Wis 10, Cha 10
Skills:	Hide +7*, Spot +10, Swim +10
Feats:	Alertness, Combat Reflexes, Lightning Reflexes, Weapon Focus (bite)
Environment:	Cold desert and hill
Organization:	Solitary, pair, or brood (3–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11–22 HD (Medium); 23–30 HD (Large)
Level Adjustment:	—

The serpentine creature may be up to 12 feet long, although it is difficult to tell given how it coils upon itself over and over. Vestigial wings, arms and legs can be seen upon its sinuous length and a sharp fin extends along its spine.

Description

Ice basilisks are generally believed to be descended from other Scarred Lands basilisks, perhaps crossbred with some from of flying serpent. The ice basilisk moves across the tundra on its belly like a snake. The dorsal spines of the more common basilisk have fused into a single unit in the arctic variety, forming a sharp-edged cartilaginous fin that protrudes from its head and trails down its spine. The ice basilisk uses this fin to break through thin ice to hunt fish in the arctic waters. Its body is almost entirely white, though its underbelly tends to have the same yellowish cast to it as its larger cousin.

Combat

Ice basilisks are fearless hunters, and they generally at-

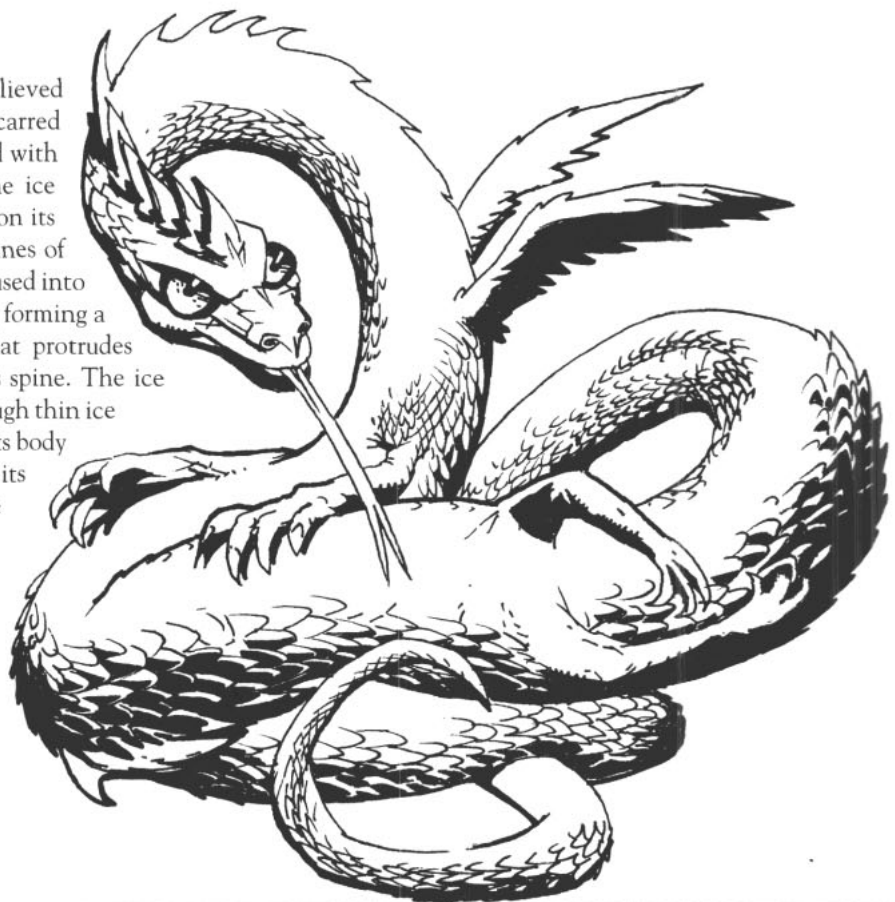
tack anything of size Large or smaller. Of course, as with other basilisks, it is the ice basilisk's dread gaze that makes it one of the most feared predators of the arctic. The basilisk lies in wait for prey and then slams into opponents with its bony head or bites, followed by an attempt to lock eyes with the injured victim. The basilisk can then devour the frozen morsel.

Chilling Gaze (Su): Paralyzed for 2d4 hours, range is 30 feet. Fortitude negates, DC 15. Assuming a paralyzed victim is not eaten, he takes 2d10 points of cold damage when the paralysis wears off and is considered to be suffering from hypothermia (see DMG, Chapter 8, "Cold Dangers").

Each creature within range of the chilling gaze must attempt a DC 15 Fortitude save each round at the beginning of its turn. The basilisk can actively attempt to use its gaze as an attack action, simply choosing a target within range who must then attempt a saving throw. Thus, it is possible for an opponent to save against an ice basilisk's gaze twice during the same round, once before its own action and once during the basilisk's action.

Cold Subtype (Ex): Immunity to cold; double damage from fire except on a successful save.

Skills: *An ice basilisk's white hide and ability to stay perfectly still grant it a +8 racial bonus to Hide checks in snowy or icy areas.



Ice Ghoul

Medium Humanoid (Cold, Ice Ghoul)

Hit Dice:	2d8+8 (17 hp)
Initiative:	+2
Speed:	30 ft. in hide armor (6 squares), base speed 40 ft.
Armor Class:	15 (+2 Dex, +3 hide), touch 12, flat-footed 13
Base Attack/Grapple:	+1/+3
Attack:	Handaxe+3melee(1d6+2)orjavelin+3ranged(1d6+2)
Full Attack:	Handaxe+3melee(1d6+2)orjavelin+3ranged(1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Resistance to cold 5, slow metabolism
Saves:	Fort +7, Ref +2, Will -1
Abilities:	Str 14, Dex 14, Con 18, Int 7, Wis 8, Cha 11
Skills:	Hide +7, Spot +1, Survival +7
Feats:	Endurance
Environment:	Cold desert, forest, hill, and plains
Organization:	Hunting party (2–8), war party (11–20, plus 1 3rd-level sub-chief), or clan (31–50, plus 50% noncombatants, 1 3rd-level sub-chief for every 15 adults, 1 shaman of 4th to 6th level, and 1 chieftain of 6th to 8th level)
Challenge Rating:	1
Treasure:	1/2 coins; 50% goods; standard items (nothing brittle)
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

The creature is humanoid, but surely not human. Its skin is whitish-blue and covered with patches of frost. Its lank hair hangs down over washed-out eyes that gleam with low cunning. The furs and rough-made leather clothing it wears stirs in the frigid wind.

Description

The precise origin of the ice ghouls is uncertain. Very likely, they were once a tribe of human barbarians in northern Ghelspad who turned to cannibalism during an exceptionally lean winter — the titans certainly toyed with unnatural weather patterns during their reign. But through unknown methods, these people have certainly become something other than human.

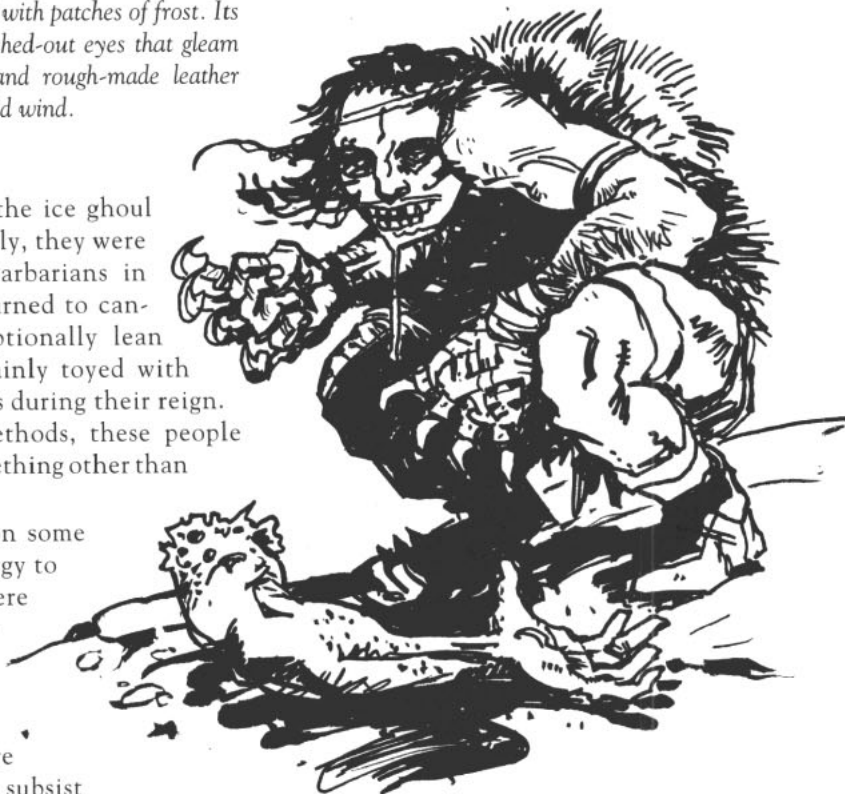
Ice ghouls can draw on some mysterious reserves of energy to keep themselves alive where normal humans would perish; perhaps, as they seem to believe, the human flesh they consume grants them some unusual measure of power. They are able to subsist for extremely long periods without food (they

refuse to eat anything but raw flesh, preferably that of other humanoids), even though their hunger is almost perpetual. They can endure terrible snowstorms and freezing temperatures without what normal folk would consider adequate protection, although they likely live in perpetual discomfort.

Ice ghouls organize themselves in family clans, usually living on the outskirts of human territories. Clans can and do war with one another, although ice ghouls seem disinterested in the meat of their own kind, eating it only when absolutely necessary. They scavenge equipment from the human homesteads they ravage, but they aren't above attacking with rocks, sharpened branches, and gnawed thigh bones if nothing else is at hand.

Combat

Ice ghouls rely on cruel cunning to stalk their prey and attack from surprise if possible. When they charge into battle, they do so with bloodcurdling howls of rage and hunger. Particularly famished ice ghouls stop fighting as soon as they make their first kill (or incapacitate a foe) in order to start eating.



Rage (Ex): Once per day, an ice ghoul can enter a berserk rage when confronted with living prey. It gains +2 Strength, +2 Constitution, a +3 morale bonus to Will saves, and -2 AC. It cannot end its rage voluntarily until combat is finished.

Slow Metabolism (Ex): Ice ghouls can go without food for 15 days without having to make starvation checks, and after that time, they need only make checks every 3 days rather than every day. Further, an ice ghoul always uses his Fortitude save bonus in place of his Constitution modifier when making starvation checks.

Skills: Ice ghouls receive a +4 racial bonus on Hide checks and a +6 racial bonus on Survival checks.

Ice Ghoul Characters

Ice ghouls prefer the barbarian class, and the vast majority of classed ice ghouls are barbarians. However, the canniest of them can multiclass, usually as rogues, sorcerers, or adepts. Ice ghoul characters have the following racial traits.

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

— Medium size.

— Space/Reach: 5 ft./5 ft.

— An ice ghoul's base land speed is 40 feet.

— Racial Hit Dice: An ice ghoul begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.

— Racial Skills: An ice ghoul's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide, Spot and Survival. Ice ghouls gain a +4 racial bonus on Hide checks and a +6 racial bonus on Survival checks.

— Racial Feats: An ice ghoul's humanoid levels gives it one feat.

— Weapon and Armor Proficiency: An ice ghoul is automatically proficient with simple weapons, martial weapons, light armor and medium armor.

— Special Attacks (see above): Rage.

— Special Qualities (see above): Resistance to cold 5, slow metabolism.

— Automatic Languages: Ice ghoul.

— Favored Class: Barbarian.

— Level Adjustment: +3

Ice Haunt

Medium Undead (Cold)

Hit Dice:	7d12 (45 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d6+3 and numbness)
Full Attack:	Bite +6 melee (1d6+3 and numbness) and 2 claws +1 melee (1d4+1 and numbness)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Numbing grip, numbness
Special Qualities:	Cold subtype, undead traits
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 16, Dex 17, Con —, Int 6, Wis 5, Cha 10
Skills:	Climb +5, Hide +8, Jump +4, Listen +4, Move Silently +8, Search +1, Spot +4, Survival +1
Feats:	Ability Focus (numbness), Alertness, Track
Environment:	Cold hill and mountains
Organization:	Solitary, pair, gang (3–5), or pack (6–20)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–21 HD (Medium)
Level Adjustment:	—

The creature shambles out of the cold, its fangs sharp and claws hooked. Its furs are tattered and stained with frozen, encrusted gore. Its eyes, once human, betray only hunger now.

Description

Legends say that a man who dies in the snow cursing the goddess of the bitter arctic winds will rise again on the night of the full moon, hungry for warm, raw flesh to fill his shrunken belly.

Ice haunts are the frost-rimed remains of travelers who starved to death in the blizzards of the north, undead creatures with pale white skin and withered flesh. Their fingers end in wicked claws, and their teeth have become predator's fangs. They can hunt only by the light of the full moon; while most are solitary figures, sometimes the cursed souls of an entire village, lost in an avalanche, rise again to torment the living.

Combat

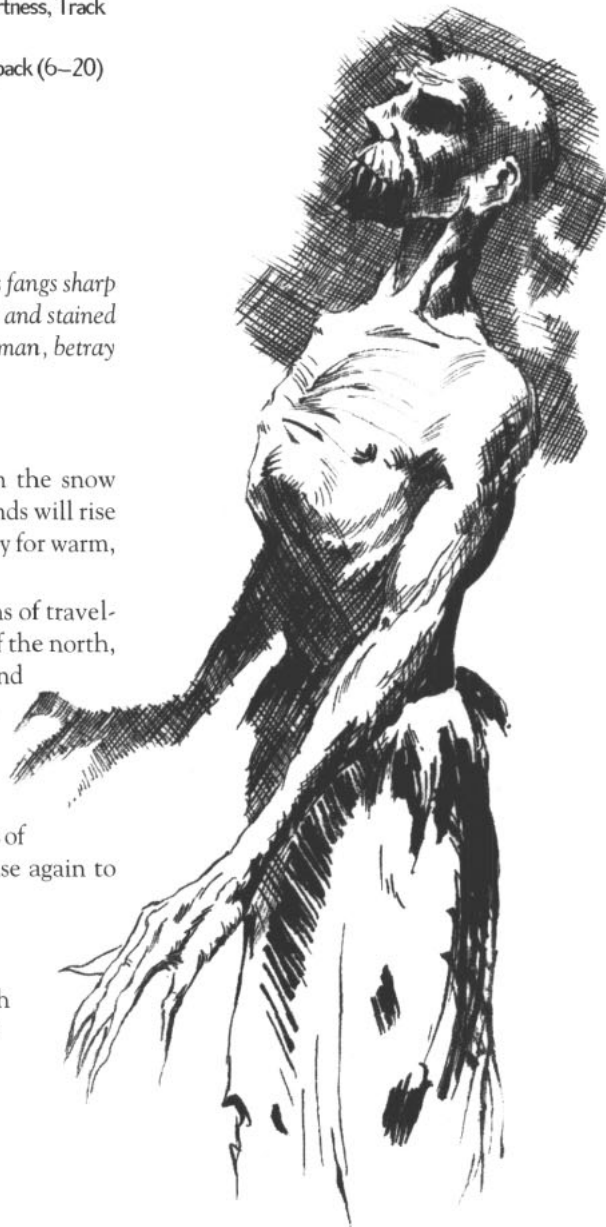
Ice haunts fall upon their victims with tooth and claw, numbing their victims with their icy grip as they rend flesh from bone. They will sometimes grapple their prey, holding them in a freezing embrace until the victim is overcome by the chill, and meanwhile dig with their teeth for warm blood. If outnumbered, ice haunts will endeavor

to use their numbing grip on as many foes as possible before moving to the task of finishing off their chilled victim.

Numbness (Ex): Anyone hit by an ice haunt must make a DC 15 Fortitude save or take 1 point of temporary Dexterity damage.

Numbing Grip (Ex): If an ice haunt successfully grapples an opponent or otherwise maintains contact with him for a full round, he must succeed at a DC 13 Fortitude save at the beginning of his turn or take 1d4 points of temporary Dexterity damage.

Skills: Ice haunts receive a +2 racial bonus on Hide, Move Silently, and Survival checks, and a +4 racial bonus on Listen and Spot checks.



Ice Weasel

Small Animal	
Hit Dice:	2d8+6 (15 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat 13
Base Attack/Grapple:	+1/-5
Attack:	Bite +5 melee (1d4-2)
Full Attack:	Bite +5 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain, anticoagulant bite
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +1
Abilities:	Str 6, Dex 17, Con 16, Int 2, Wis 12, Cha 4
Skills:	Escape Artist +1, Hide +5*, Move Silently +2, Swim +6, Survival +1
Feats:	Improved Initiative, Weapon Finesse
Environment:	Cold plains
Organization:	Solitary, pair, or cete (3-12)
Challenge Rating:	2
Advancement:	3-4 HD (Small)
Level Adjustment:	—

The small, sleek weasel's silvery-white fur blends with the surrounding ice and snow. Its pale blue eyes dart curiously in your direction.

Description

Living in burrows deep beneath the permafrost, ice weasels eat mostly birds and arctic rodents, although they may eat fish if they live near water. Ice weasels are closely related to both otters and wolverines, so they are excellent swimmers and ferocious fighters.

Ice weasels are inquisitive creatures that are undeterred by the presence of larger creatures, especially when they are hungry and presented with an opportunity to feed. Groups traveling through tundra or muskeg must be very careful with their food, lest they wake in the middle of the night to find their supplies being dragged away by ice weasels. Worse, ice weasels are incredibly defensive of food once they've claimed it, and they will invariably fight for rations they're in the midst of stealing.

Ice hags sometimes capture and charm or train ice weasels as pets and guards.

Combat

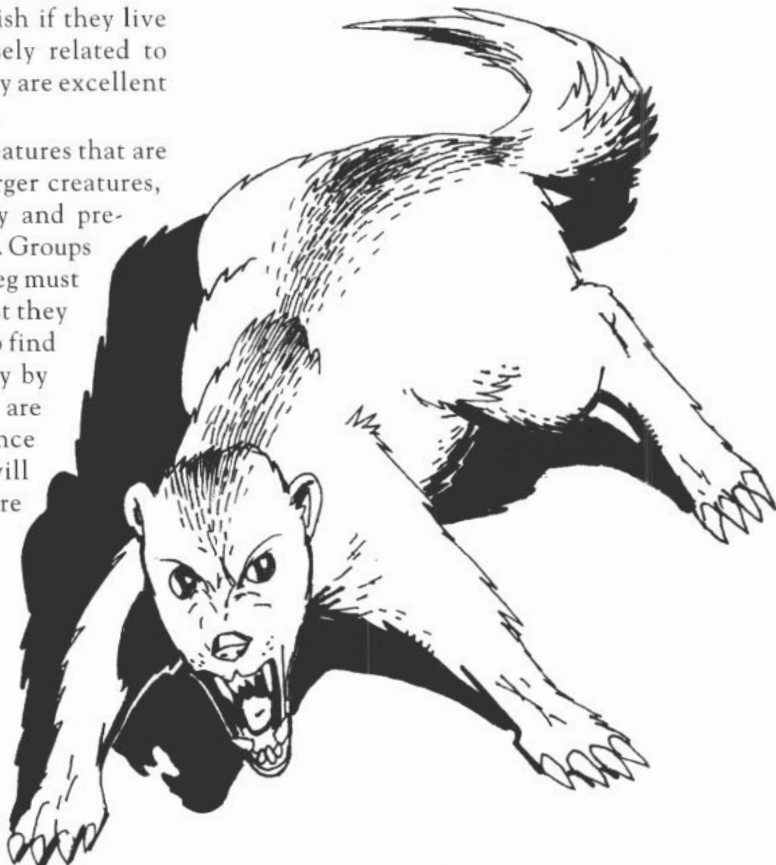
Ice weasels prefer not to fight opponents larger than they are, but if they are hungry or cornered, they are intensely vicious fighters. Ice weasels are also extremely protective of their cete-mates. If a creature attacks one ice weasel, he earns himself a fray with the entire group.

Attach (Ex): An ice weasel that hits with its bite latches onto the opponent's body with its powerful jaws. An attached ice weasel loses its Dex bonus to AC (and thus has an AC of 13).

Blood Drain (Ex): An ice weasel drains blood for 1d4 points of temporary Constitution damage each round it remains attached.

Anticoagulant Bite (Ex): An ice weasel's saliva interferes with the normal clotting process of mammalian blood. For every successful bite attack an ice weasel inflicts on a mammalian target, that target bleeds for 1 point of damage per round for 10 rounds. This bleeding can be stopped before that time by magical healing or with a successful DC 15 Heal check.

Skills: An ice weasel may use its Dexterity modifier instead of Strength for Swim checks.



*An ice weasel's pale fur grants it a +2 racial bonus to Hide checks in snowy or icy areas.

Inn-Wight

Small Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	11 (+1 size, -1 Dex, +1 deflection), touch 11, flat-footed 11
Base Attack/Grapple:	+1/-4
Attack:	1d6 thrown objects +1 ranged (1d4 per object) or 1 thrown object +1 ranged (3d4)
Full Attack:	1d6 thrown objects +1 ranged (1d4 per object) or 1 thrown object +1 ranged (3d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain
Special Qualities:	Damage reduction 5/magic, incorporeal, SR 12, undead traits
Saves:	Fort +1, Ref +0, Will +3
Abilities:	Str 9, Dex 9, Con —, Int 8, Wis 9, Cha 9
Skills:	Climb +4, Hide +9, Listen +4, Spot +4
Environment:	Any land
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4–8 HD (Small); 9–12 HD (Medium)
Level Adjustment:	—

A small, sad-faced child of tender years appears from out of the darkness. It stumbles along, one small fist rubbing an eye, looking for all the world like a toddler who has just awoken from a bad dream, save for one thing — that fact that it can be partially seen through.

Description

Very old cities have expensive inns. These establishments sometimes add a “salt surcharge” to the cost of a room, enough to obtain a small bag of salt each night to spread in a protective circle around the bed to keep any wandering inn-wights at bay.

Inn-wights are the ghosts of children who do not realize that they are dead, and they wander a city in search of warmth and comfort. Inns are considered welcoming, and these ghosts crawl into bed with someone who resembles a lost parent or who at least appears to offer some inkling of kindness or security. The ghost's presence plagues a victim with nightmares full of loneliness and despair, draining the warmth — and life — from a person's body. If an inn-wight remains with a mortal until dawn, the victim awakens with years of her life stolen away.



These ghosts appear as shimmering, insubstantial forms of children, with sad, lonely faces and hollow spaces where their eyes should be. They are not intentionally malicious; they are unaware of the effects of their suffering.

Combat

If an inn-wight is attacked, it can hurl the objects in a room at its attacker in a typically childlike fit of anger. An inn-wight can, with the sheer force of its anger, hurl 1d6 objects weighing up to 5 pounds (1d4 damage) each per round without penalty, or one object that weighs up to 30 pounds (3d4 damage).

Energy Drain (Su): Inn-wights draw energy from sleeping mortals over the course of an entire night. To drain a victim successfully, the inn-wight must be in “contact” with a victim's sleeping form for a minimum of six hours. During that time, the victim is wracked by terrible nightmares and may wake up with a successful DC 11 Will save. If the victim wakes up, the inn-wight's drain attempt fails and it flees the room. If the life drain is successful, the victim pays a steep price: he suffers 1d2 negative levels, and he ages five years, appearing older, with drawn skin and graying hair. Removing a negative level requires a successful DC 11 Fortitude save.

Iron Tusker

Large Magical Beast

Hit Dice:	15d10+45 (127 hp)
Initiative:	+1
Speed:	80 ft. (16 squares)
Armor Class:	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+15/+23
Attack:	Gore +18 melee (2d6+4)
Full Attack:	Gore +18 melee (2d6+4) and 2 hooves +16 melee (1d6+2) or bite +18 melee 1d8+4 and 2 hooves +16 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample 1d8+6, vorpal tusks
Special Qualities:	Damage reduction 20/magic, ft., fast healing 5, scent, spell resistance 21
Saves:	Fort +14, Ref +10, Will +7
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 14, Cha 9
Skills:	Listen +8, Spot +7, Survival +8
Feats:	Cleave, Dodge, Great Fortitude, Improved Natural Attack (gore), Multiattack, Power Attack
Environment:	Temperate or warm forest or mountain
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16–30 HD (Large); 31–45 HD (Huge)
Level Adjustment:	—

The enormous boar has a black-bristled hide covered in hundreds of old scars. Its eyes are wild and bloodshot, and a pair of wicked tusks juts up from its lower jaw. Each is more than a foot long, gleams like polished ivory and is sharper than a sword.

Description

Legends claim that the iron tusker is not a living creature at all, but a physical manifestation of a curse imposed by the gods on a foolish and vainglorious noble. The iron tusker simply appears without warning in the forests surrounding a lord's castle and commences to terrorizing the local folk, killing hunters and innocent travelers alike, as if daring a hunting

party to try and stop it. Hunters who pursue the beast into the forest quickly find the tables turned on them, as the beast can move like a shadow through the dense undergrowth and surprise scattered members of the party. Even when cornered, the huge beast is to be feared, with a hide that can shrug off even the strongest blows and tusks that can sever a limb with horrifying ease.

Defeating an iron tusker in combat is considered a mark of immense renown in certain kingdoms: the King's Guard of Darakeene wear the boar's head sigil on their shields in honor of an iron tusker they slew in defense of their monarch centuries ago. Stories claim that a man who eats a piece of an iron tusker's heart never feels the touch of fear again.

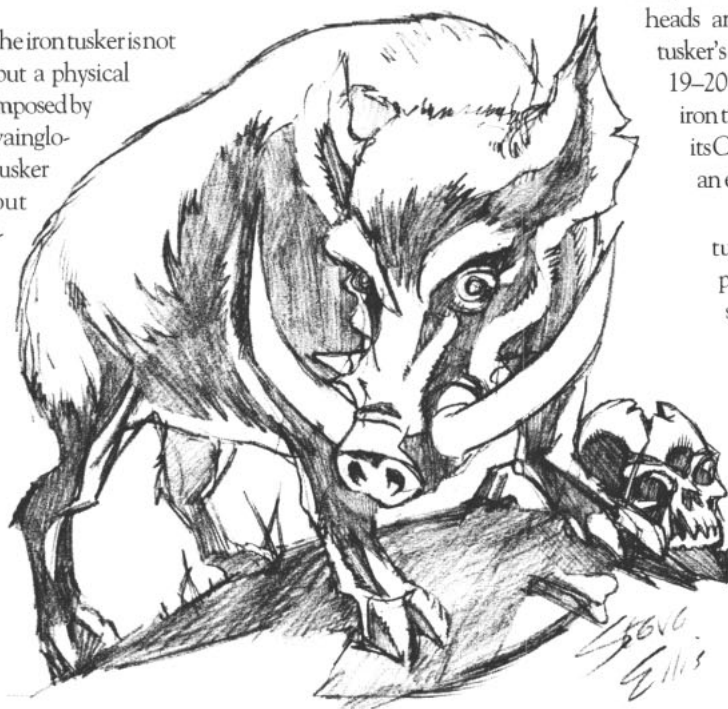
Combat

The iron tusker is a veritable killing machine, attacking intruders on its territory without provocation or warning. If fighting more than one opponent, it tramples one and slashes the other with its tusks and forehooves. It is swift for its size, and the thickness of its gristly hide allows it to shrug off most blows. Iron tuskers are known to recover from seemingly mortal wounds, track their attackers, and exact revenge.

Trample (Ex): Reflex DC 21 half. The save DC is Strength-based.

Vorpal Tusks (Ex): Upon a successful critical hit, the iron tusker's gore attack severs the opponent's head (if it has one) from its body. Some creatures, such as many abominations and all oozes, have no heads; others such as golems and undead creatures (besides vampires) are not affected by the loss of their head. Most other creatures, however, die when their heads are cut off. The iron tusker's critical threat range is 19–20 with its tusks. The iron tusker may not employ its Cleave feat when it kills an enemy in this fashion.

Scent (Ex): Iron tuskers can detect approaching enemies, sniff out hidden foes, and track by sense of smell.



Keffiz

Medium Magical Beast

Hit Dice:	8d10+24 (68 hp)
Initiative:	+4
Speed:	60 ft. (12 squares)
Armor Class:	21 (+4 Dex, +7 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+8/+11
Attack:	Bite +12 melee (1d8+4)
Full Attack:	Bite +12 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Animal friendship, spell resistance 16
Saves:	Fort +7, Ref +10, Will +2
Abilities:	Str 16, Dex 18, Con 16, Int 8, Wis 11, Cha 12
Skills:	Animal Empathy +5, Jump +8, Listen +5, Spot +5, Survival +4
Feats:	Improved Natural Attack (bite), Track, Weapon Focus (bite)
Environment:	Any land
Organization:	Solitary, brace (2), or pack (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—

These creatures may once have been normal dogs, but it is clear they have been reshaped by divine will. Their fangs and claws are made from glittering steel, and their thick black fur is as tough as wire.

Description

Keffiz are Chardun's hunting hounds, who track his enemies and whose steel fangs make his displeasure known.

Keffiz are generally encountered under two circumstances. The first is in the company of savant hydrae, another of Chardun's servitor creatures. The savant hydrae use keffiz as hunting hounds and attack dogs, and they seldom travel without being accompanied by a number of these creatures.

Keffiz, however, can also hunt without the guidance of their hydra handlers. Far more intelligent than a dog of their size, keffiz are often dispatched to remote areas where Chardun or his subordinates suspect that some threat might lurk. These creatures patrol large stretches of territory in an irregular circuit, walking their route on a daily or near-daily basis. As servants of Chardun, keffiz have an innate talent for dominance. While on patrol, a keffiz will typically be accompanied by two to four wolves or domestic dogs that it has recruited. These creatures are fanatically loyal to the keffiz, and they will defend it to the death.

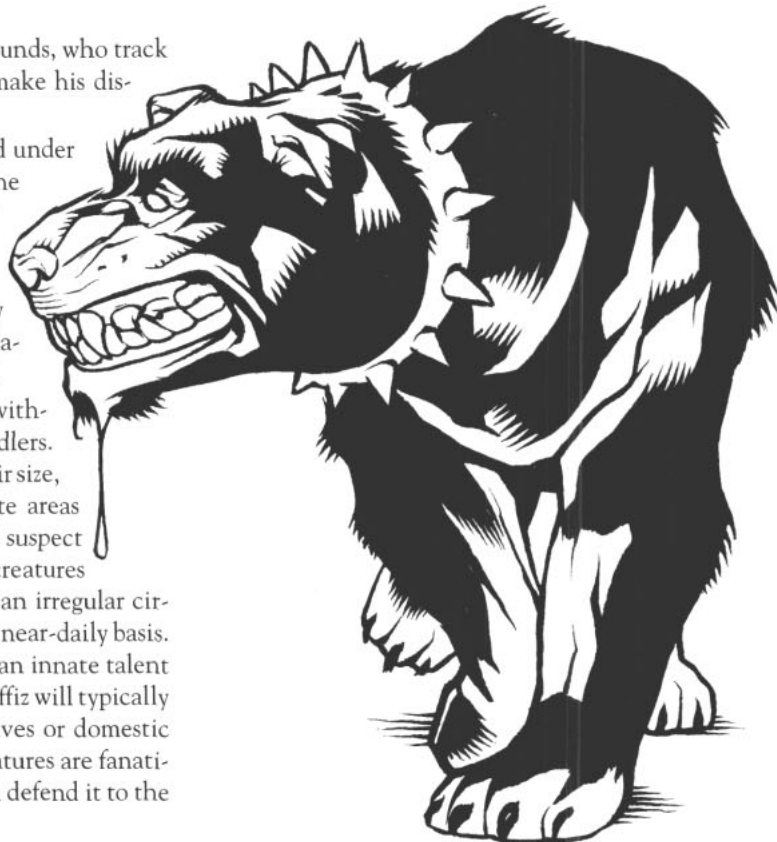
Keffiz set on patrol are not expected to remedy a problem. However clever and cunning they may be, they are still less intelligent than the average human. Keffiz simply must keep an eye on suspicious activities within their run, then report back to their superiors, who will typically dispatch a clutch of savant hydrae, each with a brace of keffiz, to evaluate the situation further.

Occasionally, powerful and devout priests of Chardun will be favored with a brace of keffiz as bodyguards and pets.

Combat

In combat, the keffiz first drive any companion canines that they may have recruited into combat in order to soften up their opponents. If they have unreported information, they will use the canines to draw off or slow pursuit so that they can make their report. When under the command of more powerful beings, the keffiz themselves are used in this role — to weaken opponents and delay or misguide pursuit.

Animal Friendship (Su): Three times per day, a keffiz can invoke a charm effect on a non-magical canine, causing the animal to view the keffiz as an alpha pack member. The canine must succeed at a DC 15 Will save to resist, or the beguiling lasts for one week. This ability otherwise resembles the spell *charm animal* (including HD limitation on the number of creatures that can be affected at one time).



Lotus Flowers

Tiny Plant

Description

Many varieties of flowering lotus plants grow throughout the tropical regions of the Scarred Lands. While all of the species seem to carry some type of toxin in their pollen, only rare species are toxic enough to affect creatures larger than insects or birds. These rare species are harvested from the wild and sold at exorbitant prices in black markets to those arcane sorcerers and assassins knowledgeable in their uses.

Fresh lotus blossoms carry the full potency of the plant's toxin, but if the flower cannot be used while fresh, it must be properly dried and prepared by an alchemist or herbalist. Anyone preparing a poison from freshly harvested lotus flowers must succeed at DC 16 Craft (alchemy) or Profession (herbalist) check. Failure wastes the pollen from the plant, and failure on the skill check by more than 5 indicates that the alchemist or herbalist has poisoned himself or someone nearby (at the GM's discretion).

Some of the lotus varieties whose poisons are potent enough to affect humanoids are described here, but the list is by no means exhaustive.

Black Lotus

The black lotus grows from a thorny creeper vine high in the tree canopy of tropical rain forests, such as the mighty Gamulganjus. Its small blossoms range from violet to dark purples that appear nearly black. Anyone searching for this deadly blossom is in for a long and usually fruitless search, as the black lotus is exceedingly rare. Occasionally, dead birds and monkeys at the foot of a tree indicate that the deadly blossom hangs somewhere above.

Considered the most powerful poison available, a preparation made from the black lotus is coveted by assassins. Inhaling the natural pollen fresh from the plant or a preparation made from dried black lotus flowers requires a DC 24 Fortitude saving throw, or the victim collapses dead. Even a successful saving throw still has a paralyzing effect on the victim, effectively lowering his Dexterity by 6 (anyone taken to zero or less Dexterity falls to the ground completely paralyzed). Victims who make their save also find their nose, mouth, and throat numbed by direct contact from inhaling the poison, making breathing painful and speech nearly impossible.

Victims of black lotus poisoning show a dark purple stain around their nostrils or lips depending on where they inhaled the poison.

One dose of black lotus poison will fetch at least 1,000 gp the rare time it can even be found on a black market.

Blue Lotus

Blue lotus pollen can be inhaled or ingested, and it provides a narcotic effect for its user (or victim). Anyone trying to shake off its effects may attempt a DC 13 Fortitude saving throw.

Anyone afflicted by blue lotus will become very drowsy and begin to hallucinate 1 minute after inhaling it (or 10 minutes after ingesting it). The effects last 1d4+1 hours.

The effects of blue lotus are almost always euphoric for the user. Many of the Scarred Lands' indifferent wealthy take up the use of blue lotus as a recreational drug, becoming addicted to its pleasurable effects and spending most of their days in a hallucinatory haze.

The visions offered by the blue lotus seem to bring some benefit to oracles and seers, however. Anyone under the effects of the lotus may cast divination type magic spells as if they were 3 spellcaster levels higher. (They do not gain new spells; they just cast their existing spells at a greater potency.) Also, anyone using the blue lotus may receive a vision of future or past events relevant to his own life. Such visions are left to the GM for whatever story purposes they might serve.

The side effects of the drug do make it ill suited for adventurers. Anyone under its effects loses two points of Strength and Dexterity temporarily. These points return as soon as the blue lotus runs its course. The victim also sees hallucinatory visions that seem quite real. These hallucinations appear and disappear at the GM's discretion, and each hallucination can be disbelieved like illusion magic. Those under the drug's effects, however, suffer a -4 penalty to saving throws against illusionary magic, including disbelieving the blue lotus induced visions.

Additionally, whenever someone under the effects of blue lotus has an adrenaline surge (such as in anger, in combat, or during physical exertion), the hallucination effect becomes more pronounced, and the visions become more horrific (for instance, beasts attack the victim). Anyone under an adrenaline-related hallucination surge suffers a -2 competence penalty to attack rolls and will face 1d4 hallucinatory dangers.

Blue lotus typically grows in swampy areas. Its thick vines yield lots of blue blossoms. When properly dried and prepared, blue lotus will sell on the black market for 30 gp a dose.

Golden Lotus

The golden lotus grows in low light, often creeping through underbrush in a forest floor. The flower is a magnificently large, golden yellow bloom with a long, brilliant red stigma. The flower gives off a potent fruity aroma that can be smelled at some

distance, and the flower itself is sweet and succulent to the taste.

Anyone who ingests both the golden pollen and the red stigma of the flower (which anyone eating a whole blossom would certainly do) will wish they had chosen another meal. Once these two parts combine, they form a powerful toxin that may kill the victim. The unlucky victim's body then becomes the compost from which spring new golden lotus plants.

Anyone ingesting both stigma and pollen suffers 1d4 points of damage each round until he dies from internal hemorrhaging. During this time, the victim is effectively stunned while his muscles go into seizure, and he vomits blood. If the victim succeeds at a DC 15 Fortitude saving throw, however, he suffers only one point of damage each minute for 2d4 minutes, and he does not suffer any stunning effect.

Assassins prize the golden lotus, as neither the pollen nor the stigma is poisonous by itself. The two components can sometimes be slipped into a victim's food without detection — or even fed to the victim in two separate instances. The pollen stays active in a victim's digestive tract for a day (during which the victim may feel mild nausea). If the victim eats the stigma during that time, the combined toxic effect is realized.

One golden lotus blossom will fetch upwards of 400 gp on the black market.

Green Lotus

The so-called green lotus is actually a blossom of the blue lotus picked while the flower buds are still green. The buds are dried and then ingested.

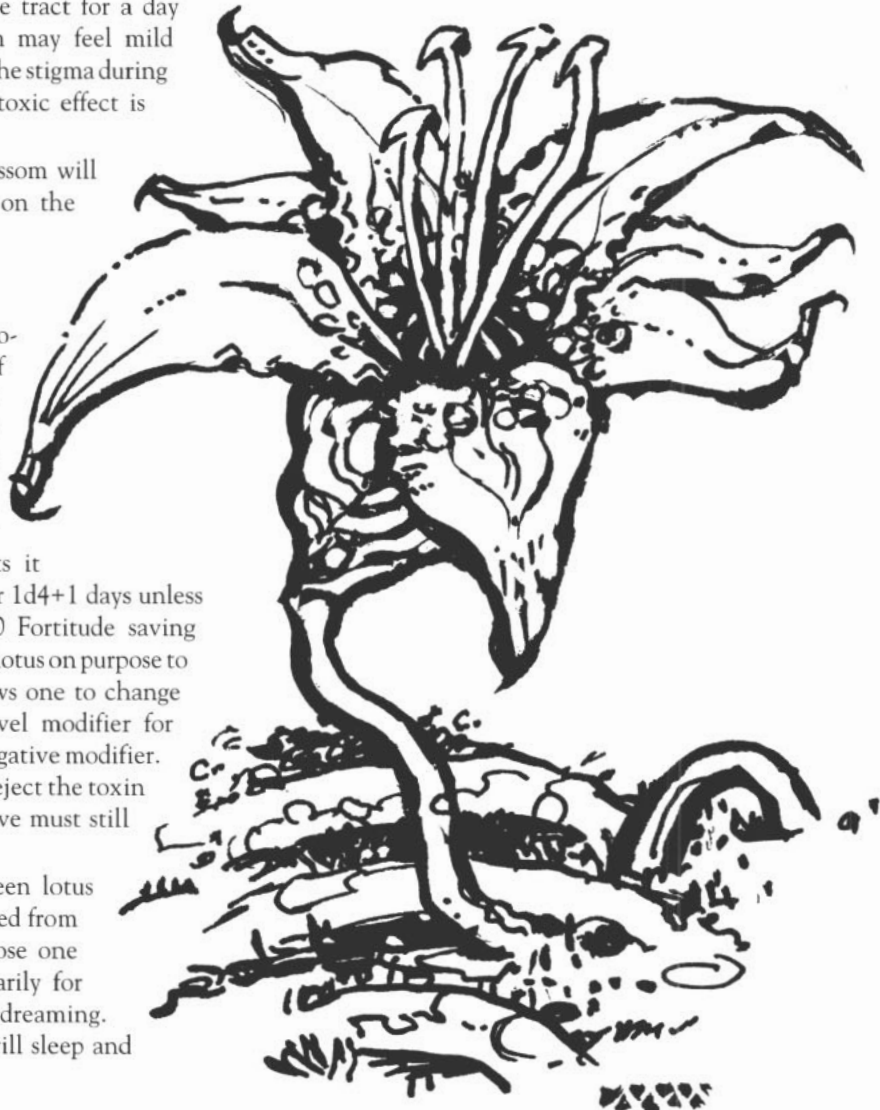
The green lotus prevents anyone who ingests it from dreaming properly for 1d4+1 days unless they succeed in a DC 20 Fortitude saving throw. Ingesting the green lotus on purpose to experience its effects allows one to change any positive character level modifier for one's Fortitude save to a negative modifier. Since the body will try to reject the toxin instinctively, though, a save must still be made.

If afflicted by the green lotus toxin and thereby prevented from dreaming, a victim will lose one point of Wisdom temporarily for each day spent without dreaming. Even though the victim will sleep and

rest her body, her mental faculties become impaired without normal dreaming.

Properly timed, subsequent doses of green lotus blossoms will extend the dreamless effect and resultant loss of Wisdom unless the victim makes her saving throw against the new dose(s). Victims brought to 1 point of Wisdom or lower lose all meaningful willpower and accept any idea presented to them. Physically self-destructive instructions (such as "Jump off this cliff") would still allow the victim a DC 10 Will save to resist carrying them out.

Victims recover any lost Wisdom at a rate of 2 points per day of normal sleep once they are no longer under the green lotus's effect. Behaviors or beliefs conditioned into a victim who had fallen to 1 point of Wisdom or less, however, stand a good chance of enduring even when the green lotus wears off and the victim recovers (GM's discretion, or allow a DC 20 Will save).



Green lotus is commonly used to brainwash or interrogate prisoners. Arcane wizards will sometimes prescribe it as a remedy if someone is afflicted by a spirit through her dreams or if the wizard himself has raised the ire of a dream spirit and fears being visited. Moreover, like more typical uses for other poisons, an ambitious politician slipping green lotus into the king's cup and turning the monarch into his puppet is not unknown. Rich merchants might also contract assassins to slip this drug into their rivals' food days before an important price negotiation. Finally, the nefarious green lotus brothel in the Seven Sins section of Shelzar is notorious for its use of the drug to convert anyone delivered to the craven establishment's back door into a working slave at the brothel.

Green lotus can sometimes be found at herbalist shops as well as black markets, and it typically costs 50 gp per blossom.

Red Lotus

When red lotus pollen is brushed onto its user's skin, its extremely subtle fragrance grants the user a +3 enhancement bonus to Charisma for all social exchanges and skill checks in which the subjects of the skill check are within range to smell the red lotus (typically, 15 feet). The pollen does not change Charisma for any other purpose, so it does not improve a sorcerer's magic bonuses, for example. Its effects last one day or until the user bathes, sweats profusely, or something else that washes the pollen away.

Applications of red lotus pollen cost 25 gp in the rare herbalist shop that carries it, or more on the black market.

White Lotus

Inhalation or ingestion of fresh white lotus pollen or a dried preparation thereof causes a deathlike cataleptic state in its victim (within 1 minute if inhaled or 10 minutes if ingested), unless the victim succeeds at a DC 13 Fortitude saving throw. The victim gains one additional saving throw each day to awaken from the coma, but the DC increases by 1 each day.

Additionally, the white lotus is resistant to normal anti-toxin or even magical poison curing effects. Anti-toxins provide no bonus to the victim's saving throw. For spells to have any effect, spellcasters must additionally overcome the toxin as if it had Spell Resistance equal to the current DC of the victim's Fortitude save to recover from the coma.

Discerning a white lotus coma from true death is very difficult, and many a victim has needed to go through funeral rites (funeral pyre, burial, mummification, and so forth) before actually dying. Superstitious assassins are loath to use white lotus for this reason, believing that any victim killed in such a fashion will rise as undead and seek out the assassin as its first target.

White lotus grows only in complete shade. If its pollen is exposed to direct sunlight, it turns from white to violet and becomes inert. White lotus coma victims exposed to sunlight may have traces of pollen on their lips or nasal openings turn violet, but this coloration is difficult to differentiate from black lotus stains.

White lotus doses sell for 200 gp in black markets.

Manster

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+5)
Full Attack:	2 claws +9 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 100 ft., invisible in shadow
Saves:	Fort +7, Ref +5, Will –1
Abilities:	Str 21, Dex 13, Con 16, Int 4, Wis 6, Cha 5
Skills:	Hide +2, Jump +7, Listen +1, Move Silently +2
Feats:	Multiattack, Power Attack
Environment:	Temperate forest and plains
Organization:	Solitary or pack (5–8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6–10 HD (Large); 11–15 HD (Huge)
Level Adjustment:	—

This strange primate's body is thick and obviously powerful. It leans with jagged fangs, but the wicked talons on its front paws look far more dangerous.

Description

Mansters are pack-oriented primates. They often travel and hunt alone, but frequently return to rejoin an extended family unit. Their rangy bodies are thick and obviously powerful. Mansters are much feared for two reasons: their more-than-animal intelligence and many special abilities that render them rather dangerous.

Travelers in particular are wary of mansters because the beasts have begun treating some trade routes — such as the one from Eldura-Tre to Tanshon of the continent of Termana — as a sort of humanoid migratory route. In fact, for a pack or two of mansters to take up residence right along such routes and cause so much death and delay that merchants must essentially shut down the route for some time is not unknown. This situation has caused food and goods shortages in a number of locations, which lead to profiteering merchants risking

the route despite the manster threat. Often, these profiteers end up as food for the mansters, which in turn means the mansters see little reason to abandon their position, and thus they further delay the route's re-opening.

Combat

A manster prefers to ambush its prey. If it can attack a lone victim, so much the better, but otherwise it uses its ability to move unseen in darkness to close within attacking distance and leap upon one or more victims. Mansters possess enough rudimentary intelligence to know that even camped travelers sometimes wander from the group to relieve themselves, so the beasts often wait for such an opportunity. They also attack and then slip into the shadows beyond a campfire to disappear before attacking again a moment or two later.

Invisible in Shadow (Ex): Whenever a manster stands still or moves slowly (5 feet) in shadow or complete darkness, it becomes invisible to all natural and extraordinary sight, including darkvision and sight-based Keen Senses. Other senses, such as smell, are not affected.



Manticora

Medium Monstrous Humanoid

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	30 ft. (bipedal) (6 squares) or 40 ft. (quadripedal) (8 squares)
Armor Class:	16 (+2 Dex, +2 leather, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+3
Attack:	Spiked chain +4 melee (2d4+1) or 2 claws +4 melee (1d4+1) or harpoon +4 ranged (1d8+1)
Full Attack:	Spiked chain +4 melee (2d4+1) and bite -2 melee (1d4) or 2 claws +3 melee (1d3+1) and bite -2 melee (1d4) or harpoon +4 ranged (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +5, Will +3
Abilities:	Str 13, Dex 15, Con 14, Int 11, Wis 10, Cha 11
Skills:	Climb +2, Hide +4, Intimidate +1, Jump +2, Listen +1, Move Silently +4, Survival +1
Feats:	Weapon Finesse
Environment:	Any warm land
Organization:	Hunting party (2–5) or pride (10–60)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

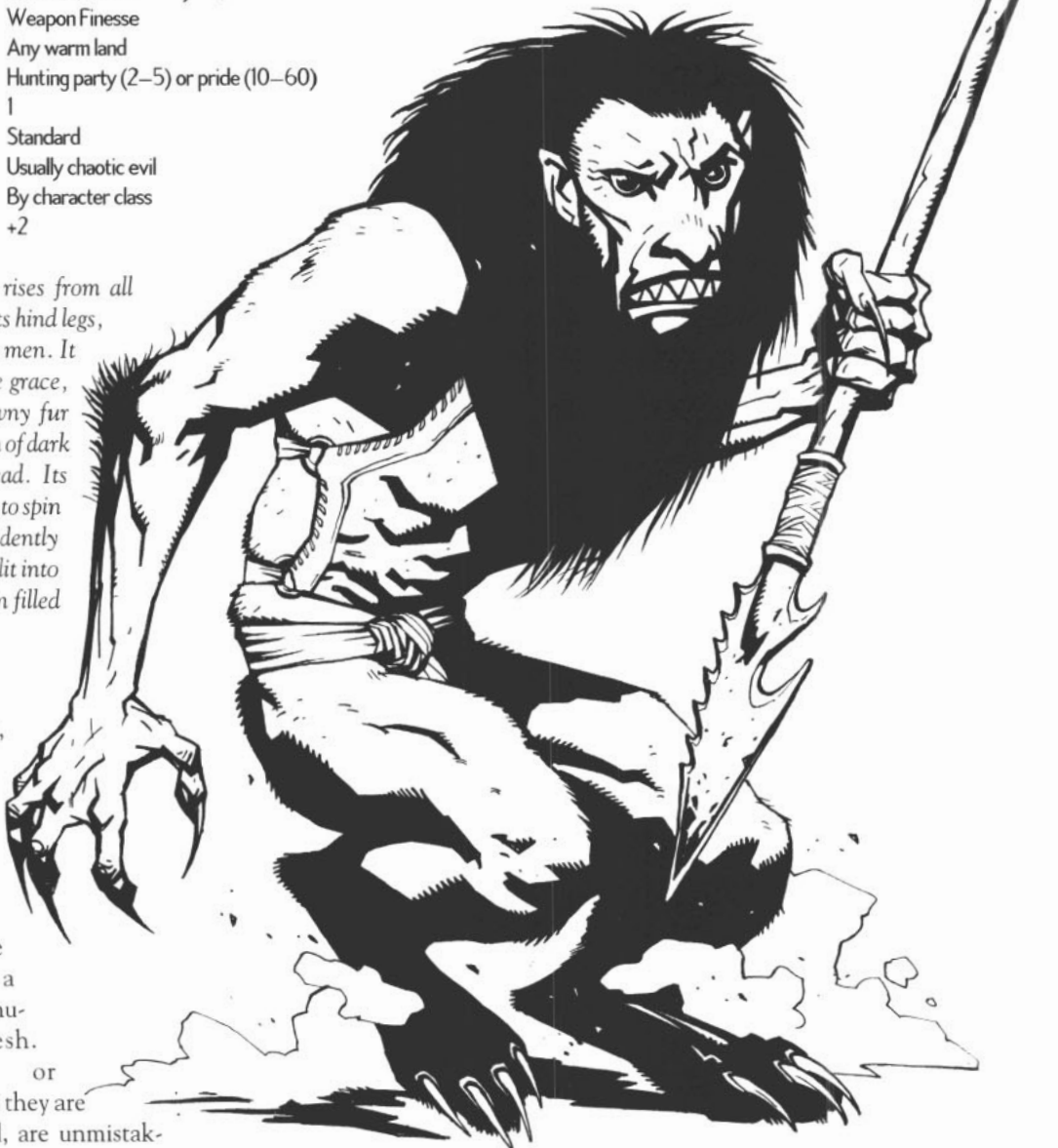
The creature rises from all fours. Rearing on its hind legs, it towers over most men. It is a beast of savage grace, all muscle and tawny fur with a majestic mane of dark hair around its head. Its clawed hands begin to spin a spiked chain confidently and its black lips split into an anticipatory grin filled with sharp teeth.

Description

A vicious, predatory race crafted by Vangal during the Titanswar, the manticora of the Scarred Lands are leonine humanoids with a definite taste for human flesh. Manticora, or “Vangal’s cats” as they are sometimes called, are unmistak-

ably inhuman. Their vaguely catlike faces are distended outward, and their teeth are more shark-like than feline. (A manticora, like a shark, sheds and replaces its teeth constantly.) Russet-gold fur covers their bodies, and their legs are digitigrade. A manticora also possesses long, retractable black claws on its hands and hind paws.

The average member of the race stands somewhere between 5 ft. 6 in. and 6 ft. 6 in. tall, although they tend to lean forward when walking or running on two paws. If its hands are free, a manticora can bound on all fours, increasing its ground speed. They tend to weigh about 150 to 200 pounds, with not a scrap of body fat. Manticora can speak Leonid and Common, and they can communicate basic concepts (“no,” “mine,” “kill”) to



most cat species via body language, growls, and snarls.

Manticora embody most of the worst traits of cats and humans. They are affirmed human-eaters; human flesh is considered a great delicacy among the race. Furthermore, manticora enjoy hunting for sport, particularly sentient races; they take great pleasure in their prey's fear and pain. To one of Vangal's cats, no greater proof of their hunting superiority appears than when they can deliver agonizing, terror-stricken death to the victim of their choice. By tormenting their prey, they believe that they reaffirm their position at the top of the food chain.

Manticora society is based on the pride, though these war bands are more inclined to rove from place to place than to stake out a territory of their own. Once they have entered a hunting ground, they take prey with little regard for the long-term health of the ecology. Manticora never mark their territories, as that might deprive them of potential prey. A powerful male leads each pride, along with three or four mates. Each of these has a few levels in one or more character classes. Vangal's cats are unlikely to keep domestic animals, although some prides have bred a particularly vicious breed of lion to guard their camps. Only the strongest prides can afford this luxury, for it requires them to bring in more meat.

Combat

Vangal's cats can use weapons, but only if they feel that their prey is dangerous. When confident in their ability to take a victim down, they resort to tooth and claw for "added intimacy." Skilled at curing hides, they typically wear armor sewn together from the hardened skins of their prey, augmented with the occasional scrap of scavenged metal. When using weapons, they prefer short harpoons (such as barbed shortspears) designed to sink into flesh and stay there, weighting prey down. In closing for the kill on a dangerous victim, they use spiked chains to entangle their foes or simple chopping or slashing weapons.

Manticora tactics typically involve harrying their prey to tire it out, sneak attacks, and even psychological warfare. Although they are sufficiently ferocious to fight in open combat, they prefer keeping a fight on their terms at all times.

Manticora Characters

Manticora make proficient barbarians, druids, fighters and rogues. Manticora clerics typically choose the domains of Destruction and Strength. They have very few wizards, although some prides are notorious for bloodlines that produce more than their share of sorcerers. Manticora characters have the following racial traits.

- +2 Strength, +4 Dexterity, +4 Constitution
- Medium size.
- Space/Reach: 5 ft./5 ft.
- A manticora's base land speed is 30 feet while bipedal or 40 feet while quadrupedal.
- Racial Hit Dice: A manticora begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, Will +3.
- Racial Skills: A manticora's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Climb, Hide, Intimidate, Jump, Listen, Move Silently and Survival.
- Racial Feats: A manticora's monstrous humanoid levels gives it one feat.
- Weapon and Armor Proficiency: A manticora is automatically proficient with simple weapons, martial weapons and light armor.
- Weapon Familiarity: Manticora treat the spiked chain as a martial weapon rather than an exotic weapon.
- +2 natural armor bonus.
- Special Qualities (see above): Darkvision 60 ft.
- Automatic Languages: Common and Leonid.
- Favored Class: Ranger.
- Level Adjustment: +2

Marrow Knight

Large Undead	
Hit Dice:	12d12 (78 hp)
Initiative:	+5
Speed:	60 ft. (12 squares)
Armor Class:	21 (-1 size, +1 Dex, +8 full plate, +2 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+6/+14
Attack:	Lance +9 melee (2d6+6) or greatsword +9 melee (3d6+6) or longbow +7 ranged (2d6)
Full Attack:	Lance +9/+4 melee (2d6+6) or greatsword +9/+4 melee (3d6+6) or longbow +7/+2 ranged (2d6)
Space/Reach:	10 ft./5 ft. (10 ft. with lance)
Special Attacks:	Trample 1d8+6, spurs
Special Qualities:	Undead
Saves:	Fort +4, Ref +6, Will +8
Abilities:	Str 18, Dex 14, Con —, Int 10, Wis 10, Cha 14
Skills:	Balance +10, Climb +12, Intimidate +10, Jump +12, Listen +10, Move Silently +10, Spot +10
Feats:	Cleave, Improved Initiative, Power Attack, Weapon Focus (heavy lance), Weapon Focus (greatsword)
Environment:	Any land
Organization:	Patrol (4–6) or column (11–16)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13–24 HD (Large)
Level Adjustment:	—

A tall creature looms ahead, seeming to be the skeleton of a centaur or other man-beast. It is barded and armored in full plate, with a lance in one hand and a greatsword slung over its shoulder.

Description

The necromancers of Hollowfaust have devised (or perhaps discovered in some once-forgotten chambers) many undead servitors to guard their labyrinthine home (and to sally forth as an army, if necessary). One of their crowning achievements in this field is the elite cavalry called marrow knights. These knights are crafted from the bones of humans and horses defeated and collected by the necromancers and resemble skeletal centaurs; they have been armored and barded, and long bone spurs protrude from most major joints.

Marrow knights have a measure of intelligence, even sentience, but they have no independent thought of their own. They are compelled through the rites of creation to obey the necromancers of Hollowfaust; they possess no other ambition. Some serve their masters as steeds; others patrol the outer corridors of the vast castle, riding down any intruders who might creep in to steal the necromancers' treasures or secrets. Knights without direct orders may come up with some creative or illogical interpretations of their



duties, such as slaughtering humans from other lands and bringing back their corpses as raw material.

Combat

Marrow knights are remarkably quick for undead and often catch their opponents flat-footed with the speed of their assaults. They typically begin combat with a massed charge, driving lances into targets and then drawing greatswords to hack at foes. Some, particularly parapet guards, use longbows to whittle down opponents at a range. Marrow knights are not particularly tactically innovative, although those under a necromancer's direction gain the benefit of their master's intelligence and can follow ever more complicated instructions.

Trample (Ex): Marrow knights can trample its opponents. When it performs an overrun action, its opponent may not choose to avoid it. If the overrun is successful, the opponent takes 1d8+6 points of damage.

Spurs (Ex): The bone spurs protruding from marrow knights serve as a measure of defense. Anyone attempting to grapple a marrow knight in combat (which may include attempts to leap on its back, body slams, or bite attacks) must make a successful DC 12 Reflex save or take 1d6 points of damage from striking a spur.

Memory-Eater

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+3
Attack:	Bite +3 melee (1d8+1)
Full Attack:	Bite +3 melee (1d8+1), 2 claws –2 melee (1d4)
Space/Reach:	5 ft./5ft.
Special Attacks:	Create spawn
Special Qualities:	Undead, memory eating
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 13, Dex 15, Con —, Int 16, Wis 14, Cha 16
Skills:	Climb +7, Escape Artist +8, Hide +8, Jump +7, Listen +8, Move Silently +8, Search +10, Spot +8
Feats:	Improved Initiative, Power Attack
Environment:	Any land
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)

Though from afar, the creature seems to be a person who stumbles with exhaustion or drunkenness, as it nears, you can see that it is not mortal creature. The stink of the grave surrounds it and it looks frantically around it, obviously searching for something but not finding it.

Description

Upon awakening from death, this type of ghoul retains a bit of its former intelligence and memories, often not even recognizing its undead state. Cursed to wander the countryside wracked by the anguish of the dead and the memories of their past life, memory-eaters often seek out clothing, equipment, and especially companions that they remember or with which they have some lingering connection.

Sometimes, a memory-eater attempts to reclaim its former role in life through sheer brutality — finding its old home and forcing former loved ones to acknowledge its presence. These attempts soon fail as the companions' evident fear enrages the memory-eater by reminding it that it is no longer of the living. When its attempts to reclaim its former life fail, the memory-eater usually flies into a berserk rage, killing anything in its path.

Additionally, a memory-eater gains fractions of memories and experiences from those upon whom it feasts. Sadly, many memory-eaters cannot distinguish these memories from each other, causing them to seek out objects and people that have nothing to do with their former existence and once again to try to resume the “normal” life of a person whose memo-

ries they have eaten. Typically, a memory-eater wanders by night, looking for a specific lover or friend who can help it make sense of its situation. Upon finding that subject, the scene ends in murderous horror with the memory-eater consuming the new victim, and the cycle begins again.

Combat

Unlike most ghouls, a memory-eater generally does not hide itself from society, but rather attempts to confront former companions that can find. When a memory-eater is reminded of its undead state (usually by the revulsion on the faces of the people it confronts), it attacks those responsible.

Create Spawn (Su): Creatures slain by a memory-eater rise in 1d6 days as a memory-eater. Spawn are not under control of the memory-eater that created them. Spawn do not possess any of the abilities they had in life.

Memory Eating (Ex): When devouring a victim, the memory-eater consumes some images and memories of the victim as well. The memory-eater cannot distinguish these memories from any others it may have and assumes the memories of the devoured person are its own.



Mere-Lurker

Tiny Animal (Aquatic)	
Hit Dice:	2d8-4 (5 hp)
Initiative:	+3
Speed:	Swim 5 ft. (1 square)
Armor Class:	11 (+2 size, -1 Dex), touch 11, flat-footed 12
Base Attack/Grapple:	+1/-10
Attack:	2 hooks -2 melee (1d3-2 plus poison)
Full Attack:	2 hooks -2 melee (1d3-2 plus poison)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Poison hooks, attach
Special Qualities:	Low-light vision
Saves:	Fort +1, Ref +2, Will -2
Abilities:	Str 5, Dex 9, Con 6, Int 1, Wis 6, Cha 2
Skills:	Hide +14, Spot +6, Swim +3
Feats:	Improved Initiative
Environment:	Temperate aquatic and marsh
Organization:	Colony (5-10)
Challenge Rating:	1/4
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	—

The lily pad shifts upon the pond's surface, revealing itself to instead be a kind of enveloping hood for a tiny lizard-like animal. The creature pokes its head above water and looks around with deep sapphire-blue eyes as brilliant as jewels. Its coloring goes from the pale green of its head and hood to a dark, greenish-black lower body and tail.

Description

Mere-lurkers are commonly found in shallow ponds or streams where animals and people stop for water. They move about underwater by pumping air through small jets situated around their lower body, and at night they shift to different parts of their territory, moving in among more innocent vegetation for camouflage. Once in position, the mere-lurker's powerful tail wraps around a heavy rock or sunken log to anchor itself. At first light the hood opens and rises to within a few inches of the water's surface, waiting for prey.

Its eyes — the jewel-like lures that give the creature its more romantic name, Lover's Folly — can reflect even the weakest sources of light. When an animal drinks nearby or a

curious person attempts to touch the creature's eyes, the mere-lurker's hood closes like the jaws of a trap, and dozens of retractable hooks situated around the hood's rim pump a paralytic poison into the victim. The mere-lurker's tail constricts, pulling the victim below the surface, where either the poison or the water finishes it off. Enzymes secreted from within the hood then liquefy the dead prey for consumption.

The brilliantly hued eyes of the mere-lurker have come into vogue among lesser nobles of many civilized countries, valued as ornamental inlay or costume jewelry because of their reflective qualities. Though the perils of these creatures are well known, each year there are stories of hopeful lovers lured to their deaths by the false promise of a glittering clutch of sapphires just beneath the surface of a shallow lake.

Combat

The mere-lurker kills its prey through a combination of suffocation and poisoning. Its hood constricts around its prey with surprising strength, and inward-curving hooks dig deep into the flesh, injecting poison and making escape for the victim that much harder. Finally, the creature uses its powerfully muscled tail to pull itself deeper underwater, hopefully drowning the victim if the poison is not sufficient for the task.

Poison Hooks (Ex): Injury, Fortitude DC 9, initial damage 1d2 Dex, secondary damage 1d2 Dex. The mere-lurker stings its prey with poison hooks that contain a powerful paralytic toxin.

Attach (Ex): If the mere-lurker hits an opponent with both hooks, it has attached itself to its opponent. The opponent automatically takes hook damage and poison damage each round the mere-lurker remains attached. An attached mere-lurker has Armor Class 11.



Mill Slug

Gargantuan Vermin

Hit Dice:	16d8+112 (184 hp)
Initiative:	-4
Speed:	20 ft. (4 squares)
Armor Class:	6 (-4 size, -4 Dex, +4 natural), touch 2, flat-footed 6
Base Attack/Grapple:	+12/+34
Attack:	Bite +18 melee (2d8+15)
Full Attack:	Bite +18 melee (2d8+15)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Crush
Special Qualities:	Vermin traits, damage reduction 5/—
Saves:	Fort +17, Ref +1, Will +3
Abilities:	Str 30, Dex 3, Con 25, Int —, Wis 6, Cha 10
Skills:	—
Feats:	—
Environment:	Any temperate and warm
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Gargantuan); 33–48 HD (Colossal)
Level Adjustment:	—

A slug the size of a barn slowly oozes forward.

Description

The mill slug is almost certainly a by-product of the Divine War — and it was not created intentionally. These monstrous gastropods are dangerous mainly by accident; they lack the sentience or even the instinct to be deliberately menacing. Stretching approximately 70 feet from eyestalk to tail-tip as an adult, a mill slug leaves massive swaths of barren ground behind it, as it must devour everything it can reach just to stay alive.

Mill slugs earn their name for their tendency to destroy windmills. Apparently, the spinning motion of the airfoils attracts the slugs. A mill slug hypnotized by a windmill's motion (or any other repetitive motion of similar size) will attempt to smother the movement under its bulk.

Thankfully, mill slugs are rare. Although far from ideal prey, they *are* technically edible, and predators otherwise down on their luck may try to take a chunk out of a passing mill slug. Scholars theorize that mill slugs are relatively immune to the ravages of aging, and that they mate



largely by accident (when one slug crosses the trail of another).

Combat

Mill slugs are not predators. When attacked, they crush their enemies under their gigantic bodies if they can and do their best to flee if they cannot. A mill slug bites reflexively at any creature foolish enough to approach its rasping mouthparts, but it is unlikely to go out of its way to use a bite attack.

Crush (Ex): Although mill slugs have a small range of movement and turn slowly, anyone rash enough to attack them from the front risks ending up underneath them. Although their bodies are soft, mill slugs are also thick-skinned and unbelievably heavy. Anyone directly in front of a mill slug when it moves forward must make a DC 18 Reflex save or be crushed under its massive body. The mill slug's weight, combined with the smothering slime that finds its way down throats and into lungs, deals 2d12+9 points of crushing damage each round. Hungry mill slugs stop on top of their victims, waiting for the slime to smother them before eating their "catch."

Miredweller

Medium Monstrous Humanoid

Hit Dice:	4d8-4 (14 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple:	+4/+6
Attack:	Claw +7 melee (1d4+2)
Full Attack:	2 claws +7 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Skin fold wrap, smother, poison
Special Qualities:	—
Saves:	Fort +0, Ref +7, Will +2
Abilities:	Str 14, Dex 17, Con 8, Int 7, Wis 7, Cha 8
Skills:	Climb +3, Hide +4, Listen +2, Move Silently +4, Spot +2
Feats:	Alertness, Weapon Finesse
Environment:	Temperate marsh
Organization:	Solitary (rarely), band (4-10)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	+1

The creature swoops down from a tree and lands silently, raising its claws to reveal the flaps of leathery flesh that stretch from arms to legs. As it growls a low, reptilian snarl, the pinhooks along the interior of this fold rattle together, causing an unearthly sound — one that is unmistakably a threat.

Description

The foul, reptilian race of miredwellers inhabits swamps and marshes, where they can ambush passing creatures. They tend to inhabit locales near the lairs of other humanoid races so they have a steady source of creatures upon which to feed.

Miredwellers are small for Medium creatures. They have scaly, waxy skin and wing-like skin folds (not unlike a flying squirrel's) that are attached to the sides of their bodies and their arms. A myriad of tiny, sharp, curved hooks protrude from the inside of these large flaps. The miredweller attacks by swooping down on or creeping up behind its victims and wrapping its wings about them.

Miredwellers tend to hunt in bands. A favorite tactic is for one or two miredwellers to bait an opponent, such that victims can be surprised from behind, therefore becoming more susceptible to a skin fold wrap.

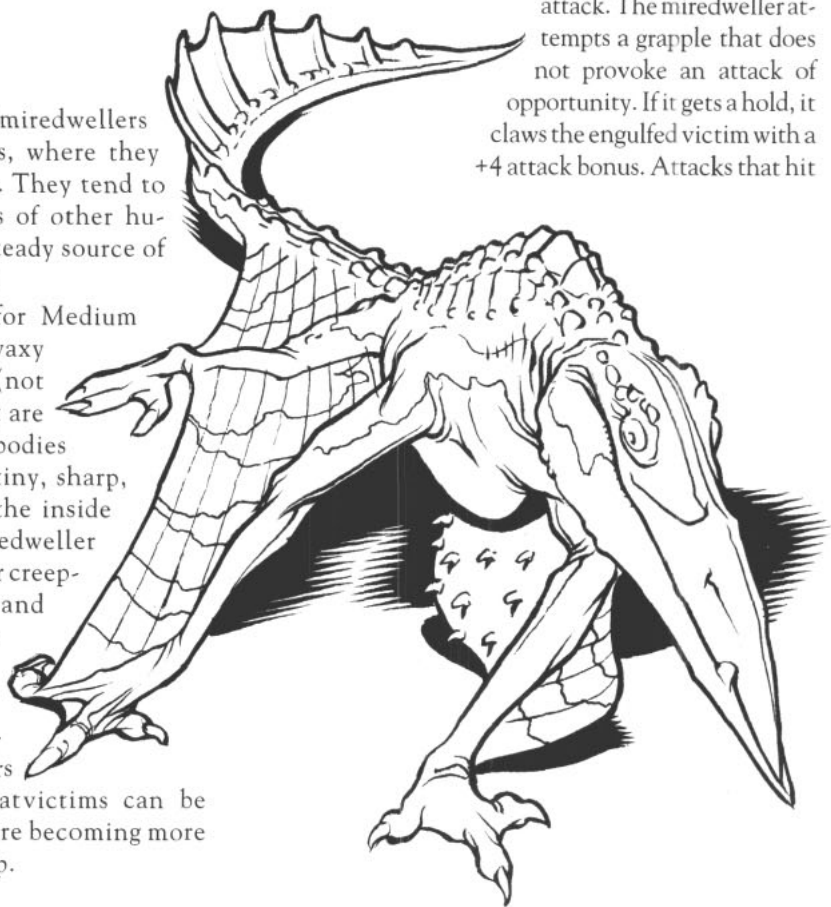
Miredwellers worship Luchanig, the demi-god of swamps and mires. Luchanig's primary form is that of a large miredweller, and adventurers have spoken of seeing the great miredweller beast roaming the Scarred Lands' bogs and mires. One tale holds that Luchanig is a master assassin whose expertise in poison is unparalleled and that he creates all manner of lethal substances from the infinite variety of plants, bugs, and dark fen.

Yugman the Sage has hypothesized that miredwellers actually draw the living essence out of victims when they wrap them and prick them with their pinhooks. That is to say, not only do the miredweller's pinhooks inject poison but they also absorb small doses of life energy. This is why, according to Yugman, miredwellers slowly grow larger and more powerful over time.

Combat

In combat, the miredweller may fight normally with its two claws. Of course, it prefers to use its deadly skin folds to attack.

Skin Fold Wrap (Ex): A miredweller can use its skin folds to grip opponents, scratching them with the pinhooks (though only Small or smaller creatures can actually be entirely wrapped in the folds) as a grapple attack. The miredweller attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it claws the engulfed victim with a +4 attack bonus. Attacks that hit



an engulfing miredweller deal half their damage to the monster and half to the trapped victim. Those wrapped in the skin fold are also subject to being poisoned by the small pinhooks that line its interior.

Smother (Ex): A wrapped opponent of Small size or smaller can be suffocated while in the miredweller's skin folds. A creature so wrapped can hold its breath for 2 rounds per point of Constitution, after which it must make a DC 10 Constitution check to continue holding its breath. This check must be made each round, with the DC increasing by +1 for each previous success. Once a wrapped creature fails a Constitution check, it begins to suffocate. In the first round, it becomes unconscious (0 hp); in the following round, it drops to -1 hp and is dying; in the third round, it suffocates. A victim can attempt to escape with an opposed grapple check, though the miredweller receives an additional +8 competence bonus to its grapple check (+14 total grapple check bonus) owing to the effectiveness of the smother attack.

Poison (Ex): Needles — injury, DC 11 Fortitude save; initial and secondary damage 1d2 points of temporary Strength damage per round. Breaking free of the skin fold wrap stops poison damage, but victims remain nauseated for 2d4 rounds

Miredweller Characters

Most miredwellers are stealthy, excelling in remaining unseen. Miredweller characters have the following racial traits.

— +2 Strength, +6 Dexterity, -2 Constitution, -4 Intelligence, -4 Wisdom, -2 Charisma

— Medium size.

Space/Reach: 5 ft./ 5 ft.

— A miredweller's base land speed is 40 feet.

— Racial Hit Dice: A miredweller begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, Will +4.

— Racial Skills: A miredweller's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently and Spot.

— Racial Feats: A miredweller's monstrous humanoid levels give it two feats.

— Weapon and Armor Proficiency: A miredweller is automatically proficient with neither weapons or armor.

— Special Attacks (see above): Skinfold wrap, smother, poison

— Automatic Languages: Miredweller.

— Favored Class: Rogue.

— Level Adjustment: +1

Miser Jackall

Small Animal	
Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Bite +3 melee (1d4-2)
Full Attack:	Bite +3 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Narcotic bite
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 13
Skills:	Hide +3, Jump +5, Listen +5, Move Silently +2, Sleight of Hand +6
Feats:	Weapon Finesse
Environment:	Warm plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2-3 HD (Small)
Level Adjustment:	—

The small jackal dashes into the darkness, the metal bands of your knife scabbard glinting dully in its jaws.

Description

The miser jackal is a remarkably clever breed of jackal that is relatively common on the plains and savannahs of the Scarred Lands. The animal has a keen sense of smell and is particularly interested in metal. It pilfers metallic objects from travelers or local residents, instinctively “caching” them in secret hiding places.

Miser jackals typically approach targets under the cover of dusk, often while a band is still making camp but before it settles down and posts sentries. They have an uncanny knack for filching items that a party might need: for instance, a miser jackal might steal a group's tent pegs just as it begins to rain or swipe a warrior's scabbard while he is sharpening his sword. Once the jackal has its latest “toy,” it quietly retreats before its victims can discover the loss.

Although this behavior would ordinarily classify the miser jackal as an intolerable nuisance, many fortune hunters refuse to kill the creatures. The reason is somewhat surprising: miser jackals often act as guides for large predators or heavily armed bands of humans, leading them to the lairs of local threats — particularly rich ones. The miser jackal's nose for metal and its self-preservation instincts lead it to mark carefully the territories of any creature in possession of more than a coincidental amount of



metal and that is dangerous. If such a creature moves into a miser jackal's hunting range, the jackal generally sniffs out the edges of the newcomer's territory. Once the jackal finds a large predator or band of humans, it tries to lead them toward the lair of the other beast. If all goes well, the predator or humans kill the newcomer, leaving the jackal free to swipe portions of the hoard or feast on the carcass — a most mutual relationship.

Combat

Miser jackals would much rather flee than fight. They fight only when sick or desperate (such as a mother defending her pups), and even then are limited to biting.

Narcotic Bite (Ex): Injury, Fortitude DC 11, initial damage 2 Dex + 2 Int, secondary damage 2 Dex + 2 Int. In order to defend itself, the miser jackal has taken to chewing the leaves of the julka weed, a potent narcotic to which the jackal possesses a natural immunity.

Scent (Ex): A miser jackal can smell creatures or sources of metal within 60 feet. The range increases to 120 feet if the target is upwind, and decreases to 30 feet if the target is downwind.

Skills: A miser jackal receives a +5 racial bonus to Jump, Listen and Sleight of Hand checks.

Mistwalker

Medium Undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+4
Speed:	120 ft. (24 squares)
Armor Class:	14 (+2 Dex, +2 deflection), touch 12, flat-footed 12
Base Attack/Grapple:	+3/—
Attack:	Touch +5 melee (1d8 and chilling touch)
Full Attack:	Touch +5 melee (1d8 and chilling touch)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chilling touch
Special Qualities:	Damagereduction15/magic, incorporeal, mist walk, undead traits, vulnerability to fire
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 10, Dex 15, Con —, Int 9, Wis 9, Cha 14
Skills:	Bluff +7, Hide +9, Knowledge (religion) +2, Listen +7, Spot +7
Feats:	Ability Focus (chilling touch), Alertness, Improved Initiative
Environment:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–12 HD (Medium); 13–18 (Large)
Level Adjustment:	—

An indistinct figure forms from the very mist.

Description

Superstitious folk close their doors and shutters on spring and autumn nights and say prayers against the rising of a fog, for many believe that the swirling cold fingers of mist are in fact the breath of the restless dead. When the fog rises, ghosts walk the earth, looking for mortals out at night who can lay them to rest — or salve their twisted hate.

Mistwalkers emerge only on nights when a thick fog rises. They first appear over the spot where they died, but these spirits are free to roam wherever the fog extends, so they can wander many miles. They appear as wispy, insubstantial forms, sometimes glowing a pale green like the color of grave mold.

Most speak Common; all mistwalkers can apparently understand each of the major languages, but can speak only those they knew in life.

Most of these spirits are tortured souls looking for someone to complete an errand or carry a message to a loved one so they can finally rest. Such actions can usually be completed in a single night, and sometimes these grateful ghosts lead their saviors to hidden caches of treasure as a reward for their compassion.

A few such spirits, however, crave no rest, but instead seek to vent their bitterness against the living. These cruel ghosts appear in the guise of forlorn spirits and try to fool kind souls into errands that lead to hidden traps, misery, and death.

Combat

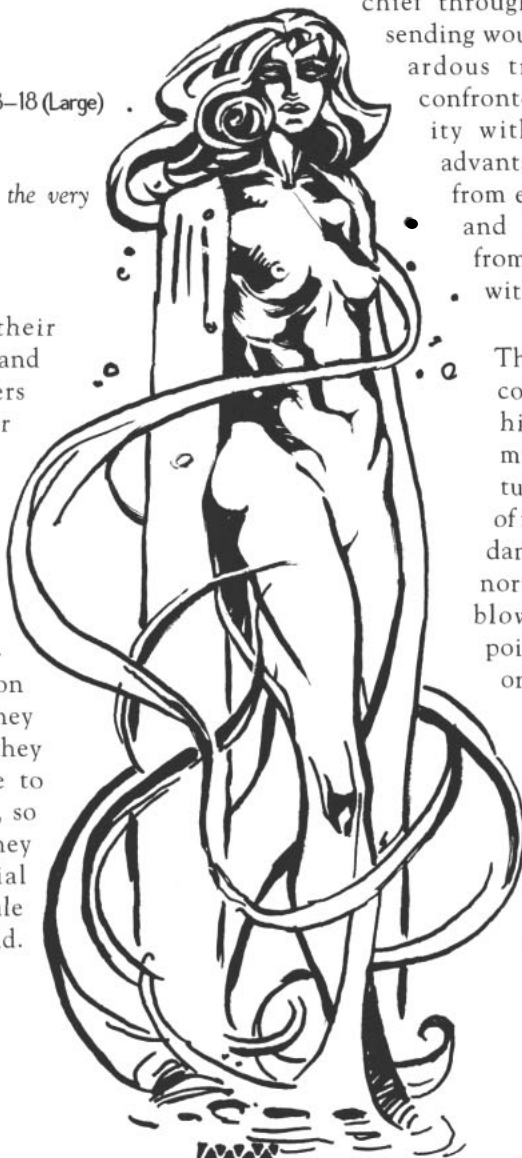
Evil mistwalkers work their mischief through lies and treachery, sending would-be saviors into hazardous traps and pitfalls. If confronted, they use their affinity with the mists to their advantage, seeming to strike from every direction at once and leeching the warmth from their victims' bones with their chilling touch.

Chilling Touch (Su):

The mistwalker's touch is colder than ice. Victims hit by the mistwalker must make a DC 15 Fortitude save or take 1 point of temporary Constitution damage in addition to the normal damage from the blow. Lost Constitution points heal at the rate of one per hour.

Mist Walk (Su):

Within the bounds of the mist, the mistwalker can make attacks on a victim at the beginning, middle, or end of its movement, as desired.



Moon Cat

Tiny Magical Beast	
Hit Dice:	1d10+1 (6 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-9
Attack:	Bite +1 melee (1d3-1)
Full Attack:	Bite +1 melee (1d3-1) and 2 claws -4 melee (1d3-2)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	<i>Mass charm monster</i> , paralysis
Special Qualities:	Portent, flawless teleport
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 6, Dex 15, Con 12, Int 5, Wis 17, Cha 16
Skills:	Hide +11, Listen +7, Move Silently +3, Spot +7
Feats:	Dodge
Environment:	Any land
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

The cat might be simply a large domesticated feline, were it not for its luminous, pale silvery fur and intense black eyes. A faint nimbus appears to surround it at times, not unlike the aura that often encompasses the moon.

Description

These creatures are drawn to places or people in impending crisis. Not always as straightforward as someone about to fight for his life, this crisis could involve a number of significant events — a treaty signing, the birth of a great villain, the start of a romance, and the like.

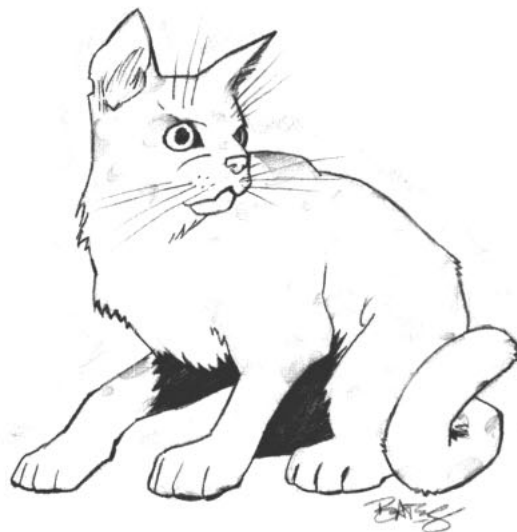
Sages and scholars argue whether the moon cat is a purely mystic portent or is simply a beast in tune with the moon. Those who have encountered a moon cat are inclined to think the former, as strange luck follows them soon after. Legends agree that encountering a moon cat during a full moon is good luck, while seeing one during the new moon foretells disaster.

Why the moon cat has appeared or whom it may approach is seldom clear at the time. Only in the hours, days or even weeks after it has left is the moon cat's influence felt.

Mages believe that a moon cat offers direct access to powerful magical energy. Not surprisingly, spellcasters of all stripes are eager to get their hands on a moon cat for study or even to make one into a familiar. A moon cat's successful capture, though, is so far unknown; the rare times one has been caught, it has vanished by sunrise.

Combat

A moon cat can use its claws and teeth in combat, but it prefers to rely on its paranormal abilities for defense.



Mass Charm Monster (Sp): The moon cat automatically generates this effect when it appears. It need not speak the targets' language; the moon cat's body language is sufficient to soothe those around it. This ability functions as the *mass charm monster* spell cast by a 9th-level sorcerer, with a Will save DC 21.

Paralysis (Su): Anyone who touches the moon cat must succeed at a DC 11 Fortitude save or be paralyzed for 1d6+4 minutes.

Portent (Su): The moon cat rubs against a chosen target, gifting it with a *portent*. The subject may make a DC 14 Will save to resist. The GM rolls 1d8 to determine the effect based on the current moon phase:

Moon Phase	Miracle	Curse
Full Moon	1-7	8
Waning Moon	1-5	6-8
New Moon	1	2-8
Waxing Moon	1-3	4-8

The subject is unaware of which effect he has received until he takes an action that plausibly triggers the effect. For a miracle, the GM should be certain to describe the circumstances such that the subject has a clear understanding of his situation. The GM determines how a curse affects the target. In both cases, the game effects should generally be relatively minor. For instance, a miracle might bestow a +1 insight bonus to attack rolls or all saves, while a curse might bestow a -1 luck penalty to all Dexterity- or Charisma-based checks and rolls. The duration of a miracle or curse should usually not be more than 24 hours.

Flawless Teleport (Sp): The moon cat uses this ability to hone in on the site to which it feels drawn. When its task is complete, the moon cat teleports back to its lair. Many a wizard has spent a lifetime searching for these lairs, to no avail.

Murdersprite

Tiny Fey	
Hit Dice:	1d6+2 (5 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), fly 60 ft. (good)
Armor Class:	16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Pin -1 melee (1d3-3 and poison)
Full Attack:	Pin -1 melee (1d3-3 and poison)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Poisoned weapons
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 4, Dex 14, Con 14, Int 6, Wis 10, Cha 6
Skills:	Hide +6, Move Silently +6, Pick Lock +6, Spot +4
Feats:	Dodge
Environment:	Any land
Organization:	Gang (1-4) or nest (1-100)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

Cruelty has shaped the malicious features of these tiny fey. Their sharp dark eyes seem to already be searching for the best places to stab you with the various rusted sharp odds and ends they carry as weapons.

Description

Cruel and bloodthirsty creatures, murdersprites enjoy undertaking sabotage, deception, and observation. Intelligent but by no means swift-witted, these creatures are possessed of a malicious cunning, and they take great pride in inflicting woe. Unlike many of the creatures created by the Titans, murdersprites have prospered in the time since the war. With their fast breeding cycle and malicious intelligence, they have infested many places, displacing rats as vermin or actually herding them for food.

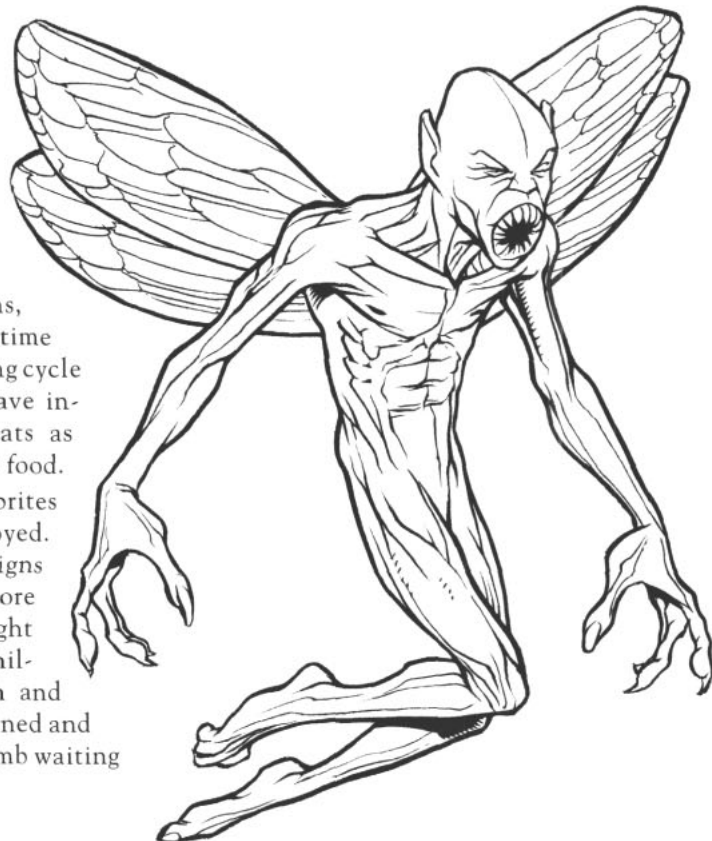
Where they are found, murdersprites are mercilessly hunted and destroyed. They can and will carry out campaigns of terror and sabotage for little more reason than that fear and pain delight them. Where they dwell, small children and the elderly are set upon and blinded or hamstrung, pets are poisoned and tortured, and every grain silo is a bomb waiting to explode.

Murdersprites are certainly clever enough to use tools. Even if they are not intelligent enough to manufacture items, they can certainly filch them. These sprites are as brutal to one another as they are to the larger inhabitants of the world around them, and their existence is a squalid caricature of human life, composed of little more than sly manipulation and brutal dominance games.

Combat

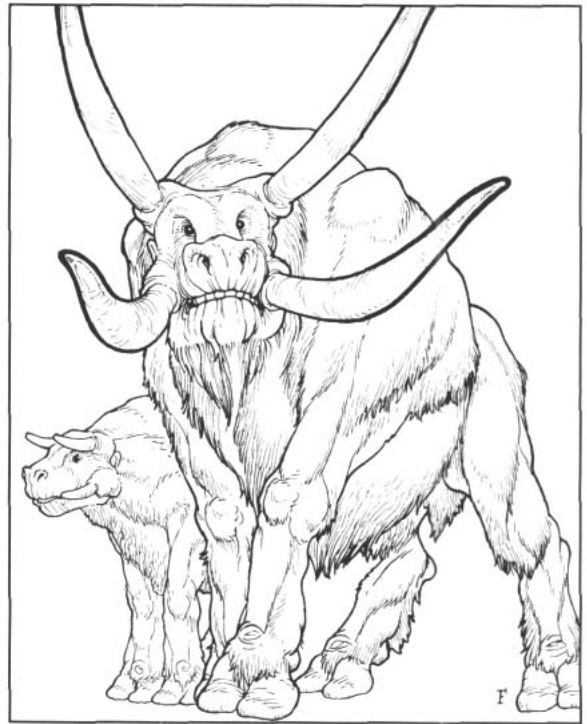
Most murdersprites carry pins, sharpened bits of wire, or razor-edged fragments of glass they use for self-defense among their own kind or against aggressive animals. Despite their uncanny durability, they prefer to avoid combat with creatures larger than themselves. Typically, murdersprites attack with poison, pitfall, and ambush as a last resort.

Poisoned Weapons (Ex): Anyone stabbed by a murdersprite's weapon must deal with the poison the creature puts on its weapons. Pin — injury, DC 12 Fortitude save; initial damage 1d4 points of temporary Constitution, secondary damage 1d4 points temporary Constitution. Each weapon retains its poison for only one stab, after which the murdersprite must coat it in poison again (as a move action that provokes attacks of opportunity).



Muskhorn

Huge Animal	
Hit Dice:	15d8+150 (217 hp)
Initiative:	-1
Speed:	50 ft. (10 squares)
Armor Class:	27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 28
Base Attack/Grapple:	+11/+29
Attack:	Gore +19 melee (2d6+15)
Full Attack:	Gore +19 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Corrosive musk, trample 2d6+22
Special Qualities:	—
Saves:	Fort +21, Ref +8, Will +4
Abilities:	Str 30, Dex 8, Con 30, Int —, Wis 9, Cha 9
Skills:	Climb +23, Jump +24, Listen +2, Spot +2, Survival +14, Swim +23
Feats:	Alertness, Awesome Blow, Endurance, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	Temperate plains
Organization:	Herd (5–10 bulls, 10–20 cows, 1d20 calves)
Challenge Rating:	12
Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment:	—



This huge beast vaguely resembles a bison, but with two pairs of massive tusks jutting almost 4 feet from its skull — two on either side of its mouth and two curving up from the top of its head. The grass-eater is heavyset and muscular, covered in a thick brown pelt.

Description

Muskhorn herds were once a fixture on the plains of Termana that spread southward from the Iron Steppe, but relentless hunting by tribes of steppe trolls and the recently returned humans have thinned their numbers greatly, leaving the few remaining herds openly hostile to anything that moves on two legs.

Bulls are highly protective of the herd and immediately rush forward to challenge an interloper who comes too close. During the early spring, when muskhorn calves are born, the bulls are exceptionally aggressive and can attack without warning.

Steppe trolls attach considerable mystical significance to the muskhorn, and troll males must successfully stalk and kill a bull as a rite of passage into adulthood. The skull and breastbones of the bull are taken back to the tribe and made into armor that the new adult wears with pride.

Combat

Enraged muskhorns emit a deafening bellow and charge opponents, hoping to gore or trample them. At the same time, the angry bull exudes a powerful musk that attacks an opponent's eyes and nose, causing them to burn and itch abominably. The musk has a strong acidic content that corrodes metal on contact, giving rise to the muskhorn's nickname among humans, "swordbreaker."

Corrosive Musk (Ex): An enraged bull emits an acidic musk that irritates an enemy's eyes and throat and is corrosive to metals. Creatures within 20 feet of a muskhorn bull must succeed at a DC 27 Fortitude save or suffer a -2 circumstance penalty to initiative and attack rolls for 1d4 rounds. Armor and weapons within this area of effect corrode immediately, suffering 1d6 points of acid damage each round they fail a DC 27 Fortitude save.

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

Narleth

Large Aberration

Hit Dice:	8d8+40 (76 hp)
Initiative:	+3
Speed:	60 ft. (12 squares), climb 60 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Bite +9 melee (1d8+2 plus acid) or claw +7 melee (1d6+2) or web spitter +8 ranged touch (see below)
Full Attack:	Bite +9 melee (1d8+2 plus acid) and 4 claws +4 melee (1d6+2); or web spitter +8 ranged touch (see below)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Web spitter, acid venom
Special Qualities:	—
Saves:	Fort +9, Ref +7, Will +1
Abilities:	Str 15, Dex 17, Con 20, Int 6, Wis 5, Cha 3
Skills:	Balance +7, Hide +7, Jump +7, Listen +1, Move Silently +7, Spot +2
Feats:	Iron Will, Weapon Focus (bite), Lightning Reflexes
Environment:	Temperate forest and hill
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

This eight-foot-tall creature looks like a horrible blending of human and spider. Four muscular arms — each ending in a clawed hand — sprout from an impossibly broad, bony chest. Multiple tiny eyes glare from a large insectoid head covered in bristly brown spines and sprouting vicious, fang-tipped mandibles.

Description

The narleth, which in Elven means “silken death,” may have been created as warriors during the Titanswar — or may simply have mutated during the wild magical storms that occurred shortly afterward.

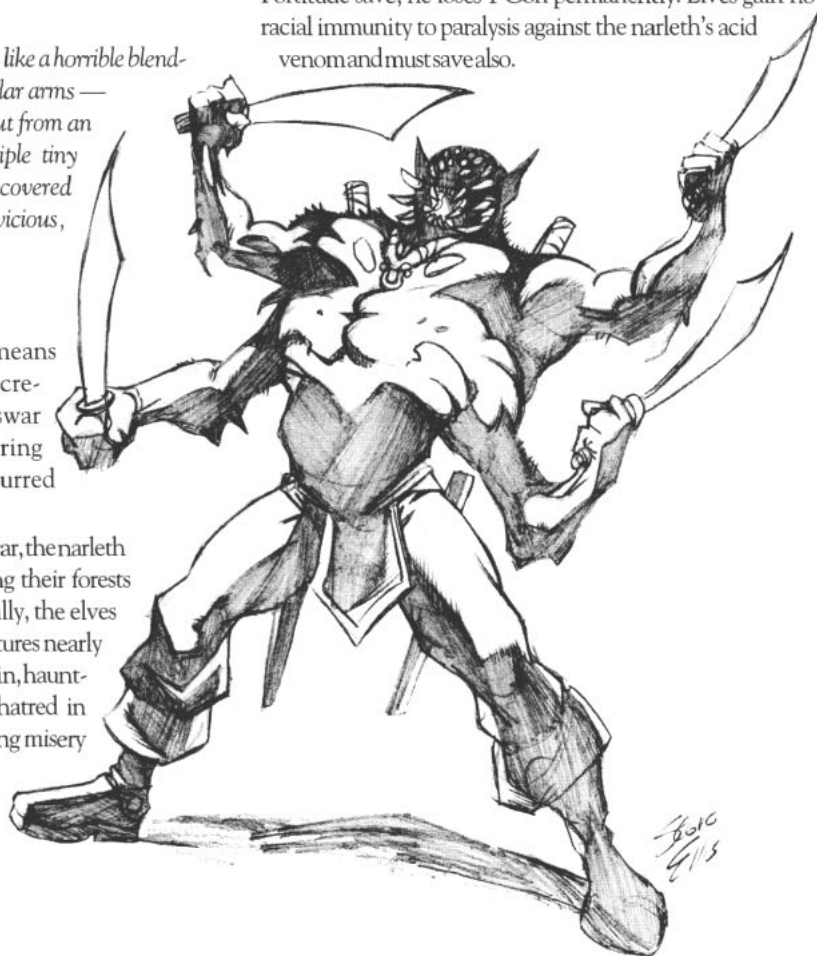
In the years following the Titanswar, the narleth were a plague against elves, terrorizing their forests and preying upon their children. Finally, the elves came together and hunted these creatures nearly to extinction. Only a few narleth remain, haunting lonely caverns or nursing their hatred in forgotten ruins. They delight in causing misery to any creature that stumbles into their clutches, immobilizing them in silken cocoons and dissolving them with their venom.

Combat

The narleth prefers to attack from ambush, concealing itself in deep shadows or underneath piles of leaves or rubbish, then springing out and covering a victim with a spray of webbing. Once trapped, the victim feels the narleth's bite, which first paralyzes the body and then begins to dissolve it.

Web Spitter (Ex): Eight times per day, the narleth can spit a stream of sticky webbing at anyone in front of it. This attack spews from an orifice located between its mandibles, but is similar to an attack with a net: a ranged touch attack with a 40 foot maximum range and a 10 foot range increment. The attack suffers no range penalties at its maximum range. The narleth's web spitter is effective against Medium or smaller creatures. An entangled creature can escape with a successful DC 20 Escape Artist check or burst the webbing with a successful Strength check (Break DC 20); either attempt is a standard action. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature can use a surface push or pull against or grab while pulling free. Each 5-foot section of webbing has 12 hit points.

Acid Venom (Ex): Poison: Contact, Fortitude DC 19, initial damage paralysis (2d6 minutes), secondary damage 1 Con*. The venom of the narleth is extremely potent and highly acidic, building in the victim's system and slowly dissolving flesh and bone. If the victim fails the second Fortitude save, he loses 1 Con permanently. Elves gain no racial immunity to paralysis against the narleth's acid venom and must save also.



Night Singer

Diminutive Vermin

Hit Dice:	1d8–2 (2 hp)
Initiative:	+3
Speed:	5 ft. (1 square), fly 30 ft. (perfect)
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+0/–17
Attack:	Sting + melee (1d3–5 plus poison)
Full Attack:	Sting + melee (1d3–5 plus poison)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Vermin traits
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 1, Dex 17, Con 6, Int —, Wis 10, Cha 4
Skills:	Climb +5, Hide +12, Spot +2
Feats:	Weapon Finesse ^B
Environment:	Warm marsh
Organization:	Solitary, pair, mating flight (2–8)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Diminutive)
Level Adjustment:	—

A five-inch deep green insect, much like a dragonfly, hovers in the air with a lilting humming drone. It glows faintly in the darkness.

Description

The beautiful but deadly night singers are large, 5-inch long insects similar to giant dragonflies, with deep green bodies and iridescent wings. The insect's long, whiplike abdomen has an indigo-colored bulb at the tip and a long curved stinger similar to a scorpion's. At night, phosphorescent deposits along the night singer's body cause it to emit a ghostly green glow. The insect's wings create a lilting humming noise that changes pitch as the creature rises and lowers in the air.

Superstitious folk in the swamplands and bayous of southern Ghelspad believe that night singers are the spirits of betrayed lovers, beguiling travelers with their eerie, glowing dance and their beautiful, complicated "songs." Certainly, anyone foolish enough to pursue these dancing, singing motes into the humid night are often never heard from again.

During the summer months when the night singer is active, it lays eggs along tree trunks close to the water's edge, and the female uses its glow and eerie song to drive away possible predators. If an animal or

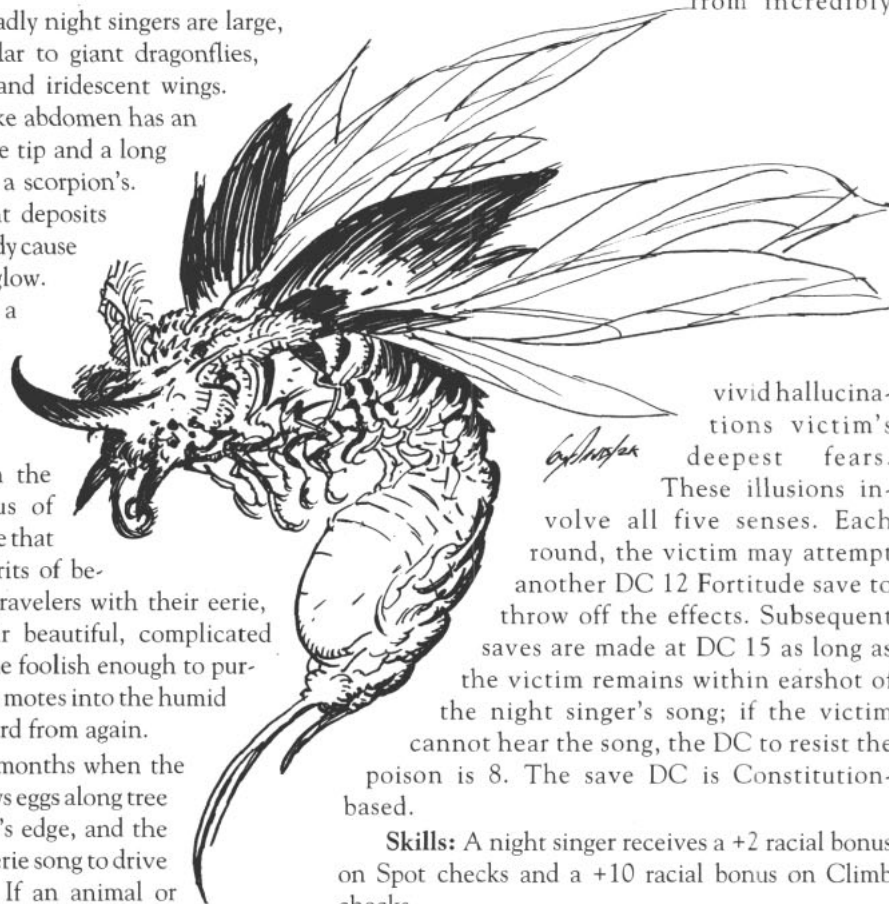
person is unlucky enough to get too close to the eggs, the insect attacks, stinging the victim and injecting a potent psychotropic poison. This poison produces immediate and powerful hallucinations and a rush of terror that is somehow greatly enhanced by the night singer's complex buzzing. Most victims, overcome with nightmarish visions, run screaming deeper into the swamp, where any number of common hazards often seals their doom.

The night singer's poison is greatly valued by both illusionists and assassins, who pay a high price for the insect's venom sacs — or better yet, a cluster of healthy eggs.

Combat

When its eggs are threatened, a night singer attacks immediately, darting in quickly to sting its victim and then flying up and out of reach, where its song can begin work on the hapless individual's senses. It maintains its song until the victim flees the area; the insect does not travel more than 10 yards from its eggs for any reason.

Poison (Ex): The night singer's main defense is a poison sting that causes terrifying hallucinations. Any target successfully stung must succeed on a DC 15 Fortitude save or suffer from incredibly



vivid hallucinations victim's deepest fears. These illusions involve all five senses. Each round, the victim may attempt another DC 12 Fortitude save to throw off the effects. Subsequent saves are made at DC 15 as long as the victim remains within earshot of the night singer's song; if the victim cannot hear the song, the DC to resist the poison is 8. The save DC is Constitution-based.

Skills: A night singer receives a +2 racial bonus on Spot checks and a +10 racial bonus on Climb checks.

Night Terror

Medium Magical Beast

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	60 ft. (12 squares), climb 60 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Bite +6 melee (1d10+4)
Full Attack:	Bite +6 melee (1d10+4) and 2 claws +1 melee (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +0
Abilities:	Str 18, Dex 15, Con 15, Int 9, Wis 8, Cha 7
Skills:	Balance +6, Hide +7, Listen +2, Move Silently +8, Spot +1
Feats:	Alertness, Multiattack
Environment:	Temperate and warm forest and plains
Organization:	Pack (6–10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

The baboon-like creature is slightly smaller than a human and is covered in grayish-black fur. Its reddish-orange eyes gleam with startling intelligence from a black-masked face, and yellow tusks bulge from its upper and lower jaws. Its long prehensile tail twitches in anticipation as it looks at you.

Description

Night terrors are legendary predators



of the rain forests, feared as much for their frightening degree of intelligence as they are for their terrible savagery. Night terrors have keen senses and are skillful trackers, picking up a likely victim's trail and then stalking it for days, learning its habits and potential weaknesses. Operating in packs, night terrors use barks and long, ululating howls to communicate in the darkness, surrounding their prey and keeping it nervous and off-balance. When the time is right, they ambush a target and overwhelm it with sheer numbers, pulling it down under a writhing mass of fur, talons, and teeth.

What is most chilling about these creatures is that, unlike most animals, they are known to kill simply for the pleasure of it. Night terrors evidently enjoy terrorizing and slaying the animals and people they encounter, and after a kill the trees echo with gibbering shrieks that sound all too cruelly human.

Combat

A night terror is effective against even large groups of well-armed travelers by virtue of its animal cunning. It is capable of sophisticated tactics such as diversions, ambushes, and even stealing a victim's pack or weapons to draw him into a trap. The night terror attacks with teeth and claws, but is known to pick up a dropped weapon and flail about with it in the heat of battle.

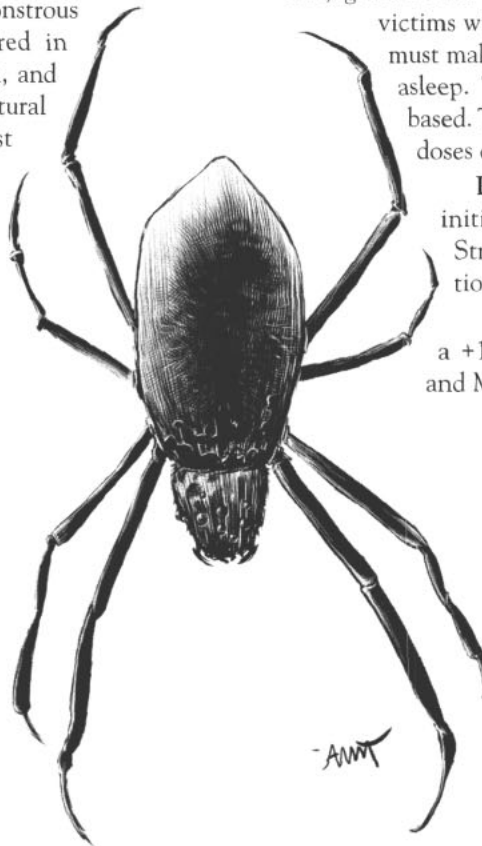
Night Tyrant

Large Vermin	
Hit Dice:	8d8+8 (44 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	16 (–1size, +3Dex, +4natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+13
Attack:	Bite +8 melee (1d8+4 plus poison)
Full Attack:	Bite +8 melee (1d8+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Sedative spray, poison
Special Qualities:	Vermin traits
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 16, Dex 16, Con 12, Int —, Wis 10, Cha 6
Skills:	Climb +13, Hide +7, Move Silently +11
Feats:	—
Environment:	Warm forest
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

A horse-sized spider with a mottled carapace lowers itself from the tree canopy. A thick, sweet smell hangs in the air around it.

Description

The night tyrant is a monstrous hunting spider, its skin colored in mottled shades of black, brown, and green, which give it effective natural camouflage high in the forest canopy. The upper side of its body is covered in a thick hide that provides it with a form of natural armor, but its underside is soft and vulnerable.



Deep forests with tall, massive trees provide shelter and concealment for this terrifying breed of spider, a predator that builds no web, but which excretes a fine mist from its abdomen that acts as a powerful sedative, lulling its victims into a deep, almost catatonic sleep. The night tyrant searches from the forest canopy, seeking potential prey bedded down amid the trees below. Once it locates a likely victim, it slowly, silently descends along a tree trunk until it comes within range and begins pumping its sedative mist, which possesses a strong, honey-like scent, into the air. Sensory bristles on the spider's legs monitor the victim's body temperature and breathing, and when it senses that its soporific has taken effect, it comes down and drags the inert victim back up into the trees. Night tyrants never claim more than one victim a night, but are known to stalk traveling parties for days on end, picking away at them a little each night.

Combat

The night tyrant is essentially a coward; if confronted with fierce resistance, it generally flees back into the trees. If cornered, it lashes out with its forelegs and mandibles until it can find an opportunity to escape.

Sedative Spray (Ex): The night tyrant exudes a fine, golden mist in a 30-foot spread. Potential victims within 30 feet of the night tyrant must make a DC 15 Fortitude save or fall asleep. The save DC is Constitution-based. The night tyrant may expel three doses of spray in any six-hour period.

Poison: Injury, Fortitude DC 15, initial and secondary damage 1d4 Strength. The save DC is Constitution-based.

Skills: The night tyrant receives a +10 racial bonus to Climb, Hide and Move Silently checks.

Orafaun

Large Magical Beast

Hit Dice:	6d10+6 (39 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	17 (-1 size, +5 natural, +3 deflection), touch 12, flat-footed 17
Base Attack/Grapple:	+6/+10
Attack:	Gore +5 melee (1d8)
Full Attack:	Gore +5 melee (1d8)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Sleep, spells, turn undead
Special Qualities:	Bonus Feats, immunities, gift of sustenance
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 10, Dex 10, Con 12, Int 17, Wis 18, Cha 17
Skills:	Diplomacy +12, Listen +15, Sense Motive +13, Speak Language (Dwarven) +11, Spot +15
Feats:	Alertness, Combat Casting, Empower Spell, Improved Initiative
Environment:	Temperate hill and mountains
Organization:	Herd (21–40, plus a patriarch with 8d10+8 HD)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

The goat-like creature has a thick pelt, grand, forked horns and cloven hooves that shine like precious metal.

Description

Erias, the renegade son of Belsameth, is the demigod of dreams, and none of his creatures represents this dominion better than the orafauna. Erias created the orafauna as his priesthood, imbuing them with magical powers to allow them to describe and interpret the meaning of dreams for those who come to their temple and make oblation to him.

The temple of the orafauna is located in a region of hills known as the Solemnaic Vale on an island off the western shore of Darakeene. Herein, standing upon the central and highest hill of the region, is the fane of Erias. The temple is constructed of white stone and is detailed in pure precious metals. Travelers who wish

to have their dreams interpreted make a pilgrimage here.

The orafauna are a good-aligned race and, like their deity, nonviolent. They gather in herds, which are patriarchal in structure; a male orafaun may have three to six wives and 12 to 18 kids.

Combat

Orafauna have special powers related to sleep and dreams. The following powers are ones that orafauna may perform for any traveler who meets them anywhere within the Solemnaic Vale.

Bonus Feats: Orafauna gain the Combat Casting feat as a bonus feat.

Sleep (Su): Orafauna grant the gift of sleep to all travelers who request it. This sleep lasts for 8 hours, and those receiving this slumber drowsily bow to the grass. The sleep heals 1d4 hit points of damage and revitalizes the recipient completely, eradicating all fatigue. Those who have come on a special pilgrimage to the temple and made sacrifices to Erias may be granted prophetic dreams, giving them a hint of some future event of particular importance to them. Orafauna may bestow this gift at will. If pressed, an orafaun may use this power against hostile targets, which must succeed at a DC 16 Will save to resist falling asleep.

Spells (Sp): The patriarch and his chief wife cast spells as 9th-level clerics. Additionally, they are able to spontaneously cast spells from the Air, Animal, Good, Luck, Magic and Trickery domains, "losing" a prepared spell to cast a spell of equal level from the domain spell lists.

Turn Undead (Su): Orafauna may turn undead 6 times per day as 6th-level clerics.

Immunities (Su): Orafauna are immune to mind-influencing effects and spells; they are affected by sleep and paralysis only if they choose to be.

Gift of Sustenance (Sp): Once per day, an orafaun can create enough food and water for one person for one day.



Paragon Crocodile

Huge Magical Beast

Hit Dice:	8d10+56 (100 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 60 ft.
Armor Class:	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+8/+23
Attack:	Bite +13 melee (2d8+7)
Full Attack:	Bite +13 melee (2d8+7) and tail +8 melee (2d6+7)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Spell resistance 15, healing, underwater prowess, divine protection, telepathy
Saves:	Fort +13, Ref +7, Will +7
Abilities:	Str 24, Dex 13, Con 24, Int 14, Wis 24, Cha 20
Skills:	Hide +2, Intimidate +15, Knowledge (religion) +7, Listen +13, Spot +12
Feats:	Cleave, Improved Natural Attack (bite), Power Attack
Environment:	Warm marsh
Organization:	Solitary, mated pair, or temple clutch (2-8)
Challenge Rating:	7
Treasure:	No coins; standard goods; no items
Alignment:	Always neutral good
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment:	—

Although this beast resembles a crocodile, it is no normal reptile. It is easily 15 feet long, if not longer, and its mottled hide shines with good health. Bizarely, a jewelled collar can be seen about its neck and gold bracelets adorn its legs and tail.

Description

As the story goes (and what reason is there to doubt it?), shortly after the Titans war a horde of barbarians stormed the river city-state of Hetanu, seeking to take advantage of the city's weakened defenses. The citizens could not keep the barbarians out, but just as the invaders reached the riverside district, the sacred crocodiles of Madriel's temple surged out of the river. Ignoring their own losses, the crocodiles tore apart the invaders' strongest foes, and the citizens took this event as an omen and rallied. Thanks to the crocodiles, the city survived.

The story records that Madriel was so pleased with the creatures' actions that she gifted

the reptiles with sentience and a share of her divine power. Now the paragon crocodiles guard the city of Hetanu with increased vigilance and even religious zeal. Rumor suggests that a few pairs have even left the city in order to breed a new generation elsewhere and guard other cities in Madriel's name.

Paragon crocodiles' skin is particularly well maintained, and the priests of their temples adorn them with gold jewelry. They are capable of telepathic communication, but in true reptilian fashion, do not address humans unless they have something truly important to say.

Combat

Paragon crocodiles tend to lie under the surface of the water, waiting for prey to draw near. When defending a charge, however, they actively move about with surprising speed. Against multiple opponents, a paragon crocodile maneuvers into position to use both its bite and tail slap against different foes. If allowed to concentrate on a single foe, it generally tries to grapple the opponent and drag him into the water to drown.

Improved Grab (Ex): The crocodile must hit a Large or smaller opponent with its bite attack. If it gets a hold, the paragon crocodile clamps down on the victim and drags it into deep water, looking to pin it on the bottom. The crocodile automatically deals bite damage each round the opponent is pinned, and the opponent risks drowning.

Healing (Su): Five times per day, paragon crocodiles can heal a wound by breathing (hissing) upon it, restoring 3d8+5 hit points.

Underwater Prowess (Ex): Paragon crocodiles can hold their breath for three hours with no ill effects and fight underwater with no penalty.

Divine Protection (Su): Creatures of evil alignment suffer a -3 penalty to any attack rolls made within 30 feet of a paragon crocodile.

Telepathy (Su): Paragon crocodiles can communicate telepathically with any creature within 100 feet that has a language.



Plaguecat

Medium Animal	
Hit Dice:	4d8–4 (14 hp)
Initiative:	+2
Speed:	90 ft. (18 squares), climb 30 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+2
Attack:	Bite +5 melee (1d10–1 plus disease)
Full Attack:	Bite +5 melee (1d10–1 plus disease) and 2 claws –3 melee (1d6–1 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Infectious claws and bite
Special Qualities:	Darkvision 90 ft.
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 15, Con 9, Int 2, Wis 10, Cha 6
Skills:	Jump +1, Hide +6, Spot +5, Listen +5
Feats:	Alertness, Weapon Finesse (bite)
Environment:	Temperate plains
Organization:	Pack (5–8 adults, 1d4–2 cubs)
Challenge Rating:	2
Advancement:	5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment:	—

The sleek, long-limbed feline is similar to a jaguar but has a strange greenish-brown pelt. Its coat is matted and mangy, and its hide bears weeping sores or strange growths.

Description

The plaguecat is a unique breed of feline predator that relies more on patience than ferocity to find its meals. Plaguecats are carrion-eaters, and for this reason their claws and teeth are capable of causing fast-acting and potentially lethal infections. Their discolored hides warn of the diseases that they invariably carry.

These cats hunt in small packs and attack virtually anything, using their numbers to surround an intended victim, then rushing in from all sides to bury their claws and teeth into their prey. Once they have inflicted a number of deep wounds, they break off and circle the victim from a distance, waiting for the bacteria to infect their prey. The cats are perfectly willing to shadow a victim for weeks, watching the sickness take its toll until the victim is too weak to fight back. Then the cats close in and finish the job, dragging the body away and either burying it or dragging it up into a tree to “ripen” for a few more days before it becomes fit to eat.

Plaguecats are justly feared and hated by human settlers in grasslands such as Virduk’s Promise southeast of Tashon, and substantial bounties are offered for their pelts. A traveler who kills one near a village can be assured of a warm welcome and a free bed for the night.

Combat

Plaguecats are very effective pack animals that use coordinated attacks to injure their prey. In practice, the alpha female of the pack picks out a victim from a herd or traveling party, usually the smallest and apparently weakest of the group. Using growls and roars, the alpha female coordinates the pack’s efforts to surround and strike the intended prey. Several cats keep potential rescuers at bay while the rest of the pack darts in and hits the victim from all sides, hoping to get at least one or two good strikes in with their claws or teeth. Once the victim is sufficiently injured, the pack retreats to a safe distance and awaits the inevitable.

Infectious Claws and Bite (Ex): The plaguecat’s claws and teeth are breeding grounds for hordes of infectious diseases. Victims struck by a cat’s claws or bite must make a DC 15 Fortitude save for each wound received. Once a victim fails a save, no further rolls are necessary. Within 12 hours, the victim suffers a virulent infection that deals 1d4 points of temporary Constitution damage per day. Like any disease, magic or someone with the Heal skill (DC 22) may cure the infection.



Proud, The

Large Monstrous Humanoid

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+3/+10
Attack:	Handaxe +6 melee (1d6+2/x3) or shortsword +6 melee (1d6+2/19–20) or shortspear +6 melee (1d6+2) or javelin +6 ranged (1d6+2) or sling +6 ranged (1d4+2) or net +6 ranged (special)
Full Attack:	Handaxe +6 melee (1d6+2/x3) or shortsword +6 melee (1d6+2/19–20) or shortspear +6 melee (1d6+2), and 2 claws +2 melee (1d6+2); or javelin +6 ranged (1d6+2) or sling +6 ranged (1d4+2) or net +6 ranged (special)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Keen senses
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 16, Dex 16, Con 14, Int 10, Wis 13, Cha 10
Skills:	Hide +4*, Jump +5, Listen +6, Move Silently +6, Spot +6, Survival +3
Feats:	Power Attack, Weapon Focus (claw)
Environment:	Temperate and warm plains
Organization:	Solitary, pair, pride (4–8 adults and 1d6+1 offspring), or war pride (10–20 proud warriors and 10–30 lions)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+3

The creature bursts from the tall grass, moving at a tremendous speed. It has the body of a lion but a humanoid torso where the lion's head would normally be. The head atop the torso is a blend of human and feline, with pointed, furred ears and emerald cat eyes. A roar bursts from its throat as it hefts a handaxe in preparation of battle.

Description

The proud are nomadic cat-centaurs that roam the Plains of Lede and the Bleak Savannah. Stories suggest that Hrinruuk, the Hunter, created them to serve as his warriors. As with many other servitor races, they survived the Divine War in which their titan masters were defeated. In the years that followed, the proud lost what little culture they possessed and degenerated into savagery and cannibalism.

As with other titan spawn, the proud bear an intense hatred for the humanoid races. They show no mercy in their attacks on homesteads and caravans and consider the flesh of humanoid children a great delicacy.

Both genders are similar in size. The male has a thick mane that runs from the head down the back of the torso, while the female has small breasts on her humanoid torso and six teats along her lionid belly. A proud wears little clothing, generally nothing more than a bandolier and pouches to carry its few belongings and weapons.

The proud speak Leonid and Common.

Combat

The proud hunt in prides during the day as lions do, though the occasional nocturnal attack is not uncommon. When attacking traveling targets, the cat-centaurs pick off stragglers and scouts and harry the main group until the targets' nerves are ragged. This harrying also makes the targets develop a kind of defensive rhythm — which is when the proud attack in full force. The proud prefer surprise attacks against stationary targets, tearing into their prey's midst before the victims know what is happening. They often recruit prides of lions for their raids.

The proud are savage warriors, giving no quarter and expecting none. Still, a pride of the proud will retreat if it finds itself significantly outmatched.

Spells: Once each per day, a proud may cast any spell available to a 7th-level druid that deals with charming or speaking to animals (such as *animal trance*, *charm animal*, *dominate animal*, or *speak with animals*). These abilities function as if the spells were cast by a 7th-level druid. The save DC versus a proud's spells is 11 + spell level.

Keen Senses (Ex): The proud see four times as well as humans and have darkvision with a range of 60 feet. As a move action, they can scent creatures within 30 feet and can use the scent to discern their direction.

Skills: The proud have a +4 racial bonus on Hide and Move Silently. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Proud Characters

The proud are mighty hunters, skilled in using the terrain against their enemies. Most proud who take character class levels become barbarians or rangers, though the druids of Hrinruuk among them are truly terrifying foes.

Proud characters possess the following racial traits.

— +4 Strength, +6 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.

- Large size.
- Space/Reach: 10 ft/5 ft.
- A proud's base land speed is 60 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A proud begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
- Racial Skills: A proud's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Hide, Jump, Listen, Move Silently, Spot and Survival.

- Racial Feats: A proud's monstrous humanoid levels give it two feats.
- +5 natural armor bonus.
- +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.
- Special Attacks (see above): Spells.
- Special Qualities (see above): Keen senses.
- Automatic Languages: Leonid, Common.
- Bonus Language: Elven, Orc.
- Favored Class: Ranger.
- Level adjustment: +3



Pyre

Medium Elemental (Fire)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	26 (+4 Dex, +12 natural), touch 26, flat-footed 22
Base Attack/Grapple:	+3/+3
Attack:	Slam +3 melee (1d8 and 1d6 fire)
Full Attack:	Slam +3 melee (1d8 and 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burning residue, engulf
Special Qualities:	Damage reduction 5/+1, darkvision 60 ft., elemental traits, fire subtype, vulnerability to water
Saves:	Fort +4, Ref +8, Will +1
Abilities:	Str 10, Dex 17, Con 16, Int 14, Wis 10, Cha 4
Skills:	Hide +12, Listen +7, Move Silently +11, Search +6, Spot +7
Feats:	Dodge, Improved Initiative
Environment:	Warm desert and mountains
Organization:	Raiding Party (3–4), outpost (6–10), settlement (20–30)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment:	—

A roughly humanoid-shaped mass of flame flickers quickly from one spot to the next. Facial features and other fine details cannot be discerned through the roiling fire.

Description

Pyres are a race of fire elementals that were snatched into the Scarred Lands by Thulkas to use as soldiery during the Divine War. Unable to return to their native plane, these creatures now reside exclusively in the Scarred Lands' hottest regions. Very little of their society has been explored, but initial reports show clearly that these creatures possess some level of stratification and organization.

Pyres can definitely communicate and coordinate their efforts, but no scholar yet understands how. They rarely travel and can usually be found in the hottest, driest regions such as the Bleak Savannah or the Desert of Onn. Very few encounters with pyres



end peacefully, though in a few cases intruding parties were simply ignored.

Combat

Pyres flicker about their prey in combat. Even their slightest touch can inflict severe burns. In some cases, pyres have been known to engulf their foes to cause severe burns. In any case, contact with a pyre typically ignites anything flammable.

Burning Residue (Ex): Any melee hit by a pyre deals an additional 1d6 points of fire damage and ignites combustibles if such objects fail a DC 15 Reflex save.

Engulf (Ex): Instead of a simple touch, a pyre can choose to engulf its foe completely. Doing this exacts a toll on the attacking pyre but has devastating effects on the opponent. The pyre can engulf an opponent of up to Small size by making a grapple check. If successful, the foe is engulfed and takes 2d6 points of fire damage each round the hold is maintained. The pyre suffers 1d6 points of damage as it expends its life force to use this ability.

Ratman (Slitheren)

Ratman, 1st-Level Warrior

Medium Monstrous Humanoid

Hit Dice:	1d8+3 (7 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	16 (+2 Dex, +2 leather, +1 small shield, +1 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+1
Attack:	Scimitar +1 melee (1d6/18–20) or claw +3 melee (1d4) or shortbow +3 ranged (1d6/x3)
Full Attack:	Scimitar +1 melee (1d6/18–20) and claw –2 melee (1d4); or bite +1 melee (1d3) and 2 claws –2 melee (1d4); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 16, Int 10, Wis 10, Cha 8
Skills:	Climb +2, Escape Artist +4, Hide +2, Jump +4, Listen +2, Move Silently +2
Feats:	Weapon Finesse (claws)
Environment:	Any temperate and warm
Organization:	War band (15–120 ratmen, plus 1 leader of 4th to 7th level per 30 warriors) or nest (120–1,200 ratmen with leaders as above, plus 1 8th- to 10th-level priest per 100 warriors and 10–24 giant rats)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

The creature looks like nothing so much as a human-sized rat. It wears rags and scraps of armor over its hunched form, which is covered in short dark fur. A naked tail flicks to and fro from its hindquarters as its rodent-like head peers from the darkness with beady red eyes.

Description

Known as the “scourge of the underrealm,” the ratmen — or slitheren, as they call themselves — lurk in the dark corners of the Scarred Lands, waiting to prey upon the weak and unwary. The race was born in a most disturbing manner: rats came after the titans fell, gnawing and feasting on the Creators’ remains. The dark magical energies that cooled in the titans’ flesh changed the rats’ into a crude semblance of the deities themselves. Deep within the tunnels that they had gnawed through the *offal*, the ratmen bred, and each brood became more humanoid. Now, led by their ruling priest-kings, the various nests — each a pale and twisted reflection of the titan on which it fed — emerge upon an unsuspecting world.

The slitheren are a superstitious race, filled with a burning fear of starvation and of their own dark titans, a fear kept at a fever pitch by the priesthood. Prayers are made twice daily to the priest-king for his intercession with the titans, and the slitheren year is filled with holy days and rituals. In fact, each tribe observes its own calendar of tribute events, and any comingling of ratmen from different nests demands honoring the holy days of all participants.

Chewed and carved into ratmen tunnels are shrines and prayer icons. The priesthood — composed strictly of albinos —

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over all these rituals in stern judgment, knowing that only by their efforts are the titans appeased.

Ratmen have long torsos and arms and legs of equal length. They tend to slouch forward when walking upright, giving them an odd, hunchbacked appearance. Their humanoid hands, complete with opposable thumbs, are long and capable of very subtle manipulations. Their fur varies in color depending on their subspecies, but all have red, beady eyes. Ratmen wear clothing and armor stolen or traded for and always soiled, dirty, and patched together, as the creatures have no concept of cleanliness.

Ratmen speak Slitheren, a language of chittering and sibilant hisses similar to that of rodents, and they can also communicate with giant and normal rats. Most ratmen can speak Common, as well as the secret language of the titans.

This profile details a “traditional” ratman that could be encountered almost anywhere in the Scarred Lands. The following four nests or sub-species of ratmen — the Brown Gorgers, Diseased, Foamers, and Red Witches — are only some of the foul titan offspring and are variations on the common theme.

See **Vigil Watch: Warrens of the Ratmen** for more on this race.

Combat

While each subspecies has its own methods of combat, all ratmen share some techniques. They fight only when in a group, preferably with three-to-one odds or better and from ambush. Lone ratmen attempt to flee from any form of conflict, but even they can be driven into a

berserk fury if cornered. As with their clothing, their weapons consist of whatever they can find and are typically rusty, pitted, and caked with filth. They are known to bolster their forces by calling upon packs of giant rats and swarms of normal rats to join them in battle.

When led by their priests, ratmen are capable of organized warfare and can use their great numbers to deadly effect. Most ratmen encountered away from their homes are warriors; the stats above reflect one of 1st level.

Skills: A ratman receives a +2 racial bonus to Escape Artist, Hide and Jump checks.

Ratman Characters

The rare ratman who musters the willingness to pursue a character class is a dangerous creature indeed. Naturally predisposed toward stealth and murder, the slitheren favors the ranger or rogue class.

Ratmen characters possess the following racial traits.

- +4 Dexterity, +6 Constitution, -2 Charisma.
- Medium size.
- Space/Reach: 5 ft./5 ft.
- A ratman’s base land speed is 30 feet, and he can climb 15 feet per round.
- Racial Skills: A ratman gains a +2 racial bonus on Escape Artist, Hide and Jump checks.
- +1 natural armor bonus.
- Darkvision out to 60 feet.
- Automatic Languages: Common, Slitheren.
- Favored Class: Ranger or rogue.
- Level Adjustment: +0

Ratman, Brown Gorger

	Medium Monstrous Humanoid
Hit Dice:	1d8+3 (7 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	17 (+2Dex, +4 scale mail, +1 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+1/+1
Attack:	Scimitar +1 melee (1d6/18–20) or claw +3 melee (1d4) or iron dart +3 ranged (1d4)
Full Attack:	Scimitar +1 melee (1d6/18–20) and claw –2 melee (1d4); or bite +1 melee (1d3) and 2 claws –2 melee (1d4); or iron dart +3 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 16, Int 10, Wis 10, Cha 8
Skills:	Escape Artist +2, Hide +4, Jump +2, Listen +3, Move Silently –2, Spot +3
Feats:	Weapon Finesse (claws)
Environment:	Any temperate and warm
Organization:	Warband (15–90 ratmen, plus 1 leader of 4th to 7th level per 30 warriors) or nest (120–1,200 ratmen with leaders as above, plus 1 8th- to 10th-level priest per 100 warriors)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

The man-sized creature has a long torso and wiry limbs that end in claws. Its rodent's head is never still as it looks around, and its hairless tail twitches with nervousness. Its fluid movement is jarring when contrasted with the muted metallic clank of the scale armor it wears.

Description

As their name implies, these ratmen fed from the flesh of Gaurak, the Glutton. They were the first of the nests to leave the underrealm, as they needed other sources of food after devouring the rather large piece of Gaurak that created them.

Their priesthood is composed of grossly obese ratmen who must be carried in order to preside over a regular schedule of holy feast days. In contrast, their priest-king is skel- etally thin and eternally hungry, unable ever to eat enough and in constant, gnawing pain.

These ratmen are raiders and pillagers, sending war parties and caravans farther and farther from their settlements in search of food. Entire villages of humanoid have been enslaved and dragged beneath the earth to serve as cattle for the Gorgers. Such is their all-consuming hunger that only metal and such inedible things as gems are worn by these slitheren — all clothing, wood, and leather is inevitably devoured. Unlike the other nests, the Gorgers keep no common or giant rats, seeing them as rivals for food and ultimately as food sources.

Combat

Brown Gorgers fight as typical ratmen, although their exclusive use of metal armor gives them a higher level of protection. In addition, they use large iron darts as missiles. After a battle, the Gorgers feast upon the remains of both their enemies and their own dead. Even more horrific than this battlefield banquet is what occurs at the Brown Gorgers' warren, to which the remaining, tatter-skinned dead are dragged.

Brown Gorgor Characters

Brown Gorgers are predisposed toward battle and combat, often becoming fierce fighters in defense of their nests.

Brown Gorgor characters possess the same racial traits as a basic slitheren (see above), except for the following.

— Favored Class: Fighter.



Ratman, Diseased

Medium Monstrous Humanoid

Hit Dice:	1d8+3 (7 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (+1 Dex, +2 leather, +1 small shield, +1 natural)
Base Attack/Grapple:	+1/+1
Attack:	Scimitar +1 melee (1d6/18–20) or claw +3 melee (1d4) or shortbow +2 ranged (1d6/x3) or sling +2 ranged (1d4)
Full Attack:	Scimitar +1 melee (1d6/18–20) and claw –3 melee (1d4); or bite +1 melee (1d3) and 2 claws –3 melee (1d4); or shortbow +2 (1d6/x3) or sling +2 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poisoned weapons
Special Qualities:	Darkvision 60 ft., immunities
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 16, Int 12, Wis 12, Cha 10
Skills:	Climb +2, Diplomacy +2, Escape Artist +2, Hide +2, Intimidate +3, Jump +4, Listen +2, Move Silently +1
Feats:	Weapon Finesse (claws)
Environment:	Any temperate and warm
Organization:	War band (15–120 ratmen, plus 1 leader of 4th to 7th level per 30 warriors) or nest (120–1,200 ratmen with leaders as above, plus 1 8th- to 10th-level priest per 60 warriors and 10–24 giant rats)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

Though the size of a human and wearing a cowed cloak over tattered clothing, this creature moves with the hunched scurrying of vermin. Murderous red eyes glare from within the cowl above the shadowed form of a rodent snout. A claw-like hand wields a wicked, curved blade that gleams with an unhealthy sheen.

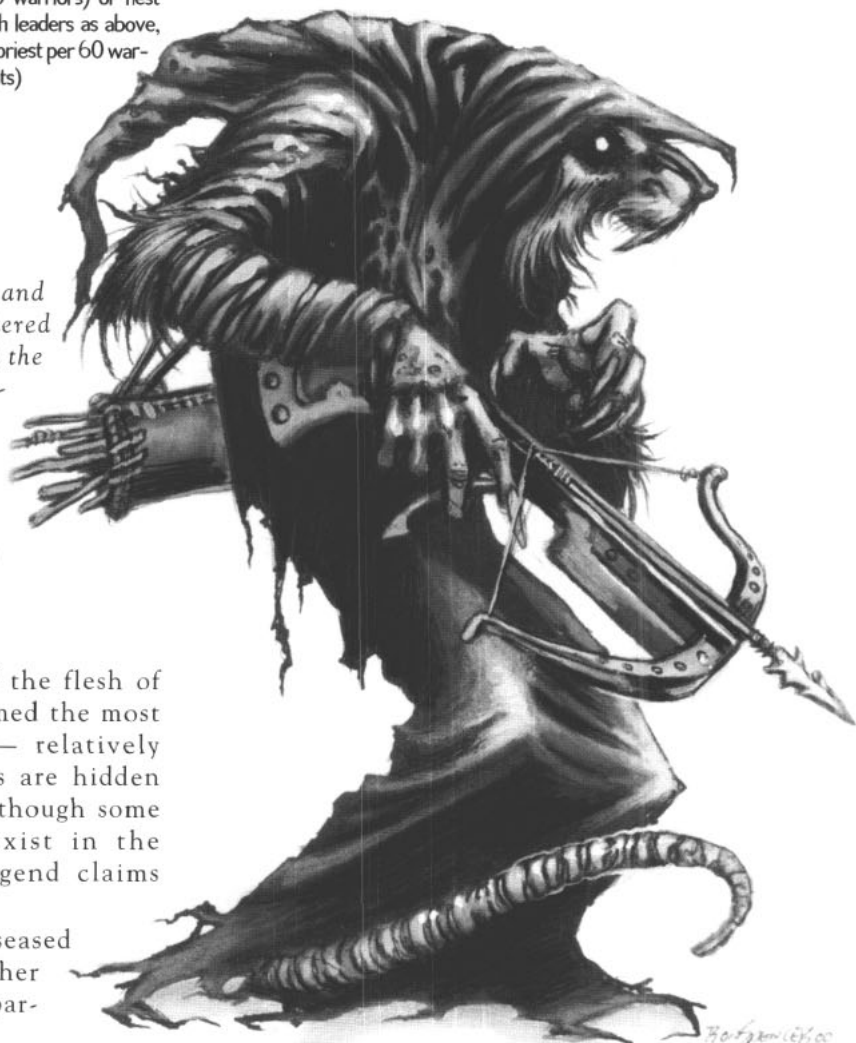
Description

Those rats that partook of the flesh of Chern, the Unclean, have formed the most civilized of slitheren nests — relatively speaking, anyway. Their cities are hidden beneath those of other races, though some aboveground communities exist in the Mourning Marshes, where legend claims Chern was interred.

Dull gray in color, the Diseased wear more clothing than do other slitheren, and are especially par-

tial to cloaks and cowls. This trend may be due to their closer association with other humanoids (beyond eating them, that is). This association is also evident in Diseased cities, which, while still dark and labyrinthine to humans, have passages that enable the ratmen to walk erect at all times.

The Diseased priesthood is divided into orders. Each order is responsible for nurturing a clutch of slaves bred as hosts for different plagues and ailments. The Order of the Scarlet Shaking Pox maintains almost 100 humanoids in various stages of the disease, for example, and introduces captives when necessary to insure that the pox is available to be unleashed when needed. While rivalries exist among the orders, there is a limit to how far such conflicts can go; allowing a disease to die out would be considered an offense to the titans. Given their capacity for cooperation, the Diseased are the most likely ratmen to seek joint ventures with other nests, particularly when they re-



quire brute strength for conquests. Usually, however, the diseases they inflict for weeks upon villages and other targets make for easy victories. And while the Diseased prefer to attack from a distance, they have bred a race of depraved humanoids called the dead eaters to serve as their shock troops.

All of these strategies for domination and terror are concocted by the Diseased priest-king, a robed and cowed figure whose concealed body twitches and pulses as he slumps on his throne. His whispered plans for conquest are for the ears of his priesthood alone.

Combat

The Diseased prefer to strike from afar with a variety of missile weapons rather than attack directly. Dead eaters and an order of religious zealots called the Shields of Chern guard archers, crossbowmen, and slingers on the battlefield. The Shields of Chern also provide bodyguards for the priesthood. The honor guard protects itself and its charges with almost full-body rectangular shields and attacks with multi-headed spiked flails.

Poisoned Weapons: The Diseased poison their weapons with a variety of deadly toxins brewed from the many plants and oozes available in the marsh (injury, DC 13 Fortitude save resists, 1d4 Dex/1d4 Dex).

Immunities (Ex): Diseased ratmen are immune to all diseases.

Diseased Characters

Like their lesser ratman cousins, the Diseased are given to stealth and murder, though they prefer to use poisons and contagion as their weapons.

Diseased characters possess the same racial traits as a basic slitheren (see above), but for the following distinctions.

- +2 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom.
- Special Attacks (see above): Poisoned weapons.
- Special Qualities (see above): Immunities.
- Favored Class: Rogue.
- Level Adjustment: +1



Ratman, Foamer

Medium Monstrous Humanoid

Hit Dice:	2d8+6 (15 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft., swim 40 ft.
Armor Class:	15 (+2 Dex, +2 leather, +1 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Greataxe +4 melee (1d12+2/x3) or claw +4 melee (1d4+2) or javelin +4 ranged (1d6+2)
Full Attack:	Greataxe +4 melee (1d12+2/x3); or bite +4 melee (1d3+2) and 2 claws -1 melee (1d4+1); or javelin +4 ranged (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 16, Int 9, Wis 8, Cha 8
Skills:	Escape Artist +4, Hide +4, Jump +5, Spot +3, Swim +12
Feats:	Power Attack
Environment:	Any temperate and warm
Organization:	War band (15–120 ratmen, plus 1 leader of 4th to 7th level per 30 warriors), or nest (120–1,200 ratmen with leaders as above, plus 1 8th- to 10th-level priest per 100 warriors and 10–24 giant rats)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+0

The creature that erupts from the brackish water is humanoid in form, but its 7-foot-tall body is covered with oily black fur and its head is that of a gigantic rodent. It whips its flattened prehensile tail in eagerness as it springs to attack.

Description

Foamers are the largest and most barbaric of the ratmen — which is saying something. They are weaned on the hate-maddened blood of Kadum, the Mountainshaker and now live only for war and slaughter. Semi-aquatic by nature, they are the bane of the seas. They churn from the water, surrounded by packs of giant rats, to rend the life from the unprepared. Instead of dwelling in tunnels, the Foamers reside on bloodstained and half-sunken boats and ships they have captured, sometimes lashing them to-

gether as floating bases. Lacking sailing skills, they rely on captured slaves to propel these makeshift craft, either by sail or oar. In addition to propelling the ships, slaves are used for any task that is not combat-related, as the ratmen consider such chores beneath true warriors.

The Foamer priesthood is comprised of generals and admirals of warbands, with their massive 10-foot-tall priest-king the most bloodthirsty berserker of them all. His white fur is crusted black by the oceans of blood through which he has waded, and his mad eyes always search for new victims. As might be expected, Foamer rituals are based on blood and slaughter, often pitting captured humanoids against each other in battles to the death.

Combat

Foamers lose all control in combat, disdaining the use of shields and blunt weapons, preferring the freedom of light armor and the satisfaction of slashing and hacking weapons. If missiles are used at all, they are usually javelins, although siege engines are popular for the mayhem they cause. In many cases, a dagger or small axe is held by a Foamer's muscular prehensile tail as a deadly distraction.

Foamer Characters

Fierce and savage, some Foamers learn to channel their rage to such an extent that they actually earn levels in the barbarian class. These frenzied, hulking monsters are truly to be feared on the battlefield.

Foamer characters possess the same racial traits as a basic slitheren (see above), but for the following distinctions.

— +4 Strength, +4 Dexterity, +6 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.

— A Foamer's base land speed is 30 feet; he can climb 15 feet per round and swim 40 feet per round.

— Racial Skills: A Foamer gains a +10 racial bonus on Swim checks in addition to other racial skill bonuses.

— Favored Class: Barbarian.



Ratman, Red Witch

Medium Monstrous Humanoid

Hit Dice:	1d8+3 (7 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	13(+2Dex,+1natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Claw +1 melee (1d4)
Full Attack:	Bite +1 melee (1d3) and 2 claws -4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 15, Con 16, Int 15, Wis 12, Cha 8
Skills:	Concentration +6, Escape Artist +4, Hide +4, Intimidate +2, Jump +2, Listen +4, Move Silently +3, Sleight of Hand +3, Spellcraft +4, Spot +4
Feats:	Heighten Spell
Environment:	Any temperate and warm
Organization:	Solitary or coven (12–24 witches, plus 1 4th- to 7th-level wizard)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

The humanoid creature is smaller than a human by a full head, but it appears no less threatening for its small stature. Fierce intellect gleams in its red eyes and a twisted smile leers from its rodent's mouth. It is covered in reddish fur except for its pink nose and long, hairless tail. Its simple clothing is layered with pouches and bits of arcane oddments poke from its leather belt.

Description

The ratmen who gorged upon the flesh of Mormo are the most terrifying and mysterious of their kind. Thankfully, they are also the fewest in number. The Red Witches were more heavily imprinted by the will and ways of their titan than any other slitheren breed. Standing but 5 feet tall, they are the shortest ratmen as well. They commonly have reddish fur and possess little interest in armor or weapons.

Instead of martial skills, their power derives from a necromantic or illusionist ability. This talent develops through rig-

orous training rituals designed to ensure that only the wildest and deadliest spellcasters survive. The Red Witches' priesthood is actually a matriarchy consisting of archmagi who take groups of lesser male mages, up to two dozen, as covens. These small bands of Red Witch ratmen seek out areas of magical power and establish underground bases nearby. Their havens are filled with traps, illusions, and the witches' undead servitors. As they absorb and extract the local magical energy, the witches ingest various potions and powders intended to inspire hallucinatory visions to guide their paths into the future. The resulting prophecies are called the Gifts of Mormo.

The most powerful and telling prophetess is the Witch-Queen, who reclines in a chamber that wafts with hallucinatory mists. She is one of the extremely rare shapechangers among the Red Witches, capable of assuming the form of a giant rat or a member of any of the humanoid races



(although she prefers the form of a hauntingly beautiful, half-naked human woman — in which she amuses herself decadently with her humanoid slaves).

The Red Witches are unlike the other nests in another way: some lone ratmen go off on their own to pursue research they do not care to share with the others. These individuals sometimes find their way into civilization, if that is where their visions take them.

Combat

Red Witch slitheren fight primarily with magic, though they are also known to raise undead troops to do the fighting for them. Unless a prophecy demands that they do otherwise, these ratmen typically use their powers of illusion to flee a superior force. Obviously, Red Witches are the most intelligent, cunning, and subtle of the slitheren, and their stratagems reflect such deviousness.

Spells: A Red Witch casts spells as a wizard of a level equal to its Hit Dice. She

specializes in either the Illusion or Necromancy schools.

Red Witch Characters

Though all Red Witches possess some nominal spell-casting ability as a gift of Mormo's blood and the arcane environment in which they are raised, only those Red Witches that seek to excel in the arcane arts ever become leaders of coven-nests. Those who choose to do so must become illusionists or necromancers and may not choose the other school as their prohibited school.

Red Witch characters possess the same racial traits as a basic slitheren (see above), but for the following distinctions.

— +4 Dexterity, +6 Constitution, +4 Intelligence, +2 Wisdom, -2 Charisma.

— Racial Skills: A Red Witch gains a +2 racial bonus on Concentration checks in addition to other racial skill bonuses.

— Favored Class: Wizard (must specialize in either illusion or necromancy).

— Level Adjustment: +1



Ratroo

Tiny Animal	
Hit Dice:	1d8–1 (3 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+0/–11
Attack:	Bite +2 melee (1d4–3)
Full Attack:	Bite +2 melee (1d4–3)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Swarm
Special Qualities:	Immunities, low-light vision, scatter
Saves:	Fort +1, Ref +4, Will –1
Abilities:	Str 4, Dex 15, Con 8, Int 1, Wis 8, Cha 2
Skills:	Listen +1, Move Silently +6, Search +2, Spot +1
Feats:	Weapon Finesse
Environment:	Warm desert
Organization:	Brood (1–12), pack (13–60), or swarm (100–600)
Challenge Rating:	1/4
Advancement:	2 HD (Tiny)
Level Adjustment:	—

This tiny creature looks much like a golden-furred rat with needle-like front teeth and long hind legs that allow it to leap tremendous distances.

Description

Ratroos are a common sight throughout the Desert of Onn. Surviving primarily on small lizards and the poisonous water (to which they are immune) inside spherical desert cacti, ratroos also eat spiny toads and bird or lizard eggs — whatever they can scavenge. Their legs allow for leaps of up to 10 feet in a single bound, enabling them to travel very quickly.

Ratroos are pack-oriented and skittish animals, but they are intensely curious. Shiny objects and those with odors distinct from what they are accustomed to encountering in the desert fascinate them. Indeed, although cautious as individual animals, ratroos become daring as their accumulated numbers grow. Foreign travelers in the Desert of Onn have reported being followed by increasingly larger gatherings of ratroos, apparently amassed as more and more of the creatures caught the scent of and investigated the newcomers. Once a swarm gains



sufficient momentum, totaling hundreds of the animals, it surges after shiny objects and intruders, each ratroo hoping to grab — that is, bite — whatever interests it.

Ubanu tribesmen know to mute the shine of their weapons and reflective possessions before undertaking hunting expeditions, usually wiping such items with ash or manure. Other desert travelers know that extremely bright lights, explosions, or deafeningly loud sounds scatter swarms before they become dangerous. Less informed or incautious travelers are often identified solely by remains found picked clean under the desert sun.

Ratroo warrens are often scattered with the items and remains of swarm victims.

Combat

Individual ratroos avoid attackers at all times, but follow those that interest them from a safe distance. As their numbers swell (over days or sometimes hours), they lose their individual fear and swarm over strangers or attractive items in hopes of grabbing them, even though they can do little with an unsheathed sword or a warrior's helmet.

Swarm (Ex): A ratroo swarm is more a force of nature than a specific attack; opposing it is like parrying a thunderstorm. Unless a target is deaf, he hears the thunder of a swarm's approach for 2 rounds before the ratroos are upon him. A swarm cannot be dodged, but it might be outpaced by a fast runner or mount. Every living thing along a 40-foot front is subjected to attack for 1 round. Shiny objects are grabbed at and torn from owners. A victim of a swarm may make a DC 12 Reflex save for each attractive item that the ratroos might steal, but this means he is struggling with the swarm and will sustain 1d4 points of damage for every item he preserves. After such an attack, the swarm quickly scatters unless a victim is dead or prone, in which case the ratroos swarm again. Track checks may be allowed at the GM's discretion to attempt to recover especially large or bulky items snatched by a ratroo during a swarming.

Immunities (Ex): Ratroos are immune to poison.

Scatter (Ex): Extremely bright lights and sounds such as from an explosive spell break up a forming ratroo swarm. Such displays might even avert a swarm attack in the making, as the creatures scatter. A scattered swarm disperses with amazing speed and leaves virtually no tracks, even in fine desert sand.

Reaver, The

Gargantuan Vermin

Hit Dice:	20d8+140 (230 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	30 (-4 size, +4 Dex, +20 natural)
Base Attack/Grapple:	+15/+39
Attack:	Bite +23 melee (2d8+18) or crush +23 melee (4d8+18)
Full Attack:	Bite +23 melee (2d8+12), 6 claws +21 melee (1d8+6) or crush +23 melee (4d8+18)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Body smash, web
Special Qualities:	Damage reduction 15/adamantine, SR 26
Saves:	Fort +15, Ref +7, Will +12
Abilities:	Str 35, Dex 13, Con 25, Int 2, Wis 10, Cha 10
Skills:	Listen +25, Spot +25, Survival +16
Feats:	Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Multiattack, Power Attack, Snatch, Track
Environment:	Any forest
Organization:	Unique
Challenge Rating:	15
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

A monstrous beast smashes through the trees, its body a malformed mass of fur, glistening chitin, squirming pinkish organs and blazing eyes. An acidic reek surrounds the gigantic abomination.

Description

The Reaver has stalked the Scarred Lands' wooded areas since before the Titanswar. Any forest seems to serve its purpose. Judging from sightings reported in the distant past, the Reaver is thought to be not one creature but a race of enormous, ravenous titanspawn—though no one knows for certain.

The Reaver is appropriately named: its very size guarantees that it destroys whatever woodland it traverses. The only mercy it offers is the warning sound of snapping tree trunks, broken while it travels, which can be heard from miles away. Once encountered, it appears at first glance to be an impossibly large spider. The first time it roars, however, the Reaver is revealed as one of the primordial servants of the titans: a twisted, deformed creature; a mesh of fur, shell, fang, and squirming guts, with no purpose but to devour and destroy.

Fortunately, the beast has not been seen for years. Unfortunately, that means few are prepared for its potential return.

Combat

The Reaver cannot surprise its opponents, but it need not do so. Most victims are destroyed almost incidentally as



they are swept up in the Reaver's swath of destruction. If actually attacked, the Reaver responds by instinctively webbing attackers and hacking at the closest opponents with its many legs. Against a single opponent, the Reaver prefers to rear up and slam its body down on the creature.

Body Smash (Ex): As an attack action, the Reaver can slam its body to the ground and cause shock waves. Anyone within 50 feet must succeed at a DC 27 Reflex save or fall prone; those within 20 feet who fail this save also drop their weapons). The save DC is Constitution-based.

Any creature within 100 feet of the Reaver when it smashes the earth must succeed at a DC 20 Will save or suffer a -6 morale penalty to all attacks, saves, and skill checks for 1d10 rounds. Spellcasters must make a DC 20 Concentration check or the shock disrupts their spellcasting. The save DC is Charisma-based.

Web (Ex): The Reaver has at least a dozen spinnerets all over its body, allowing it to shoot a sticky thread in nearly any direction, up to 50 feet away. The Reaver has enough constantly functioning spinnerets that it may effectively create as many webs in a day as it requires. Its web attack has a maximum range of 50 feet, and is treated as an attack with a net with a range increment of 15 feet. Its web attack is effective against any creature of Gargantuan or smaller size.

An entangled creature can escape with a successful DC 27 Escape Artist check or a successful DC 31 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The Reaver's webs can support its own weight, tremendous though that is.

Skills: The Reaver receives a +20 racial bonus to Spot and Listen checks.

Red Colony

Hit Dice:	Medium Plant 8d8+16 (52 hp)
Initiative:	-5
Speed:	Swim 10 ft. (2 squares)
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+6/+1
Attack:	Fronds +1 melee (1d6-5 plus 1d6 acid)
Full Attack:	Fronds +1 melee (1d6-5 plus 1d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid
Special Qualities:	Plant, keen senses
Saves:	Fort +8, Ref -3, Will +0
Abilities:	Str 1, Dex 1, Con 15, Int 1, Wis 6, Cha 0
Skills:	—
Feats:	—
Environment:	Temperate and warm aquatic and marsh
Organization:	Colony (solitary) or clutch (2-3)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Medium); 17-24 (Large)
Level Adjustment:	—

The innocuous cluster of fronds stirs upon the water's surface as a hazy reddish substance bubbles up around it, accompanied by a faint hissing sound.

Description

A red colony is a large clump of algae that inhabits lakes and ponds. It floats about the surface, moving via a gentle lashing of its fronds in search of prey. A red colony usually consumes other floating debris — branches, leaves, insects — but anything that touches the water's surface is vulnerable to its predation. Even wooden docks and boats may be the targets of a red colony's hunger.

A red colony has between 20 and 40 fronds that hang down from its body into the water. These fronds are similar to those of jellyfish in that they work to entrap, sting, and consume prey. Red colony fronds are rarely more than a few feet long, although specimens with longer fronds have been encountered.

Some intelligent creatures extract the acid from a red colony to use for any number of applications, from poisons to metal cleaners. Others (especially aquatic creatures that reside in lakes) cultivate red

colonies along shorelines as protection from ground-dwellers.

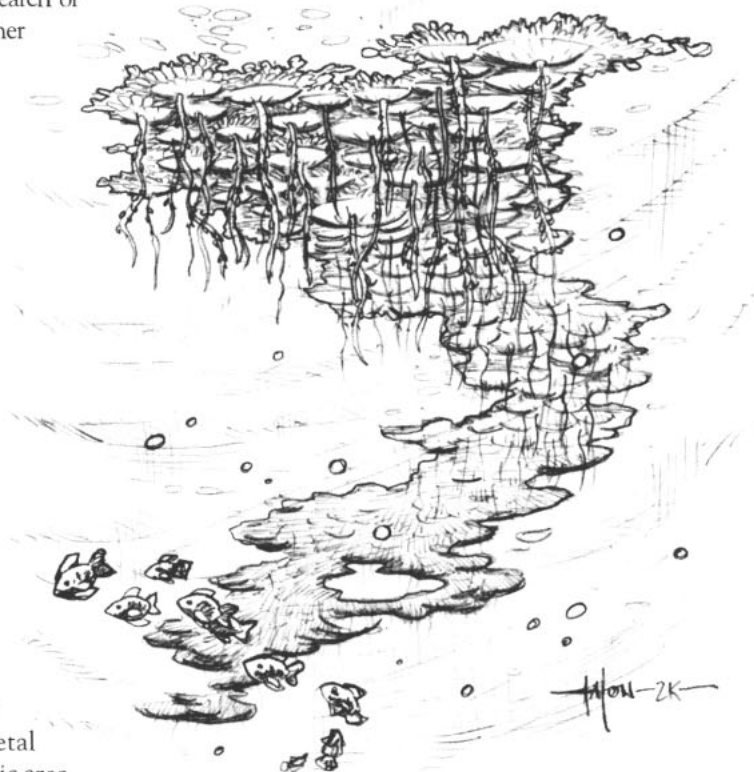
Combat

A red colony releases a powerful acid that rapidly decomposes wood, leather, and other non-metallic substances. It floats up to and surrounds its "prey" as much as possible, then releases its digestive secretions. The acid has a reddish tinge and bubbles as it breaks down a potential food source. Lake dwellers have no problem identifying a colony once it releases its acid, but they cannot always distinguish it from harmless plants beforehand.

Acid (Ex): A red colony's acid corrodes any substance it touches, dealing 1d6 points of damage per round of exposure. This is sufficient to destroy 1 inch of wood in about 10 minutes and a similar volume of leather in about 5 minutes. Metal is corroded in several hours, but is never destroyed. Any melee hit by a red colony deals 1d6 points of acid damage.

Immunity (Ex): Immune to water-based spells and effects.

Keen Senses (Ex): A red colony's superior nervous system senses prey, detecting vibrations in and on the water and recognizing changes in light patterns up to 60 feet distant.



River Nymph

Medium Fey (Aquatic)	
Hit Dice:	5d6 (17 hp)
Initiative:	+4
Speed:	20 ft. (4 squares); swim 90 ft.
Armor Class:	14 (+4 Dex), touch 14; flat-footed 10
Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws –3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Siren song
Special Qualities:	Damage reduction 5/cold iron, SR 10, low-light vision, wild empathy, amphibious
Saves:	Fort +1, Ref +8, Will +9
Abilities:	Str 10, Dex 19, Con 10, Int 15, Wis 20, Cha 19
Skills:	Escape Artist +12, Hide +12, Listen +13, Move Silently +12, Perform +12, Search +10, Spot +10, Swim +16
Feats:	Dodge, Mobility
Environment:	Temperate aquatic
Organization:	Pod (1–15)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment:	+4

This lithe, beautiful woman slips effortlessly through the water trailing a luminescent stream of ruby light.

Description

River nymphs are nocturnal creatures, appearing just after the sun has set and lingering until just before dawn. They appear to be lithe, beautiful beings, vaguely feminine, surrounded by soft, jewel colored auras of ruby, emerald, and sapphire. Their appearance has occasionally earned them the misnomer “river elves,” though they are not related to elves in any way.

River nymphs — or river witches, as they are also sometimes called — are well known to traders and merchants who ply waterways across the Scarred Lands. These creatures like to frolic and cavort as dolphins in the nighttime waters, tracing glowing paths just beneath the water and circling the

hulls of riverboats. They appear fascinated by land-dwellers, lingering around boats and staring at sailors and passengers with wide, luminous eyes. Sometimes a river nymph becomes “infatuated” with a particular person and shows up each night to follow the boat and seek out that person. River nymphs have a reputation for being mischievous, delighting in harmless pranks, but they can also warn captains of dangers that lie ahead and sometimes interpose themselves between boats and river predators.

For all their beauty, however, river nymphs have a strange and dark aspect to their nature. Each month, when the new moon falls, river nymphs grow strange and fey. They still circle riverboats, but their eyes are no longer awestruck and childlike. Their gaze calls to sailors with music only they can hear, luring them off the boat and into the water. Those that respond join the nymphs in a dance beneath the waters, and their drowned bodies are found at dawn.

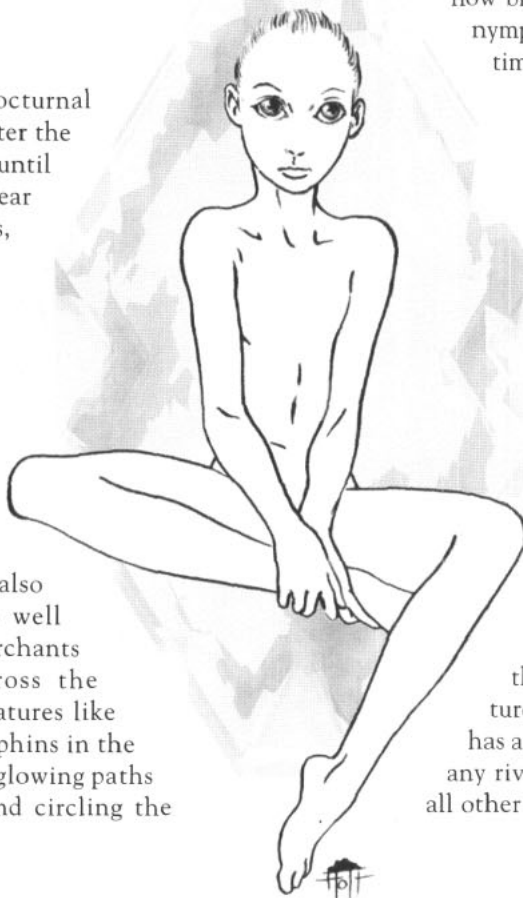
Combat

River nymphs lure land-dwellers to their doom with their powerful glamour, filling a target’s minds with an aching loneliness that draws him into the water. Victims do not realize they are drowning until too late. Those that somehow break the spell frighten the river nymphs, who look sadly at their victim and flee into the dark waters.

Siren Song (Su): A river nymph can single out one individual at a time and use its siren song to lure him or her into the water. The victim must succeed at a DC 16 Will save to avoid being drawn in. Once the victim has succumbed, nothing breaks the charm unless it is dispelled or the river nymph is driven off or defeated.

Blocking one’s ears is partially effective, lowering the save to DC 12.

Wild Empathy (Ex): As the druid wild empathy class feature except that the river nymph has a +8 racial bonus when using on any river animal and a –4 penalty on all other animals.



Rumbler

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+4/+11
Attack:	Bite +6 melee (1d8+3)
Full Attack:	Bite +6 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rumbling bite
Special Qualities:	Deceiving call, low-light vision
Saves:	Fort +8, Ref +4, Will +0
Abilities:	Str 16, Dex 9, Con 17, Int 2, Wis 6, Cha 8
Skills:	Climb +6, Hide +1, Intimidate +3, Listen +3, Spot +3, Swim +10
Feats:	Alertness, Improved Initiative, Power Attack
Environment:	Temperate and warm land, and underground
Organization:	Solitary or pack (3-8)
Challenge Rating:	3
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	—

The large lizard resembles an alligator, but is much thicker and more powerful around the shoulders and neck. Its jaws are heaviest over folds of thickly scaled throat sacks that vibrate slightly, emitting a deep and resonant rumbling sound.

Description

Rumblers fill much of the hot hours of the day bellowing, declaring their hunting grounds to rivals and trying to attract mates. These rumblings continue into the evening, but they take on a more dangerous meaning. The rumbler begins to hunt in the late hours of the day, and it is best not to believe everything you hear at this time.

Combat

Although the reptile is quite capable of running down most prey, it usually does not expend such energy. The rumbler hunts by ambush, using its ability to throw its voice and frighten prey toward its waiting jaws. When hunting in packs, rumblers work together to disorient their prey totally and finally stampede it toward the pack's waiting trap.

Rumbling Bite (Ex): A rumbler bellows even when its jaws are locked on its prey. When bitten by a rumbler, a victim must make a DC 16 Fortitude save or be stunned for 1d4 rounds and take an additional 1d4 points of sonic damage from the beast's roar.

Deceiving Call (Ex): The rumbler can convincingly alter the apparent source of its bellows by 140 feet in open ground. This distance increases to 220 feet in hills or canyons. It can likewise alter the volume and tone of its rumblings to deceive the listener into believing that the creature is retreating, while it is actually advancing unseen. A DC 18 Listen check or DC 15 Survival check is required to recognize a rumbler's deception.



Runnk

Small Elemental (Cold)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	60 ft. (12 squares), fly 160 ft. (perfect)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-4
Attack:	2 claws +1 melee (1d4-1)
Full Attack:	2 claws +1 melee (1d4-1), 2 piercing kicks -4 melee (1d6-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blizzard band
Special Qualities:	Darkvision 60 ft., elemental traits, cold subtype
Saves:	Fort +3, Ref +1, Will +0
Abilities:	Str 8, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +7, Intimidate +2, Listen +4, Move Silently +4, Search +3, Spot +2
Environment:	Any cold
Organization:	Band (10-20) or army (80-120)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	—

A thin, furred creature with sharp spikes jutting from its elbow and knee joints glares at you with malevolent, slitted eyes. Its three-fingered hands display sharp claws and its feet are long, pointed spears.

Description

Runnks are the living incarnation of the chaotic ice storms and blizzards that blow across the Scarred Lands' arctic plains. While a single runnk is virtually harmless, a band of runnks is dangerous, and a runnk army can inspire terror. Runnks travel about the arctic lands under the cover of blizzards, and where many travel together, they generate their own mobile ice storms. When the storms of winter begin, runnk armies sweep down upon the northern caravans and barbarian settlements of the tundra, wiping away everything in their path.

Taken together, runnks are a chaotic, leaderless force. They delight in razing any semblance of order or structure without

concern as to the goodness or wickedness of their actions. Activities such as wiping out a clan of goblin bandits or causing a merchant road to disappear under snow and ice are normal for runnks and are done without thought of benevolence or bane.

Certain peoples and creatures migrate off the tundra during the fall in order to avoid the predations of the runnks. Numerous folk legends tell of those foolish souls who were too slow or lazy to remove themselves in time before the runnks came.

No one knows how runnks are made or born, but some of the barbarian shamans hold that runnks are spawned within the heart of the deepest arctic blizzards.

Runnks speak their own tongue.

Combat

Runnks can pierce their enemies with their ski-like feet, which are toeless and pointed at the end. They can also attack with two claws. They will usually surround themselves with their blizzard band effect and settle over their chosen prey, letting the storm soften up the victims while the runnks attack and then disappear back into the storm.

Blizzard Band (Su): Ten or more runnks traveling together may form a blizzard band, generating a furious ice storm that surrounds the runnks and follows them as they travel. The ice storm's area of effect has a radius of 20 feet per runnk inside the storm. For example, 10 runnks travel in a 200-foot radius storm, while 100 runnks would generate a massive storm almost a mile in diameter.

While traveling within this ice storm, runnks may fly at their flying speed listed above (and may not fly otherwise except in a natural blizzard).

This storm causes 1d6 points of damage each minute to all within its radius who are not fully sheltered from its blizzard-like conditions.

Skills: While within their self-generated blizzards or under the cover of a natural ice storm, runnks receive a +10 racial bonus to Hide checks. If an army of at least 80 runnks is traveling or attacking under similar conditions, the runnks receive a +10 circumstance bonus to Intimidate checks.



Sage Camel

Large Magical Beast

Hit Dice:	11d10+25 (85 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	9 (−1 size, −1 Dex, +1 natural), touch 8, flat-footed 9
Base Attack/Grapple:	+11/+16
Attack:	Kick +11 melee (1d6+1) or spit +9 ranged (blindness)
Full Attack:	Kick +11 melee (1d6+1) or spit +9 ranged (blindness)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blinding spit, spells
Special Qualities:	Bonus feats, immunities, spell-like abilities
Saves:	Fort +9, Ref +6, Will +10
Abilities:	Str 12, Dex 9, Con 14, Int 20, Wis 20, Cha 17
Skills:	Concentration +12, Diplomacy +7, Knowledge (any one) +9, Knowledge (nature) +16, Listen +10, Sense Motive +12, Spellcraft +9
Feats:	Endurance, Improved Initiative, Iron Will, Run, Spell Focus (Divination),
Environment:	Warm desert
Organization:	Solitary or company (2–4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually lawful good
Advancement:	12–22 HD (Large); 23–33 HD (Huge)
Level Adjustment:	—

Although the beast looks like any large camel at a glance, a closer look notes its intelligent eyes and wizened, sublime expression.

Description

Legends claim that when the demigod Tamul, “the Old Man of the Desert,” was young, he was fascinated by the stars. He always hoped his parents would fly to the heavens and get a star for him. One day, Tamul saw a star fall to the horizon. He ran for many days and nights to reach the horizon; he ran so far and for so long that his legs grew long and spindly. He had no time to shave, and his body was soon covered in hair, all of which became sandy.

He eventually came to the horizon, only to discover that sandmaskers had used their illusions to pose as a star. The sandmaskers chained Tamul to a thorny cactus and left two giant scorpions to guard him for many ages while they held him for ransom.

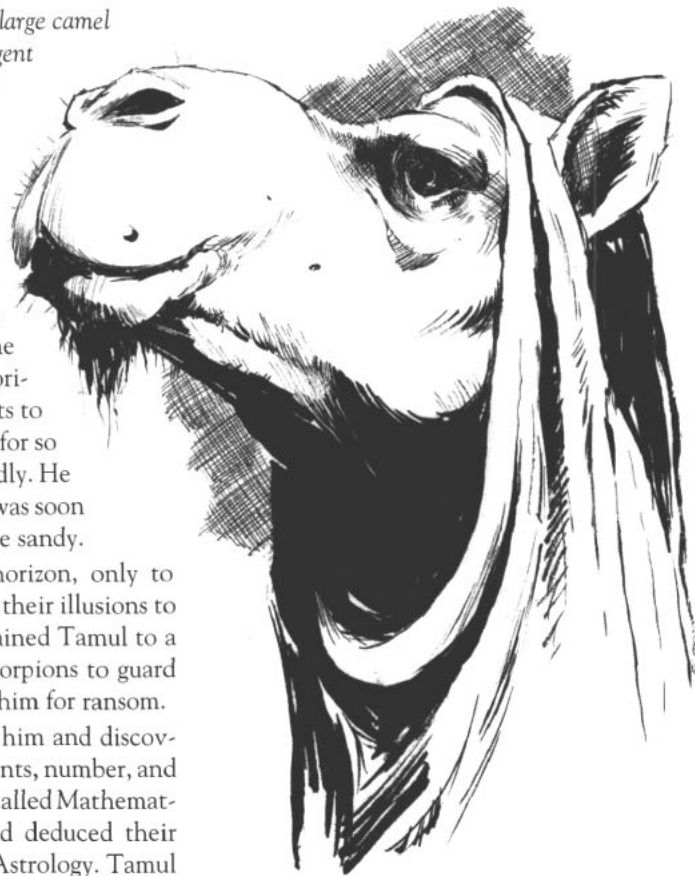
Tamul studied the stars above him and discovered a way to describe their movements, number, and distance from each other, which he called Mathematics. Then, he named the stars and deduced their hidden meanings, which he called Astrology. Tamul looked up at the stars for so long that he stretched his

neck. The chains holding his arms were loose enough that he could reach the ground, which he did while writing numbers in the sand. He bent forward writing in the sand for so long that his back grew humped and his arms became long and spindly, like his legs.

Eventually, the cactus to which he was tied grew old, sagged, and died. With nothing to hold his chains fast, Tamul simply walked away. When the two scorpions who were guarding him tried to sting him, Tamul spat in the face of one and hit the other with his long arms. Then Tamul, using his new knowledge of the stars to guide him, found his way back home.

Tamul taught his sciences to his siblings, and those who diligently finished their studies became known to the desert tribes as Tamulqawid, meaning “The Wise Ones of Tamul.” Those who did not study became beasts of burden for the desert peoples, who named them “Tamuls,” or camels.

Sage camels wear cloth coverings over their heads and bodies. They are accompanied by different creatures that offer their services in return for the sage camel’s knowledge. Sage camels enjoy reclining in huge, plush desert tents and conversing to no end with guests, especially travelers from afar. Sage camels speak many languages and are renowned for their ability to deliver prophecies and read the stars.



Rumors suggest that somewhere in the vast Desert of Onn lies the mightiest observatory ever built, wherein The Old Man of the Desert dwells.

Combat

Although sage camels eschew combat, they may kick with their powerful legs.

Blinding Spit (Ex): A sage camel can spit once every other round to a range of 30 feet. A creature hit by a sage camel's spit must succeed at a DC 17 Fortitude save or be blinded for 1d4+5 rounds.

Bonus Feats: The sage camel gains its spell focus as a bonus feat.

Spells: Except for Divination spells (see spell-like abilities, below), a sage camel casts spells as a 5th-level sorcerer. See the sidebar for a sample spell selection.

Spell-Like Abilities: At will — *comprehend languages*; 6/day — *detect thoughts, identify*; 5/day — *locate object, tongues*; 4/day — *detect scrying, locate creature, scrying*; 3/day — *analyze dweomer, contact other plane*;

Sample Sage Camel Spell Selection

Sorcerer Spells Known (cast per day: 6/7/5; save DC 13 + spell level): 0 — *daze, detect magic, light, mending, read magic, resistance*; 1st — *message, protection from evil, sleep, summon monster I*; 2nd — *glitterdust, whispering wind*.

The GM should of course feel free to alter an individual sage camel's spell selection according to the needs of her campaign.

2/day — *legend lore, true seeing*; 1/day — *greater scrying, vision*. These spell-like abilities are as the spells cast by a 15th-level sorcerer (save DC 15 + spell level).

Immunities (Su): Sage camels cannot become lost in the desert and are immune to magic that might cause this to happen. They are also immune to sandmasker illusions.



Sand Burrower

	Huge Magical Beast
Hit Dice:	10d10+43 (98)
Initiative:	-2
Speed:	45 ft. (9 squares), burrow 80 ft.
Armor Class:	10 (-2 size, -2 Dex, +4 natural), touch 6, flat-footed 10
Base Attack/Grapple:	+10/+28
Attack:	Bite +18 melee (2d6+10)
Full Attack:	Bite +18 melee (2d6+10) and 5 tentacles +13 melee (1d6+5 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Tremorsense
Saves:	Fort +11, Ref +5, Will +9
Abilities:	Str 30, Dex 6, Con 19, Int 9, Wis 18, Cha 13
Skills:	Listen +17, Search +8, Spot +9
Feats:	Iron Will, Power Attack, Self-Sufficient, Toughness
Environment:	Warm desert
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	—

The enormous wormlike creature bursts from the ground, its mouth opening to display 5 writhing tentacles. Its skin bears thick, whisker-like hairs down its length and ranges from fleshy pink to mottled gray in coloration.

Description

Most land-dwelling denizens of the Desert of Onn fear the beasts that the Ubuntu tribesmen have named sand burrowers. These predators hunt day and night, sliding through the desert sand like serpents

through water. They track prey by the vibrations of its passing, and they emerge from the sand to eat their meal on the surface.

The largest sand burrowers hunt the lumbering ancient tortoises, picking them apart as they walk and hollowing out their high-domed shells from within. Sand burrowers of average size terrorize families of bounding ratroos, camel-mounted explorers, wandering Ubuntu, and grounded desert falcons.

Sand burrowers lair deep beneath the desert, where the sand turns to rock, and it is there that they go to die and give birth at the same time. Newborn sand burrowers are functionally independent, and they devour their parents from the inside. Sand burrowers impregnate themselves and grow larger every year until they deliver. Those who have managed to kill sand burrowers in the Desert of Onn often find a corpse's innards crawling with premature sand burrower larvae.

Combat

Sand burrowers slide-squirm at a depth proportional to their length. When they detect a sizeable vibration above, they surface and attempt to ensnare the victim with the hooked and venomous tentacles that ring the inside of their mouths. Once they have caught their prey, sand burrowers surface completely to eat. They drop the prey into their 15-deep rows of in-hooking teeth.

Poison (Ex): On a successful hit, a sand burrower's tentacles inject prey with the same poison found in the cacti of the Desert of Onn. Tentacle — injury, DC 19 Fortitude save; initial and secondary damage 1d8 hit points.

Tremorsense (Ex): A sand burrower can automatically sense the location of anything within 60 feet that is in contact with the ground.



Sandmasker

Large Monstrous Humanoid

Hit Dice:	12d8+12 (66 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+12/+19
Attack:	Lance +15 melee (1d8+4/x3) or sting +15 melee (1d6+4)
Full Attack:	Lance +15/+10/+5 melee (1d8+4/x3) or sting +15 melee (1d6+4) and 2 claws +10 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Dexterity damage, spell-like abilities, line trample 1d8+6
Special Qualities:	Darkvision 60 ft., resistance to fire 5, spell resistance 18
Saves:	Fort +5, Ref +9, Will +10
Abilities:	Str 19, Dex 12, Con 13, Int 8, Wis 14, Cha 15
Skills:	Diplomacy +3, Hide +5, Intimidate +7, Listen +6, Sense Motive +4, Spot +6, Survival +5
Feats:	Alertness, Cleave, Improved Critical (lance), Improved Overrun, Power Attack
Environment:	Warm desert, hill, and plains
Organization:	Company (2–5), patrol (5–20 and 2d4 Medium monstrous scorpions), or troop (20–40, with 4d8 Medium monstrous scorpions and 1d4 Large monstrous scorpions)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	By character class
Level Adjustment:	+15

The large being is a bizarre blend of a human from the waist up and a giant scorpion from the waist down. Alien eyes peer from a hairless skull, taking in his surroundings with cool precision. A tattoo of a black crescent moon and scimitar covers much of his chitinous chest, and a similar mark is inscribed on the shaft of the lance couched at his side.

Description

The origins of the sandmaskers are told in the tale of the War of the Broken Vows. The war appeared all but over in the 33rd year. An army of Exemplars stormed the fortress of Tarkun, a renegade from their ranks who made a terrible bargain with an unknown evil power. With barely an army left and no avenue of escape, Tarkun sacrificed his last possession — his immortal soul. He cast his blood onto the sand, spat the Incantation of the Unknown, and sprinkled dust from the tomb of Urkanet, the first Exemplar to die in the war. From the bloody droplets arose

the half-human, half-scorpion sandmaskers. The hideous creatures drove off the Exemplars — whose immortality and physical perfection the dark power leeched from them in ritual that Tarkun had just performed.

The sandmaskers roam the Scarred Lands' deserts, leading bands of giant scorpions on raids and attacks. Fanatical followers of Tarkun — who is rumored to still lurk somewhere in the Desert of Onn — their main goal is to root out Exemplars. As merciless predators, they also slay many other innocent creatures.

Combat

Sandmaskers lure travelers into traps using *major image* to create illusions of small oases or wells. They then charge with their lances; any who survive the charge are trampled and attacked with stingers, claws, and any other melee weapons carried. Though sandmaskers much prefer claws, sting and lance, they may carry falchions, spears, scimitars, shortbows or crossbows.

Dexterity Damage (Su): A sandmasker sting deals 1d4 points of temporary Dexterity damage each time it hits.

Spell-like Abilities (Sp): 2/day — *mirror image*; 1/day — *major image*. These abilities are as the spells cast by a 12th-level sorcerer (base DC 12 + spell level).

Line Trample (Ex): When making an improved overrun attempt, a sandmasker may make a single attack against each target it knocks down (or who is already prone) in the path of the overrun. The trample deals 1d8+4 points of bludgeoning damage to each target hit successfully.

Skills: A sandmasker has a +4 racial bonus on Hide and Listen checks.

Sandmasker Society

Groups of 10 or more sandmaskers are led by an individual with 3 or more ranger levels. An individual with 6 or more ranger levels leads groups of 20 or more sandmaskers. Troops are led by the highest-level ranger in the group and have a cleric of at least 6th level.

Sandmasker Characters

A sandmasker's preferred class is ranger, though some take levels of barbarian. Sandmaskers rarely become druids, preferring levels of cleric instead. Reports of sandmasker sorcerers are so far unconfirmed.

Sandmasker characters possess the following racial traits.

— +8 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, +4 Wisdom, +4 Charisma.

— Large size.

— Space/Reach: 10 ft./5 ft.

— A sandmasker's base land speed is 40 feet.

— Racial Hit Dice: A sandmasker begins with 12 levels of monstrous humanoid, which provide 12d8 Hit Dice, a base attack bonus of +12, and base saving throw bonuses of Fort +4, Ref +8, Will +8.

— Racial Skills: A sandmasker's monstrous humanoid levels give it skill points equal to 15 x (2 + Int modifier, minimum 1). Its class skills are Diplomacy, Hide, Intimidate, Listen, Sense Motive, Spot and Survival. Sandmaskers gain a +4 racial bonus on Hide and Listen checks.

— Racial Feats: A sandmasker's monstrous humanoid levels give it four feats.

— Weapon and Armor Proficiency: An asaath is automatically proficient with simple weapons and martial weapons.

— +7 natural armor bonus.

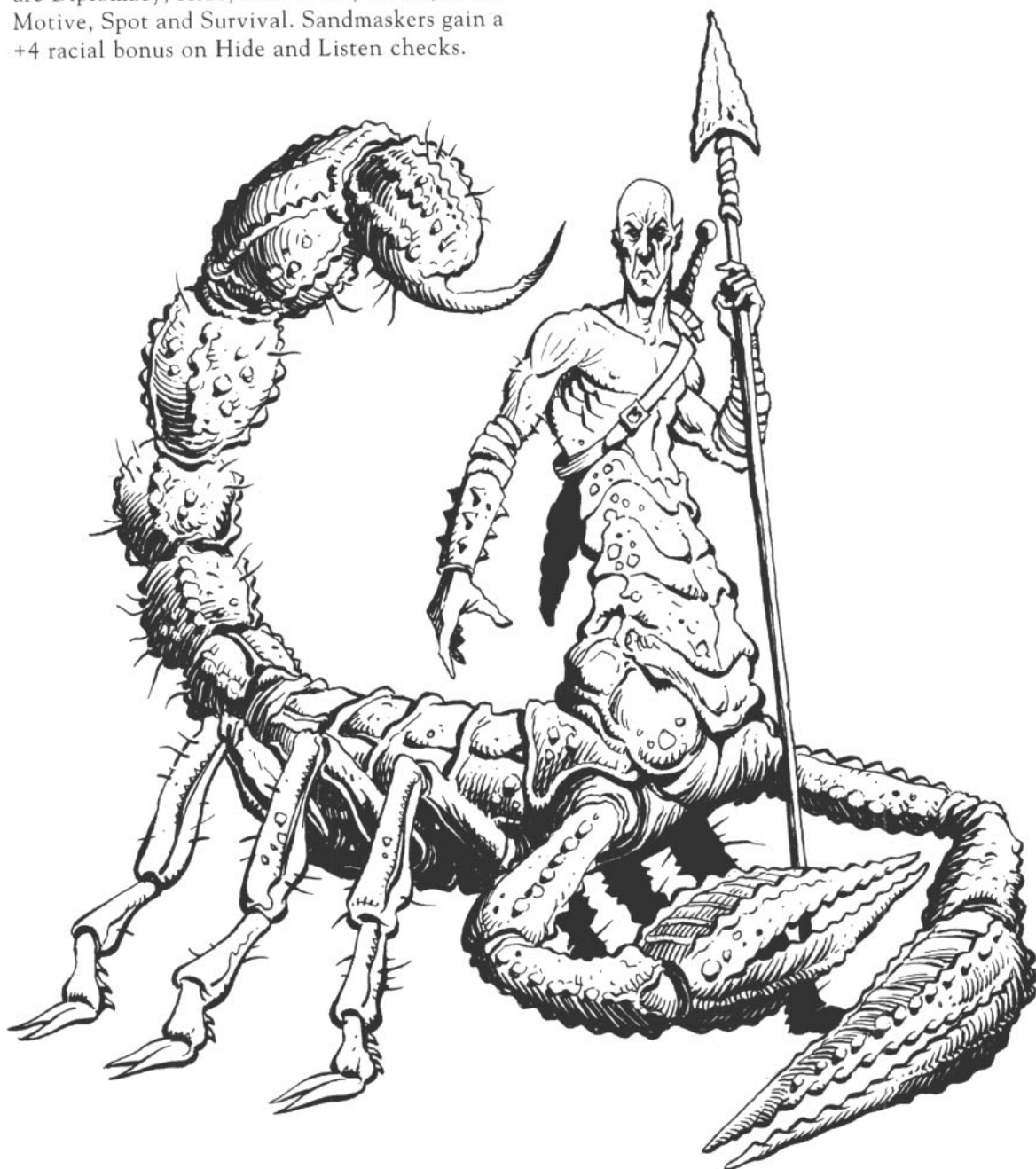
— Natural Weapons: Stinger (1d6) and 2 claws (1d6).

— Special Attacks (see above): Dexterity damage, spell-like abilities, line trample.

— Special Qualities (see above): Darkvision 60 ft., resistance to fire 5, spell resistance.

— Favored Class: Wizard.

— Level Adjustment: +15



Savant Hydra

Medium Outsider (Evil)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	22 (+5 Dex, +7 natural), touch 15, flat-footed 22*
Base Attack/Grapple:	+10/+13
Attack:	Bite +13 melee (1d4+3 and poison)
Full Attack:	6 bites +13 melee (1d4+3 and poison) and 2 claws +8 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Infectious talons, poison, spells
Special Qualities:	Damage reduction 10/+1, SR 18, vigilance
Saves:	Fort +12, Ref +12, Will +10
Abilities:	Str 16, Dex 20, Con 20, Int 18, Wis 16, Cha 12
Skills:	Bluff +13, Concentration +17, Decipher Script +11, Diplomacy +12, Forgery +10, Gather Information +13, Hide +16, Intimidate +15, Knowledge (arcana) +13, Knowledge (geography) +10, Listen +13, Move Silently +12, Sense Motive +15, Spellcraft +13, Spot +16
Feats:	Combat Reflexes, Silent Spell, Spell Penetration
Environment:	Any land
Organization:	Solitary or clutch (2–7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	11–20 HD (Medium); 21–30 HD (Large)
Level Adjustment:	—

The body is that of a man in well-made but functional robes. However, its hands end in vicious talons and six writhing asps sprout from its shoulders in place of the creature's head.

Description

Once known as the Ministers of Chardun, savant hydrae were created during the Divine War to hunt down and destroy the servants of Chardun's rival Mormo. Their snake-like shape is both a mockery of Mormo's own servants and a tribute to Chardun. They combine the many heads of vigilance, the reptilian coldness of loyalty to one's duty, and the serpentine venom reserved for traitors to the state.

Only a few of the hunting parties that once roamed the land searching for asaatthi, gorgons, hags, and Mormo's other servants remain. Most of the savant hydrae that people see now are solitary servants of Chardun who run the god's errands in the world. Some small groups abide, however, living a shadow existence, hunting those spawn of Mormo that remain hidden.

Roughly half of all savant hydrae that adventurers might encounter maintain a brace of keffiz (see the description in this book) as personal bodyguards. As creatures made of the very stuff of hell, the hydrae are brutal, unfeeling creatures — they exist solely to serve Chardun and to destroy his enemies. They have little

concern for their own safety and survival and even less concern for that of others. If destroying their target or accomplishing their task requires the death of dupes or innocent bystanders, then so be it.

Combat

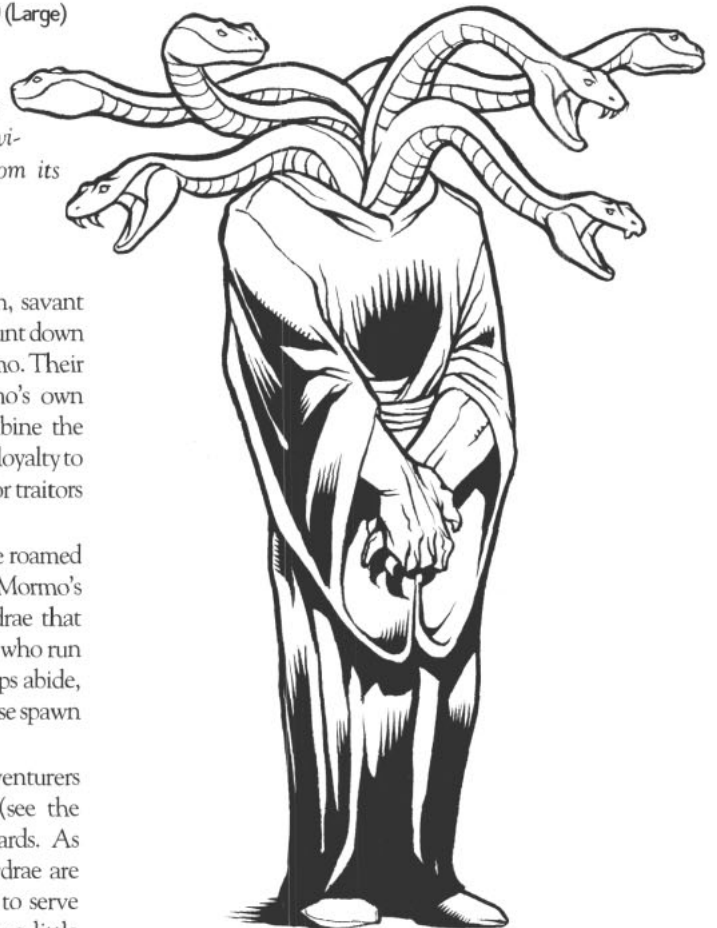
In combat, savant hydrae attempt to kill or cripple their opponents with combat magic from a distance or from surprise, then set their keffiz on the enemy. Only if the keffiz are overmatched or losing—or if no keffiz are present—will a savant hydra engage in personal combat. In such an instance, it rends foes with its taloned hands and strikes repeatedly with its serpentine heads.

Infectious Talons (Ex): Wounds inflicted by a savant hydra's talons cannot be healed by magic, only by natural healing.

Poison (Ex): Those bitten by one of the hydra's serpentine heads risk being poisoned (Bite— injury, DC 20 Fortitude save resists, 1d4 Dex/1d4 Dex).

Spells (Sp): A savant hydra has the spellcasting ability and spells of a 7th-level sorcerer. The save DC against a savant hydra's spells is 11 + spell level.

Vigilance (Ex): A savant hydra never sleeps, and can see in all directions at once owing to its many heads. *It cannot be flanked or caught flat-footed.



Scythe Falcon

Tiny Animal

Hit Dice:	2d8 (7 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 240 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+1/-8
Attack:	Claw +0 melee (1d3-1)
Full Attack:	Claw +0 melee (1d3-1) and wing -5 melee (1d6-1)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Dismemberment
Special Qualities:	Darkvision 120 ft.
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 8, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +4, Move Silently +8, Spot +7
Feats:	Flyby Attack
Environment:	Any land
Organization:	Solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating:	2
Advancement:	2-4 HD (Tiny)
Level Adjustment:	—

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

Description

Of all the Scarred Lands' small animals, none is quite so feared as the scythe falcon. Unlike other small animals that could pose a danger to intelligent races, the scythe falcon seeks prey of virtually any size. Armed with extraordinary natural means of attack, a scythe falcon inevitably makes any encounter with it dangerous.

Like most falcons, the scythe falcon is a very fast flyer. In fact, it is one of the fastest animals known in the Scarred Lands. Its sleek feathers are normally brown, although the most notable (and most dangerous) feature of the scythe falcon is a razor-sharp ridge of forward-facing bone along the length of its wings. This bone is featherless and cuts through flesh as easily as it does the wind.

Scythe falcons mate for life and are frequently encountered in pairs. Unless the pair has young that must be guarded at a nest, they always hunt together. Typically, an attack involves the pair swooping in at great speed from a tremendous height. First, one falcon swoops by. If its dismembering attack is successful, the second bird does not attack but instead grabs hold of the dismembered limb and carries it away. The birds then speed toward their nest, while on the ground their victims are still trying to react to or determine what happened.

If the first falcon's attack is unsuccessful, the second bird also attacks. They generally continue in this manner until they can make away with a meal. When they attack smaller prey such as mice, they shun their wing attack and simply scoop their prey from the ground with their claws.



Beyond the danger they pose, scythe falcons often inadvertently cause other trouble. Attacked merchants or adventurers are known to write off the loss of an arm but be unable to stomach the loss of a valuable or magical ring that perhaps adorned a finger of that limb. Therefore, those in the hire of such merchants — or those simply hoping to find an usual item perhaps lost by someone else — often search for scythe falcon nests. GMs should feel free to add a handful of interesting items to a nest, including items from other beasts of the Scarred Lands such as a pegasus hoof or a charduni hand still clutching a warscepter.

Combat

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

Dismemberment (Ex): When a scythe falcon attacks with its razor-sharp wing bone, the threat range for a critical hit is 18-20. If a critical hit is successful, roll 1d6 for the results of dismemberment instead of using a critical multiplier:

1d6	Roll Result
1	head; victim dies instantly
2	right arm; victim loses 33% of current hit points
3	left arm; victim loses 33% of current hit points
4	right leg; victim loses 50% of current hit points
5	left leg; victim loses 50% of current hit points
6	vicious chest slash; victim loses 50% of normal total hit points

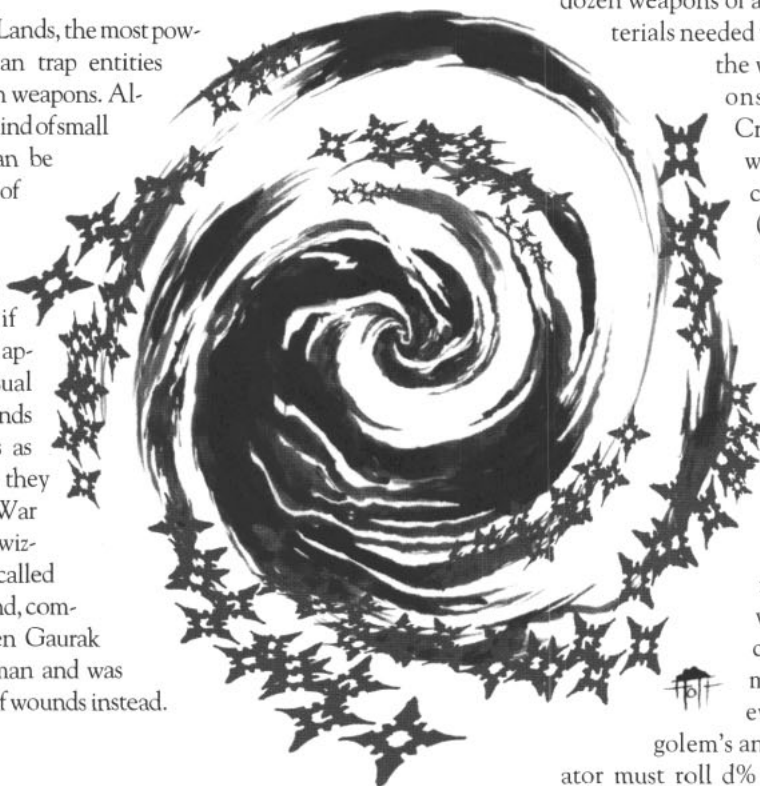
Searing Wind

Huge Construct	
Hit Dice:	12d12+40 (118 hp)
Initiative:	+3
Speed:	Fly 50 ft. (good) (10 squares)
Armor Class:	30 (–2 size, +3 Dex, +19 natural), touch 11, flat-footed 27
Base Attack/Grapple:	+9/+23
Attack:	See below
Full Attack:	See below
Space/Reach:	10 ft./30 ft.
Special Attacks:	Barbed whirl
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., damage reduction 10/adamantine
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 22, Dex 16, Con —, Int —, Wis 10, Cha 0
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

The pile of throwing knives and shuriken animate into a maelstrom of spiraling blades.

Description

In the Scarred Lands, the most powerful summoners can trap entities from other planes in weapons. Although almost any kind of small item or weapon can be caught up by one of these creatures, throwing stars or small daggers are the most “popular” (if such a term even applies to this unusual entity). Searing winds serve their masters as guardians or — as they did in the Divine War — as warriors. The wizard Gest Ganest called upon his searing wind, composed of stars, when Gaurak sought to eat the man and was served a mouthful of wounds instead.



Combat

The searing wind is simple but dangerous. It appears at first to be just a pile of metal weapons, traditionally shuriken. Yet no adventurer wants this horde: when an intruder enters an area designated by the construct's creator, this pile rises up into a whirling storm of cutting mayhem. The ensuing attack has been described as a gale wind, if that sort of wind carried blades and spikes.

Barbed Whirl (Su): Each round the searing wind is in combat, roll 1d12. The result indicates the number of attacks the searing wind can make; roll each attack separately. Due to the wind's dispersed nature, divide the attacks more or less evenly among all the characters within the creature's reach and strike at a full attack value of +16 for each. Each successful attack deals 1d8+6 points of piercing damage.

Immunity to Magic (Ex): A searing wind is immune to any spell or spell-like ability that allows spell resistance, except magical attacks which deal cold damage. Such an attack inflicts no damage upon the searing wind. Instead, it halves the searing wind's attacks per round for a duration of 1 round per 5 points of cold damage rolled on the attack.

Construction

Searing wind is infused into a pile of at least a dozen weapons of any quality. The materials needed to summon and bind the wind with the weapons costs 3,500 gp. Creating the searing wind requires a successful DC 15 Craft (metalsmithing) check.

CL 13th; Craft Construct, *blade barrier*, *summon monster VII*, caster must be at least 13th level; Price 15,000 gp; Cost 7,500 gp + 650 XP.

Once animated, the searing wind obeys its creator's simple commands. However, for every two weeks of the golem's animated life, the creator must roll d% and if the result is 01–03, the entity bound to the weapons returns to its native plane, leaving behind an unremarkable pile of weapons.

Seaspark

Diminutive Elemental (Aquatic, Fire)

Hit Dice:	1d8 (4 hp)
Initiative:	+5
Speed:	Swim 60 ft. (12 squares)
Armor Class:	19 (+4 size, +5 Dex), touch 19, flat-footed 14
Base Attack/Grapple:	None
Attack:	None
Full Attack:	None
Space/Reach:	1 ft./10 ft.
Special Attacks:	Flare
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, fire subtype, immunities
Saves:	Fort +0, Ref +7, Will +0
Abilities:	Str 3, Dex 20, Con 10, Int 6, Wis 10, Cha 11
Skills:	Hide +21, Listen (4 ranks) +4, Spot (4 ranks) +4
Feats:	—
Environment:	Any aquatic
Organization:	Cluster (5–9) or swarm (10–120)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	2–3 HD (Diminutive)
Level Adjustment:	—

Small, dazzling, multicolored fires about the size of a human fist float on the surface of the water.

Description

Seasparks are a strange form of fire elemental that thrive in water. Among the more beautiful creatures from the elemental planes, seasparks can float on the surface of any large body of water or drift beneath it. Seasparks beneath the surface can be noted by the trails of steam rising through the water above them. Sages and sailors deliberate upon the origins of these paradoxical creatures. The former tend to believe that seasparks seek refuge in water, because if they were exposed to air alone they would burn so hot that they would exhaust themselves. Meanwhile, sailors claim that the lights are the souls of drowned sailors, come to claim more victims to light up the seas (the deceptive lights have lured more than one ship to wreck upon a craggy shore).

While they are usually content to drift on the surface, seasparks are capable of very fast movement through water. Depending on one's perspective, a swarm of seasparks speeding across the water can be either spectacularly beautiful (if one is on land) or terrifying (if the swarm is headed for one's ship).

Wizards are known to gather seasparks (carefully) and place swarms of the beautiful elementals around their islands for both decorative and security purposes.

Seasparks are generally peaceful creatures, content to dance across the surface of the water. The only danger presented by seasparks is to wooden ships that get too near, which may find themselves set ablaze by aggravated seasparks.

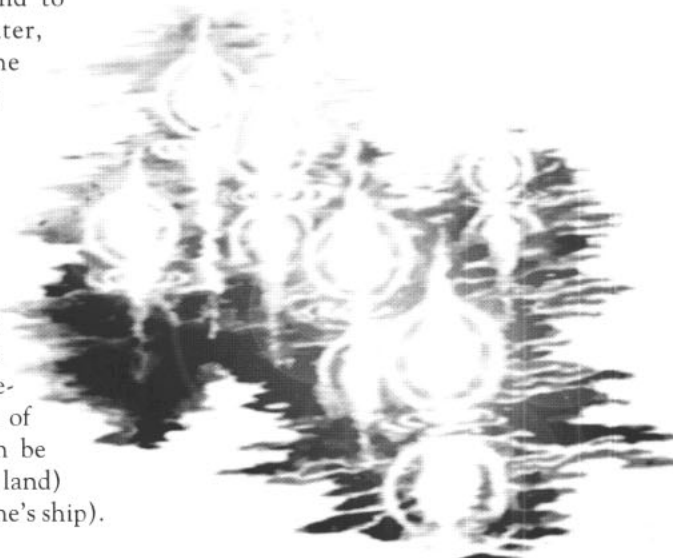
Hitting, prodding, or sailing over seasparks are all excellent means of irritating these beautiful creatures, and attempting to remove one from its cluster or swarm is a guaranteed way to get burned. If the cluster (or swarm) is carefully kept together in water, however, seasparks generally do not take exception to being transported.

Combat

Seasparks prefer to avoid conflict, but they attack as a cluster (or a swarm) if antagonized.

Flare (Ex): When irritated, a seaspark attacks with a white-hot lash of flame that deals 2d4 points of fire damage. The seaspark can choose to direct this attack at an opponent up to 20 feet distant, or it can flare up in a 5-foot radius. Either way, the attack hits automatically, though the victim may make a DC 10 Reflex save to halve the damage.

Immunities (Ex): Seasparks are immune to all fire and water attacks.



Sentry Crow

Tiny Magical Beast

Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), fly 90 ft. (average)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Peck +4 melee (1d6-3)
Full Attack:	Peck +4 melee (1d6-3) and 2 talons -6 melee (1d6-3)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, speak
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 12, Int 8, Wis 16, Cha 6
Skills:	Hide +8, Listen +4, Spot +5, Survival +4
Feats:	Weapon Finesse (peck)
Environment:	Any mountains
Organization:	Solitary or murder (3-5 and 1d4 offspring)
Challenge Rating:	1/2
Alignment:	Always neutral good
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

The crow perches atop the shattered helmet and stares at you with one golden eye, as if trying to tell you something.

Description

“Murder of Crows,” a song well-known by minstrels and bards, is given little thought by most people of the Scarred Lands, played primarily for the entertainment of courtiers and fairgoers. To the Scarred Lands’ dwarven peoples, however, the song is a death dirge. It tells of the fall of Iron Tooth Pass to the armies and trickery of the human land Calastia, led by its boyking Virduk. Among the heroes immortalized in the song are the crows raised and trained by the pass’ defenders, which acted as sentries for their masters. Indeed, the crows detected Virduk’s army before it fell upon the pass, giving the dwarves time to take to their caverns and overlooks and keep the attackers at bay.

The song continues to explain how only the sentry crows escaped the stronghold when it finally fell, commanded by their keepers to take wing and

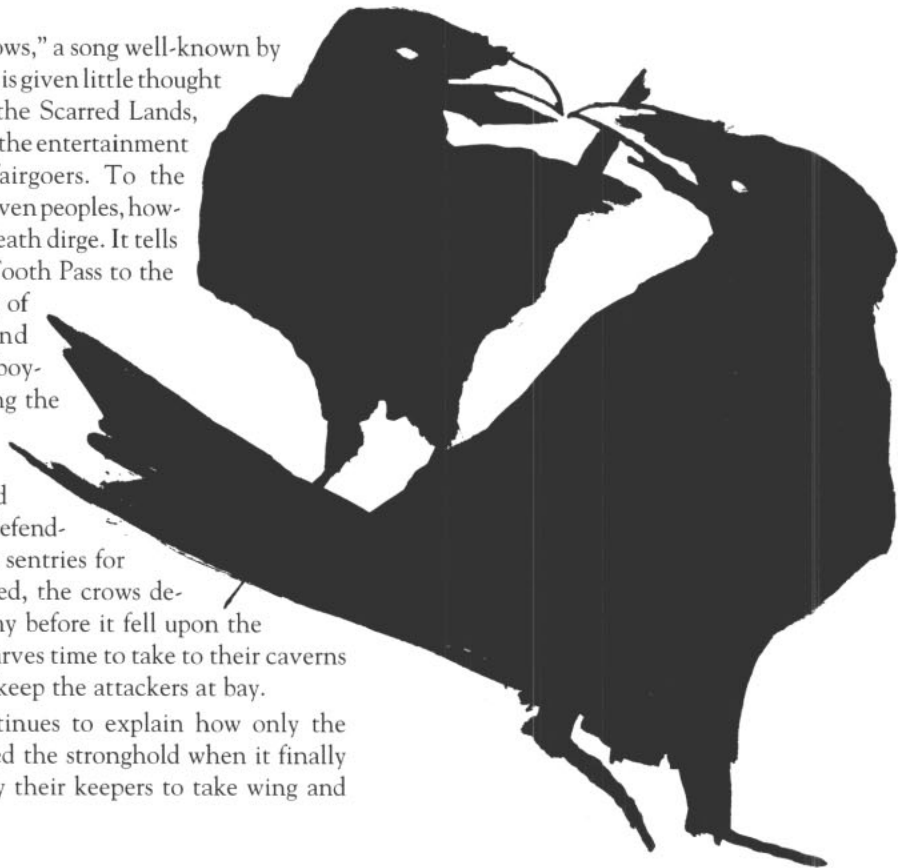
spread the tale of the treachery used against the dwarves. The story told to scattered dwarven kings was captured in song as a warning against future assault, and the phrase “murder of crows” came into use in memory of the horrible story the birds told of Iron Tooth.

To this day, sentry crows are the intelligent, dutiful, and beloved pets of the dwarven people who remain in the world. Indeed, they are the revered councilors, spies, and scouts of kings, lords, and priests, and they are sometimes the familiars of dwarven rune masters.

Combat

Sentry crows avoid direct combat whenever possible, but are known to peck and claw at lone intruders on dwarven lands and at those who attack the birds’ masters. They are relied on mostly for their intelligence, guidance, and insight.

Speak (Ex): Sentry crows can be trained to speak, usually the dwarven tongue, although they might be taught Common or other languages. Only the most exceptional sentry crows know more than one language.



Serpent Root

Large Plant	
Hit Dice:	4d8+20 (38 hp) plant
Initiative:	-2
Speed:	0 ft. (0 squares)
Armor Class:	11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11
Base Attack/Grapple:	+3/+8
Attack:	Tendrils lash +3 melee (1d8+1)
Full Attack:	Tendrils lash +3 melee (1d8+1)
Space/Reach:	10 ft./5 ft. (10 ft. with tendrils)
Special Attacks:	Improved grab, constrict 1d6+1, vitality drain
Special Qualities:	Plant, damage reduction 5/adamantine, regeneration 1
Saves:	Fort +9, Ref -1, Will +1
Abilities:	Str 12, Dex 6, Con 20, Int —, Wis 10, Cha 10
Skills:	—
Feats:	—
Environment:	Any temperate and warm
Organization:	Grows in patches about 300 feet apart, through runners; each plant has 1d4+2 large tendrils and many small ones near the root that grasp victims passed by a large tendril.
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	Plant: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

A dense patch of foliage grows thick with deep green, flat-bladed leaves. Great root clusters splay from underneath the leaves, spreading throughout the immediate area.

Description

When young King Virduk ascended to the Calastian throne after his father's mysterious death, the new monarch sought to commemorate the event with a "crowning" achievement. After the kingdom's years of peaceful relations with its neighbors, Virduk and his counselors decided that a brilliant military victory would mark the king best in the annals of time. The dwarves of the Iron Tooth Pass to the south made likely targets — they had "placed embargoes on trade" and "forced the good people of Calastia into poverty" for too long. Although Calastia's attack came as a surprise, the handful of dwarves manning the Iron Tooth stronghold went to ground and held fast against the invaders, repelling attack after attack.

Finally, the wizard Anteus, chief advisor of Virduk's council, promised a victory where every warlord had failed. He knew the

secret — the correct time of year and technique — to harvesting serpent root, a destructive vine that thrived in the Hornsaw Forest. Legend held that the tenacious bramble was born from and fed upon the spilled blood of Mormo or that her serpent children grew roots and became as hard as bark upon her death. The vine was now known to draw the life energy from anything that grew around it, leaving tracts of land in devastation. Transplanting some of the root, Virduk defeated the dwarves within a fortnight, his living weapon literally cracking the earth and sucking the life from its trapped victims.

Combat

Serpent root, whether occurring naturally or transplanted artificially, is devastating to any town, crop, or wood — not to mention unwary passersby.

Improved Grab (Ex): To use this ability, the serpent root must hit an opponent of up to Medium with a tendril attack. If it gets a hold, it can constrict.

Constrict (Ex): A serpent root deals 1d6+1 points of damage with a successful grapple check.

Vitality Drain (Ex): The serpent root deals 1 point of damage per day to all living creatures within 60 feet.

Regeneration (Ex): Damage dealt to a serpent root is treated as nonlethal damage. The plant heals nonlethal damage at a rate of 1 hp per round. Fire and acid attacks deal normal damage to a serpent root.



Siren Vulture

Medium Magical Beast

Hit Dice:	1d10+2 (7 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 60 ft. (clumsy)
Armor Class:	10
Base Attack/Grapple:	+1/+5
Attack:	Bite +5 melee (1d6+5)
Full Attack:	Bite +5 melee (1d6+5) and 2 claws +0 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Song
Special Qualities:	—
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 18, Dex 10, Con 15, Int 10, Wis 14, Cha 15
Skills:	Hide +4, Intuit Direction +6, Listen +8, Search +4, Spot +8
Feats:	Alertness
Environment:	Warm desert
Organization:	Flock (2–12)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

This vulture has a distinct ebon coloration; startling malevolence burns in its eyes.

Description

Siren vultures are desert falcons' chief rivals for prey, but the way they hunt is entirely different. Where the falcons swoop and strike, siren vultures lure, circle and wait out their prey.

Where siren vultures come from and where they go when not hunting is something of a mystery. Ubuntu tribesmen tell stories of a crooked tree of desert glass — tall as a mountain — that rings and chimes as the vultures land and take off. Such stories also claim that the siren vultures spear their prey on long shard-branches of the tree for the featherless, newly hatched young to eat. Since no Ubuntu tribesman has returned with proof of these claims in recent history, however, the stories remain only stories.

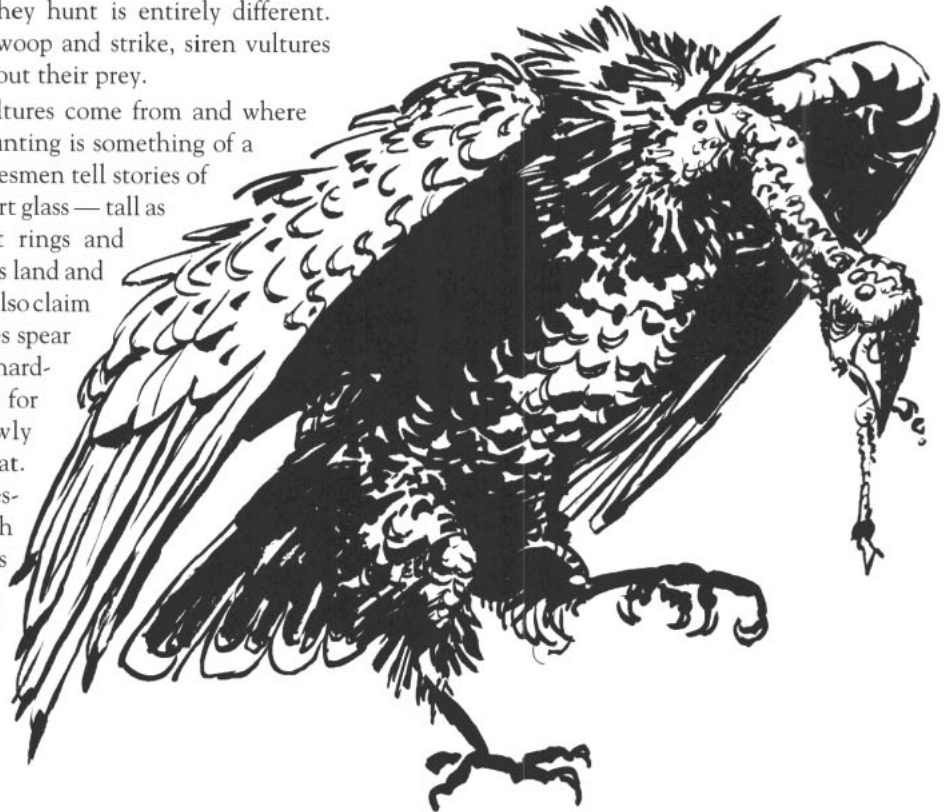
What the Ubuntu know for certain about siren vultures is how they hunt. These

strange beings land near single Ubuntu — or other beings — and trill hypnotically. If the performance is forceful enough, it lures the unlucky victim away from his current locale. The siren vulture then leads its thrall out into the desert, ostensibly toward the tree of glass, if legends are reliable. The siren vulture lures the victim away from water and obvious sources of food, landing occasionally to sing and entice the victim further. When the victim inevitably dies of exposure (provided he can be led long enough), the vulture picks him up and flies away with him. The birds are also known to lure prey into dangerous situations or places, such as over a cliff, and then to carry off their corpses.

Combat

Most siren vultures fly away instantly if attacked, but they can fight. If brought down by an Ubuntu slinger or an arrow shot, they draw their wings in close and stand their ground. If one siren vulture in a group dies in battle, the others will pick it up and attempt to escape with it.

Song (Su): The siren vulture's song lulls a victim into a senseless stupor if he fails a DC 12 Will save. The victim follows the siren vulture for 2d6 rounds, at which point the vulture must sing again.



Skin Devil

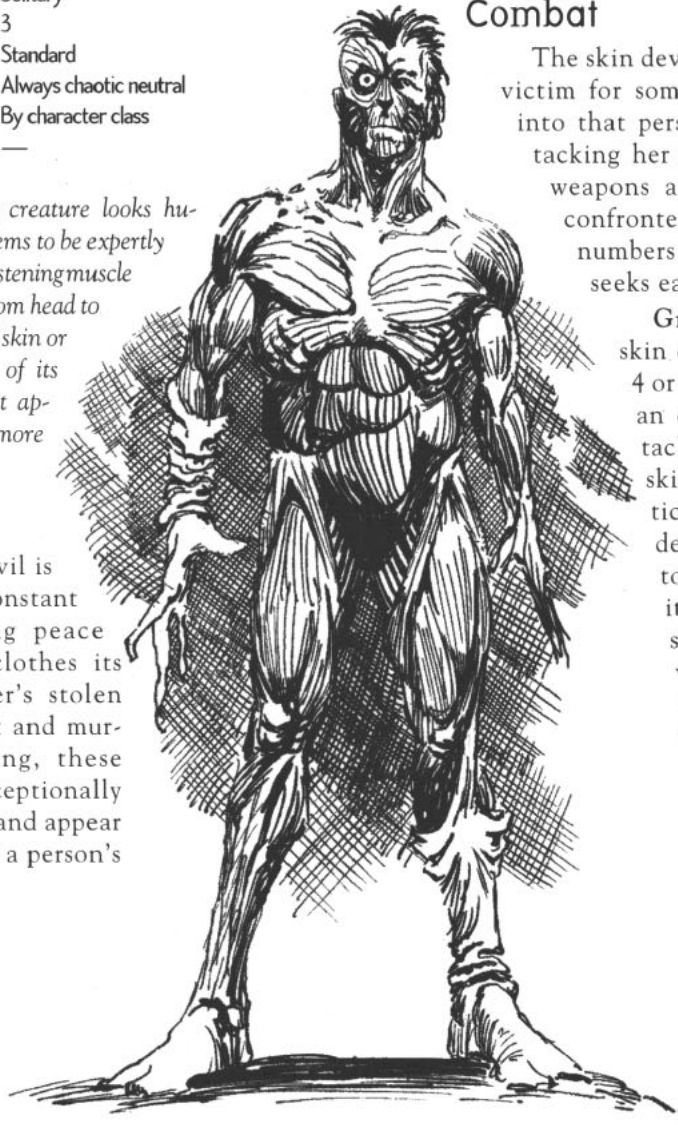
Medium Humanoid (Skin Devil)

Hit Dice:	5d8+20 (42 hp)
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+5
Attack:	Claw +5 melee (1d6+2) or longsword +5 melee (1d8+2) or bite +5 melee (2d4+2)
Full Attack:	2 claws +5 melee (1d6+2) and bite +0 melee (2d4+2), or longsword +5 melee (1d8+2) and claw +0 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Grow new skin
Saves:	Fort +5, Ref +7, Will +0
Abilities:	Str 15, Dex 17, Con 18, Int 12, Wis 9, Cha 14
Skills:	Bluff +10, Gather Information +4, Hide +6, Intimidate +5, Listen +6, Move Silently +4, Spot +5
Feats:	Alertness, Improved Unarmed Strike
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	By character class
Level Adjustment:	—

The terrifying creature looks human, but its skin seems to be expertly removed to reveal glistening muscle and pulsing veins from head to toe. Odd patches of skin or hide cling to parts of its body in tatters that appear to come from more than one being.

Description

The skin devil is a creature in constant agony, knowing peace only when it clothes its form in another's stolen skin. Intelligent and murderously cunning, these creatures are exceptionally capable mimics and appear to gain a part of a person's



skills, mannerisms, and personality through a stolen skin. A skin devil that can take a 2-inch square of skin from a victim can place the flesh over its heart and within one night grow skin and hair identical to that of the "donor." This disguise is only temporary, however, starting to rot almost immediately and becoming useless after a single week, at which point the skin devil has hopefully singled out its next victim. Stories describe skin devils stalking quietly through large towns for months, leaving behind a trail of bodies until they are finally discovered and destroyed.

Skin devils can apparently speak and read all the major humanoid languages, though whether this is an innate ability or something absorbed from their victims is unknown. These creatures use weapons and armor like any other person, and in at least one case, a skin devil was encountered that could cast spells.

Combat

The skin devil prefers to stalk its next victim for some time, working its way into that person's confidence and attacking her unawares with whatever weapons are available. If directly confronted with superior skill or numbers, the creature flees and seeks easier prey.

Grow New Skin (Su): If a skin devil succeeds in dealing 4 or more points of damage to an opponent in a single attack, it can remove sufficient skin to grow a disguise identical to its victim. The skin devil needs one full night to grow the skin. By dawn it has a flawless disguise, similar mannerisms and voice, and the ability to call upon the victim's skills and spell abilities at one-half the victim's level. These abilities last for only one week or until the skin itself is destroyed (i.e., the creature suffers more than half its hit points in damage).

Skyquill

Medium Fey	
Hit Dice:	10d6 (35 hp)
Initiative:	+10
Speed:	30 ft. (6 squares), fly 100 ft. (perfect)
Armor Class:	16 (+6 Dex), touch 16, flat-footed 10
Base Attack/Grapple:	+5/+4
Attack:	Slam +4 melee (1d4-1)
Full Attack:	2 slams +4 melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Quills, spray colors
Special Qualities:	Adhesive glands, cause fog, create cloud, create rain, dark vision 80 ft., voice of the butterfly, low-light vision, damage reduction 10/cold iron, SR 14
Saves:	Fort +3, Ref +15, Will +8
Abilities:	Str 8, Dex 22, Con 10, Int 11, Wis 12, Cha 22
Skills:	Escape Artist +19, Handle Animal +14, Heal +14, Move Silently +19, Spot +14, Swim +12
Feats:	Ability Focus (spray colors), Dodge, Improved Initiative, Lightning Reflexes
Environment:	Any land
Organization:	Solitary, pair, nest (6-8), or flock (9-20)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	11-20 HD (Medium); 21-30 HD (Large)
Level Adjustment:	—

This beautiful and slender creature has large wings colored as a butterfly and a long tail that tapers down and ends in a cluster of rainbow colored quills.

Description

Skyquills are the children of Syhana, demigoddess of the clouds, who is herself a daughter of Madriel, goddess of sky. Madriel has entrusted to Syhana the care and cultivation of the clouds.

Skyquills fly among the clouds and shape them. In fact, the Scarred Lands' common folk know that skyquills are at work when they look up and see clouds changing shape, even on a day with no breeze. Skyquills can also create and walk the rainbow paths, and many believe that of all creatures only skyquills know what lies at the end of those colorful bands.

Skyquills keep a carefully guarded secret: they know that quillflies can be used to cause clouds to produce rain. Quillflies look like common butterflies, but they produce a magical nectar that skyquills use to prepare the clouds if they wish to reward mortals for a past kindness. Therefore, skyquills are often found near the ground, caring for quillflies and harvesting this magical nectar. Not surprisingly, skyquills are extremely protective of quillflies, and they tend to

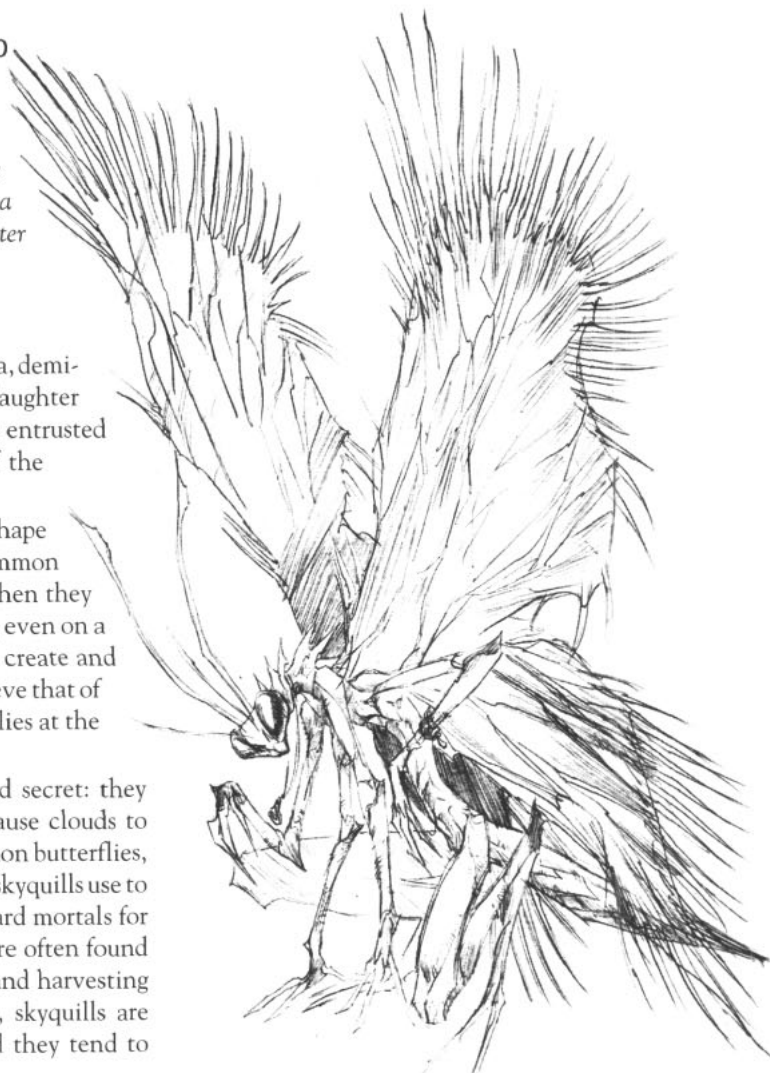
attack first and ask questions later if they feel that their charges are endangered.

One old tale holds that a manorial lady planted a number of butterfly bushes about her demesne, which quillflies soon found and fed upon. Seeing this kindness, the skyquills made certain that the lady's fields never wanted for refreshing rain. Therefore, some Scarred Lands farmers consider it taboo to kill any butterfly, lest their own crops go parched.

Combat

If they must, skyquills can hit an opponent with their gluey hands for slight damage, but they typically rely upon other abilities to end a fight.

Quills (Su): By flapping and releasing the quills on the edges of their wings, skyquills can shower opponents with rainbow-colored needles. The needles cover a 15-foot cone, and anyone in the area of effect must succeed at a DC 15 Reflex save or be struck by 1d3 needles of random color and effect. Consult the following table for the needles' effects:



Roll 1d6	Color	Effect
1	Red	DC 15 Will save or the victim is overcome with amorous love for the closest creature of the appropriate sex and at least somewhat similar race. The victim stops all activity to proclaim his love to his newfound soul mate. If no compatible creature is nearby, the victim lapses into a narcissistic love and immediately searches for a reflection of himself with which to better admire his beauty. The effect lasts 2d4 minutes before the intensity of the feelings diminishes gradually. The victim defends himself or his new love from attack, but he otherwise remains quite lovestruck and docile.
2	Orange	DC 15 Fortitude save or the victim is overcome with ravenous hunger. He immediately seeks out food from the closest available source. The effect lasts 2d4 minutes.
3	Yellow	As orange, except the victim is overcome with thirst.
4	Green	DC 15 Will save or the victim is overcome with curiosity about some random element of his surroundings (GM's choice). The victim stops all activity to examine the object, which may be another creature, a butterfly, a tree, or just what lies on the other side of that distant hill. This effect lasts 3d6 minutes or until the victim is attacked.
5	Blue	DC 15 Will save or the victim is overcome with a tremendous sense of peace and calm. She does not seek to attack or do anything strenuous. If attacked, she retreats to safety. This effect lasts 2d4 rounds.
6	Violet	DC 15 Will save or the victim falls into a deep sleep, which lasts 2d4 hours or until the victim is forcibly awakened.

Spray Colors (Sp): As a move action and at will, skyquills can shoot forth rainbow-like color from their hands in a 20-foot cone. Anyone struck by the spray is blinded by the dazzling colors for 1d8 rounds unless succeeding at a DC 17 Fortitude save.

Adhesive Glands (Ex): The palms of skyquills' hands and the bottoms of their feet are grayish-black, where glands exude an adhesive that lets them cling to surfaces and hang upside-down. Skyquills can be pulled off or down from a surface to which they have adhered with a successful opposed Strength check; they receive a +8 competence bonus to such checks.

Cause Fog (Sp): A skyquill can create a magical fog once per day that covers a 40-foot radius. This fog

obscures all forms of vision and lasts for 2d4 minutes. This ability otherwise resembles the *fog cloud* spell as cast by a 15th-level sorcerer.

Create Cloud (Sp): Skyquills can create small, 10 cubic foot bits of cloud per round.

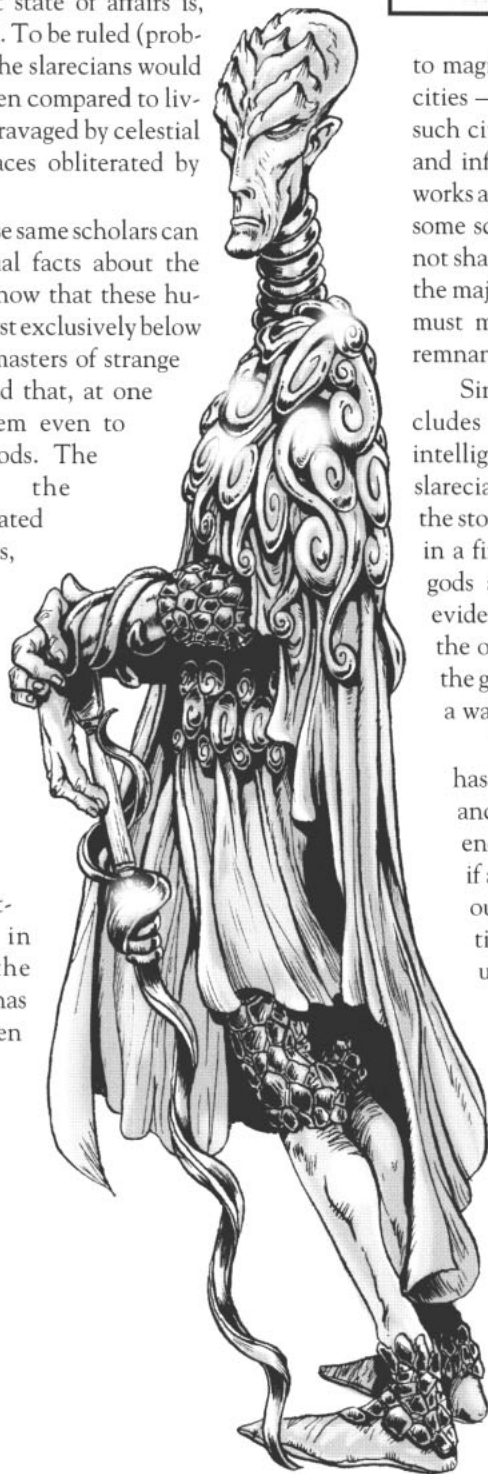
Create Rain (Su): Skyquills can use the nectar of quillflies along with their cloud shaping abilities to make a gentle rain. The showers they create last for 1d6 hours and rejuvenate weary folks who have otherwise been hard at work outside.

Voice of the Butterfly (Ex): Skyquills can speak with and understand butterflies.

Slarecian

Many of the scholars and seers who contemplate, examine, and uncover the history of the Scarred Lands share a favorite story of an alternate manner in which the future might have unfolded. If the gods and titans had not sundered the world in their great battle, then perhaps a secretive and almost unknown race called the slarecians would now rule the world. So, these scholars like to point out for any who will listen and for those who read their works, the present state of affairs is, perhaps, not so bad. To be ruled (probably enslaved) by the slarecians would be a nightmare when compared to living even on a land ravaged by celestial war and among races obliterated by heavenly forces.

Of course, these same scholars can provide little actual facts about the slarecians. They know that these humanoids lived almost exclusively below ground and were masters of strange powers of the mind that, at one point, allowed them even to affect the very gods. The scholars know the slarecians investigated the blackest of arts, but whether such practice was common necromancy or for a more enlightened purpose such as medicine or surgery cannot be determined. Scholars also know that the scant slarecian literature written in Common (as the slarecian language has proven resistant even



The Slarecians as Psionic Creatures

Those who choose to use the psionics rules from the *Psionics Handbook* to reflect the strange mental powers of the slarecians should grant all of the slarecian creatures Power Resistance equal to their Spell Resistance. Some of the slarecian creatures may even be found with the psionic template.

to magical translation) recovered from some buried cities — or even found moldering in the libraries of such cities as Vashon and Lokil — deals with death and infernal beings, but it is unclear whether such works are biographical or fictional. In the end, though some scholars claim a repository of artifacts they do not share with others, the majority of scholars, and so the majority of intelligent races of the Scarred Lands, must make do with judging the slarecians by the remnants of their civilization.

Since that which the slarecians left behind includes the likes of gargoyles and ghouls, most intelligent races fear what might have been if the slarecians had mastered their own destiny. Instead, the stories of the time before the Divine War say that in a final act prior to setting upon each other, the gods and titans annihilated the slarecians, who evidently paid homage to neither group. Whatever the outcome of their war with each other, neither the gods nor the titans desired the slarecians to find a way to emerge the true victors.

The appearance of the slarecians themselves has only been confirmed by illustrations in some ancient tomes and by the aspect of the rarely encountered slarecian ghouls. Only time will tell if anything more can be learned of this mysterious and evidently powerful race — and only time will tell if this knowledge need be put to use.

Slarecian Gargoyle

Large Construct	
Hit Dice:	6d10+30 (63 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (clumsy)
Armor Class:	22 (-1size, +1Dex, +12natural), touch 10, flat-footed 21
Base Attack/Grapple:	+4/+8
Attack:	Bite +7 melee (1d6+4) or horn +7 melee (1d8+4)
Full Attack:	Bite +7 melee (1d6+4) and 2 claws +2 melee (1d6+2)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Horn special attacks
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., damage reduction 5/adamantine
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 18, Dex 13, Con —, Int —, Wis 9, Cha 2
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary or pack (1–3)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

This statuesque figure of a humanoid with otherworldly features looks to be carved from stone. Its dull gray surface makes the creature's vividly colored horn, which sparkles like colored glass, all the more striking in appearance.

Description

Not a race unto themselves like some others kinds of gargoyles, slarecian gargoyles are believed to be magical constructs that once guarded the tunnels and caverns of a presumed slarecian civilization. The majority of these defenders were likely destroyed when the slarecians were assaulted by the minions of the gods and titans, but some obviously escaped that fate, for they are sometimes encountered, although primarily in very remote locations. Such is not always the case, though: a couple of reports describe a slarecian gargoyle clawing its way out of the ground within or near a town or village and rampaging against the inhabitants. Most observers assume that the gargoyles were trapped in tunnels or caves beneath the ground, finally regained their freedom, and then turned upon those nearby as though they were intruders. Some people worry about a time when a slarecian gargoyle might dig its way up to the streets of a city such as Mithril and lay waste to doz-

ens or even hundreds of citizens before it can be stopped.

Slarecian gargoyles do not communicate, even with each other, and they cannot be reasoned with or dissuaded from their ends.

Whenever multiple slarecian gargoyles are encountered, they always have different colored horns (i.e., a group of three represents each color detailed below).

Combat

If possible, a slarecian gargoyle attacks with surprise, often posing as a statue and then springing upon a foe. Although slarecian gargoyles do not communicate, they do have what must be instinctual or innate tactics, especially when fighting as a trio. A blue-horned one tries to freeze foes as a red-horned one wades into melee, looking to position itself close to as many foes at once (and hopefully nearby a frozen foe, a tactic that draws comrades in to save their friends). Meanwhile, the yellow-horned gargoyle targets spellcasters with its lightning bolt attack.

Horn Special Attack (Su): Slarecian gargoyles are known to come in three different varieties distinguished solely by the color of their gem-like horns. These three colors are red, blue, and yellow, each with its own unique power.

The red-horned gargoyle can radiate tremendous heat as a free action. Those within 5 feet of the gargoyle suffer 1d4 points of fire damage each round, and any metal weapons or armor within that range also heat up as per the druid spell *heat metal*.

The blue-horned gargoyle may attempt to hold a victim in place magically with a powerful freezing effect. It may target one victim per round, who must attempt a DC 16 Fortitude save. Victims who succeed at the saving throw are still slowed to half speed as per the *slow* spell; victims who fail are frozen immobile. The gargoyle may use this power three times per day.

The yellow-horned gargoyle can fire a lightning bolt from its horn three times per day. The bolt is treated as a ray effect spell requiring a ranged touch attack (at +6) from the gargoyle to hit. The target of the bolt suffers 6d6 points of electricity damage (Re-

flex half DC 16). The bolt has a range of 60 feet and is used in lieu of a horn attack.

Immunity to Magic (Ex): Slarecian gargoyles are immune to any spell or spell-like ability that allows spell resistance, except as follows:

Red-horned slarecian gargoyles take damage normally from any magical attack that deals cold-based damage.

Blue-horned slarecian gargoyles suffer as from the spell *confusion* if they are targeted by a *haste* spell and receive no saving throw, nor the benefits of the *haste* spell.

Yellow-horned slarecian gargoyles take damage normally from any magical attack that deals acid based damage.

Skills: *Slarecian gargoyles receive a +10 racial bonus to Hide checks when concealed against a background of worked stone.



Slarecian Ghoul

Medium Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+4
Attack:	Bite +4 melee (1d6+1 and fetid touch)
Full Attack:	Bite +4 melee (1d6+1 and fetid touch), 2 claws –1 melee (1d6 and fetid touch)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fetid touch
Special Qualities:	Undead, damage reduction 10/adamantine, turning immunity
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 13, Dex 15, Con —, Int 15, Wis 15, Cha 16
Skills:	Climb +7, Escape Artist +9, Hide +9, Jump +7, Listen +9, Move Silently +9, Search +6, Spot +9, Swim +4
Feats:	Cleave, Improved Bull Rush, Power Attack
Environment:	Any land or underground
Organization:	Solitary, pair, or pack (1–4)
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—

The humanoid has strange, alien features — most notably its high skull, which slopes back in a series of short horned plates. Its gray skin is rotting and covered in an oily film that catches faint rainbow hues in certain lighting. But it is the thing's face that commands immediate attention — for it leers with horrifying hunger as it lunges forward.

Description

Some say that when they were set upon simultaneously by the gods and titans, the only way the slarecians could survive was to kill themselves. Stories diverge from there. Some say that slarecian ghouls are all that remains of a great civilization, while others attest that the ghouls are but a sampling of a city of undead slarecians that thrives beneath the ground.

There is little dispute that these ghouls were once slarecians. Whether they became ghouls to escape destruction or were subject to it upon death due to a predilection for cannibalism is hardly of concern to the unfortunates who face them. Like ordinary ghouls, the slarecian variety is emaciated, with rotten and decaying

flesh clinging to tall and now grossly slender frames. Slarecian ghouls eat only carrion, so fresh kills are left to decay before they are devoured.

The slarecian ghoul has lost none of its desire to dominate “lesser” races. Entire villages or towns may be seized by these terrible beasts, and all the inhabitants are afflicted by the ghouls’ fetid touch. The diseased inhabitants are allowed to live on only to serve later as food for the ghouls.

Slarecian ghouls speak Common and a tongue that no one can comprehend (Slarecian, which has proven unintelligible even through magic).

Combat

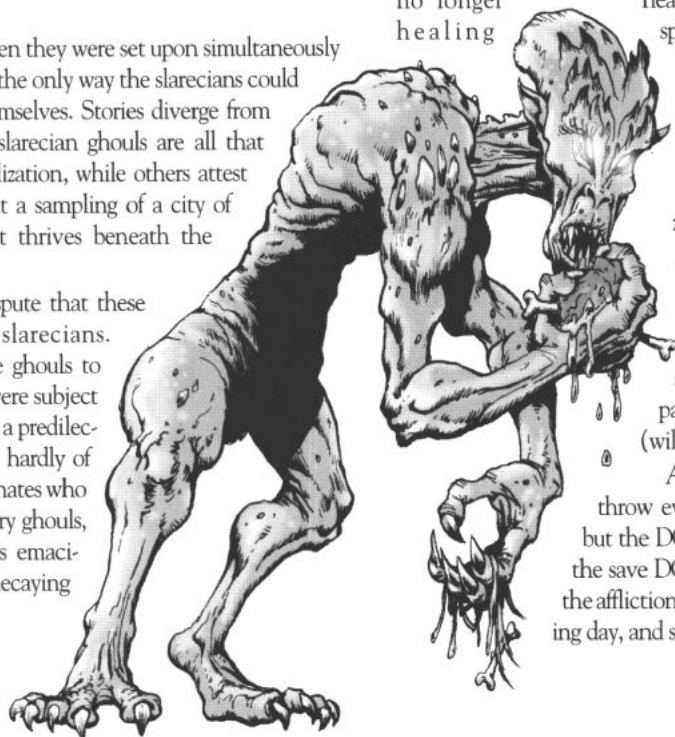
Slarecian ghouls are deadly foes. Much of the danger they pose is not faced until after a ghoul is destroyed — when victims may learn the terrible truth about the slarecian ghoul’s fetid touch. A slarecian ghoul attempts to spread its attacks to three opponents. It expects to afflict most of its foes with fetid touch and thus force them to retreat, hopefully with one or more opponents still stunned and unconscious from the fetid touch’s effects. The ghoul may then carry away a meal or pursue retreating opponents as circumstances warrant.

Fetid Touch (Su): A living creature hit by a slarecian ghoul’s attack must succeed at a DC 16 Fortitude save to avoid having his flesh start rotting. If the victim fails, he is stunned for the next 2d4 rounds. At the end of this time, the victim’s life force is whisked away, turning him into a kind of “living undead.”

He is considered undead in all respects — immunities, healing, unaffected by *raise dead* and similar spells, and so on — but he is not truly undead. Rather, the victim is caught in a terrible limbo between life and death. Until the effects of the fetid touch are removed or dissipate, a victim’s wounds no longer heal naturally — even magical spells and potions do not aid in healing. Victims in this state can be hurt further just like any undead, making it a perilous condition.

The victim acquires a zombie-like appearance (ashen gray skin) until the touch’s effects wear off completely. Fetid touch has no known cure other than natural recovery, but some wizards would certainly pay dearly to examine a victim (willing or not).

A victim receives a new saving throw every day to recover naturally, but the DC increases by +1 per day. So, the save DC increases to 17 the day after the affliction is gained, to DC 18 the following day, and so on.



Slarecian Language Virus

Magical Hazard

Description

Some wizards who have attempted to decipher ancient slarecian texts through the use of high magic succeeded only in afflicting themselves with a bizarre enchantment or disease. Once afflicted, the victim cannot speak or write in any language. When she attempts to speak, her voice only enunciates a sing-song of garbled gibberish, and when she attempts to write, her hand moves of its own accord, almost as if ghost-writing, and etches only scrawling knots of lines that resemble no known language. The victim also cannot read any language. Though victims can still think coherently in any language with which they were fluent before, they lose all ability to communicate externally with such languages.

Were this mental affliction to end there, it would seem the result of some curse or mystic rune embedded in the slarecian language. Yet the affliction, like a disease, is contagious, and anyone to whom the afflicted speaks or anyone who takes more than a glance of anything the afflicted writes also becomes subject to the virus — as if the disease is passed on through the gibberish the afflicted uses in lieu of

language. Therefore, where the disease breaks out, it spreads very quickly until a sage is consulted and the afflicted quarantined and cured.

Any two people afflicted with the disease may communicate with one another, but not with anyone who is uninfected. Additionally, victims of the language virus cannot cast spells with verbal components, speak proper command words to activate magical items, read scrolls or spell books, or even pray properly to regain divine spells.

System: Anyone using magical means to decipher the slarecian language or even trying non-magical means of intense study to understand this enigmatic language may be subject to the slarecian language virus if the text studied happens to carry it. Such linguistic researchers of “diseased” texts must succeed at a DC 22 Will save to resist infection.

All who hear the afflicted speak or read their afflicted writing must pass a DC 18 Will save to resist picking up the disease themselves.

The language virus can be cured with magic like any other disease, may be removed as though it were a curse, or even dispelled as a magical effect (treat as caster level 15).



Psionics: Slarecian Language Virus

If using psionics as a means of reflecting the strange powers of the slarecians, then the language virus is much more than a simple disease spread by contact with slarecian writings. It is actually a psionic construct originally created to ease the process of slarecian domination of the surface world. By infecting entire civilizations with this virus, the slarecians were able to ensure that their new subjects not only spoke their tongue (and only their tongue), but also that they were rendered powerless to use both arcane and divine magics.

Something has changed of late, however. Those who catch the virus from actual slarecian writings are still afflicted as normal. Yet those to whom they pass the virus may sometimes serve as a stopping point for the virus — while they themselves catch it, those to whom they speak do not. Furthermore, within the span of about a week or so (generally, 2d6 days minus the victim's Constitution bonus, if any), the effects of the virus seem to wear off; the victim simply regains the ability to speak normally.

In the meantime, though, strange changes have occurred. The virus affects the mind of its victim, who sometimes suffers dreams that seem to portray a civilization of tall, ridge-browed folk,

cruel and intelligent. The victim's mind alters, ready to awaken the gifts of the slarecians — psionics — within him.

Those who embrace those aspects of their psyche (i.e., actually take a level in psion or psychic warrior) find that the dreams stop and that they gain the ability once more to speak the language of the virus (the slarecian tongue), though it does not override their normal speech patterns. Furthermore, these new psionic beings are immune to further exposure to the slarecian language virus.

What remains a mystery is exactly *why* this happens. Even the slarecian cults, their numbers newly bolstered, are at a loss to explain why their former masters might create a psionic virus originally meant to ease conquest that can actually awaken psionic powers in its victims. Surely, they reason, this is far from an effective way of conquering a people?

Most of the cults generally agree that this was not the original intention for the virus, which was simply to serve as a tool for conquest. Yet the changes in the very warp and weft of reality, and time itself, have caused the virus to evolve, seeking out and awakening those centers of the mind that harbor latent psionics.

Slarecian Muse

Tiny Construct	
Hit Dice:	3d10 (16 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	35 (+25 natural), touch 1, flat-footed 35
Base Attack/Grapple:	None
Attack:	None
Full Attack:	None
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Spell-like abilities, mission
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft, damage reduction 10/adamantine, answer
Saves:	Fort +1, Ref +1, Will +4
Abilities:	Str —, Dex —, Con —, Int —, Wis 17, Cha 18
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Tiny); 7–9 HD (Small)
Level Adjustment:	—

This life-size sculpture of a dwarf's head seems to have been cut from a single gigantic gemstone.

Description

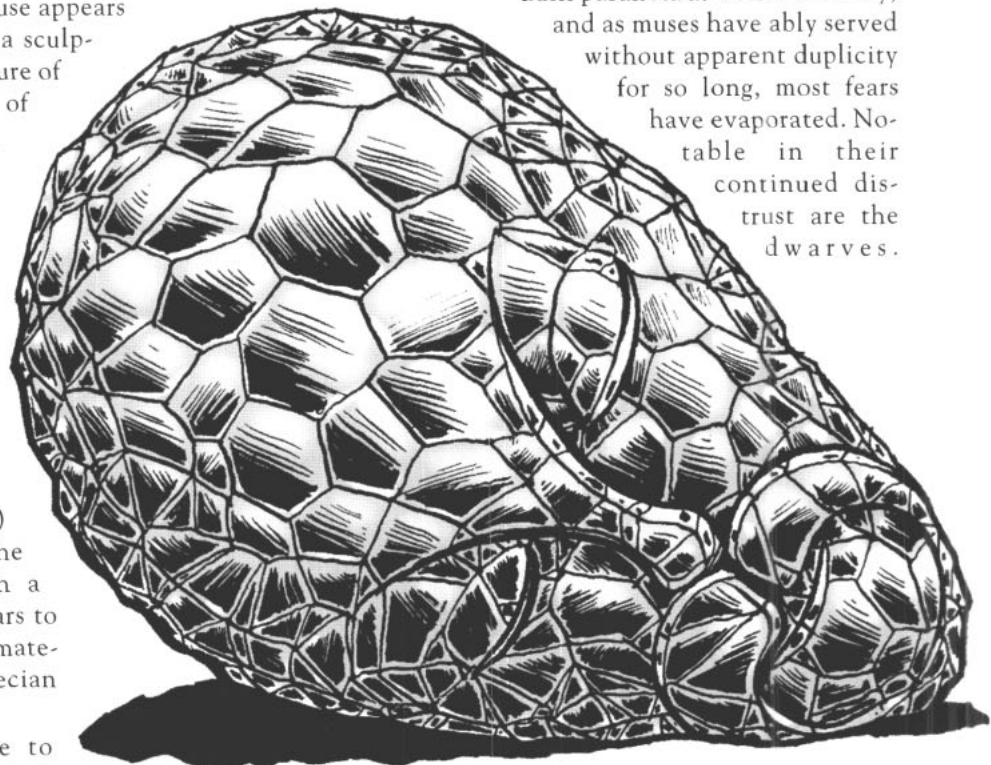
Perhaps at once the most fascinating and most frustrating creature in the Scarred Lands, the slarecian muse appears as nothing more than a sculpture of a head. The nature of the head can be that of any race, from human to dwarf to goblin, but as far as anyone knows, only one slarecian muse of each race exists. Yet whether a muse exists for each intelligent race or whether there are muses for humanoid races only (thus, none for dragons and so on) remains uncertain. The material from which a muse is sculpted appears to be the same gem-like material as the horns of slarecian gargoyles.

Evidently unable to move even by magical

means, slarecian muses are at the disposal of those who claim to own them. Given as gifts to the rulers of various races hundreds of years ago by ambassadors claiming to represent the slarecians, the muses have largely remained in the hands of the original recipients or their descendants. Some muses have been lost or misplaced through mischief over the course of the last two centuries; in particular, a number of the muses given to the “less civilized” races are missing. For instance, the muses of both human and asaathi likenesses are known to be lost. Those who claim to “own” muses are highly protective of them and typically restrict access to them.

Each muse is highly intelligent but speaks only to those of the race it depicts. All other races are regarded as enemies, though these “enemies” are not attacked unless they in turn attack or attempt to move the muse. With its allies, a muse quite willingly shares its vast knowledge. Though they converse at length, the muses divine the answer to only one direct question per day, which is the first question put to them after each sunrise. In the event it cannot answer the question, a muse says as much but still declines to answer further questions that day.

Many — perhaps most — people still distrust muses, feeling they must be part of a ruse or plot of the slarecians. Time, though, dulls paranoia as well as memory, and as muses have ably served without apparent duplicity for so long, most fears have evaporated. Notable in their continued distrust are the dwarves.



King Dragh (who then ruled from Burok Torn) locked his muse away when he received it, and his great-grandson who rules today has kept it so (though whether the muse remains in Burok Torn or whether the new dwarven king even cares or knows of its presence is unclear).

Of course, muses should be mistrusted, for though they hold no specific grudge against those with whom they consort, they do have a mission to complete, the details of which remain a mystery. Those who take advantage of the muses' powers, however, seem to return the favor of the answers by procuring a number of strange, exotic, and expensive items. Unknown to any but those rulers who deliver said items after obtaining them or hiring others to do so, an object is devoured by the muse and never seen again. Shy of 100 years ago, a centaur king named Narriok made claims of something of this sort occurring, but he later recanted, laughing at his joke.

Over the past 200 years, some fortunate adventurers and mercenaries have grown rich and powerful by completing errands for various rulers. Retrieve a gemstone from some forgotten cave, or the scale of a dragon, or a sacred idol that is later bathed in the waters of the great Vaarooshan Falls: slarecian muses seek all manner of peculiar items.

Combat

Slarecian muses do not engage in combat unless forced to do so by aggressive adversaries. Muses in the "possession" of racial leaders are generally protected from such threats, but some of the lost muses may not be so fortunate. Muses, however, are extremely difficult to injure, and those who encounter one will more likely fall prey to its mind-influencing powers and attempt to protect it thereafter. The muse then seeks to maintain control long enough to coerce its slave/friend into returning it to the hands of the leaders to whom it "belongs" (i.e., the human head, if ever encountered, might desire to travel to Vashon, home of King Virduk).

Spell-Like Abilities: At will — *daze*; 4/day — *charm person, hypnotism, sleep*; 3/day — *detect thoughts, hypnotic pattern, scare*; 2/day — *suggestion*. These spell-like abilities are as cast by a 6th-level sorcerer (base save DC 14 + spell level).

Mission (Sp): This ability can be used to coerce an individual to undertake a specific quest. It may be used once per week on any subject who has ever received an answer from the muse (see "Answer," below). Even if one answer is all an individual ever requests, he is still susceptible to multiple missions. In addition, the power operates telepathically and reaches its target anywhere on the same plane as the muse. The victim of the mission gains one DC 30 Will save to ignore each use of this power. Success means the victim has an odd dream that is quickly forgotten. Failure means the victim diligently pursues the completion of the muse's mission, either personally or by delegating the task to others.

If an affected individual attempts to tell another of his coercion or does not attempt to complete the mission, he must make a DC 30 Will save or fall under the muse's complete mind control. Muses, however, do not wish to call attention to this mental domination, so the affected individual maintains a life much as before, yet gains a penchant for undertaking missions on the muse's behalf.

Answer (Su): A slarecian muse may use this divination ability once per day. Basically, a muse can divine the answer to any "yes" or "no" question 70% of the time. If an answer cannot be obtained, the muse says as much, and that question may never be asked of the same muse again (even by a different individual).

Immunity to Magic (Ex): A slarecian muse is immune to any spell or spell-like ability that allows spell resistance, except *feeblemind* which causes the muse to cease functioning and remain inert for a day if it fails its saving throw.

Slarecian Shadowman

Medium Undead

Hit Dice: 4d12 (30 hp)
Initiative: +10
Speed: 30 ft. (6 squares) or special (see below)
Armor Class: 30 (+10 Dex, +10 natural), touch 20, flat-footed 20

Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d8+1 and Strength drain)
Full Attack: 2 claws +3 melee (1d8+1 and Strength drain)
Space/Reach: 5 ft./5 ft. or special (see below)
Special Attacks: Absorb memory, destroy memory, graft, Strength drain

Special Qualities: Undead, darkvision 60 ft., immunities, turning immunity

Saves: Fort +1, Ref +11, Will +6
Abilities: Str 13, Dex 30, Con —, Int 16, Wis 14, Cha 15
Skills: Hide +17, Intimidate +8, Listen +11, Move Silently +17, Search +9, Sense Motive +6, Spot +11, Survival +7

Feats: Alertness, Track
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

A flicker of... something... slips across the floor and up one wall. It is impossible to tell if it was just a trick of the light or something more.

Description

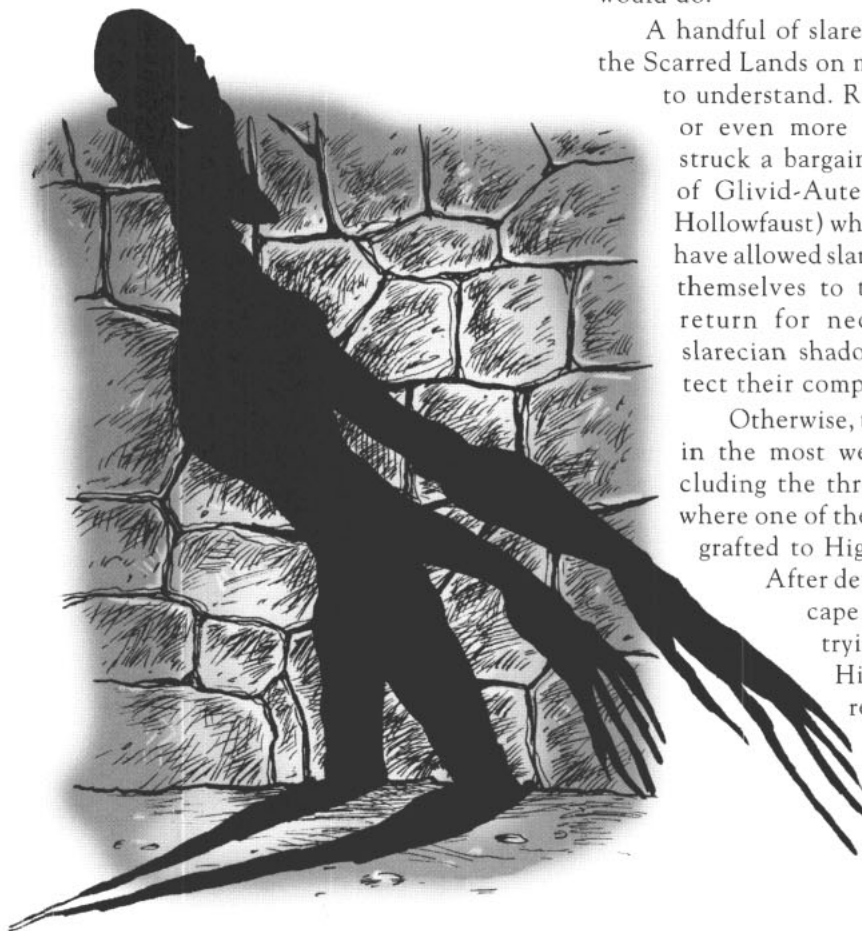
The existence of slarecian shadowmen is a fact, but their nature and purpose are unclear. They are believed to be undead creatures, although clerics seem incapable of turning them. They are also thought to have been spies and/or assassins for the slarecians centuries ago, but this cannot explain why they are encountered in the present time and evidently still spy on others. Whether this is because they are ageless and carry out orders given long ago or because some slarecians yet survive is also unknown.

What is known, however, is the virtual impossibility of detecting the creatures. A slarecian shadowman dwells in darkened areas where it is indistinguishable from the surrounding shadows. Even after it replaces a victim's natural shadow with its own body, a slarecian shadowman remains difficult to detect — like the shadows themselves, a shadowman can twist and stretch its body to duplicate what a natural shadow would do.

A handful of slarecian shadowmen wander the Scarred Lands on missions no one can hope to understand. Rumors circulate that one or even more of these creatures have struck a bargain with the necromancers of Glivid-Autel (renegades once from Hollowfaust) wherein the death magicians have allowed slarecian shadowmen to graft themselves to the sorcerers' bodies. In return for necromantic secrets, the slarecian shadowmen are ready to protect their complicit hosts.

Otherwise, they are encountered only in the most well defended locales, including the throne room of Eldura-Tre, where one of the vile creatures was found grafted to High Warden Jarwen-awen.

After detection, it managed to escape and was later discovered trying to regain access to the High Warden. He is now reportedly confined to the city in hopes that he is now inaccessible to the slarecian shadowman.



Combat

A slarecian shadowman can be frustratingly invulnerable or quickly dispatched depending on the foes it faces. Since it is immune to almost everything but light- or fire-based attacks, a slarecian shadowman targets first enemies with the ability to harm it. Spellcasters are certain to be at the top of the list, since they might have light or fire spells at their disposal. The shadowman tries grafting to the most powerful spellcaster first to destroy the memory of any spell that might harm it.

Because it is made of the stuff of shadows, a shadowman not interested in remaining camouflaged can stretch as much as 30 feet away from its grafted victim to attack another foe. Its shadowstuff composition also explains the creature's AC of 30 regardless of any possible modifiers such as size or facing.

Absorb Memory (Su): Once a shadowman grafts to a victim (see below), it can access her thoughts and memories. Every day that a shadowman remains grafted, the victim receives a DC 14 Will save (it is recommended that the GM roll this privately). On a successful save, the GM may report that the victim experienced a restless night of nightmares. On a failed save, the slarecian shadowman becomes privy to d% of the victim's memories and thoughts. The shadowman always keeps the highest percentage roll made thus far — so if on day 1 it accesses 56% of the victim's memories and on day 2 rolls 24%, the shadowman still knows 56% of the victim's memories. A slarecian shadowman may use this ability once per day per graft victim.

Destroy Memory (Su): Seven times per day, but no more than once per round, a slarecian shadowman may attempt to destroy a memory of someone to whom it is grafted — a password, a memorized spell, the victim's mother's name, and so forth. The slarecian shadowman must have absorbed knowledge of the targeted memory already. Roll d%; if the result is equal to or less than the absorb memory score (see above), the shadowman knows the memory and may target it for destruction.

The victim receives a DC 14 Will save to resist memory destruction. On a failed save, the memory is lost permanently (though the slarecian shadowman retains it), and the victim does not notice the loss. A memorized spell can be re-

gained later as normal. This power may be used during combat in addition to the shadowman's two claw attacks.

Graft (Su): A slarecian shadowman may graft to no more than 3 different targets per day and to only one target at a time. It may try grafting to the same target as many times as it wishes until it succeeds. Each graft attempt is a full round action, and the target receives a DC 14 Will save. On a failed save, the slarecian shadowman replaces the victim's natural shadow with its own "body," which reshapes itself into an almost perfect match to the victim's own. On a successful save, the target knows she has resisted some variety of psychic attack. If the slarecian shadowman makes a successful Hide check before the attempt, the graft is not noticed.

The slarecian shadowman may subject a graft victim to Strength drain once per hour. This attack does not require the creature to reveal itself, and it affects a victim so gradually that she may not notice the loss until several points are drained or she needs to call upon her Strength for combat, lifting, and such activities. (DC 18 Fortitude save to sense the drain occurring.)

A slarecian shadowman may graft humanoids anywhere from Fine to Large size. Also, a graft cannot be broken by any kind of movement (including teleportation or the like), and a slarecian shadowman gains the size and speed of the graft victim.

Characters with very high Wisdom (16+) may attempt a DC 22 Spot check to notice something odd about a grafted victim's shadow. If they make any obvious sign of this recognition, the shadowman will likely graft them immediately and try to destroy that memory.

Strength Drain (Ex): A slarecian shadowman's claws deal normal damage on each hit plus 1d6 points of temporary Strength damage. A victim reduced to Strength 0 dies. Drained Strength points return at the rate of 1 point per hour. All drained points return with a full night's uninterrupted sleep.

Immunities (Ex): Slarecian shadowmen cannot be harmed by any attack that is not light-based. Light or fire inflicts normal damage, but all other attacks are ineffective. Light spells that do not have damage associated with them do 1d4 points of damage per caster level.

Sleet Devil

Large Elemental (Cold, Water)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+6/+13
Attack:	Bite +7 melee (2d6+3 and 1d6 cold)
Full Attack:	Bite +7 melee (2d6+3 and 1d6 cold), 2 claws +4 melee (1d6+1 and 1d6 cold)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, constrict 1d6+3, chill
Special Qualities:	Cold subtype, darkvision 60 ft., elemental traits, sense heat sources, sleet cloud
Saves:	Fort +10, Ref +5, Will +3
Abilities:	Str 16, Dex 19, Con 16, Int 7, Wis 13, Cha 14
Skills:	Climb +6, Escape Artist +7, Hide +8, Intimidate +5, Listen +3, Move Silently +7, Spot +4, Swim +8
Feats:	Power Attack
Environment:	Any cold
Organization:	Solitary or frolic (2-7)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	—

(Viewed outside ice cloud) A long, shadowy form with luminescent, ice-blue eyes is barely visible within a moving cloud of ice.

(Viewed inside ice cloud) A 60-foot long serpentine creature writhes about, snatching with two long, clawed forelegs made entirely out of crackling ice. Its long jaws are filled with hard icicle teeth.

Description

During the severe winters of the northlands, the locals huddle indoors around their fires and tell tales of icy demons stalking the night, waiting to catch and slay anyone they find. At least one of these tales is true: that of the sleet devil. This malicious creature hunts during the freezing night, searching for warm things to kill out of spite. The sleet devil is hard to perceive at first, due to the constant flurry of ice and snow that surrounds it.

Wise men are not quite sure from where the sleet devil originally came,

but tales paint it as the embodiment of frozen travelers' anger or a manifestation of the cruelty of long northern winters. Rumors suggest that one of the mighty titans must be buried, entirely or in part, beneath the ice at the top of the world.

Combat

Sleet devils often lie buried under snow banks to ambush opponents, although they also seem fond of openly and slowly approaching lone travelers to heighten their prey's sense of dread. If a sleet devil feels it can toy with its opponents, it strikes casually with teeth and claws, playing a cat-and-mouse game until it tires of the sport and goes for the kill. Prey that fights back is a different affair. In such cases, a sleet devil usually tries to constrict a suitable foe (preferably one without a large bladed weapon in hand) while biting and tearing at a second. Sleet devils are not foolhardy and will retreat if combat turns against them.

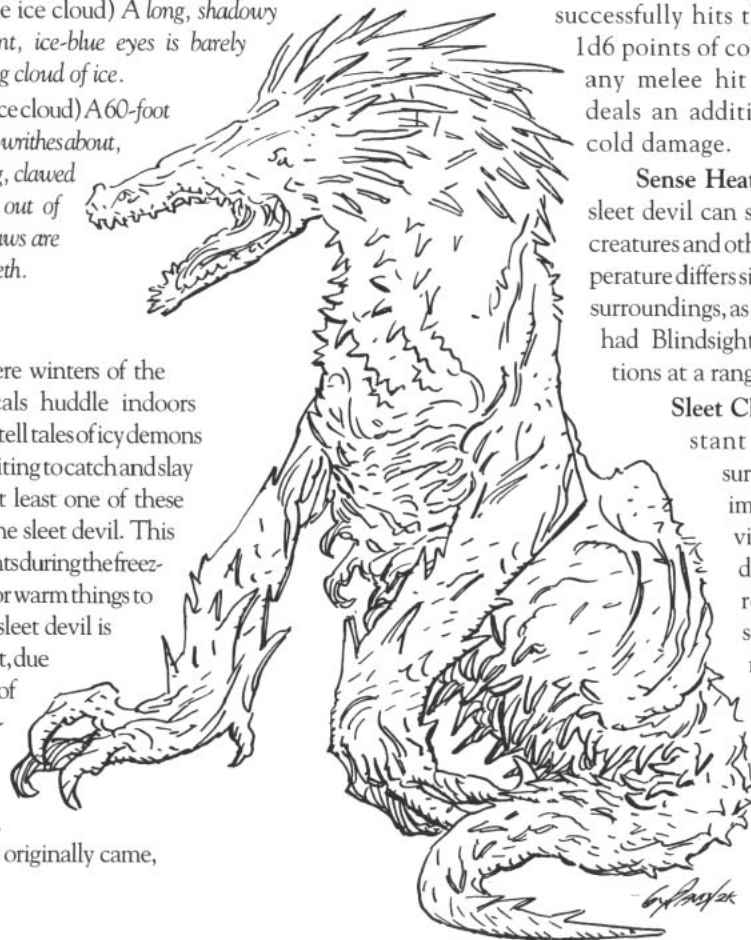
Improved Grab (Ex): To use this ability, the sleet devil must hit an opponent of Medium or smaller with a claw attack. If it gets a hold, it can constrict.

Chilling Constriction (Ex): A sleet devil deals 1d6+3 points of damage with a successful grapple check.

Chill (Ex): The body of a sleet devil is extremely cold. Any creature that successfully hits the sleet devil takes 1d6 points of cold damage. As well, any melee hit by the sleet devil deals an additional 1d6 points of cold damage.

Sense Heat Sources (Ex): The sleet devil can sense the presence of creatures and other beings whose temperature differs significantly from their surroundings, as though the sleet devil had Blindsight. This ability functions at a range of 120 feet.

Sleet Cloud (Su): The constant cloud of sleet surrounding a sleet devil impairs its opponents' vision as well as the sleet devil's scent. Creatures relying on sight or scent to target opponents suffer a -2 penalty to strike a sleet devil in melee or missile combat.



Solar Scarab

Diminutive Magical Beast

Hit Dice:	1d10-1 (4 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 30 ft., fly 60 ft. (good)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+1/-13
Attack:	Bite +3 melee (1d6-2)
Full Attack:	Bite +3 melee (1d6-2)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Solar beam
Special Qualities:	Sunlight storage, resistance to heat 10
Saves:	Fort +1, Ref +6, Will +1
Abilities:	Str 6, Dex 18, Con 8, Int 3, Wis 12, Cha 12
Skills:	Climb +7, Listen +2, Spot +3
Feats:	Improved Natural Attack (bite)
Environment:	Warm desert and plains
Organization:	Cluster (11-20) or swarm (10-100)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Diminutive)
Level Adjustment:	—

The exceptionally large scarab beetle trundles forward, its carapace a rich golden hue.

Description

The peculiar magical beetles called solar scarabs are a relatively new wrinkle in the Scarred Lands. These golden insects are particularly noteworthy due to their magical ability to store, focus, and redirect sunlight. Some branches of the Madrielite church claim that their powers are clearly a gift from the goddess, but this assertion is not yet proven.

The grapefruit-sized solar scarabs subsist on a diet of anything organic that is available, but they also apparently draw some nourishment from sunlight. At high noon in some areas of the desert, the spiraling flights of shining solar scarabs reflect like fireworks. They can exist without sunlight for a time, but if a solar scarab spends more than a week without exposure to the sun's rays, it simply wastes away.

A few cults of Madriel have managed to raise and train solar scarabs, largely for the purposes of assisting them

on undead-hunting expeditions. As the creatures show a level of intelligence comparable to a smart dog and live for approximately 20 years, they make most interesting—if not overly affectionate—companions.

Combat

Solar scarabs are not particularly aggressive toward most creatures, content simply to eat insects, carrion, deadwood and other scavenged materials. They tend to attack either in self-defense or, peculiarly enough, when in the presence of undead. The beetles swarm overhead any undead that cross their territory in broad daylight, devastating the creatures with a barrage of solar beams. They are less ready to use up their stores of light at night, but still strobe sunlight overhead, as if hoping either to injure the undead (which might be vulnerable to sunlight) or to attract other entities to deal with the monsters.

Solar Beam (Su): While in direct sunlight, solar scarabs can focus the sun's rays into an intense beam of heat. A solar scarab must be in flight above a target, although it need not be directly between the sun and its target—the solar scarab can direct the beam with some precision to a range of 30 feet. Targets must succeed at a DC 10 Reflex save or take 2d4 points of heat damage. A solar scarab may focus this solar beam during cloudy weather or indirect daylight, but it inflicts only 1d4 points of heat damage. If hard-pressed, a solar scarab can even release all its stored solar energy (see below) to produce one full-power beam that deals 4d4 points of heat damage to a range of 100 feet.

Sunlight Storage (Su): Excited solar scarabs can release stored sunlight, lighting the area around them in a 60-foot radius with genuine solar radiation. This light counts as pure sunlight for purposes of affecting creatures that are vulnerable to sunlight. A solar scarab can maintain this luminescence for up to 2 hours before needing to recharge its stores. To refill its stores completely, a solar scarab must be exposed to direct sunlight for 4 hours.

Resistance to Heat (Ex): Solar scarabs ignore the first 10 points of damage from any heat-based attacks and are immune to the adverse effects of high temperatures.



Sour Grub

Tiny Vermin	
Hit Dice:	1d8-1 (3)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	14 (+2 size, -1 Dex, +3 natural), 11 touch, 14 flat-footed
Base Attack/Grapple:	+0/-12
Attack:	Bite +1 melee (1d4-4 plus paralysis)
Full Attack:	Bite +1 melee (1d4-4 plus paralysis)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Paralysis
Special Qualities:	Vermin traits
Saves:	Fort +1, Ref -1, Will -2
Abilities:	Str 3, Dex 8, Con 8, Int —, Wis 6, Cha 2
Skills:	Hide +7, Listen +2, Move Silently +3
Feats:	Weapon Finesse ^B
Environment:	Any temperate and warm
Organization:	Writhe (2-12)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

A pale, fat wormlike creature as long as a large man's forearm wriggles free of the refuse heap, its jaws working feverishly.

Description

Sour grubs are becoming an increasingly dangerous threat as cities of the Scarred Lands slowly rebuild, spread, and grow crowded. These vermin originally lived in the wilds, spawning in cesspits and stagnant pools or beneath the rotting carcasses of animals. Now, however, cities such as Rahoch attract sour grubs in alarming quantities. Sewage drains, refuse piles, and even privies are infested.

Although disgusting and tenacious creatures, sour grubs do serve a purpose in many modern cities. Citizens tolerate them to a degree because the creatures eliminate disease-carrying rats and other vermin with a singular zeal. They become a problem when their population spreads to inhabit almost all locales that can support them, even the vaults of royalty.

People who intrude upon sour grub nesting areas — which can be anywhere from gutters to back alleys to stables — are bitten and injected with a paralyzing poison. Falling victim to this



bite can make a person or animal a meal as other nearby grubs close to feed.

Horribly, destitute citizens with little other recourse have taken to eating sour grub larvae. Indeed, some erstwhile rat-catchers have become urban filth-farming maggot dealers. These people are typically arrested when caught selling their wares in infested cities, but guards rarely patrol the poorest of markets.

Combat

Sour grubs have no combat style; they typically bite from hiding when disturbed in their filthy domains. Any and all nearby sour grubs feed upon a poisoned victim.

Paralysis (Ex): A sour grub's bite injects a paralysis inducing poison; those bitten must succeed on a DC 9 Fortitude save or paralyzed for 1d6 rounds. The save DC is Constitution-based. The grub does not inject poison when feeding on a paralyzed victim, but when the victim rouses from paralysis, the feeding grub will inject its poison again. Grubs feeding on an incapacitated victim deal 1d4-4 points of damage automatically each round they feed.

Skills: A sour grub receives a +4 racial bonus to Hide, Listen and Move Silently checks.

Spider-Eye Goblin

Small Humanoid (Goblinoid)

Hit Dice:	2d8 (7 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+1/−3
Attack:	Bite +2 melee (1d6 and poison) or Small javelin +4 ranged (1d4)
Full Attack:	Bite +2 melee (1d6 and poison) and 4 claws +0 melee (1d4) or javelin +4 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	All-around vision, darkvision 60 ft.
Saves:	Fort +0, Ref +5, Will +0
Abilities:	Str 11, Dex 14, Con 10, Int 9, Wis 10, Cha 6
Skills:	Balance +3, Climb +8, Hide +7, Jump +1, Listen +1, Spot +8
Feats:	Multiattack
Environment:	Warm forest and underground
Organization:	Gang (1–6), raiding band (3–18, plus 2–8 with spider mounts and 1 4th-level leader), or nest (5–50, plus 2–20 with spider mounts and 2 4th-level leaders and 1 8th-level cleric matriarch)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Advancement:	+1

The small humanoid has six long, slender limbs and a bizarre array of eight eyes that rest over a fanged maw. It wears scraps of clothes and oddments of cheap jewelry and scampers about easily on its two sets of arms and pair of legs.

Description

Goblinoids were among the titans' first attempts at creating humanoids. The creatures fell short of a suitable servitor race and were fast forgotten. They soaked up aspects of Scam in their primordial state, evolving into the varieties of goblinoid races that exist in present times.

Spider-eye goblins were infused with arachnid spirit during their birth, becoming one of the most hideous of an already ugly race. Spider-eyes breed quickly, but since the female usually eats the male during mating — and since offspring consume the female when they hatch — the population is smaller than with other goblinoids.

Spider-eye goblins make their lairs in deep jungle canopies or in caverns close to the land's surface. A matriarchy governs each small tribe, with one female priestess ruling the tribe. After the titans fell, most tribes took to worshipping the demigoddess Sethris, demon-witch of the web.



A sizable spider-eye goblin tribe keeps giant wolf spiders as trained mounts (see entry in this book). The large tribe near the Swamps of Kan Thet is renowned for these spider-mounts.

Combat

Spider-eye tactics rely on ambush, making use of their natural climbing ability to hide in the tree canopy or on cavern ceilings where they rain javelins and darts upon prey. Though not bright, spider-eye goblins are cunning with traps. In open combat (i.e., a fair fight), the usual goblin cowardice often takes hold of a leaderless band.

Poison (Ex): A spider-eye goblin's bite carries a weak poison. Bite—injury, DC 11 Fortitude save, 1d2 Dex/1d2 Dex.

All-Around Vision (Ex): Due to their multiple eyes, spider-eye goblins cannot be flanked.

Skills: Spider-eye goblins receive a +7 racial bonus to Spot checks. Mounted spider-eye goblins substitute Balance for Ride (giant wolf spider).

Optional Feat: Mounted spider-eye goblins may choose Mounted Combat as an alternate feat.

Spider-Eye Goblin Characters

Spider-eye goblins are ferocious but not courageous. Those who take the ranger class gain Multiweapon Fighting (rather than Two-Weapon Fighting) as a bonus feat if they choose the melee combat style; the feat is still limited to use while wearing light or no armor. Spider-eye goblin characters possess the following racial traits.

— +4 Dexterity, −2 Intelligence, −4 Charisma.

— Small size.

— Space/Reach: 5 ft./5 ft.

— A spider-eye goblin's base land speed is 30 feet and his climb speed is 20 feet.

— Racial Hit Dice: A spider-eye goblin begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, Will +0.

— Racial Skills: A spider-eye goblin's humanoid levels give it skill points equal to 5 × (2 + Int modifier, minimum 1).

Its class skills are Balance, Hide, Jump, Listen, Ride and Spot. Spider-eye goblins gain a +7 racial bonus on Spot checks.

— Racial Feats: A spider-eye goblin's humanoid levels gives it one feat.

— Weapon and Armor Proficiency: A spider-eye goblin is automatically proficient with simple weapons.

— +2 natural armor bonus.

— Natural Weapons: 4 claws (1d4) and bite (1d6 and poison).

— Special Attacks (see above): Poison.

— Special Qualities (see above): All-around vision, darkvision 60 ft.

— Automatic Languages: Common, Goblin.

— Favored Class: Ranger.

— Level Adjustment: +1

Spire Wyvern

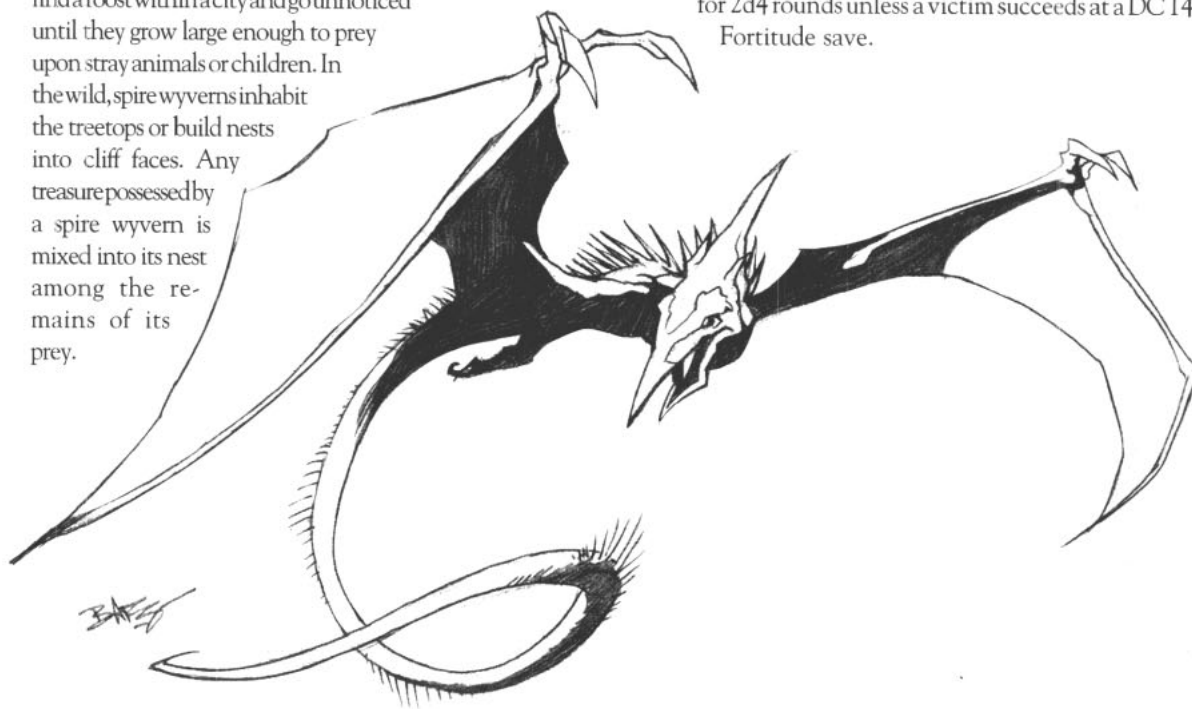
Medium Magical Beast

Hit Dice:	8d10 (44 hp)
Initiative:	+3 (Dex)
Speed:	20 ft. (4 squares); fly 120 ft. (poor)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+8/+8
Attack:	Talon +8 melee (2d6)
Full Attack:	2 talons +8 melee (2d6) or bite +8 melee (1d8) or tail +8 melee (1d10 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralysis
Special Qualities:	Keen senses, screech of the spires
Saves:	Fort +6, Ref +7, Will +0
Abilities:	Str 11, Dex 17, Con 11, Int 5, Wis 6, Cha 6
Skills:	Move Silently +8, Search +4, Spot +13
Feats:	Improved Natural Attacks (talon, claw and tail)
Environment:	Any land
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—

The reptile extends broad, leathery wings and launches itself from the high peak. With its long tail flicking as a rudder, it surges upward, fast becoming but a speck against the sky.

Description

The spire wyverns' nesting habits explain the roosts atop the great towers of the Scarred Lands' cities. Young spire wyverns in search of their own territory often find a roost within a city and go unnoticed until they grow large enough to prey upon stray animals or children. In the wild, spire wyverns inhabit the treetops or build nests into cliff faces. Any treasure possessed by a spire wyvern is mixed into its nest among the remains of its prey.



Some spire wyverns have been trained as lookouts. Their most common function is to help patrol frontier lands, coming back to roost in a keep or tower. Some rangers use spire wyverns to accompany them on patrol to act as an aerial warning.

Training spire wyverns is no easy task, however. Only a few of them are patient and intelligent enough to serve adequately, and training must begin as soon as a spire wyvern hatchling learns to fly. Mother spire wyverns guard their broods tenaciously.

Combat

Spire wyverns may attack with two talons and a bite or may lance prey with their stinging tail. They typically do not fight except to secure food or protect their nest. When hunting, they attempt to sting prey and fly away until their paralyzing venom sets in. The spire wyvern then scoops up the prey and carries it back to its nest to devour the helpless victim at its leisure.

Paralysis (Ex): The spire wyvern's tail delivers a paralyzing venom. If the tail-sting hits, the victim must make a DC 14 Fortitude save; if he fails, he suffers paralysis for 1d6 hours.

Keen Senses (Ex): Spire wyverns can see at distances of up to 1 mile with a great degree of accuracy. Their keen senses grant them a +10 racial bonus to Spot checks.

Screech of the Spires (Ex): Spire wyverns can issue a great, piercing screech. This sound may be heard up to a mile away, and it is distinctive enough that guards and/or others familiar with an individual spire wyvern can recognize its particular call. The screech also temporarily deafens opponents within 60 feet for 2d4 rounds unless a victim succeeds at a DC 14 Fortitude save.

Spirit of the Plague

Medium Undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+1
Speed:	15 ft. (3 squares)
Armor Class:	12 (+1 Dex, +1 deflection), touch 11, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Touch +4 melee (disease)
Full Attack:	Touch +4 melee (disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Undead, damage reduction 10/magic, incorporeal traits
Saves:	Fort +2, Ref +3, Will +4
Abilities:	Str—, Dex 13, Con —, Int 10, Wis 9, Cha 12
Skills:	Bluff +2, Hide +3, Jump +2, Listen +3, Spot +3
Feats:	Alertness, Improved Unarmed Strike
Environment:	Any land and underground
Organization:	Solitary, ward (10–20), or plague (25–100)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—

A murky, noxious cloud roughly the size of a human drags along the ground as it floats toward you.

Description

At the height of the Titanswar, Chern of the Last Great Sickness and Suffering unleashed a tide of diseases to destroy all life on Scam. His plagues were certainly deadly, but the death already caused by the war prevented the diseases from spreading as far as they could in a normally functioning world. What use was infecting a town if a raid destroyed it the next day? Why infect young boys if they were just sent off to die at war? Travel was all but impossible in those times, and Chern was unsatisfied by the results of his dwindling illnesses.

His solution was to use the spirits of those claimed by his plagues to spread the sicknesses to others. After death, the spirits of those who had agonized under the plague the longest, those whose wills were broken and spent at death, returned to the mortal world bound by Chern's will. They traveled through their towns or along merchant routes, even on the fields of battle, to spread their diseases.

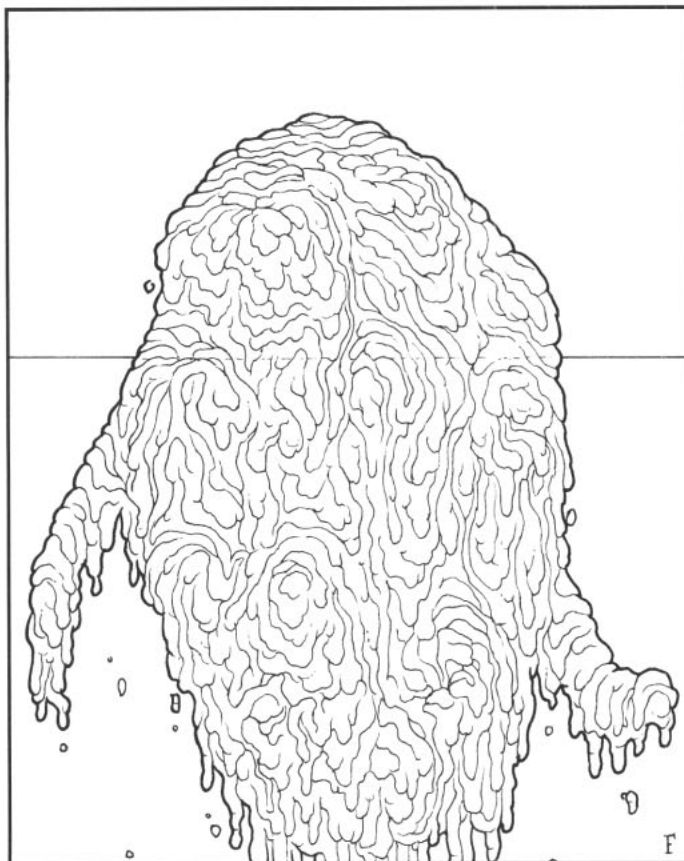
Now the gods have locked Chern away, but his divine mandate still lingers. A very few souls who die

from a communicable illness rise as spirits of the plague a few months later to ignite epidemics. Chern's plague spirits may not have been an effective curse, but they have certainly proved an enduring one.

Combat

Spirits of the plague exist solely to harass the living and spread their horrible diseases. They spend their nights passing through towns, caressing the faces of the sleeping in order to infect them.

Disease (Su): Any creature touched by a corporeal spirit of the plague must succeed at a DC 13 Fortitude save or contract an advanced form of whatever disease killed the spirit originally. GMs can tailor such diseases to the specifics of their campaigns, but they should assume as a default that the disease has an onset period of 1d10 days and that it subsequently causes 1d3 points of temporary Constitution damage per day until it is cured. Disease-curing magic (*remove disease*, *wish*, and the like) restores the victim to health.



Steel Beetle

Large Construct	
Hit Dice:	8d10+30 (74 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	26 (–1size, +2Dex, +15natural), touch 11, flat-footed 24
Base Attack/Grapple:	+6/+17
Attack:	Claw +12 melee (1d10+10)
Full Attack:	2 claws +12 melee (1d10+7)
Space/Reach:	5 ft./10 ft.
Special Attacks:	—
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft, damage reduction 10/adamantine, vulnerability
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 25, Dex 14, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

This beetle-shaped automaton's steel skin is stained with dried blood, as are the sharp edges of its two massive foreclaws. Its massive frame is easily as large as a grown horse.

Description

The steel beetles were built approximately 80 to 120 years ago by the magician Gest Ganest and his apprentices in their (now abandoned) workshop deep in the Kelder Mountains. Some were used as security for the workshop, but most were sold for hefty commissions to private individuals as bodyguards and war machines. Over the years, most of these constructs have been destroyed or worn out, but some still stand

faithfully at their posts, and others have long shut down and await only maintenance and refueling to become operational again.

Fuel is the problem with these constructs, for they are energized by blood sacrifice — one sacrificed creature being sufficient to power a steel beetle for one month. While their potential for storing power seems quite limitless, only by the sacrifice of living beings can these devices be charged.

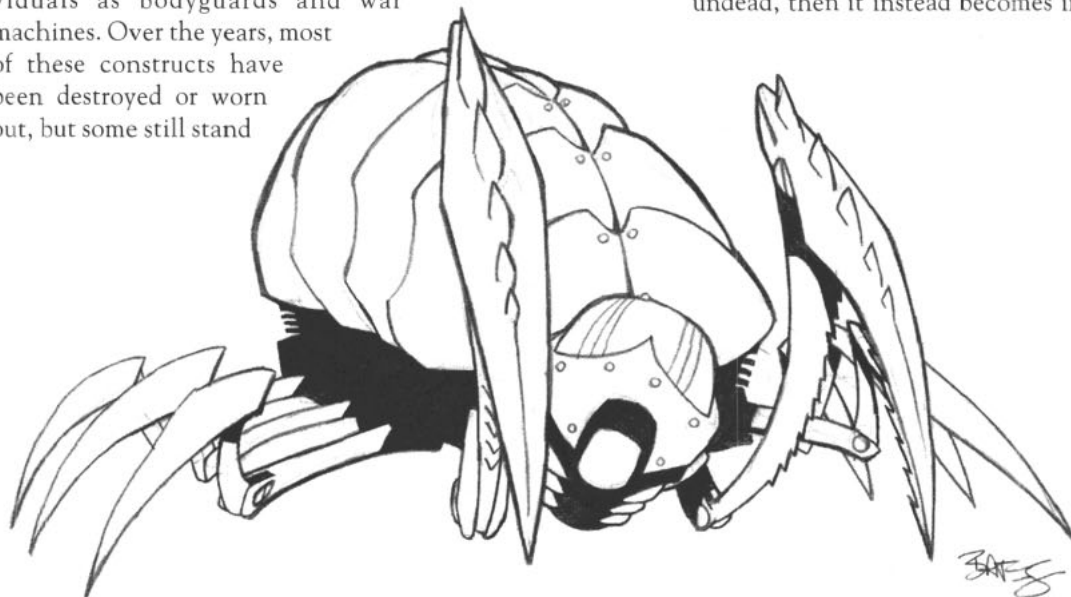
Steel beetles respond only to the commands of the one who activated them or to a single individual designated when they are re-energized from slumber by a sacrifice. While they are incapable of making plans and judgments on their own, they understand complex and extensive orders given by their owner.

Combat

In combat, steel beetles fight as directed by their owner. Typically, they try to place themselves between attackers and their owner and lash out with their great steel claws.

Immunity to Magic (Ex): A steel beetle is immune to any spell or spell-like ability that allows spell resistance, except oddly enough for any necromantic magic attack which causes energy drain. If the effect allows a saving throw, then the steel beetle must save against the effects (even if the effect calls for a Fortitude saving throw). If the steel beetle would suffer a negative energy level of damage from such an effect, then it instead becomes inert until reenergized by a new sacrifice.

Vulnerability (Ex): Similar to its necromantic magic vulnerability above, if a steel beetle suffers negative energy level damage from any supernatural effect, such as the touch of some undead, then it instead becomes inert.



Storm Kin

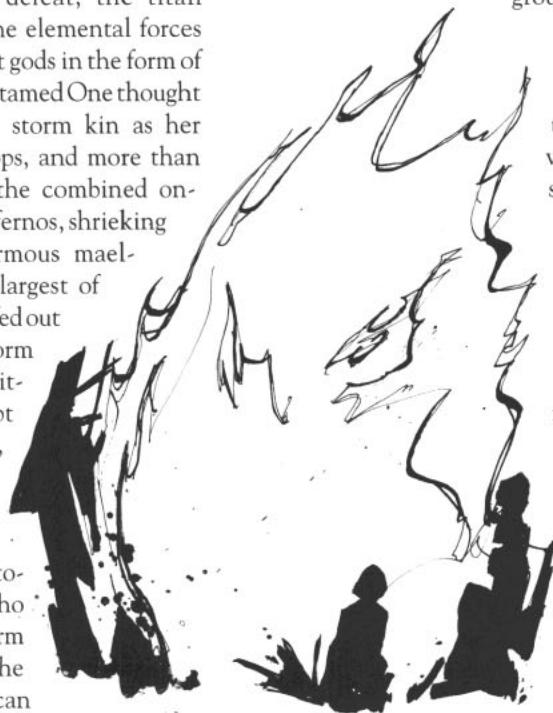
Medium Elemental (Air)

Hit Dice:	10d8+40 (85)
Initiative:	+1
Speed:	60 ft. (12 squares), fly 60 ft. (perfect), swim 60 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+7/+12
Attack:	2 slams +12 melee (1d6+5)
Full Attack:	2 slams +12 melee (1d6+5)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Elemental eruption
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunities, locate element
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 20, Dex 12, Con 19, Int 13, Wis 19, Cha 14
Skills:	Hide +14, Knowledge (nature) +14, Move Silently +7, Spot +16
Feats:	Dodge, Iron Will, Power Attack
Environment:	Any land
Organization:	Solitary or pack (2–8, depending on size of disaster)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	11–20 (Large); 21–30 HD (Huge)
Level Adjustment:	—

The mass of fire, wind and lava surges and roils wildly. Small rain clouds surround it.

Description

Storm kin are the spirits of nature commonly associated with natural disasters such as hurricanes, volcanic eruptions, tsunamis, and earthquakes. Before her defeat, the titan Lethene unleashed the elemental forces of chaos on the upstart gods in the form of the storm kin. The Untamed One thought of living storms and storm kin as her elemental shock troops, and more than one god fell before the combined onslaught of volcanic infernos, shrieking tornadoes, and enormous maelstroms. Though the largest of these spirits were snuffed out in the Titanswar, storm kin are still found inciting volcanoes to erupt and rivers to flood, dwelling in the pellucid eyes of storms or in the smoke-choked hearts of infernos. Stories claim that any who face and defeat a storm kin at the heart of the cataclysm it inhabits can



dispel the elemental phenomenon itself. Many have tried, and many are the charred and battered bodies of those heroes who believed they could best a volcano, a tornado, or a tidal wave.

Storm kin will sometimes coalesce into packs to bring about truly magnificent displays of elemental fury; a group of four or more storm kin can easily consume a large forest with fire or raze a coastal city with a combination of tsunamis and hurricane winds. Finding and defeating a storm kin when they work in concert is a daunting if not impossible task, but if brave adventurers will not or cannot stop them, entire civilizations might be snuffed out by these zealous forces of nature.

Combat

If its foes are not burned or blasted to death by whatever cataclysm in which the elemental resides, a storm kin will focus all its elemental might against them. If the disaster is large enough, the storm kin may stay hidden and direct the storm or conflagration from afar, letting it consume the hapless victims without making itself vulnerable.

Elemental Eruption (Su): Storm kin command wild eruptions of elemental force that they can use as weapons if provoked. Outside of their particular cataclysm, storm kin can turn small manifestations of elemental phenomena into enormous ones. Light rain becomes a monsoon or a terrible hailstorm, and cook fires flare into infernos. Targets of these attacks take 2d6 points of damage per round of exposure.

While inhabiting its particular disaster, on the other hand, the storm kin can inflict devastating amounts of damage: winds lift victims off the ground and blow them into cliffs; storm surges smack victims flat and suck them down into the depths in an overwhelming undertow; lava wells up from the ground itself to burn victims alive. Targets of these catastrophic attacks take 10d6 points of damage per round as they are engulfed by nature's most destructive energies. A successful DC 19 Reflex save halves this damage. Should a storm kin leave the area of its eruption, the effects subside in 2d4 rounds.

Immunities (Ex): Storm kin are immune to all elemental effects, including cold, electricity, and fire.

Locate Element (Ex): A storm kin can sense any manifestation of elemental energy such as high winds, a river, or a campfire within 500 feet.

Strife Elemental

Medium Elemental

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	18 (+1 Dex, +3 studded leather, +1 small shield, +3 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+3/+3
Attack:	Longsword +3 melee (1d8)
Full Attack:	Longsword +3 melee (1d8)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Cause strife
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, impersonate
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Hide +6, Listen +4, Move Silently +6, Read Lips +6, Spot +6
Feats:	—
Environment:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	—

A nondescript man of average height, build and features stands before you wearing rather plain armor. He is completely unremarkable but for the odd, sly smile on his face.

Description

Strife elementals can be found wherever one faces challenges, be it the heat of battle or the ongoing struggles of daily survival in the Scarred Lands.

Using its power to take the guise of a soldier, peasant, or adventurer, an elemental generally tries to get as close to the actual strife as possible without dealing with it directly. In a town or village, a strife elemental may be found working among the peasants as a simple farmer, laboring daily under oppressive heat and struggling to grow crops in a nearly infertile land. In times of war, the elemental may take the guise of an archer or lieutenant, so that it may admire the event from afar without succumbing to the hazards of war. It might also seek to join a group of adventurers during a quest.

Wherever a strife elemental goes, life becomes harsher, more contentious, and more violent for the people around it. In fact, should the strife elemental

find an area too comfortable and harmonious, it attempts to incite arguments and even conflict. The peasants might revolt, the soldiers might ignore a retreat in order to keep fighting, or the adventurers find cause to argue over treasure. For this reason, the strife elemental owns a reputation as a prankster at the least and a murderous beast at the worst.

These elementals are apparently created spontaneously in areas of massive strife, and some Scarred Lands scholars believe that they were all formed during the cataclysmic conflicts of the Divine War. Strife elementals travel the land now, drawn to conflict like moths to a flame. They adopt guises that allow them to fit into a new situation, but each time they adopt a new persona, they lose most of their memories gained in former guises.

Combat

If attacked, a strife elemental fights with average ability (as a cleric or bard, at a level equal to its HD), relying on the same skills as any person to defeat the challenge before it.

Cause Strife (Ex): Generally, a strife elemental's mere presence is enough to cause problems. Anyone within 30 feet of the elemental must succeed at a DC 12 Will save to resist being compelled along a contentious, argumentative, or violent course of action whenever a situation unfolds that might conceivably warrant such a response. This effect is considered a type of mind-influencing magic.

This power should be handled very subtly, and the GM may wish to make Will saves on the players' behalf and inform them of unexpected changes in their characters' emotional state. Examples of situations adventurers might face that would call upon the cause strife effect include parleying with potential opponents instead of fighting, haggling with a merchant over a price, sneaking past enemies instead of fighting, arguing as a result of pre-existing divisions between party members, or splitting up treasure.

Impersonate (Su):

Upon taking a new form, a strife elemental may choose a number of skills equal to its HD and a number of feats equal to half its HD. For example, a 4 HD strife elemental impersonating a homeless street performer may take the skills Bluff, Hide, Perform, and Tumble (each at +4) and the feats Alertness and Dodge. Each impersonation transformation requires about 5 minutes, and it persists until the elemental decides to choose another guise.



Swamp Gobbler

Small Monstrous Humanoid

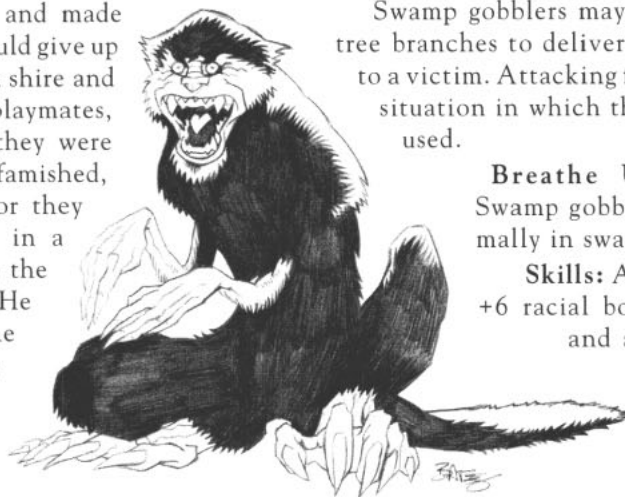
Hit Dice:	6d8 (27 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 15 ft.
Armor Class:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+3
Attack:	Bite+7 melee (1d3+1) or tailbludgeon+7 melee (1d3+1)
Full Attack:	Bite +7 melee (1d3+1) and 2 claws +2 melee (1d3)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., breathe underwater
Saves:	Fort +2, Ref +6, Will +2
Abilities:	Str 12, Dex 13, Con 11, Int 7, Wis 5, Cha 4
Skills:	Climb+4, Hide+7, Listen+2, Spot+1, Survival -1, Swim+6
Feats:	Alertness, Tracking
Environment:	Temperate and warm marsh
Organization:	Group (2–6) or band (10–16)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7–12 HD (Small); 13–18 HD (Medium)
Level Adjustment:	—

The small, sad-looking creature is covered in thin, black fur caked with mud. Its pale yellow face gibbers while its glowing yellow eyes dart about hungrily. Sharp claws scabble at the muck on which it crouches while its thick, flat tail makes wet thumps in the mud.

Description

Swamp gobblers were once a clan of poor halflings tricked in a game with the god Enkili — or so goes the story among those who scorn and abuse halflings in the Scarred Lands (i.e., most everyone). This clan journeyed in search of lush green meadows to make their shire but became lost in a vast swamp. They wandered for many months until they ran out of food and began to starve.

Enkili the Trickster was intrigued with the laughable little people and made them an offer. If they would give up their dreams of finding a shire and live in the swamp as his playmates, Enkili would see that they were fed. Although they were famished, the halflings refused, for they could never be happy in a swamp! So Enkili made the halflings another offer. He produced a knucklebone die with 500 sides. The clan's sheriff would roll



the die, and if it produced any number other than 392, Enkili would lead the halflings to a place where they could build a shire. If the sheriff rolled 392, however, the halflings would forever be Enkili's playmates in the swamp.

The skeptical halflings believed the die was loaded, but Enkili convinced them that it was not — which was true. However, it was magically attuned to roll the same result as the number of moles on Enkili's backside... a feature that Enkili could polymorph at will. When the die was cast, Enkili had 392 moles, and the halflings lost the game. To this day, the transformed halflings run pell-mell through the swamps, constantly ravenous.

Swamp gobblers stand about 4 feet tall, and their natural coloring and the filthy muck that encrusts their coats allow them to blend in with the swamp environment. Only their pale faces and glowing eyes are visible at night. They use their claws to climb trees and dig through the swamp muck for food. Their thick, flat tails are used for swimming through the shallow swamp water. They can also be used to deliver a tremendous blow or pound of the earth to send a message over a distance to another swamp gobbler.

Combat

Swamp gobblers are always hungry, and they attack anything that they believe may fill their bellies. Adventurers traveling through swamps inhabited by swamp gobblers are always attacked. The creatures focus on a party's rations. Should they steal or win such treasure through combat, they disappear into the swamps only long enough to consume the food. Then they return for mounts or familiars, followed by any leather goods that the adventurers carry. Eventually, the swamp gobblers try to consume party members themselves.

Swamp gobblers may drop from hiding in tree branches to deliver a powerful tail-blow to a victim. Attacking from above is the only situation in which this tail attack may be used.

Breathe Underwater (Ex): Swamp gobblers can breathe normally in swamp water.

Skills: A swamp gobbler has a +6 racial bonus on Hide checks and a +4 racial bonus on Swim checks.

Tanil's Fox

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	31(+2size,+8Dex,+11natural), touch 20, flat-footed 23
Base Attack/Grapple:	+0/-10
Attack:	Bite +8 melee (1d3-2)
Full Attack:	Bite +8 melee (1d3-2)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, skill mastery
Saves:	Fort +0, Ref +10, Will +2
Abilities:	Str 6, Dex 27, Con 10, Int 2, Wis 15, Cha 8
Skills:	Escape Artist +10, Hide +18, Listen +5, Move Silently +8
Feats:	Weapon Finesse
Environment:	Temperate and warm forest
Organization:	Solitary
Challenge Rating:	1/2
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

The fox slides like a shadow through the tall grass, its movement revealed in telltale flashes of golden fur and occasional glimpses of inquisitive green eyes.

Description

Legend holds that Tanil, goddess of the hunt, blessed a family of foxes with supernatural speed and guile. She then amused herself by hunting the descendants of this breed. Tanil's foxes are quick, clever, and divinely lucky, some believe. Although every hunter in the Scarred Lands has a tale of how he came "this close" to catching Tanil's fox, the rare person who actually catches one does so only if he is among the finest hunters to have ever lived. At most, a hunter with an arrow or sling gets a single shot at one of these foxes — a single shot to make his name legend.

Combat

Combat is not the divine function of Tanil's fox. Though one might put up a struggle if cornered (nearly an impossibility), such foxes are more likely to flee at any sign of danger.

Skill Mastery (Ex): A Tanil's fox is considered a master at the Hide skill. The fox may take 10 when hiding, even in stressful situations, just like a high-level rogue.



Thunder Orb

	Medium Construct
Hit Dice:	5d12+20 (52 hp)
Initiative:	+0
Speed:	25 ft. flying (perfect) (5 squares)
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+3/+3
Attack:	Lightning +5 ranged (see below) or grand lightning +5 ranged (see below)
Full Attack:	Lightning +5 ranged (see below) or grand lightning +5 ranged (see below)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Lightning, grand lightning
Special Qualities:	Construct traits, immunity to magic, darkvision 60 ft., damage reduction 5/adamantine, blindsight
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 10, Dex 14, Con —, Int —, Wis 10, Cha 10
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary, pair, or sentinel group (3–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment:	—

Hovering a couple feet off the ground, this 4-foot diameter sphere of dark basalt stone crackles with electricity. Its stone surface is carved with arcane signs and restraining circles which seem to glow from a brighter source within the orb.

Description

Thunder orbs are magical constructs that guard vaults, tombs, or other such places. Created by an arcane spellcaster who summons an elemental spirit and imprisons it inside an enchanted basalt construct, thunder orbs are a unique construct powered by the elemental spirit imprisoned within.

Combat

Thunder orbs are bold and fearless in combat. They take their task of guardianship very seriously, and they drive away any who come too close. They spark with electricity whenever they sense anyone

near, and they attack if the intruder is not one of the few whom the orb's creators have instructed to be allowed safe passage. If confronted with a powerful foe capable of destroying them, thunder orbs do not back down but attack with abandon instead. If a thunder orb is destroyed, the elemental spirit within is freed of its prison to return to its plane of origin.

Lightning (Su): Once per round, a thunder orb can generate a small line of lightning that deals 1d6 points of electricity damage to any target within 30 feet. A successful DC 12 Reflex save halves the damage.

Grand Lightning (Su): Once every 1d4 rounds, a thunder orb can unleash a bolt of lightning 50 feet long and 5 feet wide in lieu of its normal lightning attack. Those caught within the bolt take 3d6 points of electricity damage. A successful DC 12 Reflex save halves the damage.

Blindsight (Su): The orb has no sensory organs, but it locates objects and creatures within 90 feet with a complex form of magical sensitivity owing to the elemental spirit trapped within. This sensitivity makes the orb extremely difficult to fool, but it also means that a spellcaster who dispels the power with a successful *dispel magic* check (DC 16) renders the orb blind for 2d4 rounds.

Immunity to Magic (Ex): A thunder orb is immune to any spell or spell-like ability that allows spell resistance, except for:

A *dispel magic* spell which can blind it per the Blindsight ability above.

Any magic attack dealing electricity damage which heals a thunder orb for 1 point of damage for every 5 points it would otherwise deal to the construct.

Construction

A thunder orb must be sculpted from a single block of basalt weighing at least 500 pounds. The materials and special ingredients cost 1,000 gp. Fashioning the thunder orb

requires a successful DC 15 Craft (masonry or sculpting) check.

CL 16th; Craft Construct, *dimensional anchor*, *geas/quest*, *lesser planar binding*, *levitate*, *lightning bolt*, *limited wish*, caster must be at least 16th level; Price 11,000 gp; Cost 5,000 gp + 400 XP.



Trogodon

Large Monstrous Humanoid (Reptilian)

Hit Dice:	5d8+15 (37 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), swim 40 ft.
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+5/+9
Attack:	Trident +6 melee (1d8+2) or claw +6 melee (1d6+) or tail slap +7 melee (1d8+2)
Full Attack:	Trident +6 melee (1d8+2) and tail slap +2 melee (1d8+2), or trident +6 melee (1d8+2) and bite +1 melee (1d8+2), or 2 claws +6 melee (1d6+1) and tail slap +2 melee (1d8+2), or 2 claws +6 melee (1d6+1) and bite +1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blood lust
Special Qualities:	Darkvision 60 ft., hold breath, regeneration 2
Saves:	Fort +4, Ref +5, Will +3
Abilities:	Str 15, Dex 13, Con 16, Int 4, Wis 9, Cha 3
Skills:	Hide +4*, Jump +2, Listen +3, Spot +3, Swim +15
Feats:	Alertness, Weapon Focus (tail slap)
Environment:	Temperate and warm marsh
Organization:	Solitary, pair, or swarm (3-7)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	+4

The massive creature has the upper torso and arms of a humanoid, and the lower body of a large crocodile. Its head is reptilian, with sharp teeth and wide-spaced eyes. Its rough hide is patterned in green and black, blending with the swamp terrain as it moves. A row of bony plates extends from the creature's head to its tail, which itself ends in a vicious bladed point.

Description

The trogodon is a bizarre combination of reptile and human that infests the swamps of Kan Thet. Stupid and savage, this creature does little more than swim in the dank waters, hunt for food, and attack anything that disturbs it. Asaatthi are known to use trogodons to guard the marshes around their few remaining cities.

Rare intelligent trogodons lead the race's rudimentary culture. These "greater trogodons" make formidable foes, since they add reasoning and cunning to their physical power and durability. Greater trogodons enjoy taking their lesser cousins on raids against non-trogodon civilizations, even recruiting normal crocodiles in attacks. They once made asaatthi targets of these raids also, but the serpentfolk displayed ruthless effectiveness in showing the folly of such an act. Now, asaatthi lend their martial expertise to

develop simple tactics for trogodon raids. Asaatthi seldom take active part in the attacks themselves, since trogodons do not take direction well in the thick of battle.

Combat

Powerful and brutish, a trogodon knows little of things like tactics. It has a degree of cunning, though, leaping on unsuspecting prey from ambush in dank pools and swampwater. Otherwise, it simply strikes hard and fast. If a trogodon suffers a significant amount of damage early in a fight, it flees to safety. Otherwise, blood lust overwhelms it, and the trogodon battles to the death.

Hold Breath: A trogodon can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning (see DMG, Chapter 8, "Water Dangers").

Blood Lust (Ex): Trogodons have an unhealthy love of violence. When one scores a critical hit or after the first 3 rounds of combat (whichever comes first), it must make a DC 18 Will save. If successful, it must make a Will save at a cumulative +1 DC each round until it fails or until combat ends. Once it fails, the trogodon succumbs to berserk frenzy on its next turn, attacking until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves and -2 to Armor Class. The Constitution bonus increases the trogodon's hit points by 2 per hit die, which vanish when its Constitution score returns to normal after the blood lust ends (these temporary hit points are not lost first as is normally the case; see PHB, Chapter 8, "Temporary Hit Points"). The trogodon cannot end its blood lust voluntarily.

Regeneration (Ex): Electricity deals normal damage to a trogodon. If a trogodon loses a limb or body part, the lost portion regrows in 3d6 minutes. A trogodon can reattach the severed member instantly by holding it to the stump.

Skills: Trogodons have a +10 racial bonus on Swim checks. *Due to their dappled hides, trogodons gain a +8 circumstance bonus to Hide checks when in water.

Trogodon Characters

Trogodons are powerful but dim. Greater trogodons have sufficient intellect to refine their natural talents, often following the path of barbarian or ranger. Trogodon spellcasters are unknown; it's far easier to just smash things than to fool around with magic.

Trogodon characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +6 Constitution, -4 Intelligence, -2 Wisdom, -8 Charisma.

— Large size.

— Space/Reach: 10 ft./5 ft.

— A trogon's base land speed is 40 feet, and its base swim speed is 40 feet.

— Racial Hit Dice: A trogon begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, Will +4.

— Racial Skills: A trogon's monstrous humanoid levels give it skill points equal to $8 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Hide, Jump, Listen, Spot and Swim. Trogons gain a +10 racial bonus on Swim checks and a +8

circumstance bonus on Hide checks when in water.

— Racial Feats: A trogon's monstrous humanoid levels give it two feats.

— Weapon and Armor Proficiency: A trogon is automatically proficient with simple weapons.

— +4 natural armor bonus.

— Natural Weapons: Tail slap (1d8), bite (1d8) and 2 claws (1d6).

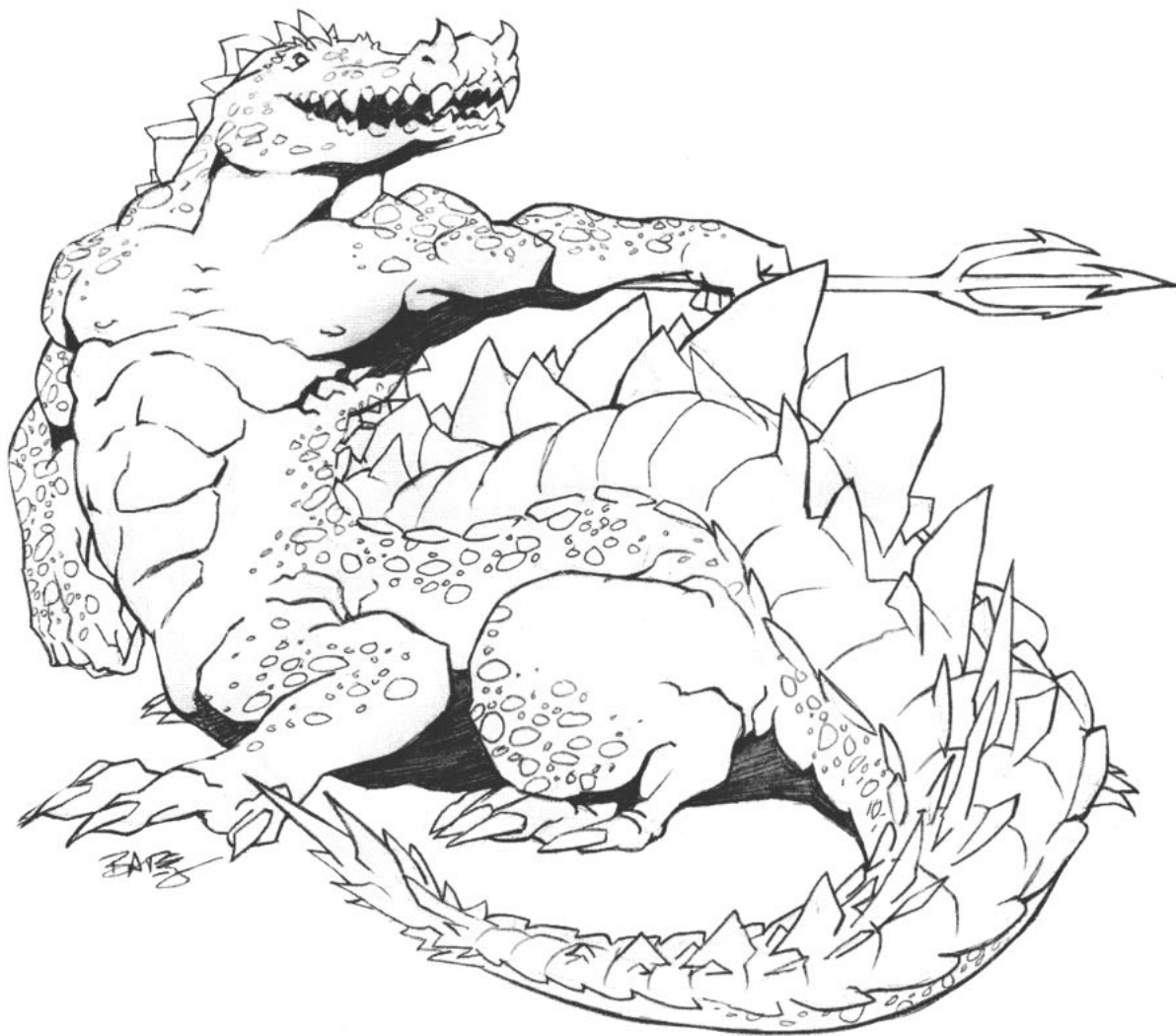
— Special Attacks (see above): Blood lust.

— Special Qualities (see above): Darkvision 60 ft., hold breath, regeneration 2.

— Automatic Languages: Common, Draconic.

— Favored Class: Barbarian.

— Level Adjustment: +4



Troll, Steppe

Large Giant	
Hit Dice:	8d8+32 (68 hp)
Initiative:	-1
Speed:	40 ft. (8 squares)
Armor Class:	26 (-1 size, -1 Dex, +3 natural, +4 chainshirt, +2 large shield, +9 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+6/+12
Attack:	Bite +7 melee (1d8+2) or heavy lance +7 melee (1d8+2) or saber +7 melee (1d6+2)
Full Attack:	Bite +7 melee (1d8+2) and 2 claws +2 melee (1d6+1); or heavy lance +7/+2 melee (1d8+2); or saber +7/+2 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Regeneration 3, low-light vision
Saves:	Fort +10, Ref +1, Will +3
Abilities:	Str 15, Dex 8, Con 18, Int 9, Wis 9, Cha 8
Skills:	Climb +1, Ride +3, Spot +2, Survival +2
Feats:	Mounted Combat, Iron Will, Track
Environment:	Cold and temperate hill and plains
Organization:	Hunting/raiding party (1-10), war party (5-25 riders plus 1 4th-level fighter leader), or tribe (5-50 riders plus 2 4th-level fighter leaders and 1 8th-level barbarian chieftain and 5-15 children)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+3

This large humanoid's broad, toothy face shows its rough, greenish-brown skin. Its muscled body is otherwise covered by a chain shirt, leather leggings, and helm.

Description

Steppe trolls are a distant offshoot of the more common troll and somehow managed to thrive on the harsh, wind-swept steppes of eastern Termana. As many as two dozen nomadic tribes are thought to make their way on annual treks across the grasslands, driving herds of horses and oxen and living fairly peaceful lives, interspersed with occasional livestock raids and war parties. Sometimes young warriors of both sexes leave their tribes on quests mandated by a tribal

shaman, unable to return until they fulfill a great deed required by their gods.

These tribes are suspicious of any outsiders, but are honorable in their dealings and willingly trade with travelers passing through their territory. Their patience with the humans passing through the steppes, however, begins to diminish. Troll-horses are a prized breed, famous for their size and strength, and a worthy specimen can fetch a king's ransom in the markets of civilized lands.

Members of the steppe tribes also tattoo their bodies with ritual marks, signifying great deeds accomplished and events witnessed in their lives. Steppe trolls take the heads of mighty warriors they have defeated in battle, incorporating them into their armor or making them into drinking goblets or saddle ornaments.

Steppe trolls speak Giant, and some can also speak Elven and/or Common.

Combat

Steppe trolls prefer to fight their enemies from the saddle, riding down foes and striking them with long heavy lances or curved sabers. Hunters also favor powerful composite bows with



broad iron arrowheads, although steppe troll culture frowns on using such weapons in combat, preferring to fight enemies face-to-face.

Regeneration (Ex): Fire and acid deal normal damage to a steppe troll. If a steppe troll loses a limb or body part, the lost portion regrows in 3d6 minutes or the creature can reattach the severed limb by holding it to the stump.

Steppe Troll Characters

The war-like steppe trolls are known for their terrifying combat prowess and are usually led by fighters and barbarians.

- +4 Strength, -2 Dexterity, +8 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- Large size.
- Space/Reach: 10 ft./10 ft.
- A steppe troll's base land speed is 40 feet.
- Low-light vision.

- Racial Hit Dice: A steppe troll begins with eight levels of giant, which provides 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.

- Racial Skills: A steppe troll's giant levels give it skill points equal to 11 x (2 + Int modifier). Its class skills are Climb, Ride, Spot, and Survival.

- Racial Feats: A steppe troll's giant levels give it three feats.

- +3 natural armor bonus.

- Natural Weapons: 2 claws (1d6) and bite (1d8).

- Special Qualities (see above): regeneration 3, low-light vision.

- Automatic Languages: Giant.

- Favored Class: Barbarian.

- Level Adjustment +3

Ubuntu Tribesman

Ubuntu Tribesman, 1st-Level Warrior

Small Humanoid (Ubuntu)

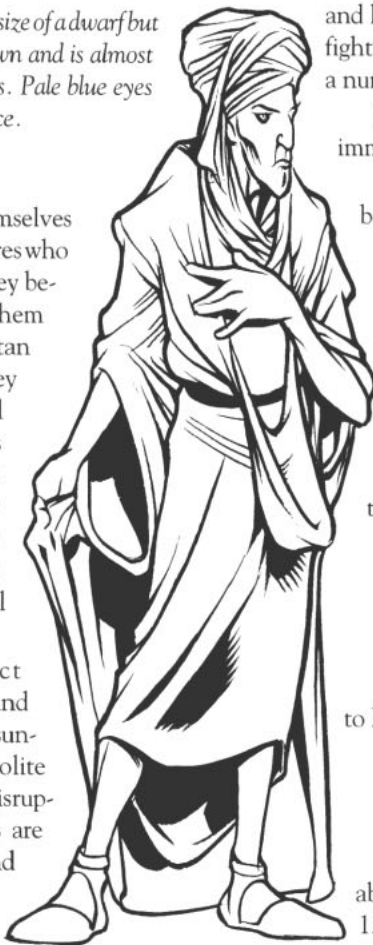
Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15(+1 size,+1 Dex,+3 hide armor), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+1
Attack:	Small warhammer +4 melee (1d6+1) or small javelin +4 ranged (1d4+1 plus poison)
Full Attack:	Small warhammer +4 melee (1d6+1) or small javelin +4 ranged (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Immunity to Ubuntu poison
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 6
Skills:	Handle Animal +5, Intimidate +1, Intuit Direction +1, Listen +1, Ride +5, Spot +1, Survival +5
Feats:	Weapon finesse
Environment:	Warm desert
Organization:	Hunting party (1–3), band (4–20, with one 3rd-level pathfinder), or community (21–100, with one 7th-level leader, two 5th-level priests, and five 3rd-level pathfinders)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class
Level Advancement:	—

The small man is roughly the size of a dwarf but far more slender. His skin is brown and is almost entirely covered in loose tan robes. Pale blue eyes look about with a haughty distance.

Description

The Ubuntu consider themselves the only truly intelligent creatures who inhabit the Desert of Onn. They believe that Hedrada protected them from the ravages of the mad titan Lethene, Dame of Storms. They claim that the desert's colossal tortoises arose from Hedrada's footsteps when she made the desert. Onn's other predators reputedly exist to protect the Ubuntu from outsiders and to punish the weak and sinful among them.

The Ubuntu construct sprawling tent-cities of bone and ratroo skin under empty and sun-flaked tortoise shells. They are polite if abrupt, but do not tolerate disruptive visitors. Offending guests are left the guest in the desert to fend for themselves. Those who survive do so at Hedrada's will,



Ubuntu Weapon Poison

Ubuntu coat their javelins and knives with poison. The Ubuntu are immune to its effects, having developed a resistance to it over the generations.

Ubuntu Poison — injury, DC 13 Fortitude save, 1d6 Con/1d6 Con.

and the Ubuntu tolerate them thereafter. Ubuntu defend their homes against threats with vicious, unbridled cruelty. They also war among themselves over living space, resources, and feuds. There is current friction those who forsook Hedrada for Madriel to construct the city-state Hetanu on the Ba Delta.

Their lives are otherwise devoted to survival. They herd ratroos for food, and use cacti to distill drinking water and fashion poisons to coat hunting weapons. They guide travelers through the desert for a fee (although the Ubuntu have no desire to pass into the “unclean” lands beyond its borders).

The race speaks Ubuntu. Some who have conducted trade with outsiders know a broken Common.

Combat

Ubuntu use knives made from sand burrower teeth, bone *atl atls* with poison-tipped spears, ratroo-hide slings, and hand-crafted hammers. They hunt in parties and fight in bands. In battle, they swarm enemies in as great a number as possible.

Immunity to Ubuntu Poison (Ex): Ubuntu are immune to the poison they make.

Skills: Ubuntu tribesmen receive a +5 racial bonus to Handle Animal, Ride and Survival checks.

Ubuntu Characters

The Ubuntu are often barbarians, although they make effective rogues given their size and agility. Sorcerers and wizards are rare among them, but priests are venerated as the eyes, ears, hands, and mouths of Hedrada (whom their culture depicts as a giant bird). Ubuntu possess the following racial traits.

— +2 Dexterity, –2 Charisma.

— Small size.

— Space/Reach: 5 ft./5 ft.

— An Ubuntu's base land speed is 30 feet.

— Racial Skills: Ubuntu gain a +5 racial bonus to Handle Animal, Ride and Survival checks.

— Automatic Languages: Ubuntu.

— Favored Class: Cleric or Ranger.

— Level Adjustment: +0

The Ubuntu presented above had the following ability scores before racial adjustments: Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Undead Ooze

Huge Ooze	
Hit Dice:	6d10+32 (65 hp)
Initiative:	-4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	4 (-2 size, -4 Dex)
Base Attack/Grapple:	+4/+12
Attack:	Slam +4 melee (1d8 and 1d6 cold)
Full Attack:	Slam +4 melee (1d8 and 1d6 cold)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Cold, engulf, skeletons
Special Qualities:	Ooze traits, undead, blindsight, creeping
Saves:	Fort +4, Ref -2, Will -2
Abilities:	Str 10, Dex 3, Con 15, Int —, Wis 2, Cha 1
Skills:	—
Feats:	—
Environment:	Any land or underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Huge); 13–18 HD (Gargantuan)
Level Adjustment:	—

A huge black mass bubbles forth. Bits of decayed corpses and bones are visible within — and occasionally protrude from — its cold and viscous surface.

Description

The undead ooze is created when an ooze of any other sort violates the grave of a restless and evil soul. A malevolent spirit, still tied to the rotting flesh consumed by the ooze, occasionally enters it. This is the last meal the ooze takes as a living creature, as it is changed into a thing of undeath and filled with a hatred of the living as well as a low cunning.

Once the transformation is complete, the ooze's former type is undeterminable. It becomes a huge, viscous, black mass from which the bones of its victims' corpses occasionally protrude. Hereafter it stalks the living, preferring intelligent prey that is the most terrified of it.

Combat

The undead ooze almost always tries to approach its victim from behind. If the target is unarmed and likely to be easy prey, the ooze takes a moment to reveal its presence and revel in the victim's terror before making the kill. Otherwise, it tries to strike from surprise.

Cold (Ex): Any victim engulfed by the ooze suffers 1d6 points of cold damage per round.

Engulf (Ex): Any Large or smaller opponent hit by a successful slam attack may be engulfed in the next round. Victims who do not take attacks of

opportunity can instead make a DC 13 Reflex save to avoid being engulfed.

Engulfed victims are subject to 1d6 cold damage each round and are considered to be grappled and trapped within the undead ooze's body. The undead ooze is free to make other slam attacks in subsequent rounds, but can engulf only one Medium creature per 3 HD (one Small creature per 2 HD, and one Large creature per 4 HD).

Skeletons (Su): If confronted with multiple enemies, the undead ooze expels 1d6 skeletons from its mass. These skeletons conform to the stats of standard, Medium skeletons and attack any living thing in the area. If no living things remain in the vicinity of the undead ooze, the skeletons collapse into piles of bones, rusty armor and dented weaponry awaiting the undead ooze to slide over and re-absorb them.

Blindsight (Ex): Although the undead ooze is blind, it can sense objects by degrees of heat and cold, and can sense and track any living being within 60 feet.

Creeping (Ex): The ooze can climb any vertical surface and can hang from the underside of any horizontal surface as long as a third of its mass touches a vertical surface. It can pass through openings as small as a human head.



Unholy Child

Tiny Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	-1
Speed:	Crawl 10 ft. (2 squares), fly 20 ft. (perfect)
Armor Class:	13(+2 size, +1 deflection), touch 11, flat-footed 13
Base Attack/Grapple:	+2/-10
Attack:	Incorporeal claw +1 melee touch (1d4-4 and 2d6 cold)
Full Attack:	Incorporeal claw +1 melee touch (1d4-4 and 2d6 cold) and incorporeal bite -4 melee touch (1d6-4)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Dread presence, manifestation, frost touch, frost breath
Special Qualities:	Undead, incorporeal traits, smile of innocence
Saves:	Fort +1, Ref +0, Will +6
Abilities:	Str 3, Dex 9, Con —, Int 9, Wis 14, Cha 8
Skills:	Bluff +3, Climb +1, Hide +7, Intimidate +1, Listen +2, Spot +2
Feats:	Persuasive, Weapon Finesse
Environment:	Any land
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	5-8 HD (Tiny); 9-12 HD (Small)
Level Adjustment:	—

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

Description

These deceptive creatures are the spirits of infants murdered or left to die by their parents. None know what happens after death to instill rage in such a young heart, but the sincerity of an unholy child's consuming hatred cannot be doubted.

Some unholy children merely seek revenge against their killers and move on, while others may haunt a family or house for generations. The spirit may be exorcised and bound, but many clerics believe that what the spirit truly needs is a proper name (many such infants die unnamed) and funeral rites. This folklore is popular and often scoffed at by those who regularly deal with spirits.

The unholy child appears still scarred by its means of death and arrayed in a rotting swaddling blanket or whatever it was wearing when it died.

Combat

The unholy child prefers to use its beguiling ways to get close to its intended victims and then strike.

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

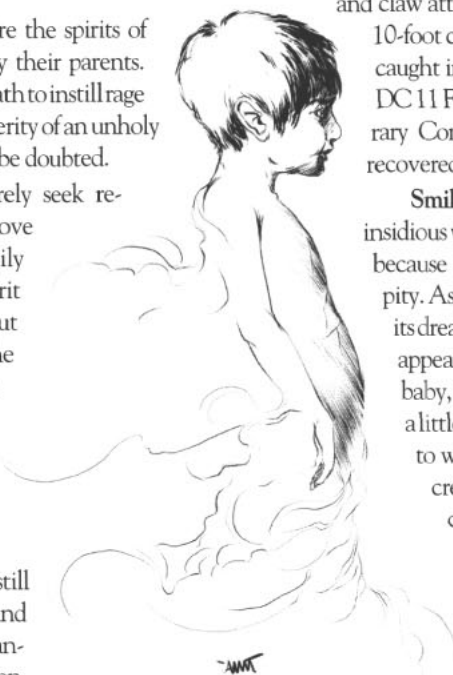
Manifestation (Su): As an ethereal creature, an unholy child cannot affect or be affected by anything in the material world. When it manifests, it partly enters the Material Plane and becomes visible but incorporeal on that plane. A manifested unholy child can strike with its touch attack. It can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested unholy child can pass through solid objects at will, and its own attacks pass through armor. It always moves silently.

A manifested unholy child remains partially on the Ethereal Plane, where it is not incorporeal. The unholy child's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. Both planes are considered an unholy child's home planes. It is not considered extraplanar when on either plane.

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

Frost Breath (Su): In addition to its incorporeal bite and claw attacks, the unholy child may breathe out a 10-foot cone of supernaturally chilled air. Anyone caught in the frost breath's area must succeed at a DC 11 Fortitude save or take 1d4 points of temporary Constitution damage. Lost Constitution is recovered at a rate of 1 point per hour of rest.

Smile of Innocence (Su): This is the most insidious weapon the unholy child has in its arsenal, because it plays upon its target's compassion and pity. As a move action, the unholy child can stifle its dread presence and cloak itself in an illusion to appear as a normal baby. It cries like a normal baby, gurgles when picked up, and if its skin feels a little cold, the natural instinct is to hold it close to warm it. This moment is usually when the creature sinks its teeth into its would-be caretaker's neck or reaches up tiny hands to rip out the victim's eyes. The unholy child reverts to its "normal" appearance once it attacks or uses any of its special attacks.



Valraven

Huge Magical Beast

Hit Dice:	8d8+16 (52 hp)
Initiative:	+6
Speed:	10 ft. (2 squares), fly 100 ft. (poor)
Armor Class:	17 (–2 size, +2 Dex, +9 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+19
Attack:	Beak +9 melee (2d4+5)
Full Attack:	Beak +9 melee (2d4+5) and 2 talons +4 melee (1d8+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Keen senses, low-light vision
Saves:	Fort +8, Ref +8, Will +2
Abilities:	Str 20, Dex 15, Con 14, Int 10, Wis 10, Cha 12
Skills:	Listen +9, Speak Language (Ledeon, plus three others) +4, Spot +11, Survival +5, Search +5
Feats:	Alertness, Flyby Attack, Improved Initiative
Environment:	Temperate and warm hill and mountains
Organization:	Solitary or family (2–5)
Challenge Rating:	4
Alignment:	Usually neutral good
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)
Level Adjustment:	—

This legendary bird is black as midnight and mighty enough for a humanoid to ride into war against the enemies of the gods.



Description

In the final days of the Divine War, the gods granted their greatest heroes the use of valravens — gigantic, reliable mounts from the realm of the gods themselves. Tales of the greatest battles of the Divine War inevitably invoke the majestic image of thousands of the gods' heroes flying on the backs of their valravens to overwhelm the titans' forces.

The gods grant such prizes rarely today, but nests of young valravens still inhabit the Scarred Lands. Although the greatest birds of legend have returned home, their scattered offspring nest in mountains and hills. Divinely charged to honor glory, triumph, and holy power, modern heroes can sometimes train members of this new generation of valravens to serve as their mounts.

Combat

When ridden into combat, valravens prove to be adaptable fighters. They can maneuver to allow their riders good firing vantages while avoiding similar opportunities for enemies. They can attack other aerial creatures with beak and talons. Valravens can even swoop down on their enemies, grapple them, carry them aloft, and then let gravity take care of the rest.

Keen Senses (Ex): A valraven can see eight times as far as a normal human, and has effective darkvision up to 400 feet.

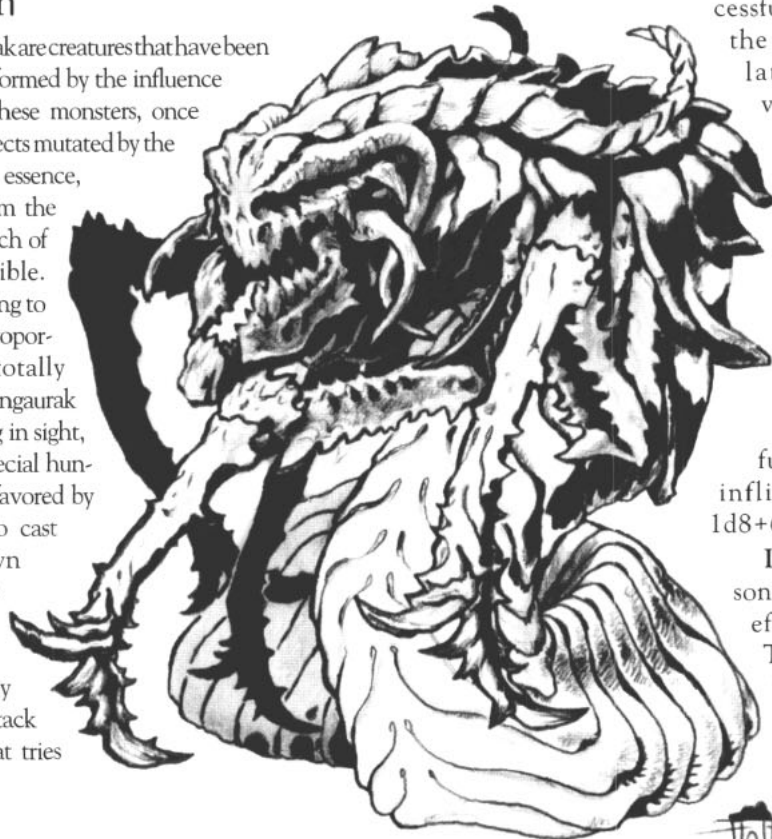
Vengaurak

Large Aberration	
Hit Dice:	7d8+7 (38 hp)
Initiative:	-1
Speed:	30 ft. (6 squares), burrow 5 ft.
Armor Class:	20 (-1size, -1Dex, +12natural), touch 8, flat-footed 20
Base Attack/Grapple:	+5/+15
Attack:	Bite +11 melee (1d8+6)
Full Attack:	Bite +10 melee (1d8+6) and 4 claws +5 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Frenzied charge, rend 1d8+6
Special Qualities:	Tremorsense 60 ft., blindsight 60 ft., immunities
Saves:	Fort +4, Ref +1, Will +5
Abilities:	Str 22, Dex 8, Con 13, Int 3, Wis 10, Cha 3
Skills:	Climb +9, Listen +4, Spot +1, Survival +3
Feats:	Track, Great Fortitude, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment:	—

This hideous horse-sized creature appears to be a twisted hybrid of beetle, mantis and maggot. It stinks of carrion and blood.

Description

Vengaurak are creatures that have been horribly transformed by the influence of Gaurak. These monsters, once burrowing insects mutated by the titan's buried essence, tunnel up from the depths in search of anything edible. Rapidly growing to monstrous proportions and totally fearless, the vengaurak hunt anything in sight, but have a special hunger for those favored by the gods who cast Gaurak down (i.e., races such as elves, dwarves, and humans). They relentlessly attack any being that tries



to bar their way, Gaurak's hatred of being restrained being mirrored in their warped instincts.

Combat

Though not particularly intelligent, vengaurak often have opportunity to ambush prey at the beginning of a rampage. When moving into a new area, they burrow tunnels, then lie in ambush until detecting prey with their tremorsense. Waiting under the earth until their hunger spurs them on, the vengaurak are known to erupt into city streets, unerringly discovering and devouring any who choose to hide rather than flee.

Vengaurak are single-minded in combat — they do not see enemies, only things to be eaten. Their clawing attacks are intended to drag food to their teeth, but they still cause horrendous wounds. Once set on a target, a vengaurak never ceases pursuit unless another tasty bit tries to bar its path.

Frenzied Charge (Ex): A vengaurak can make a special charge attack. Charging 60 feet in a straight line, it can make a bite attack against any foes within 5 feet of the charge's path. While charging, the vengaurak make a bull rush attack as a free action against anyone directly in the path of its charge; if successful, the bull rush knocks

the opponent away 5 feet laterally so the vengaurak may continue its charge. This bull rush attempt does not provoke an attack of opportunity.

Rend (Ex): If a vengaurak hits with three or more claw attacks, it may savage its victim further, automatically inflicting an additional 1d8+6 points of damage.

Immunities (Ex): Poisons of any sort have no effect on a vengaurak. The creature is also immune to sleep, paralysis, and any illusion that does not include a taste component.

Vrail

Tiny Animal	
Hit Dice:	2d8 (9 hp)
Initiative:	+4
Speed:	fly 60 ft. (5 squares), fly 150 ft. (good)
Armor Class:	22(+2 size, +4 Dex, +6 natural) touch 16, flat-footed 18
Base Attack/Grapple:	+1/-10
Attack:	Talon -2 melee (1d10-3 if diving, 1d6-3 if grounded)
Full Attack:	Talon -2 melee (1d10-3 if diving, 1d6-3 if grounded)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +7, Will +0
Abilities:	Str 4, Dex 18, Con 10, Int 2, Wis 10, Cha 10
Skills:	Listen +5, Spot +5, Survival +5
Feats:	Flyby Attack
Environment:	Any mountains
Organization:	Flock (5-8) or bloodletting (21-32)
Challenge Rating:	1
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	—

The bird looks almost like a tiny vulture, but its feathered head and short curved beak indicate that it is a predator rather than a scavenger.

Description

Vrail are communal raptors and a serious threat in many alpine wilderness areas. Unlike most raptors, which dive onto smaller prey and carry them off in their talons, vrail hunt as groups. They swoop down in quick succession from different directions, each vrail slashing the target with its razor sharp talons as it flashes past. After the target bleeds to death, the vrail descend on the body as a flock and feed. Vrail are still dangerous on the ground, attacking targets with their knifelike talons to protect their kills. Vrail make their rookeries in high, rocky cliff faces, which are typically quite inaccessible. The harpies of the Scarred Lands are known to keep individual vrail as pets upon occasion.

Combat

A vrail is very difficult to hit while in the air. One may be attacked in melee combat only on the round that it swoops in. One may be attacked with missile fire in that round or the next, but afterward is too far away to be hit successfully. All vrail in a flock attack on the same round and then circle to survey the results. Vrail can make airborne attacks a maximum of once every 3 rounds. Vrail do not typically attack groups of more than three individuals, but circle instead, waiting for an individual to stray too far from the group.



Well Spirit

Medium Undead (Aquatic, Incorporeal)

Hit Dice:	5d12 (32 hp)
Initiative:	+8
Speed:	Swim 40 ft. (8 squares)
Armor Class:	15 (+4 Dex, +1 deflection), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Grapple +7 melee (envelop)
Full Attack:	Grapple +7 melee (envelop)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Envelop, drown
Special Qualities:	Undead, incorporeal, water form
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 16, Dex 17, Con —, Int 9, Wis 9, Cha 12
Skills:	Escape Artist +10, Hide +10, Listen +6, Spot +4, Swim +13
Feats:	Alertness, Improved Initiative
Environment:	Any land
Organization:	Solitary
Challenge Rating:	3
Treasure:	Triple standard
Alignment:	Always neutral evil
Advancement:	6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment:	—

The water of the well swells up into a vaguely humanoid form that reaches out with translucent arms.

Description

If a town does not lie on a river or lake, its villagers must rely on a well for fresh water. The mundane task of drawing water becomes quite perilous when the ghost of a being who drowned in that well returns to subject others to the same demise. Since a town cannot survive without water, even the poorest of hamlets finds the wherewithal to hire magically inclined mercenaries to cleanse its water supply of such an unholy presence. Even when the fee is meager indeed, it is not unknown for enough loot to lie with the remains at the well bottom to make the challenge worthwhile.



Combat

Well spirits seek to drown others, or else they hated the settlement enough in life to haunt its water supply in death. The well spirit waits in the well until someone comes by to draw water. Then the well spirit manifests itself, rising up in a flood, as a knot of watery tentacles or as a vaguely human shape suggested by the form of the water. Regardless, the well spirit envelops the victim and drags him down into the well. The well spirit bangs its victim around, knocking the air out of him and making him easier to drown.

Envelop (Su): When in its water form, a well spirit rises up to envelop a victim. Treat this attack as an improved grapple (+4 competence bonus to all grapple checks, does not provoke an attack of opportunity). If a well spirit's envelop attack is successful, it pulls the victim into its well.

Drown (Su): After a well spirit pulls a victim into its well, it holds the victim submerged and enveloped in its water form until the victim drowns. Use the standard rules for drowning, although the Constitution check DC increases by 2 each round instead (see *DMG*, Chapter 8, "Water Dangers"). A victim who makes a successful DC 15 Reflex save when initially enveloped and dragged down into the well had time to hold his breath. If the save is failed, the victim must make Constitution checks immediately.

Water Form (Su): A well spirit can gather water around itself to assume a physical form, which it then uses to envelop a victim. This is done as a free action. In this form, the well spirit remains incorporeal with regard to resisting damage and magic, but it can act physically upon things in the material world; it also has damage reduction of 5/magic.

Skills: A well spirit has a +6 racial bonus on Escape Artist and Hide checks and a +10 racial bonus on Swim checks.

Willow Tree Warrior

Large Plant	
Hit Dice:	5d8+25 (47 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	15 (-1 size, -1 Dex, +7 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+3/+13
Attack:	Slam +7 melee (1d8+6)
Full Attack:	2 slams +7 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, constrict 1d6+6, double damage against objects, trample 2d8+7
Special Qualities:	Plant traits, damage reduction 5/bludgeoning or slashing, vulnerability to fire
Saves:	Fort +9, Ref +0, Will +3
Abilities:	Str 22, Dex 8, Con 20, Int 12, Wis 14, Cha 10
Skills:	Hide +4*, Intimidate +5, Listen +6, Move Silently +5, Spot +4, Survival +8
Feats:	Track, Weapon Focus (slam)
Environment:	Temperate and warm forest and marsh
Organization:	Solitary, copse (2-5), or forest (5-20)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral
Advancement:	6-10 HD (Large); 13-15 HD (Huge)
Level Adjustment:	—

The slender young willow sways as if in a breeze — then its roots erupt from the ground and splay out like feet as it lurches forward. A pair of massive branches shift, revealing ripples in its otherwise smooth bark that offer the semblance of a face.

Description

One of the species of the Arborian races, the willow tree warriors were created by Denev as soldiers in the Divine War. Few new willow tree warriors have been created since the ascendancy of the gods over the titans. They can still be found, though, defending groves, springs, mountains, and other places sacred to Denev. They even go forth in small copses or even forest-size troops to right a wrong done to Denev, her holdings, or her followers.

Willow tree warriors stand 10 to 14 feet tall and are vaguely humanoid in shape. They are lean and supple, with smooth bark and long hair strands like willow branches. Their two branch-arms end in hands that are masses of thick, corded willow branches. In combat, these “hands” flail and writhe to entangle and constrict an opponent.

Combat

Willow tree warriors carry on fighting until they perish, unless the situation calls for a strategic retreat. Depending on the odds, willow tree

warriors use one branch-arm for entanglement and the other for strikes against entangled opponents or other nearby foes.

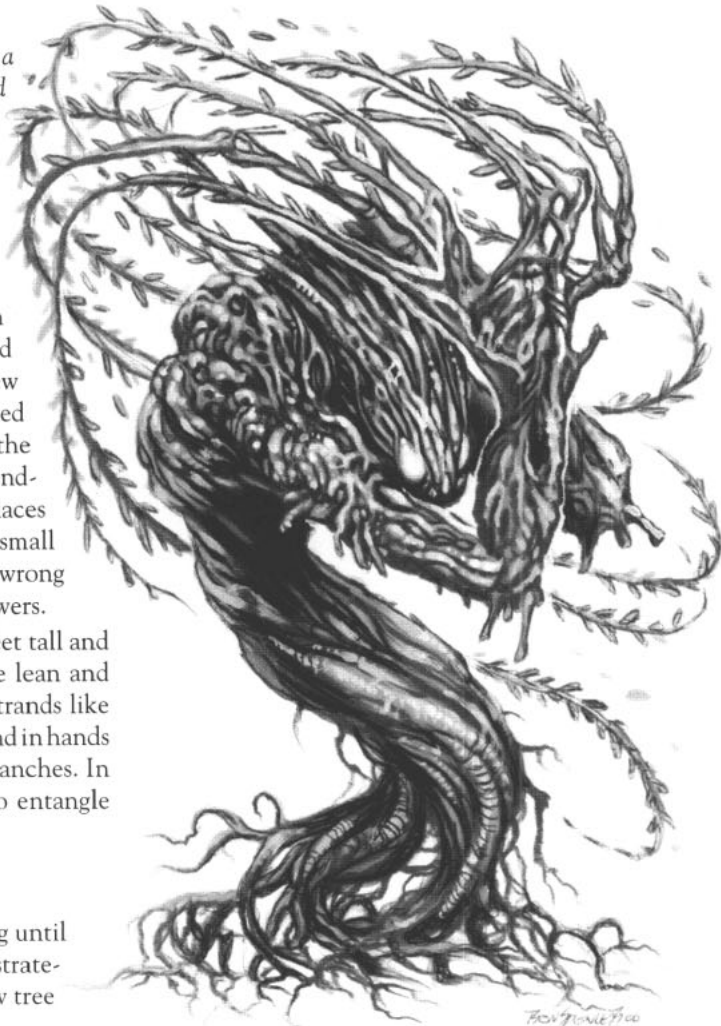
Improved Grab (Ex): To use this ability, the willow tree warrior must first hit a Medium or smaller opponent with its slam attack. It can then try to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can perform its constrict maneuver on the following round.

Constrict (Ex): The willow tree warrior crushes an opponent, dealing 1d6+6 points of bludgeoning damage per round as long as the grapple is maintained.

Double Damage against Objects (Ex): A willow tree warrior that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 20 half. The save DC is Strength-based.

Skills: Willow tree warriors have a +4 racial bonus on Hide and Survival checks. *They have a +12 racial bonus on Hide checks when in a marshy or forested area.



Wolf Spider, Giant

Large Vermin

Hit Dice:	5d8+10 (32)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	14 (–1 size, +2 natural, +3 Dex), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+11
Attack:	Bite +6 melee (1d8+6 plus poison)
Full Attack:	Bite +6 melee (1d8+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Leaping attack, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 18, Dex 16, Con 15, Int —, Wis 11, Cha 3
Skills:	Climb +12, Hide +6, Jump +14, Spot +8
Feats:	—
Environment:	Any temperate and warm
Organization:	Solitary, hunting band (1 plus 2–20 spider-eye goblins)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–10 HD (Large); 11–15 HD (Huge)
Level Adjustment:	—

A tremendous wolf spider, the size of a horse, scuttles forward with disturbing speed.

Description

Giant wolf spiders are a breed of monstrous hunting spider that have gained particular repute for their association with spider-eye goblins; the goblins have learned to “train” giant wolf spiders to a certain degree, and use them as mounts for hunting and battle. Even when found wild, a giant wolf spider is a dangerous predator. When hungry, a giant wolf spider attacks almost anything of its size or smaller.

The giant wolf spider resembles most mundane wolf spiders; its body is covered with fine gray or brown hair. However, the creature is the size of a small horse.

Combat

The giant wolf spider ambushes prey by leaping from concealment, usually maintaining its attack on its chosen victim until the prey is dead. Injured giant wolf spiders can be driven off, however, and despite their size and fearsome appearance, giant wolf spiders are prone to fleeing unless they are extremely hungry. Their venom is comparatively weak for their size, one of the reasons that the spider-eye goblins were able to more or less domesticate them with relative ease.

Leaping Attack (Ex): The giant wolf spider can leap up to 40 feet, either while running or standing still. This leap can be used as a charge attack, and the giant wolf spider receives a +4 circumstance bonus to its attack roll when it leaps onto prey. When not used as a part of a charge attack, this leap is a standard move action.

Poison (Ex): Injury, Fortitude DC 12; initial and secondary damage 1d4 points of temporary Strength.

Skills: Giant wolf spiders have a +4 racial bonus on Hide checks, a +8 racial bonus on Climb and Spot checks, and a +10 racial bonus on Jump checks. They may always choose to take 10 on Climb checks, even if rushed or threatened.



Woods Haunt

Tiny Fey	
Hit Dice:	5d6 (17 hp)
Initiative:	+0
Speed:	fly 100 ft. (perfect)
Armor Class:	18 (+2 size, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	—
Attack:	—
Full Attack:	—
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Wilderness mastery
Special Qualities:	Wild empathy, damage reduction 5/cold iron, SR 12, low-light vision
Saves:	Fort +1, Ref +2, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int 16, Wis 5, Cha 6
Skills:	Bluff +6, Handle Animal +3, Heal -1, Hide +6*, Knowledge(nature)+7, Listen +3, Search +9, Sense Motive +3, Spot +3, Survival +5
Feats:	Alertness, Self-Sufficient
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6–10 HD (Tiny); 11–15 HD (Small)
Level Adjustment:	—

Perhaps it is only your imagination and a weird play of the light at work, but for the briefest moment the shape on the nearby tree seemed to twist into the wrathful visage of a humanoid face. You do a doubletake, and it is nothing but a knot on the tree trunk.

Description

Most spirits of the forest are benign creatures, content to observe and sometimes assist travelers in times of need. Yet certain deep forests across the land are ancient and twisted and bear no love for any human or elf. Such a forest is often the home of a woods haunt, a spiteful spirit that delights in leading traveling parties to their doom.

A woods haunt is rarely seen, preferring to observe its victims from a distance and use its magic to alter their perceptions. Ranger lore describes these spirits by the effect they have on their surroundings: sometimes the knot of a tree twists into a cruel, leering face or a swirl of leaves takes on the shape of a gaunt, hateful man. These strange effects are the only means to detect a woods haunt's presence without magic, and thus many wanderers are unaware of the peril they face until too late.

The woods haunt uses its powers of illusion to lure forest travelers into many dangerous situations: tricking them into walking in circles for days on end, deceiving them as to the strength and depth of a river, or leading them straight to the lair of a fearsome predator, to name just a few possibilities. Followers of Denev may sometimes draw out the spirit and convince it to cease its

interference, but something is always demanded in return, such as a special act of devotion or a hazardous errand on behalf of the forest.

Combat

The woods haunt does not engage in combat directly. It uses its supernatural powers of illusion to trick the unwary to their deaths instead.

Wilderness Mastery (Su): The woods haunt's affinity with the forest is so strong that it can create powerful and subtle illusions to confuse and deceive travelers. A woods haunt can affect up to 10 targets at once, and victims must each make a successful DC 12 Will save or be tricked into seeing what the haunt wants him to see. These illusions are treated as the *minor image* spell.

Wild Empathy (Ex): As the druid wild empathy class feature.

Skills: *Woods haunts receive a +8 racial modifier to Hide checks when in forested areas.



Wyrmspawn

	Wyrmspawn, Young Tiny Magical Beast	Wyrmspawn, Adult Small Magical Beast
Hit Dice:	1d10-1 (4 hp)	3d10+3 (19 hp)
Initiative:	+1	+1
Speed:	20 ft. (4 squares), climb 20 ft.	20 ft. (4 squares), climb 20 ft., fly 80 ft. (clumsy)
Armor Class:	16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-10	+3/-1
Attack:	Bite +0 melee	Bite +4 melee
Full Attack:	Bite +0 melee (1 plus paralysis) and 2 claws -5 melee (1)	Bite +4 melee (1d4 plus paralysis) and 2 claws +2 melee (1d3)
Space/Reach:	2 1/2 ft./0 ft.	5 ft./5 ft.
Special Attacks:	Paralysis	Larval cloud, paralysis
Special Qualities:	—	—
Saves:	Fort +1, Ref +3, Will -2	Fort +4, Ref +4, Will +1
Abilities:	Str 5, Dex 13, Con 7, Int 2, Wis 6, Cha 4	Str 10, Dex 13, Con 12, Int 3, Wis 10, Cha 6
Skills:	Listen +0, Spot +0	Hide +7, Listen +2, Move Silently +2, Spot +3
Feats:	—	Flyby Attack, Multiattack
Environment:	Temperate and warm forest, hill, and mountains	Temperate and warm forest, hill, and mountains
Organization:	Solitary, pair or flock (3-7)	Solitary, pair or flock (3-7)
Challenge Rating:	1/4	1
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	2-3 HD (Tiny)	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	—	—

(Young) *A thick bunch of serpentine horrors burst forth from the still-living chest of their hapless host.*

(Adult) *A cluster of wyvernlike beasts flutters through the air in a small brood.*

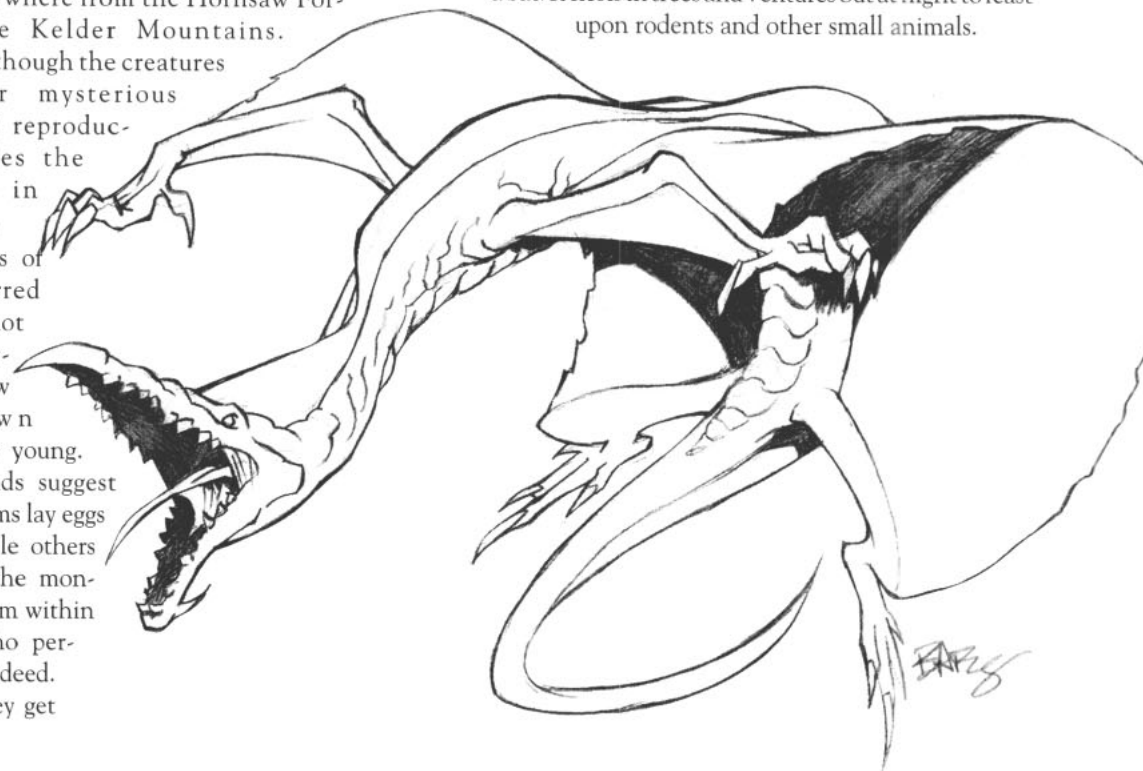
Description

Also known as “gut wyrms,” wyrmspawn are found everywhere from the Hornsaw Forest to the Kelder Mountains. Dangerous though the creatures are, their mysterious method of reproduction incites the most fear in humanoids.

Scholars of the Scarred Lands do not yet understand how wyrmspawn spread their young. Some legends suggest that gut wyrms lay eggs in fruit, while others claim that the monsters take form within someone who performs an evil deed. However they get

there, these horrid creatures gestate inside a living host to burst forth as snakelike beasts.

Wyrmspawn look much like snakes when young, being only 1 foot long with vestigial limbs. A wyrmspawn reaches maturity within three months. The adult is roughly the size of a dog, with a long serpentine body and four narrow limbs. A wing membrane stretches from its forelegs to the rear, not unlike a bat. It nests in trees and ventures out at night to feast upon rodents and other small animals.



Combat

Young wyrmspawn have an overwhelming desire to feed, but they flee if attacked. Adult wyrmspawn are similarly cowardly, preferring to attack weak and exposed targets from the air. A flock of wyrmspawn can take down a large victim so that all may benefit from the feast.

Paralysis (Ex): A wyrmspawn's bite contains a paralytic poison. If an individual is injured by the bite, he must make a Fortitude save (young DC 9, adult DC 12). The poison's initial damage is paralysis for 1d6+2 minutes, with no secondary damage.

Larval Cloud (Ex): Once per day, an adult wyrmspawn can expel a foul cloud at an opponent. This cloud covers a 10-foot diameter area; those caught within the area of effect must succeed at a DC 13 Fortitude save or be blinded and unable to breathe for 1d6+2 rounds. The victim must make a second DC 13 Fortitude save to avoid ingesting gut worm larvae.

Spawning

The asexual wyrmspawn spreads its young by flying low over a living creature and expelling a larval cloud from its abdomen. At such an early stage of gestation, the worm larvae survive only a few seconds of exposure. The target usually breathes in at least a few. The wyrmspawn typically sows its seed at night, so the unfortunate victim often knows nothing is amiss other than waking with a brief cough from the strangely noxious air. A wyrmspawn does not discriminate; sentient beings and livestock alike may be subject to larval infestation.

The larvae attach themselves to the inside of the host's lungs and hatch 1d4+2 days later. They chew their way out from the inside and begin feeding on the host. Victims suffer 2d6+2 points of damage when the spawn emerge; a successful DC 15 Fortitude save reduces the amount by half. Horrifically, creatures that survive the gut worms' initial emergence still must contend with the hungry larvae that wish to consume the rest of their host.

Gut worm larvae can be removed through use of *remove disease*. Larvae-infested victims who are subjected to poisonous gases might also find that the gas kills the dormant larvae, assuming the victim himself survives the gas.

Appendix One: Templates

Butcher Spirit

Description

Butcher spirits are what remains of animals once sacrificed in religious rites to feed the relentless hunger of the titan Gaurak. The animals' wholesale slaughter was avenged by an angry Denev, who sought to destroy the ravenous lord's cults by allowing the animal spirits to remain in the world to lash out at their murderers. Butcher spirits linger at the places of their deaths, haunting long-abandoned temples or interrupting ceremonies at secret altars still dedicated to the Voracious One. Robbed of life, these spirits hate all people and humanoids, whether the interlopers venerate Gaurak or not.

Butcher spirits are usually tied to the location of their sacrifice. They are often solitary, seeking revenge for all their fellow creatures slaughtered at a site. However, some druids know a tale of a convocation of dead animals that haunts a ruined temple in the swamplands inland of Liar's Sound. Sometimes butcher spirits even possess the bodies of the living to experience the world again, and to wreak havoc abroad until the first rays of the sun return them to their haunts.

Sample Butcher Spirit

This example uses a boar (see MM, Chapter 2, "Boar") as a base creature.



The Beast of Waring Wood

This creature appears to be a massive boar, with mangy fur and an eerie glow in its sunken eyes. It is hazy and indistinct, obviously a creature not entirely of this world.

This creature, a mighty boar sacrificed to the hungers of Gaurak in the waning days of the Divine War, was raised as a butcher spirit by Denev's grace, and infused with anger and the power to avenge its unjust slaughter. It still haunts the depths of the Waring Wood in Darakeene. Many hunters who enter those woods are known to return with a crazed look in their eyes, ready to slaughter their kin and neighbors — those who know of such things know that those unfortunate hunters have been possessed by the Beast of the Waring Wood.

The Beast of Waring Wood, butcher spirit boar

Medium Undead (augmented animal)

Hit Dice: 3d12 (22 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 11 (+1 deflection), touch 11, flat-footed 11 or 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: Incorporeal touch +2 melee or gore +4 melee (1d8+3) against ethereal foes

Full Attack: Incorporeal touch +2 melee or gore +4 melee (1d8+3) against ethereal foes

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity, holding gaze, manifestation

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

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

Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 10

Skills: Hide +8, Listen +15, Search +4, Spot +13

Feats: Alertness, Improved Initiative, Toughness

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 3

Alignment: Neutral evil

Advancement: 4–5 HD (Medium)

Level Adjustment: —

The Will save against this butcher spirit's holding gaze and shudder abilities is 11.

Creating A Butcher Spirit

"Butcher spirit" is an acquired template that can be added to any animal (hereafter referred to as the "base creature").

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

Template Changes

Size and Type: The creature's type changes to undead (augmented animal). Do not recalculate the creature's base attack bonus, saves or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s. In addition, if the creature has less than 1 HD, its Hit Dice increase to 1d12.

Speed: Same as the base creature.

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters. When the butcher spirit manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: The butcher spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: The butcher spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a butcher spirit uses the base creature's damage values. Against nonethereal creatures, the butcher spirit usually cannot usually deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A butcher spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. Butcher spirits also gain the following special attacks. The save DC against a special attack is equal to 10 + 1/2 butcher spirit's Hit Dice + butcher spirit's Charisma modifier unless otherwise noted.

Holding Gaze (Su): Those who make eye contact with a butcher spirit must succeed at a Will save or be *dazed* until the spirit releases its gaze.

Manifestation (Su): As ethereal creatures, butcher spirits cannot affect or be affected by anything in the material world. When they manifest, butcher spirits become visible but remain incorporeal on the Material Plane. A manifested butcher spirit can be harmed only by other incorporeal creatures, magic weapons or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested butcher spirit can pass through solid objects at will, and its own attacks pass through armor. A butcher spirit always moves silently.

A manifested butcher spirit can strike with its touch attack. A manifested butcher spirit remains partially on the Ethereal Plane, where it is not incorporeal. A manifested butcher spirit can be attacked by opponents on either the Material Plane or the

Ethereal Plane. The butcher spirit's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A butcher spirit has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Possession (Su): Once per round, the butcher spirit can attempt to merge its body into a creature trapped by its holding gaze. This ability is similar to *magic jar* cast by a 10th-level sorcerer, except that it doesn't require a receptacle. If the attack succeeds, the butcher spirit's body vanishes into the opponent's body. The target can resist the attack with a successful DC 17 Will save. A creature that successfully saves is immune to that butcher spirit's possession attempts for one day. The butcher spirit may possess the body until sunrise, when it is automatically ejected. It may elect to leave the body at any time.

Shudder (Su): The butcher spirit passes through the body of a target, overwhelming him with the fear that the animal felt at the time of its sacrifice. The butcher spirit must make a melee touch attack (usually in the form of a charge) to use this power. The victim must succeed at a Will save or suffer a -4 morale penalty to all attacks, saves and checks for 1d12 rounds.

Special Qualities: A butcher spirit retains all the special qualities of the base creature and gains those listed below.

Darkvision: Butcher spirits have darkvision to 120 ft.

Abilities: Same as the base creature, except the butcher spirit has no Constitution score, and its Charisma score increases by +4 (to a minimum of 10).

Skills: Butcher spirits receive a +8 racial bonus to Hide, Listen, Search and Spot checks. Otherwise same as the base creature.

Feats: Improved Initiative.

Environment: Any land

Organization: Solitary or convocation (3-18)

Challenge Rating: Same as the base creature +1.

Treasure: None

Alignment: Usually neutral evil

Advancement: Same as base creature.

Level Adjustment: Same as the base creature.

Plague wretches typically do not use tactics in a fight — and few need to. They can shrug off sword blows, and their victims are typically too terrified to resist them. While their touch is not immediately fatal, those who do escape them are usually dead long before they reach the bayou's borders.

Sample Plague Wretch

This example uses a human 4th-level commoner as a base creature. This human has reached the Old age category (see *PHB*, Chapter 6, Table 6-5).

Rhemis, the Tinker of the Fever Swamp

An old man, stooped beneath the weight of his large pack overflowing with pots, bits of tin and ball-peen hammers. He is quick with a smile, but the gleam in his eye isn't joy — it is the glassiness of plague.

Everyone knows old Rhemis, the bent and toothless old tinker that roams from plantation to plantation along the Fever Swamp, seeking the odd coins that his meager tinkering skills provide him. Few have yet made the connection between the old man that enters the village with a cry of "Pots! Fix yer pots!" and the fevers that sweep the settlement shortly afterward.

Carnival Krewe, Plague Wretch

Description

Plague wretches are servants and victims of the dreadful Lord Quick, the leader of the Krewe of Plagues. These beleaguered people are the primary inhabitants of the ongoing, roaming festival that is the Laughing Man's capital.

Burdened with dozens of diseases and beholden to the twisted madness of their leader, most wretches who survive even a short time in the carnival are quite mad. Though they may have pursued adventuring professions prior to their existence here, they are now lost in endless rounds of drinking and celebrating, though they have not forgotten their skills.

Plague wretches are possessed of a tremendous, unnatural stamina and energy, part of the same gift that allows them to survive — even prosper — under the burden of their maladies. Wretches are generally willing to do anything to avoid the displeasure of their lord. They live by his leave alone.

Rhemis, the Tinker of the Fever Swamp, plague wretch
4th-level human commoner (advanced to Old Age)

Medium Monstrous Humanoid (augmented humanoid)

Hit Dice: 4d8+27 (45 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+6

Attack: Slam +6 melee (1d3+4, plus *touch of death*)

Full Attack: 2 slams +6 melee (1d3+4, plus *touch of death*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Touch of death

Special Qualities: Damage reduction 5/magic

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 18, Dex 10, Con 23, Int 12, Wis 13, Cha 4

Skills: Climb +5, Jump +6, Listen +5, Profession (tinker) +10, Spot +5, Swim +5, Use Rope +2, Survival +2

Feats: Skill Focus (Profession – tinker), Toughness

Environment: Tropical swamps

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Neutral evil

Level Adjustment: +2

The Fortitude save against this plague wretch's touch of death ability is 14.

Possessions: Peasant's garb, worn shoes, tinker's kit, pack with food and old pots and pans hung from it.

Creating A Plague Wretch

"Plague wretch" is an acquired template that can be added to any humanoid or monstrous humanoid creature (hereafter referred to as the "base creature"). The creature must have a Constitution of 12 or higher.

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

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

Hit Dice: Increase all current and future Hit Dice to d8 (unless Hit Dice are already greater).

Armor Class: The base creature's natural armor bonus improves by +5.

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

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

Damage: Plague wretches have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the plague wretch's size. Creatures that

have other kinds of natural weapons retain their old damage values, or use the appropriate value from the table below, whichever is better.

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

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

Touch of Death (Ex): Plague wretches have a deadly touch, so they rarely use weapons. Touch, Fortitude save (DC 10 + plague wretch's Hit Dice); initial damage 1 point of permanent Constitution, secondary damage 1 point of permanent Constitution every 12 hours until the illness is cured or the victim dies. Disease effects are not cumulative with multiple hits. This requires a successful slam attack.

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

Damage Reduction (Su): Plague wretches possess Damage Resistance 5/magic.

Abilities: Increase from the base creature as follows: Str +4, Con +8, Cha –4.

Environment: Any, usually same as base creature.

Organization: Solitary, throng (2–8), or revel (6–36)

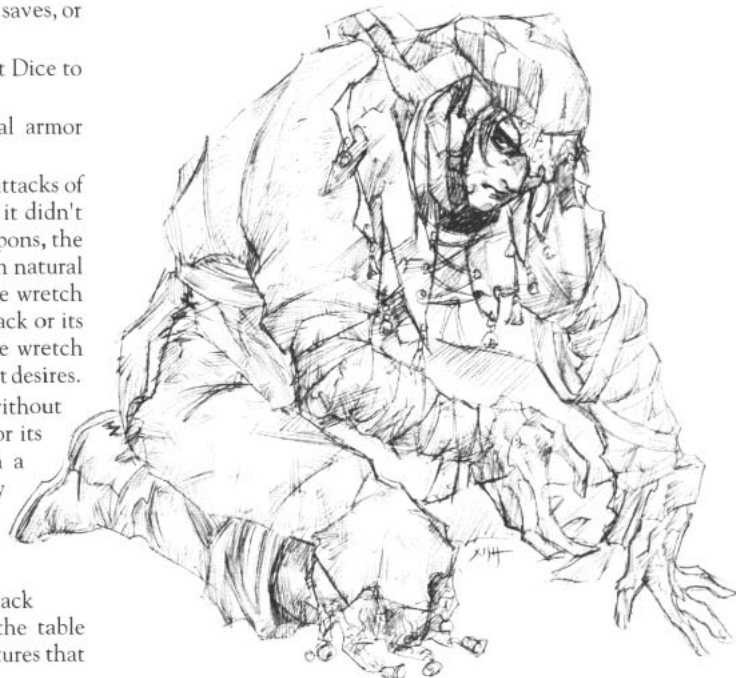
Challenge Rating: Same as the base creature +2.

Treasure: Standard

Alignment: Usually neutral evil

Advancement: Same as base creature.

Level Adjustment: Same as the base creature +2.



Fatling

Description

After the Divine War, the gods may have buried Gaurak the Gorger beneath the earth, never to escape, but that doesn't mean his vile influence can't still be felt on the Scarred Lands. The highest priests and most favored of Gaurak's servants (all of whom worship the titan in secret, often at hidden shrines or in refuse pits) are blessed by their buried lord. Gaurak's favor is clear to those who know what to look for: A patch of jaundiced, greasy melons grows somewhere near the follower's shrine. Eating these repulsive fruits transforms the druidic priest into a reflection of the Ravenous One himself.

The servant becomes a fatling, a grotesquely obese monstrosity around whom other adherents to the titan gather to perform their disgusting rituals, in hopes of currying the buried titan's favor. Repugnant as a fatling might be, followers of Gaurak who honor the creature would give their very lives to protect the titan's chosen.

Fatlings are inhumanly repulsive masses, literally rolls upon rolls of greasy sallow skin. They constantly sweat a foul-smelling slippery oil that allows them to lumber their bulk around... when they choose to move at all. They are so obese that they can hardly raise their own limbs. Fatlings receive the further gift of lard worms (see the Lard Worm sidebar), creatures that inhabit the priests' folds and eat whatever might be trapped therein, including the decaying bits of flesh that the fatling routinely sloughs off.

As repulsive as fatlings are, there is one piece of knowledge that makes them all the more disturbing: They were once human.

Although fatlings would seem defenseless, they're actually quite potent. Blunt weapons cannot harm them, thanks to the creatures' excessive tissue. Sharp weapons may cut through their fat, but the damage is merely cosmetic. The abominations are also highly resistant to magic. Fatlings have a variety of spells at their disposal, and anyone who gets too close can be pinned and suffocated under layers of blubber.

Sample Fatling

This example uses a dwarven 10th level druid as a base creature.

Fulthis Mark, the Bloat Beneath the Caves

A horribly corpulent creature that sits in a pool of the grease it secretes, this fatling may once have been a dwarf, judging by the broadness of face. Now, its heritage is as gone as its beard, and there is only its voracious appetite.

Fulthis was a dwarven druid of Denev, revering the Earth Mother as the Lady of the Kelders. Part of an adventuring company, Fulthis accompanied his comrades into the deeps of the Perforated Plains in search of glory. Unfortunately, tragedy struck and many of his compatriots died. Finally, delirious from disease,



Fulthis found his way into the Gluttonous Caves north of the Plains. Ravenous from hunger, he found a subterranean patch of melons and fell on them, staving off starvation. In time, a voice awakened him — it was the voice of his own hunger, but it spoke to him in the words of Gaurak: "Feed." He has now come to rule a small labyrinth of caverns beneath the Gluttonous Caves and seeks something there, though not even he knows what.

Fulthis Mark, the Bloat Beneath the Caves, fatling 10th-level mountain dwarf druid

Large Aberration (augmented humanoid)

Hit Dice: 10d8+70 (128 hp)

Initiative: -4

Speed: 5 ft. (1 square)

Armor Class: 14 (-4 Dex, -2 size, +10 natural), touch 4, flat-footed 14

Base Attack/Grapple: +7/+12

Attack: Slam +12 melee (2d8+5)

Full Attack: 2 slams +12 melee (2d8+5)

Space/Reach: 15 ft./15 ft.

Special Attacks: Envelop, lard worms (1d6 plus poison)

Special Qualities: Animal companion (dire badger), body dominance, damage reduction 5/piercing, immune to bludgeoning weapons, mountain dwarf traits, nature sense, oil secretion, resist nature's lure, spell resistance 21, trackless step, venom immunity, wild empathy, wildshape (4/day, Large; limited by body dominance), woodland stride

Saves: Fort +18 Ref +1 Will +13

Abilities: Str 20, Dex 3, Con 24, Int 12, Wis 18, Cha 1

Skills: Concentration +10, Diplomacy +7, Heal +8, Knowledge (nature) +10, Ritual Casting* +10, Spellcraft +14, Survival +17

Feats: Craft Wondrous Items, Enlarge Spell, Great Fortitude, Ritualist**

Environment: Subterranean

Organization: Solitary

Challenge Rating: 12

Treasure: Normal

Alignment: Neutral evil

Level Adjustment: +4

Druid Spells Prepared (6/5/5/4/4/2): 0-lvl — create water, detect poison, shockwave* (x2), spark, virtue. 1st — body of sand**, chameleon skin*, faerie fire, shockwave strike*, summon nature's ally I. 2nd — barkskin, bolt of power** (x2), charm person or mammal, frog tongue*. 3rd — earth blast**, meld into stone, spike growth, stone shape. 4th — dispel magic, frostform**, spike stones, summon nature's ally IV. 5th — boneblades**, cure critical wounds.

Possessions: staff of swarming insects (50 chg), bracers of armor (+2), wand of cure light wounds (CL 1st, 50 chg), potion of cure moderate wounds.

* From Relics & Rituals.

** From Relics & Rituals 2: Lost Lore.

Creating A Fatling

"Fatling" is a template that can be added to any humanoid creature (hereafter referred to as the "base creature"), provided it is able to cast druid spells.

A fatling has all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's size increases to "Huge" (the ability modifiers for this size increase are already figured into the ability changes below). The creature's type changes to aberration (augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Speed: The base creature's speed becomes 5 ft.

Armor Class: A fatling has a +10 natural armor class bonus, or the base creature's natural armor bonus, whichever is better.

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

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

Damage: Fatlings have slam attacks. If the base creature does not have this attack form, the slam inflicts 2d8 damage. A base creature with a slam attack retains its old damage rating or uses the one above, whichever is better.

Space/Reach: The fatling's space/reach becomes 15 ft./15 ft., unless it was greater.

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

Envelop (Ex): A fatling can try to wrap a creature of Large size or smaller in its body as a standard action. The fatling attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it crushes the victim, dealing crushing damage each round the hold is maintained. An enveloped victim must hold his breath or suffocate (see DMG, Chapter 8, "Suffocation").

Lard Worms (Ex): Fatlings are infested with colonies of horrific lard worms, creatures that feed off of the rotting flesh that collects in the corpulent folds of the fatlings, both from victims and bits sloughed off by the fatlings themselves. Those who have been successfully enveloped by a fatling take 1d6 damage from lard worms bites every round. Additionally, the target must make a DC 10 Fortitude save or be paralyzed for 1d6+1 rounds. During that time, the target automatically takes full bite damage (6 points per

Lard Worm Infestation

Just as some fish have a symbiotic relationship with sharks, so do lard worms have a symbiotic relationship with fatlings. Around 10 inches long and a half-inch thick, lard worms live deep in the folds and recesses of fatlings' mounds of flesh, cleaning away the various unwholesome substances (including smothered victims' bodies) that accumulate there. One active fatling can host several hundred worms. Lard worms almost always attack creatures enveloped by a fatling, since their paralyzing attack makes it more likely that the creature dies there and becomes food for the colony.

Lard worms are diminutive vermin, and as such are immune to mind-altering effects.

round), but need not make further saves against paralysis until the initial paralysis wears off.

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

Body Dominance (Su): The changes that made the fatling predominate it utterly. This means that while the fatling is immune to having its form altered (such as by *baleful polymorph* spells and the like), it also loses any druidic wildshape or similar form-changing abilities.

Damage Reduction (Su): Fatlings gain a damage reduction of 5/piercing. They are immune to all bludgeoning damage.

Oil Secretion (Ex): Fatlings exude a noxious, slippery oil from their skin that helps them move (and when they don't move for long periods, this oil pools around them). Individuals following a fatling or who get within 10 feet of him have to make a DC 15 Reflex save each round or slip and fall prone.

Spell Resistance (Ex): Fatlings gain a spell resistance of 11 + druid caster level.

Abilities: Increase from the base creature as follows: Str +8, Dex -8, Con +8, Wis +4, Cha -8.

Skills: Fatlings gain a +10 racial bonus to Escape Artist checks due to the oily secretions from their bodies.

Feats: Fatlings gain Great Fortitude.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as the base creature +2.

Treasure: Double standard

Alignment: Always neutral evil

Advancement: Same as base creature.

Level Adjustment: Same as the base creature +4.

Hag

More than simply witches or sorceresses, hags are a different breed of creature entirely—demented female monsters, corrupted by the influence of the titan of witchcraft. Women who have been cruelly ostracized from their homes, have been abducted by hags, or delve too deeply into the mysteries of Momo have all become hags. The dark blessings of Momo infuse these women with strange elemental power, allowing them to align themselves with the forces of the night and the darker aspects of nature. The arcane pact they swore with Mother Momo keeps them from aging once they've achieved crone-hood, at which point the passage of time does nothing but make them more powerful and more deeply attuned to their elemental power.

Hags typically embody all the less attractive features of old women: gaunt bodies, pendulous dugs, sharp noses, pointy chins, warts and hairy moles. This does not bother a hag at all. It is not for beauty that hags live, but for power. They receive it—at the cost of their humanity. Hags are huge, often standing 10 feet or more in height, a side effect of the strange process that forms them. As a woman becomes a hag, her teeth become longer and sharper; her skin hardens; she becomes wiry and tough; and she develops an understanding of the forces of nature, so that she is able to manipulate it in accordance with her will. On the whole, hags are deeply hateful individuals, despising the humanoid races with a passion and preying on them whenever the opportunity arises. Hags frequently adorn themselves with the remains of their victims, wearing the bones, scalps or skins of those who have crossed their paths as horrific trophies.



Traditionally, any woman who was driven from her home, especially for unjust reasons, could become a hag by offering herself to Mormo for deliverance and retribution. Although Mormo, like all titans, cared little for actual prayers, her hag-children once used their divination powers to determine where next they might find a future sister. They spirited away likely candidates to their secluded wilderness lairs, there teaching the mortal women the dark ways of witchcraft bequeathed to them by their colossal mother.

Even today, the hags still gather recruits, although their ability to create more of their ilk has been severely impaired by the severing of Mormo. They still select women who have suffered exile, although some will also choose young women from contented homes, plotting to ruin their young charges' lives out of spite. Female spellcasters who demonstrate strong magical talent and intense ambition are particularly prized targets.

The Metamorphosis

The hag feeds the woman a diet of strange fruits and herbs, raw fish, poisonous berries, gulls' heads, fungal tea or whatever bilious concoction is appropriate to begin the evolution. Step by step, the woman casts aside her humanity (or has it stripped from her by her "grandmother"); by the time she reaches late middle age, she has mastered the elemental ways of the hag women.

Untrained Hags

Not all hags are brought into being by other hags. There are some women who feel such deep hatred, anguish or rage that it sustains them through circumstances that would normally kill them. Sages are not quite sure how such creatures "spontaneously" erupt, although Yugman has a theory, of course: hidden pools of Mormo's blood, bile or breast-milk shed during the Divine War. In game terms, they are able to ignore the Special Prerequisite listed for the templates below, but there must usually be some kind of extraordinary circumstance involved.

Common Hag Powers

All hags have a strange affinity for the beasts of their terrain and are able to communicate with any animal, beast or magical beast native to their territory (treat this as the spell-like ability to use *speak with animals* at will, but only for animals found in their normal terrain). All hags have some spellcasting ability and several use charm effects to gather a bodyguard of creatures around them. Hags are also able to brew potions, and some may be talented at creating magical items of other sorts. Finally, hags with levels in the druid class are not bound to druidic alignment restrictions.

Hag, Brine

Description

Brine hags are creatures of the deepest oceans, where they squat in lairs made of sharp stones, whale bones and sea shells. These gaunt monsters stand nearly twice the size of a man, with dark greenish-gray skin. Their noses and chins are cruelly pointed, their arms are disproportionately long, and their webbed and clawed hands and feet are unnaturally large. A brine hag often decorates the sea floor near her lair with rocks, bones, the wreckage of ships and anything else she can find to mark her territory. Brine hags with "apprentices" in training tend to pick caverns with air pockets or even isolated islands so that their "granddaughters" can survive until the time of metamorphosis.

Reclusive in the extreme, brine hags rarely come to the surface, preferring to remain in the depths, away from the hated mortal races. From time to time, a brine hag may swim up to the surface, climb the side of a passing ship and drag a victim down to her lair as a means of putting variety in her diet. Other times, a hag might rise to the surface to frolic and ride the violence of a particularly fierce storm or to enter into battle with a storm hag. Innocent bystanders can and do get caught in the middle of the vicious battles between brine and storm hags. Some believe the hags deliberately fight when there are mortals at hand as a way of introducing an interesting random element into the conflict.



Brine hags fight intelligently, using their element to best advantage. They often open a combat by trying to hurl armored opponents into the water to drown, then attacking less heavily-armored foes with their terrible teeth and claws. Brine hags tend to use their spells to whittle down their foes' strength before combat or to execute last-minute escapes; brine hags prefer to taste blood on their tongues in combat and do not like fighting from a distance.

Brine hags frequently keep sharks as pets and guards for their demesnes. They may boast other marine creatures as allies and pets as well.

Sample Brine Hag

This example uses a 4th-level human sorcerer as a base creature.

Imishikaia, the Crone of Bleached Bay

Imishikaia cannot remember a time when she was not being raised — however brutally — by her “grandmother,” the powerful brine hag called Aphatsa. The day came when a company of adventurers discovered the lair of Aphatsa and slew her. Imishikaia hid, for their strength was more than enough to overcome Aphatsa's mighty sorceries. As she wept over the brutalized corpse of Aphatsa, she cried aloud her hate to the world. It boiled to the surface and she flung herself into the ocean, trying to drown herself. Instead, she was transformed and now carries on Aphatsa's legacy as best she can.

Imishikaia, the Crone of Bleached Bay, brine hag 4th-level human sorcerer

Large Monstrous Humanoid (augmented humanoid)

Hit Dice: 4d8+16 (37 hp)

Initiative: +3

Speed: 40 ft. (8 squares), swim 80 ft., climb 10 ft.

Armor Class: 21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d6+4)

Full Attack: 2 claws +3 melee (1d6+4), bite –2 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Qualities: Darkvision 120 ft., scry, summon familiar (seahawk — treat as normal hawk)

Saves: Fort +7, Ref +7, Will +8

Abilities: Str 12, Dex 18, Con 18, Int 14, Wis 14, Cha 19

Skills: Bluff +10, Concentration +11, Craft (alchemy) +8, Knowledge (arcana) +8, Spellcraft +9, Swim +9

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Great Fortitude, Iron Will, Lightning Reflexes

Environment: Temperate aquatic

Organization: Solitary

Challenge Rating: 8

Treasure: Normal

Alignment: Neutral evil

Level Adjustment: +6

Possessions: wand of magic missiles (CL 1, 50 chg), 3 potions of shield, 2 potions of cure light wounds.

Spells Known (cast 6/8/4): 0-lvl — chill/warmth*, detect magic, detect poison, light, prestidigitation, ray of frost. 1st — buoyancy net*, shield, shocking grasp. 2nd — swift water.

* From **Relics & Rituals**.

** From **Relics & Rituals 2: Lost Lore**.

Creating A Brine Hag

“Brine hag” is a template that can be added to any female humanoid that is capable of casting sorcerer or adept spells.

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

Size and Type: The base creature's size increases to “Large” (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature's type changes to monstrous humanoid (aquatic, augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future sorcerer or adept Hit Dice to d8.

Speed: Increase base speed to 40 ft. Brine hags may also swim with a speed of 80 ft. and climb at a speed of 10 ft. If the creature has better movement rates from its normal form, use those instead.

Armor Class: A brine hag has a +9 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The brine hag has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the brine hag retains this ability. A brine hag fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A brine hag fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The brine hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better.

Space/Reach: The brine hag's space/reach becomes 10 ft./10 ft., unless it was greater.

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

Darkvision (Ex): 120 ft.

Scry (Su): When brine hags do take an interest in the surface, they are able to watch from a distance in their scrying shells, the iridescent shells of giant oysters that the brine hag has prepared for her own use. This scrying is sight-only and can be maintained for up to an hour a day; the hag may divide this time into multiple scrying sessions if she chooses. In all other ways, this is treated as the scry spell cast at the hag's caster level.

Abilities: Increase from the base creature as follows: +4 Strength, +4 Dexterity, +6 Constitution, +4 Wisdom, +4 Charisma.

Skills: Brine hags get a +4 racial bonus to Craft (alchemy) checks. They also gain a +8 bonus to both Climb and Swim checks.

Feats: Brew Potion, Great Fortitude, Iron Will, Lightning Reflexes.

Environment: Any aquatic

Organization: Solitary or pair

Challenge Rating: Same as the base creature +4.

Treasure: Standard

Alignment: Usually neutral evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +6.



Hag, Cavern

Description

Cavern hags live underground to learn the secrets of earth and stone. By the time she attains full hag status, a cavern hag's eyelids have permanently grown together, making her stone blind—but no less dangerous for that. A cavern hag can smell an enemy's whereabouts to within inches.

The cavern hag devotes much of her time to her alchemy; her acute sense of smell allows her to easily distinguish one material from another, thus negating any handicap her blindness might otherwise inflict. A cavern hag is torn between hate and resentment for all mortals and a buried longing for human companionship; most cavern hags compromise by making their lairs in deep caves near human settlements, where they can capture humans to torture and devour when the loneliness grows too acute. Subterranean beasts are the closest thing to a cavern hag's friends, particularly monstrous vermin; some cavern hags have even managed to tame barrow worms as pets.

In combat, a cavern hag generally prefers to ambush her victims. She almost always has a means to extinguish intruders' light sources (particularly her spells, which are chosen with this in mind). Once her prey has been blinded, she sends in her pets to attack, hurling more spells as she advances. If a group seems particularly strong, she instead shadows them as they pass through her territory, picking off any stragglers one by one.

Sample Cavern Hag

This example uses a half-elven 7th-level sorcerer/3rd-level blood witch (as per *Relics & Rituals*) as a base creature.

Khalaktha the Outcast

Khalaktha has a reason to be bitter; she has a reason to be angry. It is ill to be born to a whore of a mother, or so Khalaktha's mother's husband told her. A dark elf should not dally with humans, regardless of how intriguing she

finds them. And if she does, she should at least have the decency to not bear a half-human squalling thing. Khalaktha's early years were made miserable by her stepfather, who took his anger and frustration with his wife out on her bastard child.

Eventually, Khalaktha's own magic came to the fore and she nearly killed her father with spells of flame. She was forced to flee Dier Drendal, finding shelter and water in a place that seemed safe, but in truth turned out to be an abandoned gorgon temple to Mormo, its wells tainted with her ichor. She was transformed into a cavern hag by her bitterness and the taint of Mormo and now she seeks to still the burning hate in her heart with the lives of dark elves.

Khalaktha, the Outcast, cavern hag half-dark elf
7th-level sorcerer/3rd-level blood witch*

Large Monstrous Humanoid (augmented humanoid)

Hit Dice: 7d8+28 + 3d4+12 (78 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d6+3)

Full Attack: 2 claws +7 melee (1d6+3), bite +2 melee (1d6+1)

Space/Reach: 10 ft./10 ft.

Special Qualities: Blindsight, blood enhancement* (Empower Spell, Enlarge Spell), damage reduction 5/magic, half-elf traits, immunities, nature magic*, summon familiar (bat)

Saves: Fort +7, Ref +6, Will +11

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

Skills: Bluff +8, Climb +11, Concentration +16, Craft (alchemy) +6, Heal +3, Knowledge (arcana) +11, Spellcraft +6, Survival +4

Feats: Brew Potion, Empower Spell, Enlarge Spell, Iron Will, Power Attack, Skill Focus (Concentration), Spell Focus (evocation)

Environment: Subterranean

Organization: Solitary

Challenge Rating: 13

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: +5

Possessions: pearl of power (2nd-level spell), staff of fire (50 chg), wand of silence (20 chg).

Spells Known (cast 6/8/8/7/6/4): 0-lvl — detect poison, disrupt undead, distort shadow*, dowsing*, mage hand, mending, prestidigitation, ray of frost, resistance. 1st — bolt of power**, burning hands, identify, mage armor, stone bolt**. 2nd — bull's strength, darkness, protection from arrows, shadow images*. 3rd — dispel magic, flaming arrow, haste. 4th — bestow curse, earth blast**. 5th — passwall.

* From *Relics & Rituals*.

** From *Relics & Rituals 2: Lost Lore*.

Creating A Cavern Hag

“Cavern hag” is a template that can be added to any female humanoid that is capable of casting sorcerer or adept spells.

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

Size and Type: The base creature's size increases to “Large” (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature's type changes to monstrous humanoid (augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future sorcerer or adept Hit Dice to d8.

Speed: Increase base speed to 40 ft. Cavern hags may also climb at a speed equal to their base speed. If the creature has better speed from its normal form, use that rating instead.

Armor Class: A cavern hag has a +12 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The cavern hag has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the cavern hag retains this ability. A cavern hag fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A cavern hag fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The cavern hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better.

Space/Reach: The cavern hag's space/reach becomes 10 ft./10 ft., unless it was greater.

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

Blindsight (Ex): The cavern hag can sense her surroundings and nearby creatures in total darkness using scent, hearing and the vibration of the air (which she detects through the fine hairs growing from her moles). She suffers no penalties in melee combat and can detect all foes within 120 feet as a sighted creature would (beyond that range, targets count as totally concealed). Negating the cavern hag's sense of hearing or smell removes her blindsight, although she still has access to the Blind-fight feat (see below).

Damage Reduction (Su): The cavern hag's stony hide gives her a damage reduction of 5/magic.

Immunities (Ex): Immune to illusions, visual effects, gaze attacks and other attack forms that rely on sight.

Abilities: Increase from the base creature as follows: +6 Strength, +2 Dexterity, +4 Constitution, +4 Wisdom, +4 Charisma.

Skills: Cavern hags gain a +4 racial bonus to Craft (alchemy) checks. They also gain a +8 bonus to Climb checks.

Feats: Blind-Fight, Brew Potion, Iron Will, Power Attack.

Environment: Any underground

Organization: Solitary or pair

Challenge Rating: Same as the base creature +3.

Treasure: Standard

Alignment: Usually lawful evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +5.

Hag, Ice

Description

Wrapped in a tattered, dirty collection of the hides of their prey, ice hags haunt the northern lands, feeling it their sacred duty to protect the White Wastes of Fenrilik (where even the faceless giants do not tread) from incursions by humanoids. They haunt the wilderness outside settlements, avenging themselves on the mortals who once sent them outside to die of exposure.



Ice hags may dig dens in the ice for themselves and any attendant animals to sleep in. An ice hag may have various animal followers, from dire wolves to polar bears; they have also been known to strike pacts with sleet devils to share prey. At least one ice hag of notable age and cunning has positioned herself as the chieftainess of a tribe of ice ghouls, who bring her meat in exchange for her guidance and strength.

Unless her victim is a lone wanderer or obviously easy prey, an ice hag tends to order her menagerie of arctic allies to attack a party to soften the interlopers up. Once the party has been weakened — and she has evaluated their tactical preferences — the hag either attacks directly, using her breath weapon against the most dangerous spellcasters; or stalks the party, picking them off one at a time as they sleep. Her vicious claws and terrible strength serve an ice hag well in hand-to-hand combat.

Sample Ice hag

This example uses a human 9th-level sorcerer/5th-level barbarian as a base creature.

Yshalla, the Hag of the Winds

The nomadic peoples of Albadia all know of Yshalla. Her name is invoked to make children behave on winter nights when the winds howl outside the shelters, for it is well known that Yshalla loves to steal away children and turn them into her haglings. Only the Helliann Sisterhood truly knows Yshalla's origins — that she was one of the Helliann, from the time when the Sisterhood worshipped a triune of titans. In the conflict following the Titanswar, those who worshipped Mormo or Lethene were cast out or slain. Yshalla was a rage-filled apprentice witch and a staunch worshipper of Mormo; she fled Mt. Helliath when her mother and mentor was slain.

Yshalla, the Hag of the Winds, ice hag human 7th-level sorcerer/5th-level barbarian

Large Monstrous Humanoid (augmented humanoid, cold)

Hit Dice: 7d8+14 + 5d12+10 (88 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 21 (–1 size, +4 Dex, +8 natural), touch 13, flat-footed 17

Base Attack/Grapple: +8/+12

Attack: Mjallarin +13 melee (3d6+7 plus 1d6 fire)

Full Attack: Mjallarin +13/+8 melee (3d6+7 plus 1d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, heat drain

Special Qualities: Fast movement, immunities, improved uncanny dodge, rage (2/day), scent, summon familiar, trap sense +1, uncanny dodge

Saves: Fort +8, Ref +9, Will +9

Abilities: Str 18, Dex 18, Con 15, Int 14, Wis 13, Cha 19

Skills: Climb +17, Concentration +17, Handle Animal +6, Intimidate +14, Jump +9, Knowledge (arcana) +12, Listen +3, Spellcraft +17, Survival +6

Feats: Albadian Sorcery**, Brew Potion, Chain Spell*, Cleave, Craft Wand, Iron Will, Lightning Reflexes, Maximize Spell, Power Attack, Toughness

Environment: Any cold

Organization: Solitary

Challenge Rating: 16

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: 6

The Reflex save against this ice hag's breath weapon is 20, as is the Fortitude save against her heat drain ability.

Possessions: Mjallarin, the *Axe of the Sun* (+1 flaming Large greataxe of spell storing; usually contains ray of enfeeblement), *wand of endure elements* (50 chg), *wand of ray of enfeeblement* (50 chg), *wand of bull's strength* (50 chg), *wand of haste* (50 chg).

Spells Known (cast 6/8/8/5): 0-lvl — *chill/warmth**, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *resistance*. 1st — *bladethirst***, *endure elements*, *obscuring mist*, *ray of enfeeblement*, *shield*. 2nd — *bull's strength*, *iceshard***, *whispering wind*. 3rd — *haste*, *sleet storm*.

* From *Relics & Rituals*.

** From *Relics & Rituals 2: Lost Lore*.

Creating An Ice Hag

"Ice hag" is a template that can be added to any female humanoid that is capable of casting sorcerer or adept spells.

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

Size and Type: The base creature's size increases to "Large" (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature's type changes to monstrous humanoid (augmented humanoid, cold). Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future sorcerer or adept Hit Dice to d8.

Speed: Increase base speed to 40 ft. Ice hags may also climb at a speed of half their base speed. If the creature has better speed from its normal form, use that rating instead.

Armor Class: An ice hag has a +8 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The ice hag has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the ice hag retains this ability. An ice hag fighting without weapons uses a claw

when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: An ice hag fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The ice hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better.

Space/Reach: The ice hag's space/reach becomes 10 ft./10 ft., unless it was greater.

Special Attacks: An ice hag retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 ice hag's HD + ice hag's Charisma modifier unless otherwise noted.

Breath Weapon (Su): An ice hag can breathe a cone of freezing air and sharp snow crystals at her enemy, dealing 2d4 points of damage and blinding the victim for 1d4 minutes. A successful Reflex save halves the damage and prevents blindness. This breath weapon may be used once every 2d4 rounds.

Heat Drain (Su): The touch of an ice hag sucks heat and life from victims who fail a Fortitude save. Each round the hag makes contact, if her victim fails the Fortitude save, she deals an additional 1d6 points of cold damage to her victim. Hit points drained in this way are added to the hag's hit point total, up to her normal hit points +10. Hit points above her normal maximum fade at the rate of one every 10 minutes. Any damage a hag inflicts in this way is in addition to her normal physical attacks; however, an ice hag may drain any given opponent's heat only once per round.

Special Qualities: An ice hag retains all the special qualities of the base creature and gains those described below.

Immunities (Ex): Ice hags are immune to paralysis and sleep effects.

Scent (Ex): The ice hag can sense creatures by smell with a range of 80 feet (if she's downwind), 20 feet (if she's upwind) or 40 feet (if the air is still).

Abilities: Increase from the base creature as follows: +4 Strength, +6 Dexterity, +4 Constitution, +4 Wisdom, +4 Charisma.

Skills: Ice hags gain a +4 racial bonus to Handle Animal and Survival checks. They also gain a +8 bonus to Climb checks.

Feats: Brew Potion, Iron Will, Lightning Reflexes, Toughness.

Environment: Cold desert, hill and mountains

Organization: Solitary or pair

Challenge Rating: Same as base creature +4.

Treasure: Standard

Alignment: Usually lawful evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +6.

Hag, Moon

Description

The most powerful of all the Scarred Lands' hags, moon hags hold dominion over nature, madness and night. These monstrous crones stand twice the height of a man when they draw themselves fully upright; their dark skin gleams with strange oils and their wide



eyeshine with madness. They typically prefer to live in high, craggy mountains or deep woods. They choose only the bitterest and most magically apt women as candidates for the metamorphosis.

A moon hag's boundaries are often marked with piles of bloodstained stones and odd bundles of bones and sticks. Anyone who wanders past these signs, whether from ignorance or recklessness, takes his life into his own hands. Moon hags have a powerful affinity for the beasts of the night; their allies have been known to include bat devils, murdersprites and even high or low gorgons. Coal goblins, werewolves, harpies and other night-beasts faithful to Belsameth avoid moon hags, who in return hate the newcomers and their goddess.

In combat, a moon hag likes to enthrall her victims with spells before she closes in for the kill. She takes a deep delight in sowing terror and confusion in her enemies. She frequently enters the presence of her enemies unseen, then begins using her spells and magic items to best effect. After her allies have scattered her foes, the moon hag attacks physically, slashing with her huge claws and biting with her enormous teeth.

Sample Moon Hag

This example uses a wood elfen 5th-level druid/6th-level bard/3rd-level sorcerer as a base creature.

The Witch of the Whistling Wood

Every child in Ankila has heard of the Witch of the Whistling Wood, a horrible elfin hag that raises winds to whistle through the trees, creating a maddening cacophony to accompany her songs, which are said to drive men insane.

The Witch of the Whistling Wood, moon hag wood elf
5th-level druid/6th-level bard/3rd-level sorcerer
Large Monstrous Humanoid (augmented humanoid)

Hit Dice: 8d8+32 + 6d6+24 (113 hp)

Initiative: +8

Speed: 50 ft. (10 squares), climb 20 ft., fly 60 ft. (perfect), swim 30 ft.

Armor Class: 25 (−1 size, +4 Dex, +12 natural), touch 13, flat-footed 21

Base Attack/Grapple: +8/+10

Attack: Death's Reaper +14 melee (1d8+4)

Full Attack: Death's Reaper +14 melee (1d8+4), claw +9 melee (1d6+1 plus stunning touch), bite +9 melee (1d6+1)

Space/Reach: 10 ft./10 ft.

Special Attacks: Stunning touch

Special Qualities: animal companion, bardic knowledge, bardic music (6/day: countersong, fascinate, inspire competence, inspire courage +1, suggestion), damage reduction 10/cold iron and magic, greatest of witches, invisibility, nature sense, resist nature's lure, spell resistance 19, summon familiar, trackless step, wild empathy, *wildshape* (1/day), wood elf traits, woodland stride

Saves: Fort +7, Ref +7, Will +14

Abilities: Str 14, Dex 18, Con 18, Int 12, Wis 21, Cha 22

Skills: Climb +10, Concentration +15, Craft (alchemy) +10, Heal +15, Hide +16, Knowledge (arcana) +5, Move Silently +16, Perform (singing) +18, Ritual Casting* +14, Spellcraft +10, Survival +15, Swim +10

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Combat Casting, Empower Spell, Improved Initiative, Iron Will, Power Attack, Track, Weapon Finesse

Environment: Temperate forest

Organization: Solitary

Challenge Rating: 19

Treasure: Normal

Alignment: Neutral evil

Level Adjustment: +7

The Will save against this moon hag's stunning touch is 23, as is the Fortitude save against her heat drain ability.

Possessions: Death's Reaper (+2 keen Large sickle), a set of 4 bone cage beads**, pipes of haunting, wand of affliction** (50 chg).

Druid Spells Prepared (6/6/5/4/3): 0-lvl — create water (x2), detect poison, detect magic, flare, shockwave. 1st — bed bug bites**, cure light wounds (x2), entangle (x2), summon nature's ally I. 2nd — barkskin, chill metal, fanning the flames**, lure**, summon swarm. 3rd — contagion, poison, thorn throw*, wall of horns*. 4th — cure serious wounds, omniscience**, summon nature's ally IV.

Bard Spells Known (cast 3/5/4): 0-lvl — dancing lights, dowsing*, false flavor**, filch**, prestidigitation, sneeze*. 1st — cause fear, hypnotism, serpents' stare**, ventriloquism. 2nd — detect thoughts, enthrall, silence.

Sorcerer Spells Known (cast 6/8/8/7/4): 0-lvl — arcane mark, detect magic, disrupt undead, distort shadow*, flare, open/close, ray of frost, steal sleep. 1st — animate rope, comprehend languages, mage armor, magic missile, sleep. 2nd — blindness/deafness, blur, fountain of blood**, pyrotechnics. 3rd — blood storm, dispel magic, haste. 4th — bestow curse, dimension door.

* From Relics & Rituals.

** From Relics & Rituals 2: Lost Lore.

Creating A Moon Hag

"Moon hag" is a template that can be added to any female humanoid that is capable of casting druid and sorcerer spells.

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

Size and Type: The base creature's size increases to "Large" (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature's type changes to monstrous humanoid (augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future sorcerer Hit Dice to d8.

Speed: Increase base speed to 50 ft. Moon hags may also climb at a speed of 20 ft., fly at a speed of 60 ft. (perfect maneuverability), and swim at a speed of 30 ft. If the creature has better speed from its normal form, use that rating instead.

Armor Class: A moon hag has a +12 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The moon hag has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the moon hag retains this ability. A moon hag fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A moon hag fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The moon hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better.

Space/Reach: The moon hag's space/reach becomes 10 ft./10 ft., unless it was greater.

Special Attacks: A moon hag retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 moon hag's HD + moon hag's Charisma modifier unless otherwise noted.

Stunning Touch (Ex): Anyone hit by a moon hag's claw attack must succeed on a Will save or be stunned for 1d2 rounds. Multiple hits require multiple saves, though the times are not cumulative.

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

Damage Reduction (Su): The moon hag's preternaturally tough hide grants her a damage reduction of 10/cold iron and magic.

Greatest of Witches (Ex): Moon hags are the undisputed mistresses of witchery among the hags. Her sorcerer and druid levels are combined to determine her spellcasting ability in each class. Thus, a Sor5/Drd4 moon hag casts spells as a 9th level sorcerer and a 9th level druid.

Invisibility (Sp): Moon hags have the ability to cast *invisibility* on themselves at will.

Spell Resistance (Ex): Moon hags gain Spell Resistance equal to 11 + her caster level in the sorcerer class.

Abilities: Increase from the base creature as follows: +6 Strength, +6 Dexterity, +6 Constitution, +6 Wisdom, +6 Charisma.

Skills: Moon hags gain a +4 racial bonus to Craft (alchemy) and Spellcraft checks. They also gain a +8 bonus to Climb and Swim checks.

Feats: Brew Potion, Craft Wand, Empower Spell, Iron Will, Power Attack.

Environment: Any mountains or forest

Organization: Solitary or pair

Challenge Rating: Same as the base creature +5.

Treasure: Standard

Alignment: Usually neutral evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +7.

Hag, Storm

Description

Storm hags are horrible crones who have shrugged off the tyrannical grip of gravity and mastered the secrets of the air. Once a storm hag reaches the point in her maturation process where she takes to the air, she dislikes touching the ground again; she will only do so in order to instruct a "granddaughter" or to brew a potion. Storm hags sleep in dark clouds during the day and come out to hunt at dusk. Their skin is a silvery, dusky gray like that of a storm cloud, their yellow eyes flash like lightning, and their long white hair balloons out around them as if constantly stirred by wind.

A storm hag hunts her prey from above, swooping down to carry off children or other small creatures to devour. Storm hags are leaner and more agile than their sister hags, granting them the ability to soar and swoop as nimbly as bats. Of all the hags, the storm hag is least likely to have animal or beast allies at her beck and call; few creatures can keep up to her liking.

In combat, storm hags are prone to flying down, catching their prey in their hair and then swooping back up into the sky, where they maul their opponents one-on-one with their cruel claws and terrible teeth. If a storm hag is not happy with the way a struggle is going, she lets her prey drop to the ground and tries again after the fall has softened it up a bit.

Sample Storm Hag

This example uses a 9th-level human druid as a base creature.



Hielaa of the Dar al Annot

One of the foremost operatives of the sinister Dar al Annot sisterhood in the Hornsaw Forest, Hielaa is cunning and utterly ruthless. She refuses to engage her enemies when her abilities can prevent them from ever touching her, remaining in flight, with gusting winds around her to disrupt missile attacks. Hielaa was responsible for losing a sacred artifact of the Dar al Annot and now works furiously to get it back.

Hielaa of the Dar al Annot, storm hag human 9th-level druid

Large Monstrous Humanoid (augmented humanoid)

Hit Dice: 9d8+32 (72 hp)

Initiative: +6

Speed: 40 ft. (8 squares), flight 80 ft. (good)

Armor Class: 20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

Base Attack/Grapple: +6/+9

Attack: Claw +12 melee (1d6+4) or hair +12 melee (special)

Full Attack: 2 claws +12 melee (1d6+4), bite +7 melee (1d6+2), hair +7 melee (special)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict, improved grab

Special Qualities: Animal companion, damage resistance 5/magic, nature sense, resist nature's lure, resistance to electricity 20, trackless step, wild empathy, *wildshape* (3/day, Large), woodland stride

Saves: Fort +10, Ref +9, Will +12

Abilities: Str 16, Dex 22, Con 18, Int 12, Wis 22, Cha 8

Skills: Concentration +16, Handle Animal +9, Knowledge (nature) +11, Ritual Casting* +14, Spellcraft +13, Survival +16

Feats: Blind-Fight, Brew Potion, Combat Casting, Flyby Attack, Heighten Spell, Quicken Spell, Spell Penetration, Weapon Finesse

Environment: Any temperate

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Neutral evil

Level Adjustment: +5

Possessions: 4 javelins of lightning, oil of bane of the forge** (3 doses), 3 potions of enhanced senses**, 3 potions of cure moderate wounds, wand of downdraft** (50 chg),

Spells Prepared (6/6/6/4/3/2): 0-lvl — *adhere to wood**, *chill/warmth**, *detect magic*, *flare*, *light*, *resistance*; 1st — *cure light wounds* (x2), *endure elements*, *entangle*, *magic fang* (x2); 2nd — *charm person or animal*, *frog tongue**, *heat metal*, *hold animal*, *soften earth and stone*, *speak with animals*; 3rd — *call lightning*, *contagion*, *Ganest's farstrike**, *poison*; 4th — *dispel magic*, *rusting grasp*, *sleet storm*; 5th — *control winds*, *ice storm*.

* From *Relics & Rituals*.

** From *Relics & Rituals 2: Lost Lore*.

Hit Dice: Increase all current and future adept Hit Dice to d8.

Speed: Increase base speed to 40 ft. Storm hags may also fly at a speed of 80 ft. (good maneuverability). If the creature has better speed from its normal form, use that rating instead.

Armor Class: A storm hag has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The storm hag has two claw attacks, a bite attack and a prehensile hair attack, and the claws are the primary natural weapon. If the base creature can use weapons, the storm hag retains this ability. A storm hag fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A storm hag fighting without weapons uses both claws, its bite and its hair when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite and hair as natural secondary attacks. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The storm hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better. If a storm hag hits with her hair, she may initiate a grapple (see *Special Attacks*, below).

Space/Reach: The storm hag's space/reach becomes 10 ft./10 ft., unless it was greater.

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

Improved Grab (Ex): To use this ability, the storm hag must hit an opponent of up to Medium with a hair attack. If she hits, she can constrict. The storm hag may only grapple one opponent at a time with her hair, but she may take other actions in addition to beginning and maintaining the grapple.

Constrict (Ex): A storm hag deals 1d6 points of damage when she opts to use the "Damage Your Opponent" grapple action option (see the PHB, Chapter 8, "Grapple," *If You're Grappling* subsection).

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

Damage Reduction (Su): The preternaturally tough skin of the storm hag grants her a damage reduction of 5/magic.

Resistance to Electricity (Ex): Storm hags ignore the first 20 points of electricity damage in a round.

Abilities: Increase from the base creature as follows: +6 Strength, +8 Dexterity, +4 Constitution, +6 Wisdom.

Feats: Blind-Fight, Brew Potion, Flyby Attack.

Environment: Any

Organization: Solitary or pair

Challenge Rating: Same as the base creature +3.

Treasure: Standard

Alignment: Usually neutral evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +5.

Creating A Storm Hag

"Storm hag" is a template that can be added to any female humanoid that is capable of casting druid or adept spells.

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

Size and Type: The base creature's size increases to "Large" (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature's type changes to monstrous humanoid (augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Hag, Swamp

Description

Swamp hags lair in the deep bogs, swamps, bayous and marshlands that civilized creatures avoid. They are the smallest of their kind, rarely reaching nine feet in height. Their skin is typically a greenish brown, and their eyes are a bright, sickly yellow. A hag typically likes to "enhance" her appearance with whatever materials are at hand — moss, crocodile skulls, iridescent beetle



shells, myriad twigs, teeth, bones, skins and baubles are all likely adornments. The more bones a swamp hag wears, the more power over life and death she displays.

Swamp hags are remarkably religious and share a common devotion for “Mama Mormo.” Although they dislike leaving their fens, swamp hags are more willing than most to aid attempts to restore Mormo to health and power. They often cooperate with high gorgons toward this very end.

Like their cousins, swamp hags enjoy the company of beasts. These hags tend to have the largest menageries of any of their ilk. A swamp hag is rarely found without a contingent of monstrous vermin, reptiles or other swamp beasts as pets and bodyguards. Swamp hags are strangely domestic and build huts that they guard ferociously.

Swamp hags are wily opponents. Their deadliest advantage is their knowledge of the swamps they inhabit. By using their camouflage abilities, swamp hags can track a party for hours or days, harrying and weakening them if necessary. When the hag decides to enter combat, she always does so on her terms. A swamp hag will typically have her beasts enter the battle first to scatter or weaken her enemies; then the hag herself will enter the fray. Swamp hags despise clerics. While stalking a group, a swamp hag will identify the priests and healers in the party and make sure that they are poisoned by spiders, crushed by snakes or eaten by crocodiles before she turns her attention to any other opponents.

Sample Swamp Hag

This example uses a human 6th-level druid/5th-level spirit walker (see *Relics & Rituals 2: Lost Lore*) as a base creature.

Abarathia, the Horror of the Minagan Marshes

The tribesmen and traders who come to Lake Minagan for its ample waters and easy trade routes know better than to dawdle along the lake’s boggy margins. The Horror of the Minagan Marshes, a mud-skinned hag that is part of the

very marsh itself, dwells there; she always demands a toll of a single human life to allow such groups to pass.

Abarathia, the Horror of the Minagan Marshes, swamp hag
human 6th-level druid/5th-level spirit walker

Large Monstrous Humanoid (augmented humanoid)

Hit Dice: 6d8+24 + 5d6+20 (88 hp)

Initiative: +4

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

Armor Class: 18 (–1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +6/+7

Attack: Claw +6 melee (1d6+1)

Full Attack: 2 claws +6 melee (1d6+1), bite +1 melee (1d6)

Space/Reach: 10 ft./10 ft.

Special Qualities: Animal companion (alligator), camouflage, immune to all poisons and disease, nature sense, spirit-bond (spider, swamp), spirit doll affinity, spirit doll maker, spirit guide (augury, divination), spirit of the hearth, spirit ride (1/day), trackless step, *wildshape* (2/day), wild empathy, woodland stride

Saves: Fort +6, Ref +3, Will +9

Abilities: Str 12, Dex 18, Con 19, Int 10, Wis 19, Cha 14

Skills: Concentration +14, Diplomacy +5, Heal +9, Hide +8, Knowledge (nature) +10, Move Silently +12, Ritual Casting* +9, Spellcraft +10, Survival +9, Swim +9

Feats: Blind-Fight, Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Heighten Spell, Maximize Spell, Power Attack, Track

Environment: Tropical swamp

Organization: Solitary

Challenge Rating: 13

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: +6

Possessions: wand of summon swarm (50 chg), 4 potions of poison, cloak of arachnida.

Spells Prepared (6/7/6/5/4/3/2): 0-lvl — create water, detect magic (x2), guidance, shockwave*, spark*. 1st — body of sand**, cure light wounds (x2), entangle, Sethris’ potency* (x2), summon nature’s ally I. 2nd — animal infusion*, barkskin, hunter’s stalk*, summon nature’s ally II, summon swarm, tree shape. 3rd — cure moderate wounds, dominate animal, greater magic fang, snare, summon nature’s ally III. 4th — dispel magic, flame strike, summon nature’s ally IV, touch of the eel*. 5th — animal growth, gutroot*, touch of renewal**. 6th — Chern’s exhalation**, Mormo’s serpent hands*.

* From *Relics & Rituals*.

** From *Relics & Rituals 2: Lost Lore*.

Creating A Swamp Hag

“Swamp hag” is a template that can be added to any female humanoid that is capable of casting druid or adept spells.

A swamp hag uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The base creature’s size increases to “Large” (the ability modifiers for this size increase are already figured into those given under Abilities, below). The creature’s type changes to monstrous humanoid (augmented humanoid). Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future adept Hit Dice to d8.

Speed: Increase base speed to 40 ft. Swamp hags may also swim at a speed of 40 ft. If the creature has better speed from its normal form, use that rating instead.

Armor Class: A swamp hag has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: The swamp hag has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the swamp hag retains this ability. A swamp hag fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A swamp hag fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The swamp hag's bite attack and claw attacks both inflict 1d6 damage or the base creature's claw and bite attack damage, whichever is better.

Space/Reach: The swamp hag's space/reach becomes 10 ft./10 ft., unless it was greater.

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

Camouflage (Ex): Swamp hags have greenish-brown skin that makes them hard to spot in a swamp, and they can also change color to blend even more perfectly with their surroundings. When in swampy terrain, they gain a natural +15 bonus to Hide checks as long as they remain perfectly still.

Immunities (Ex): Swamp hags are immune to all poisons and disease.

Abilities: Increase from the base creature as follows: +4 Strength, +6 Dexterity, +6 Constitution, +4 Wisdom.

Skills: Swamp hags gain a +4 racial bonus to Move Silently rolls. They also gain a +8 bonus to Swim checks.

Feats: Blind-Fight, Brew Potion, Empower Spell, Power Attack.

Environment: Any marsh

Organization: Solitary or pair

Challenge Rating: Same as base creature +4.

Treasure: Standard

Alignment: Usually lawful evil

Advancement: Same as base creature.

Level Advancement: Same as the base creature +6.

Inquisitor

Description

Inquisitors are the spirits of the priests of Hedrada who have been rewarded by their deity with a transformation into eternal (but not undead) sentinels of law. Hedrada, god of cities, is believed to have recognized the quickness with which his civilized demesnes were infected with all manner of chaos and anarchy. In an effort to maintain order, hierarchy and the rule of law, and to reward his most earnest mortal servants, Hedrada added the rank and post of inquisitor to the chain of command among his non-mortal servants.

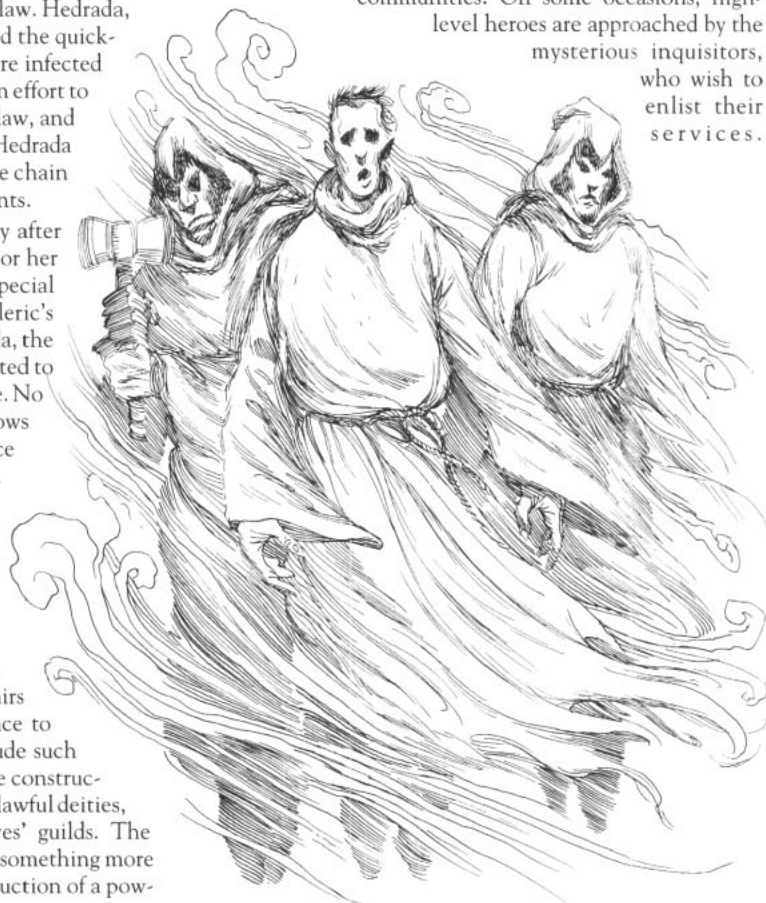
Should a cleric of Hedrada pass away after having attained the rank of patriarch, his or her fellow clergymen consecrate him in a special ceremony, whereby they commend the cleric's soul to Hedrada. By the decision of Hedrada, the deceased minister may or may not be elevated to the lowest rung of the god's spiritual service. No one but Hedrada and his celestial court knows if the soul has been taken into special service or not — not even the clerics who perform the consecration.

The inquisitor is charged with rooting out all manner of chaotic activity within areas where Hedrada's lawful touch holds sway. The places in which the Inquisitor operates are many and varied: human cities, dwarven kingdoms under mountains, orc and hobgoblin lairs where hierarchy is respected and deference to one's superiors is the rule. This may include such relatively mundane missions as halting the construction of places of worship dedicated to non-lawful deities, or the destruction of unregulated thieves' guilds. The mission of the inquisitor may also involve something more eminent, including the location and destruction of a pow-

erful, non-lawful entity that threatens a lawfully oriented community, such as a hostile elven lord seeking to demolish a humanoid settlement.

Inquisitors are masters of manipulation, and adventurers may find themselves caught up in the inquisitors' careful plans, even once they have returned home to their communities. On some occasions, high-

level heroes are approached by the mysterious inquisitors, who wish to enlist their services.



Due to their lawful bent and phenomenal mental capabilities, inquisitors often build elaborate plans and countermeasures, of which their allies may see only a small part.

Inquisitors usually find they attain best results when they infiltrate a community and work from within to expunge infecting chaotic elements. After all, their mortal clerical brethren are able to fight visible opposition; it is the unseen that inquisitors must combat. Though quite capable in hand-to-hand combat, most inquisitors eschew such unpredictable violence, instead working subtly through manipulation. Hedrada gifts them with some potent capabilities to aid them in these endeavors.

Sample Inquisitor

This example uses a human 8th-level cleric of Hedrada/8th-level loremaster (see DMG, Chapter 6) as a base creature.

Vetistius of the Great Library

Once a patriarch of the city Hedrad, Vetistius was the foremost of the loremasters in that city's Great Library, having trained in Lokil and sought out many lost tomes of lore in his adventuring youth. He might have even served as one of the four theocrats of the city had he not died of a mysterious wasting illness one day.

In truth, he was poisoned; Hedrada returned him to the face of the Scarred Lands as an inquisitor, to root out the corruption and chaos that infested the Library of Hedrad. Vetistius was instrumental in discovering the burgeoning Belsameth-cult among some of the patrons of the library — the very cult that was responsible for poisoning him so that one of their own might take the reins of leadership in the Library of Hedrad, allowing them to smuggle out certain sacred texts of the Slayer at their whim.

Vetistius revealed their perfidy and now has begun to take steps to see those stolen books returned, contacting adventuring companies for their aid. He can yet be found wandering the dark aisles of the Great Library, distinctive in his vestments that are some fifty years out of date. Those mortals who work there know to simply leave him in peace, taking comfort in the fact that one of Hedrada's own inquisitors watches over them.

Vetistius, Watcher of the Great Library, inquisitor human 8th-level cleric/8th-level loremaster

Medium Outsider (augmented humanoid, Lawful)

Hit Dice: 8d8+8 + 8d4+8 (78 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 11 (+1 dodge), touch 11, flat-footed 10

Base Attack/Grapple: +10/+10

Attack: *Staff of order* +11 melee (1d6+1) or slam +10 melee (1d6)

Full Attack: *Staff of order* +11/+6 melee (1d6+1) or slam +10/+5 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charming the masses, turn undead

Special Qualities: Greater lore, knowing the heart's sentiment, lore, loremaster secrets, shape of the flock, question of true seeing

Saves: Fort +9, Ref +5, Will +17

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

Skills: Concentration +14, Decipher Script +11, Diplomacy +11, Gather Information +11, Heal +11, Knowledge (arcana) +20, Knowledge (ancient history) +20, Knowledge (religion) +20, Speak

Language (7 additional languages), **Spellcraft** +20, **Use Magic Device** +8

Feats: Craft Staff, Craft Wondrous Item, Forge Ring, Heighten Spell, Scribe Scroll, Skill Focus (Knowledge — ancient history), Toughness

Environment: Any land

Organization: Solitary

Challenge Rating: 18

Treasure: Normal

Alignment: Lawful neutral

Level Adjustment: +4

The Will save against this inquisitor's charming the masses ability is 22.

Possessions: *Staff of order*** (50 chg), *ring of the loremasters*** (50 chg), *ring of alarm**, *pearl of power* (2nd level), *pearl of power* (3rd level).

Spells Prepared (6/7/8/6/5/5/4/3/2): 0-lvl — *clean**, *detect magic* (x2), *light*, *read magic* (x2). 1st — *command*, *comprehend languages*, *divine favor*, *minor symbol of divinity**, *prevarication's bounty**, *sanctuary*, *shield of faith*. 2nd — *augury* (x2), *bread of life*** (50 chg), *consecrate*, *dead man's eyes* (x2), *spiritual weapon* (x2). 3rd — *dispel magic*, *divine raiment**, *Hedrada's justice*** (50 chg), *magic vestment*, *sacred weapon**, *speak with dead*. 4th — *dismissal*, *divination*, *seal of Hedrada**, *sending*, *spell immunity*. 5th — *atonement*, *commune*, *hallow*, *screaming*, *true seeing*. 6th — *blade barrier*, *forbiddance*, *greater dispelling*, *word of recall*. 7th — *dictum*, *greater screaming*, *repulsion*. 8th — *avatar**, *shield of law*.

Domain Spells Prepared (*Hedrada/Knowledge, Law*): 1st — *protection from chaos*. 2nd — *detect thoughts*. 3rd — *clairaudience/clairvoyance*. 4th — *order's wrath*. 5th — *dispel chaos*. 6th — *hold monster*. 7th — *legend lore*. 8th — *discern location*.

* From **Relics & Rituals**.

** From **Relics & Rituals 2: Lost Lore**.

Creating An Inquisitor

"Inquisitor" is an acquired template that can be added to any humanoid creature (hereafter referred to as the "base creature") that is capable of casting cleric spells and is of LN alignment. In the Scarred Lands, inquisitors must worship the god Hedrada.

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

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

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

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

Damage: Inquisitors have slam attacks which inflict 1d6 damage, or the base creature's slam damage, which ever is better.

Special Attacks: An inquisitor retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 inquisitor's HD + inquisitor's Charisma modifier unless otherwise noted.

Charming the Masses (Su): Some of the most powerful inquisitors are able to work their way up their adopted social ladders and attain prominent positions, where they are able to sway many into doing their bidding. Typically, an inquisitor makes a short speech to an individual or group in the community. Those individuals who fail a Will save find themselves swayed to assist the inquisitor in nearly any fashion requested, seeing the inquisitor as a patron figure of society. This power does not function upon chaotic creatures, or on creatures with higher Hit Dice than the Inquisitor's Charisma bonus.

Special Qualities: An inquisitor retains all the special qualities of the base creature and gains those described below.

Knowing the Heart's Sentiment (Sp): Inquisitors may automatically discern the alignment of creatures they contact. This ability can be fooled by appropriate concealing spells, though.

Shape of the Flock (Su): The inquisitor is able to take the form of a member of the race with which it has been appointed to dwell. The inquisitor does not mimic the appearance of another indi-

vidual, but rather creates its own "mask." It then melds into its social environment, adopting as closely as possible to the life of those around it. This is not a disguise *per se*; rather, the inquisitor has all of the physical characteristics of the race in question, so only supernatural insight can determine the creature's true identity.

Question of True Seeing (Su): The inquisitor is able to ask questions of other members of its apparent race to discern their thoughts and motives. It can immediately tell if a creature is lying, shading the truth, encouraging improper assumptions or the like. Note, however, that this does not tell what the truth is, only whether the subject is lying.

Abilities: Increase from the base creature as follows: +4 Intelligence, +4 Wisdom, +4 Charisma.

Skills: Same as base creature.

Feats: Same as base creature.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as base creature +2.

Treasure: Standard

Alignment: Always lawful neutral

Advancement: Same as base creature.

Level Advancement: Same as base creature +4.

Morgaunt

Description

Morgaunts are living beings that have become infected by a parasitic grub that enters the body through a wound, or is ingested with infected meat. The grub, initially little larger than a grain of rice, works its way into the host's brain and then begins to multiply. As the colony grows, the host becomes increasingly violent and deranged, and develops an insatiable hunger for meat. Eventually this hunger turns to cannibalism; the morgaunt feeds upon its neighbors and loved ones, killing them as they sleep. Even if a victim survives an attack, his wounds are almost certainly infected. Before long, another morgaunt emerges to spread terror and death among the local folk.

A morgaunt's appearance is variable, depending on how long the host body has been infected. In the early stages, a morgaunt's host looks pale and sickly, but otherwise normal. As the infection spreads, and the grub colony increases, the host's skin turns sickly gray, and his eyes become sunken. Soon there are patches of skin sloughing away from the decaying body, and upon first sight the creature appears to be a zombie or other form of undead.

When the Order of the Morning Sky finds a town or castle infested with morgaunts, it is quickly surrounded. The inhabitants are given three days to wipe out the infestation themselves or else everything is put to the torch to prevent the infection from spreading. This militant order of clerics faithful to Madriel has dedicated itself to rooting out such evil outbreaks of disease and pestilence, and maintains



mounted forces in chapter houses across the lands of Ghelspad to race to suspected outbreaks at a moment's notice. In the event that these clerics are unable to answer the call, rulers sometimes turn to mercenaries or adventurers strong enough to do what must be done.

A morgaunt is capable of using weapons and armor to battle its opponents, but is equally likely to attack using claws and teeth, the better to infect its prey. Most times these creatures are not capable of concocting elaborate schemes or strategies; however, exceptional creatures have been capable of not only acting intelligently on their own, but leading large groups of other morgaunts.

Sample Morgaunt

This example uses a 2nd-level halfling commoner as a base creature.

Ballia

Infected by a rampaging morgaunt, Ballia is driven to infest others. In fact, she is single-handedly responsible for the recent outbreak of morgaunt infestations in the villages and towns between Urlisian and Femulyae in New Venir. Unfortunately, it seems as though the infestation may spread further, for the government of New Venir (notably favored of Belsameth) has forbidden the Order of the Morning Sky to interfere. Meanwhile, Ballia, a small, pained thing, roams from place to place, spreading her contagion.

Ballia, morgaunt halfling 2nd-level commoner
Small Humanoid
Hit Dice: 2d4+8 (13 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 size, +5 Dex), touch 16, flat-footed 11
Base Attack/Grapple: +1/-2
Attack: Bite +3 melee (1d4+1 plus infect)
Full Attack: Bite +3 melee (1d4+1 plus infect) and 2 claws -2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Infect
Special Qualities: Halfling qualities, immunities
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 13, Dex 21, Con 18, Int 9, Wis 10, Cha 8
Skills: Climb +4, Handle Animal +1, Hide +9, Jump +5, Move Silently +7, Profession (milk-maid) +4, Swim +2
Feats: Dodge
Environment: Any land
Organization: Solitary
Challenge Rating: 2
Treasure: Normal
Alignment: Neutral evil
Level Adjustment: +2

Creating A Morgaunt

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

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

Size and Type: The creature's type does not change. Size is unchanged.

Speed: Same as the base creature, plus 10 ft.

Attack: The morgaunt has a bite attack and two claw attacks, and the bite is the primary natural weapon. If the base creature can use weapons, the morgaunt retains this ability. A morgaunt fighting without weapons uses a bite when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A morgaunt fighting without weapons uses its bite and both claws when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: The morgaunt's bite attack and claw attacks both inflict 1d4 damage or the base creature's claw and bite attack damage, whichever is better.

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

Infect (Ex): Anyone damaged by the morgaunt's bite must succeed at a DC 13 Fortitude save to resist infection by the parasite. Infected victims will gradually show symptoms of carnivorous hunger and violent mood swings. Each day that passes inflicts 1 point of permanent Constitution drain on the victim. At Con 1, the victim seems to die, lying in a trancelike state while it transforms into a morgaunt. When it awakens in a day, it recovers all lost Constitution by going on a cannibalistic rampage. If a *heal*, *remove disease*, *wish* or *miracle* is cast on the victim before the transformation, the infection is halted. Lost Constitution can be healed through magical means.

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

Immunities: The morgaunt is immune to sleep, paralysis, nonlethal damage, stunning and disease.

Abilities: Because the morgaunt's body is being driven by a colony of creatures inside its brain, the body can be pushed beyond normal limits of strength and endurance, receiving the following bonuses: Strength +4, Dexterity +4, Constitution +8. In addition, the morgaunt gains the following penalties: -2 Intelligence, -2 Wisdom, -4 Charisma.

Skills: Same as base creature.

Feats: Same as base creature.

Environment: Any land

Organization: Solitary or colony (2-12)

Challenge Rating: Same as base creature + 1.

Treasure: Standard

Alignment: Always neutral evil

Advancement: Same as base creature.

Level Advancement: Same as base creature + 2.

Tokal-infested

Description

Tokal are tiny parasitic creatures that thrive in moist jungle regions. They infest a new host when an established host bites a victim, implanting the tokal's eggs in the process. While tokal always die with their host, tokal parasites often live long enough to infest a new host with eggs before dying. Once infested, a tokal host typically wastes away within a few months as the tokal consumes it from within to make new eggs.

Being sentient, the tokal wages a constant battle with its host's mind for control of the body. Strong-willed hosts have been known to control the tokal, while lesser beasts do the bidding of the parasite. Tokal typically exist for one reason only: To reach gestation within their host and infest a new host with their eggs. A tokal develops a symbiotic connection with the host, and for a short time the host benefits; the parasite grants its host speed, strength and resilience.

While the tokal do not fight per se, a battle with a tokal infestation does indeed occur. A mature tokal wages a constant struggle with the mind of its host to advance its breeding instinct. Often, the tokal strikes in the heat of combat, while the host is slave to his more savage impulses.

Sample Tokal-infested

This example uses a lion as a base creature (see MM, Chapter 2).

The Mad Lions of the Centaur Plains

The centaurs of the Centaur Plains know to avoid prides of lions without cubs. Lions infected by the tokal parasite are so driven by anger and hatred that all their other natural impulses are subsumed. The lions of these prides often bear partially-healed wounds, for not even the need to lick their wounds and rest from previous battles will stay their fury.

The Mad Lions of the Centaur Plains, tokal-infested lions
Large Animal (subtypes)

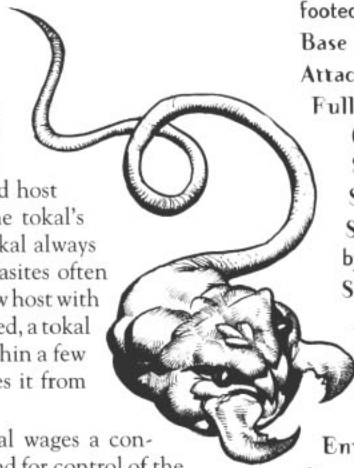
Hit Dice: 5d8+10 (32 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Tokal Infestation

The parasite inflicts one point of permanent Constitution drain every month. It is treated as a disease for the purpose of determining which spells can affect and remove it. When an attempt to cure the infestation is made (either with a spell or a DC 20 Heal check), the host must make a DC 25 Fortitude save; if successful, the host is cured, but lost Constitution must be restored magically. If the host fails the save, the tokal parasites remain in his body and become even more resistant to attempts to remove them; each failed attempt increases the DC of the Fortitude save by +1.



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

Base Attack/Grapple: +3/+13

Attack: Bite +8 melee (1d8+6)

Full Attack: Bite +8 melee (1d8+6) and 2 claws +3 melee (1d4+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, infest, rake 1d4+3

Special Qualities: Control (lions are completely controlled by the tokal), immunities, low-light vision, scent

Saves: Fort +6, Ref +8, Will +1

Abilities: Str 23, Dex 19, Con 15, Int 1, Wis 10, Cha 4

Skills: Balance +8, Hide +4 (+13 in tall grass or heavy overgrowth), Listen +4, Move Silently +12, Spot +4

Feats: Alertness, Run

Environment: Warm plains

Organization: Solitary, pair or pride (6-10)

Challenge Rating: 4

Alignment: Neutral

Advancement: 6–8 HD (Large)

Level Adjustment: —

Creating A Tokal-infested

“Tokal-infested” is an acquired template that can be added to any animal, dragon, giant, humanoid, magical beast, monstrous humanoid or vermin (hereafter referred to as the “base creature”).

A tokal-infested uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Size is unchanged.

Initiative: Increase the tokal-infested creature's initiative by +1.

Attack: The tokal-infested has a bite attack, which is the primary natural weapon. If the base creature can use weapons, the tokal-infested retains this ability. A tokal-infested fighting without weapons uses a bite when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A tokal-infested fighting without weapons uses its bite making a full attack. If armed with a weapon, it usually uses



The Tokal Tribesmen

Dwelling deep in the jungles and dense woods of the Scarred Lands, these tribesmen are living, breathing breeding grounds for the parasites known as tokal. They have developed an immunity to the parasites that infest them, and they are not consumed from within by the growth of the tokal.

Their motives seem simple enough: hunt for food, shelter themselves, protect themselves from predators and find new hosts for the tokal whenever possible.

It is the presence of the tokal parasite that makes these otherwise primitive humanoids truly dangerous. The tribesmen and the tokal parasites often think as one, and the tribesmen gather into raiding parties three or four times a year to seek out neighboring tribes and infest them with the

parasites. Fortunately for civilization as a whole, the newly infested tribes do not share the tokal tribesmen's natural symbiosis with the parasites and are thus consumed by the tokal within a few months. Meanwhile, the tokal tribesmen continue to breed, slowly increasing their numbers.

Tokal tribesmen are savage fighters who wield simple weapons — clubs, spears and anything they may have acquired during a war party. They learn and adapt quickly, perhaps a side benefit of sharing their bodies with an intelligent parasite. When the tokal tribesmen outnumber their foes, they surround them as a pack of dogs would and wear them down through attrition. When the tribesmen themselves are outnumbered, they seek to bring as many foes down with them as possible and infest them.

the weapon as its primary attack and its bite as a natural secondary attack.

Damage: The tokal-infested's bite attack inflicts 1d4 damage or the base creature's bite attack damage, whichever is better.

Special Attacks: A tokal-infested creature retains all the special attacks of the base creature and gains those described below.

Infest (Ex): The tokal has a chance of infesting a new victim with its eggs through its host's bite. If bitten, the victim must make a DC 13 Fortitude save. Failure means a successful infestation. Tokal eggs require 2d20 days to gestate before they can use their other abilities.

Special Qualities: A tokal-infested creature retains all the special qualities of the base creature and gains those described below.

Control (Ex): A mature tokal can vie for control of its host at any time if the host has an Intelligence of less than 14. If the host's Intelligence is 14 or greater, the tokal must wait for a period of combat or other strenuous activity (physical exertion, arguments, intercourse) before attempting to take control. When the tokal attempts to assert itself, the host must make a DC 12 Will save to

keep control. If successful, the tokal cannot try again for the next four rounds. If the agitated state is controlled within that time (e.g., combat ends), the tokal cannot try again until the next strenuous activity. If the host fails the save, the tokal takes over and attempts to infest a new host (through a bite). The current host can make a DC 10 Will save every round to regain control of her actions.

Immunity (Ex): Tokal-infested creatures are immune to mind-influencing attacks and magic.

Saves: The tokal-infested creature gains a +1 racial bonus to all saves.

Abilities: Adjust from the base creature as follows: +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma.

Environment: Warm forest

Organization: Solitary

Challenge Rating: Same as base creature +1.

Treasure: None

Alignment: Always neutral

Advancement: Same as base creature.

Level Advancement: Same as base creature +1.

The Unhallowed

Sometimes, perhaps once in a hundred years, a child is born bearing signs that he or she is beloved of the gods. She may be stronger, smarter, swifter or more beautiful than any other child. Above all, she is gifted with abundant blessings and is clearly destined for greatness in the fullness of time. These souls go on to become mighty warriors, legendary paramours, silver-tongued thieves or righteous holy men, meant to share their talents with those in need. It is a fundamental truth of the universe that the gods expect much of those to whom they give the greatest gifts.

Sometimes that trust is betrayed. With a single act, these blessed individuals turn their backs on their sacred pacts with the gods and heed the call of self-interest and evil.

People are fallible, and power can corrupt. Not everyone is up to the challenges of a disciplined and compassionate life, and the temptations of base nature are always present. Usually, once these heroes lose their way and use their mighty skills to indulge their dark sides, there is no turning back. Such a violation of sacred trust earns them the eternal enmity of the gods. When these fallen souls reach the end

of their lives, nothing but an eternity of torment awaits them.

Along with all the gods' wonderful gifts comes an equally powerful ego, and many corrupted heroes do not go so easily into the afterlife. They linger in the world of the living by sheer black will. The more their bodies rot, the more they cling to their physical existence, knowing that everything they feel is just a pale shadow of the punishments that await them.

These tormented spirits, called the Unhallowed because of their abandonment by the gods, are very powerful undead creatures whose influence can bring ruin not just to individuals, but to entire kingdoms. These creatures often worm their way into the ruling families of a land, spreading their corruption like a cancer until the entire kingdom is plunged into years of horror and despair.

The Unhallowed cannot be destroyed by sword or spell alone; their crimes must be exposed before the gods and their unholy will broken before their protection can be stripped away and justice served. The first step in laying one of these creatures to rest is to learn its true name and the terrible act committed that set its feet on the path of evil. This discovery alone can be the object of a major quest, as

these spirits frequently roam from place to place, far from the lands of their birth; many are centuries or millennia old, their exploits now only fragments of forgotten lore. If and when this knowledge is uncovered, the creature must be confronted in a holy place, its name and crime spoken aloud to call the attention of the gods. Once this is done, the being may be fought and destroyed, but even then the battle is certain to be bloody and grim.

Stories and accusations abound regarding the Unhallowed among the ranks of the living in the Scarred Lands. Perhaps the most persuasive case is made for Tankaras the Tortured, the present leader of the pirates of Bloodport. An often-told rumor relates that King Virduk himself is an Unhallowed, or in the very least his young wife Queen Geleeda is one. And there are always accusations among the clerics of Vesh that one or the other of them has stolen from the true path of Corean.

Unhallowed, The Faithless Knight

Description

The faithless knight was once a bold and noble warrior who, in a moment of rashness or passion, committed an act of terrible cowardice or dishonor so great that it violated the most essential tenets of his patron deity's faith. Now the craven fiend travels the world spreading terror and pain, drowning innocent kingdoms in blood and leading many young knights to their doom.

The faithless knight appears as a hideous, near-skeletal corpse, its skin gleaming an unholy greenish-white. It wears enchanted plate armor and clothes that were once of the finest quality, now rotted and pitted by years of pitiless campaigning. Most times, the knight also rides a terrible black warhorse, caparisoned in matching armor, or, in much more rare cases, has a bloodmare as his steed. Occasionally, a particularly mighty knight may also have a pack of hellhounds or even blight wolves at his heels.

These dark warriors plague the living in many ways, some leading huge war bands of evil creatures on crusades of conquest, others operating alone, bringing whole kingdoms to ruin by corrupting their knights and slaughtering the rest on the battlefield.

With its fearsome powers and terrible weapons, the faithless knight is a veritable engine of destruction, scything through ranks of warriors like so much ripe wheat. Most importantly, these warriors are utterly ruthless and dishonorable, thinking nothing of murdering an unarmed or helpless foe or using a hostage as a shield.

Sample Faithless Knight

This example uses a human 8th-level fighter/4th level ranger as a base creature.

Rynald of Zath, the Serpent-tongued.

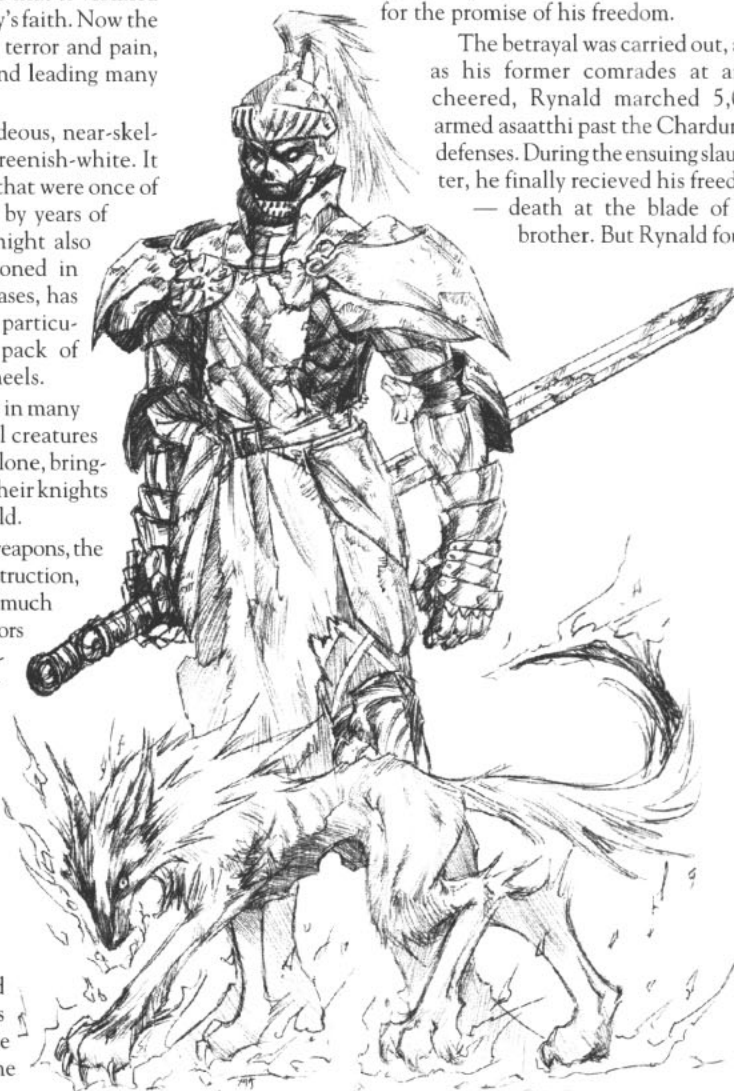
Rynald was a valiant warrior and woodsman in the north of Zath. He and his younger brother Brion grew up in the troubled times at the onset of the Divine

War, and eagerly pledged their loyalty to the banner of the Great General. From such close proximity to the divine, and a true fervor for their cause, both Brion and Rynald became potent forces for the divine armies. They spent the ensuing years fighting side by side against hordes of titanspawn and bringing the word of Chardun to those villages they passed.

In what would be his last battle for Chardun, Rynald fell to the venomous asaathi blades of the minions of the Hag-Queen. While Brion almost himself died fighting to save him, the snake men escaped with their captives and brought Rynald back to work as a slave. Though Rynald tried to resist doing the bidding of his captors, he wasn't permitted even the luxury of ending his own life. Rynald spent years this way, serving Asaatthi masters in their war against his god.

As time passed, Rynald discovered that though he had been eager to give his life for the Slaver, he was willing to do anything necessary to not be enslaved. It was then, during the final crucial days of the Divine War, that Rynald made his offer. He would personally lead a horde of asaathi, glamered to appear like human warriors, into the heart of the main Chardunite camp. Using his reputation, he could convince the Great General's army that he had freed himself and was bringing in fresh reinforcements. It was a plan that could turn the tide of the war, and the Asaatthi accepted Rynald's assistance in exchange for the promise of his freedom.

The betrayal was carried out, and as his former comrades at arms cheered, Rynald marched 5,000 armed asaathi past the Chardunite defenses. During the ensuing slaughter, he finally received his freedom — death at the blade of his brother. But Rynald found



no peace in death. Though the skeletal visage wearing Rynald's armor has been seen fighting alongside asaath forces, the followers of the Slaver still make good use of the tale of Rynald; a lesson to those enslaved who heedlessly seek freedom.

Rynald of Zath, the Serpent-Tongued, unhallowed faithless knight human 8th-level fighter/4th-level ranger Medium Undead (augmented humanoid)

Hit Dice: 12d12 (78 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

Armor Class: 29 (+1 Dex, +5 natural, +9 full plate +f), touch 11, flat-footed 28

Base Attack/Grapple: +12/+17

Attack: Greatsword +20 melee (2d6+9) or composite longbow +19 ranged (1d8+7)

Full Attack: Greatsword +20/+15/+10 melee (2d6+9) or composite longbow +19/+14/+9 ranged (1d8+7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combat style (archery), cursed weapon (greatsword), favored enemy (+2 vs. humans)

Special Qualities: Animal companion (war horse), frightful presence, invulnerable, undead traits, wild empathy

Saves: Fort +10, Ref +10, Will +4

Abilities: Str 20, Dex 21, Con —, Int 12, Wis 12, Cha 18

Skills: Climb +9, Craft (weapons) +10, Handle Animal +12, Hide +11, Jump +11, Listen +9, Move Silently +11, Ride (warhorse) +15, Search +10, Spot +9, Survival +6

Feats: Alertness, Cleave, Endurance, Manyshot, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Track, Weapon Focus (greatsword), Weapon Focus (composite longbow), Weapon Specialization (greatsword), Weapon Specialization (longbow)

Environment: Any land

Organization: Solitary

Challenge Rating: 15

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: +5

The Fortitude save against this faithless knight's cursed weapon ability is 20, as is the Will save against his fear aura ability.

Possessions: Full Plate +1, greatsword +2 of wounding, composite longbow +1 (for Str 20).

Ranger Spells Prepared (1): 1st-lvl — entangle.

Creating A Faithless Knight

"Faithless knight (Unhallowed)" is a template that can be added to any humanoid creature (hereafter referred to as the "base creature") that possesses levels in fighter or paladin and betrayed the tenets of his god in life.

A faithless knight has all the base creature's statistics and special abilities except as noted here.

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

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

Speed: Increase base speed to 60 ft.

Armor Class: The faithless knight has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Special Attacks: A faithless knight retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 faithless knight's HD + faithless knight's Charisma modifier unless otherwise noted.

Cursed Weapon (Su): The faithless knight's favored weapon becomes infused with the dark powers that cursed him. If the weapon hits an opponent, the victim must immediately make a Fortitude save. If she succeeds, she takes damage from the sword as usual. If she fails, she additionally suffers one of the following effects, determined by rolling 1d6:

d6	Result
1	1 point of temporary Strength damage
2	1 point of temporary Dexterity damage
3	1 point of temporary Constitution damage
4-6	Victim gains 1d3 negative levels

This property only functions in hands of the faithless knight, and is in addition to any other magical properties the weapon may have had before his transformation. The use of this supernatural ability is a free action.

Fear Aura (Su): The faithless knight exudes an aura of terror so intense that any individuals with HD equal to or less than the faithless knight's within 60 feet must make a Will save. Targets with Hit Dice equal to half of the faithless knight's Hit Dice or less that fail their saves are panicked for 1d4 rounds, suffering a -2 modifier on saves and fleeing the knight. All other susceptible targets are shaken for 1d4 rounds, suffering a -1 modifier on saves. This ability may be always on or used at will as a free action.

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

Invulnerable (Ex): Until confronted by their crimes on holy ground, the Unhallowed cannot be slain. If they are reduced to 0 hit points during a battle, they simply vanish before attackers' eyes, only to return to the mortal plane the following night. Any companions they may have had (mounts or hounds) disappear along with it.

Abilities: Increase from base creature as follows: +4 Strength, +4 Dexterity, +4 Intelligence, +4 Charisma. As an undead creature, the faithless knight has no Constitution score.

Skills: Faithless knights gain a +4 racial bonus to Diplomacy, Intimidate, Ride and Spot checks.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as base creature +3.

Treasure: Standard

Alignment: Always lawful evil

Advancement: Same as base creature.

Level Adjustment: Same as base creature +5.

Unhallowed, The False Lover

Description

The false lover was once the paragon of charm and beauty, who effortlessly won the hearts and souls of any who looked upon him. He inspired heroes and heroines to great deeds, gave birth to new forms of art and literature and transformed the cultures of entire kingdoms with his wit and grace. Ultimately, however, he betrayed those dreams, crushing the spirits of those who loved him, sometimes simply because he could. He left a trail of broken lives in his wake, exulting in raw sensuality and power. As the years passed and his looks began to wane, he lapsed into bitterness, spitefully using his powers to manipulate those around him and leech every last drop of happiness from their lives.

The false lover hides his true nature behind powerful illusions that maintain the semblance of the radiant person he once was. He can still seduce the strongest of hearts, filling them with love one moment and jealousy the next. These creatures delight in destroying relationships and turning powerful figures against one another, oftentimes setting entire families at one another's throats and embroiling kingdoms in bitter feuds and civil wars.

The false lover presents a face of unearthly beauty and grace, charming even the most callous hearts with his glamour. He surrounds himself with rich and exotic clothes and gifts, the better to accentuate his image.

The false lover does not fight; he has innocent victims ready to hurl themselves in the path of any attacker, willing to fight to the death to uphold the reputation of their paramour. At any given time, this creature has 2–10 paramours and escorts accompanying him wherever he goes, who gladly sacrifice their lives to buy time for the creature to escape.

Sample False Lover

This example uses a half-elf 7th-level bard/4th-level wizard as the base creature.

Alodar Sehlrun of Arcernoth, The Bitter Rose

Alodar was born to the noble house Sehlrun shortly after the Remaking. He was the most beautiful creature the people of Vesh had ever seen, combining the presence and dignity of House Sehlrun with the grace and charm of his elven father. His father, a storyteller from Vera-tre, visited often, while Alodar spent most of his time growing up in his family's villa in Lave. His childhood was filled with the knowledge that if ever he had the need to want, there were dozens who would happily give. But with all his comforts and all those who would give onto him, still, he felt lacking.

While Alodar was still a handsome young lad, he grew bored of his life as a Veshian noble. He also tired of the string of demanding paramours that he had acquired in Lave. He traveled far and



wide across Ghelspad, and became well known for his voice and his charm. Eventually he ended up in the city of Melian, where he found his funds running low and his family unwilling to continue supporting his exploits.

Relying on the only skill he ever learned, he won the affections of the aging widow Myrael. Within a week he was comfortably established in her home, and within a month he was firmly in control of her sizeable fortune. However, his desires were still not assuaged. Unbeknownst to Myrael, Alodar seduced the widow's young daughter, Berindar. When there were no more conquests to challenge him, Alodar departed town — but not before making public Berindar's indiscretion. Myrael was willing to forgive her daughter, ignore the gossip, scrape together the much-depleted remnants of her fortune, and go on. But Berindar was devastated. With her guilt and the betrayal of her first love torturing her, she ended her own life.

As the years passed, Alodar continued his preferred lifestyle, well supported by the noble beds he spent his nights in. It was on one of these nights that everything changed for Alodar. He had just convinced a sultry beauty to accept his passionate kiss, when her face and form twisted into that of the much aged Myrael. With a laugh and a second bitter kiss on the fading bard's lips, she explained the glamor spell and poison on her tongue that would soon kill them both.

While Myrael was mourned and buried, Alodar's body was never found.

Alodar Sehlrun, the Bitter Rose, false lover human
7th-level bard/4th-level wizard

Medium Undead (augmented humanoid)

Hit Dice: 11d12 (71 hp)

Initiative: +6

Speed: 60 ft. (12 squares)

Armor Class: 19 (+2 Dex, +5 natural, +2 deflection), touch 14, flat-footed 17

Base Attack/Grapple: +7/+8

Attack: Dagger of venom +10 melee (1d4+2 and poison)

Full Attack: Dagger of venom +10/+5 melee (1d4+2 and poison)

Space/Reach: 5 ft./5 ft.

Special Qualities: Bardic music (7/day; countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*), bardic knowledge, invulnerable, pleasing illusion, unearthly glamour, undead traits

Saves: Fort +3, Ref +8, Will +12

Abilities: Str 12, Dex 15, Con —, Int 19, Wis 16, Cha 25

Skills: Appraise +5, Bluff +23, Concentration +9, Craft (alchemy) +6, Diplomacy +26, Gather Information +23, Knowledge (arcana) +8, Knowledge (nobility) +13, Listen +5, Perform (sing) +23, Perform (stringed instruments) +18, Sense Motive +19, Spellcraft +12, Tumble +6

Feats: Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Perform), Weapon Finesse

Environment: Any land

Organization: Solitary

Challenge Rating: 14

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: +5

The Will save against this false lover's pleasing illusion and unearthly glamour abilities is 22.

Possessions: dagger of venom, ring of protection +2, glove of storing, finely tailored clothing and jewelry.

Wizard Spells Prepared (4/4/3): 0-lvl — *daze, flare, mending, resistance*. 1st — *mage armor, mount, true strike*. 2nd — *glitterdust, hypnotic pattern*.

Bard Spells Known (cast 3/5/5/2): 0-lvl — *detect magic, discord***, *filch***, *light, prestidigitation, read magic*. 1st — *charm person, Elina's wardrobe***, *expeditious retreat, unseen servant*. 2nd — *Enkili's prank**, *enthrall, invisibility, virtue's curse***. 3rd — *assassin's senses**, *emotion*.

* From Relics & Rituals.

** From Relics & Rituals 2: Lost Lore.

Creating A False Lover

"False lover (Unhallowed)" is a template that can be added to any humanoid creature (hereafter referred to as the "base creature") with a Charisma of 15 or greater and betrayed the trust and love of multiple paramours in life.

A false lover has all the base creature's statistics and special abilities except as noted here.

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

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

Speed: Increase base speed to 60 ft.

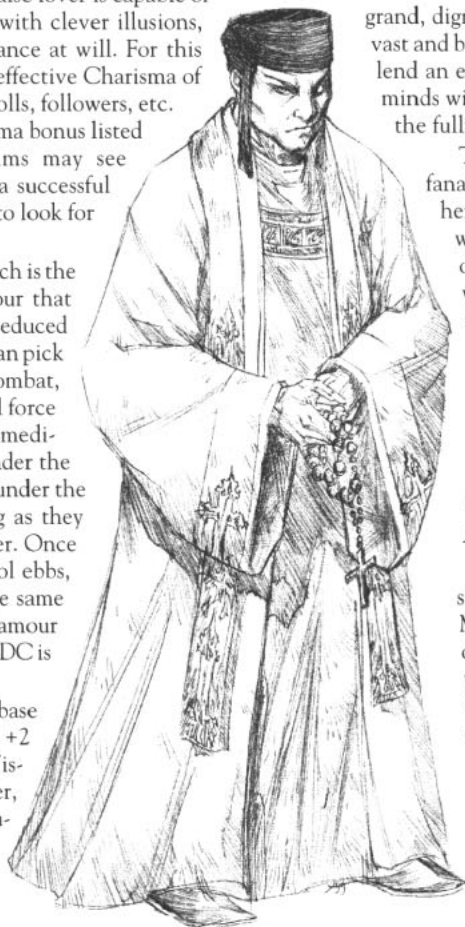
Armor Class: The false lover has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Special Attacks: A false lover retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 false lover HD + false lover's Charisma modifier unless otherwise noted.

Pleasing Illusion (Su): The false lover is capable of concealing his undead features with clever illusions, allowing him to change appearance at will. For this reason, these creatures have an effective Charisma of +6 when determining reaction rolls, followers, etc. (this is in addition to the Charisma bonus listed below under Abilities). Victims may see through the illusion only with a successful Will save and *only* if they know to look for it specifically.

Unearthly Glamour (Su): Such is the power of the false lover's glamour that even the hardest hearts can be seduced into his service. The false lover can pick a target, even in the middle of combat, and subject the victim to the full force of his charms. The target must immediately make a Will save or fall under the false lover's sway. The victim is under the creature's direct control so long as they remain within sight of each other. Once the two are separated the control ebbs, but the victim is never quite the same again; if the creature uses its glamour on the person again, the victim's DC is increased by +4.

Abilities: Increase from the base creature as follows: +2 Strength, +2 Dexterity, +4 Intelligence, +4 Wisdom, +6 Charisma. The false lover, being undead, has no Constitution score.



Skills: False lovers gain a +8 racial bonus to Bluff, Diplomacy, Gather Information and Sense Motive checks.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as base creature +3.

Treasure: Double standard

Alignment: Always lawful evil

Advancement: Same as base creature.

Level Adjustment: Same as base creature +5.

Unhallowed, The Forsaken Priest

Description

There is no greater crime in the eyes of the gods than that committed when a holy woman forsakes her vows of obedience and uses her influence to lead innocent members of the faith down paths of corruption and iniquity. The forsaken priest is a creature who betrayed the highest offices of her patron deity and, since that time, has been a force of malevolence and temptation to any soul caught in her clutches.

Like many of the Unhallowed, the forsaken priest can cloak her true nature behind pleasant-seeming illusions, worming her way into the trust of rulers and true holy men, slowly subverting them to the cause of evil. She drives those in power to abuse their followers and to perform acts of brutality and greed, sowing the seeds of war, rapine and famine everywhere she goes.

These creatures appear to the uninitiated as grand, dignified men and women whose wisdom is vast and beyond reproach. They are always eager to lend an ear and offer advice, filling their victims' minds with honeyed words that turn to poison in the fullness of time.

The forsaken priest surrounds herself with fanatical acolytes and supporters who defend her person with their lives. If an opponent is willing to cut his way through a barricade of innocent people, he must still contend with the cleric's fearsome array of spells and frightful powers of summoning.

Sample Forsaken Priest

This example uses a 9th level human cleric as the base creature.

Jephis, the Demon Priest of Azale

When Jephis was young, the future smiled brightly on him. Most believed that Madriel favored him and his advice was often sought on matters of importance in the young nation of Padrinola where he lived. Jephis was quickly made high priest of the temple he served and unquestioningly gave his time and energy to the needs of his people. In all things, Madriel blessed him and, in time, he took a wife, Gwyn. Gwyn was a good match for Jephis, quick to smile and always eager to help those who weren't as lucky as her. The

good works that were done by these two were well known along much of western Termana. This bliss, however, wouldn't last.

Padrinola was among the hardest hit when the Ghoul King struck. Jephis survived the onslaught, but his wife fell victim to the necromantic energies of the Ghoul King. It was only through the strength given him by Madriel that Jephis survived the day, destroying the foul undead thing that was once his wife. Though he lived through the day, he did not survive with his spirit intact. A dark cloud came over Jephis and he fell into despondency. Only when faced with the fact that more innocent men were falling to the icy grip of the Ghoul King did Jephis return. The man that returned bore little resemblance to the once carefree healer he had been. Filled with righteous anger and a near suicidal determination, Jephis became one of the strongest generals in the fight against the Ghoul King. In time, the Ghoul King fell, and peace returned to the land. Jephis, however, could find no solace in the post-war lull.

With only revenge on his mind, Jephis built a temple to the Redeemer in the ruins of Azale. Jephis preached to his flock about the Ghoul King and how he had only fled and was not yet defeated. He warned of future attacks and roused the people to strike first. Inspired by the frenzied words of their high priest, the townsfolk planned an assault against the Ghoul King. The strongest and most competent sailors followed Jephis to Silverisle where they boarded and commandeered two sailing ships belonging to the Order of the Sun. Armed with these two ships, Jephis returned to Azale and amassed his troops. Two hundred townsfolk sailed with him to Hurlos, the Isle of the Dead. As his army disembarked, however, the cursed energies of the island began to assault the invaders. Within minutes, the followers of Jephis fell, died, and were raised again to serve the Ghoul King. Jephis himself, now only a broken shell of a man, fled the island forever transformed.

Jephis, the Demon Priest of Azale, forsaken priest human 9th-level cleric

Medium Undead (augmented humanoid)

Hit Dice: 9d12 (58 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

Armor Class: 28 (+1 Dex, +9 armor, +3 shield, +5 natural), touch 11, flat-footed 27

Base Attack/Grapple: +6/+7

Attack: Heavy mace +8 melee (1d8+2)

Full Attack: Heavy mace +8/+3 melee (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pleasing illusion, sweet-sounding lies, rebuke undead

Special Qualities: Invulnerable, undead traits, unholy arts

Saves: Fort +6, Ref +4, Will +12

Abilities: Str 13, Dex 12, Con —, Int 16, Wis 22, Cha 22

Skills: Concentration +9, Diplomacy +18, Gather Information +10, Heal +15, Knowledge (arcana) +5, Knowledge (religion) +12, Spellcraft +8

Feats: Brew Potion, Combat Casting, Extend Spell, Improved Initiative, Leadership.

Environment: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: Normal

Alignment: Lawful evil

Level Adjustment: +5

The Will save against this forsaken priest's pleasing illusion and sweet-sounding lies abilities is 20.

Possessions: +1 glamered full plate, +1 heavy mace of spell storing (usually rend the sovereign's soul*), +1 large steel shield.

Spells Prepared (6/6/6/4/3/2): 0-1st — bleeding sickness**, detect magic, guidance, light, read magic, virtue. 1st — command, divine favor, doom, grim feast*, inflict light wounds, sanctuary. 2nd — assassin's senses*, augury, enthrall, rend the sovereign's soul*, Vangal's touch*, virtue's curse**. 3rd — bestow curse, divine raiment*, prayer, Vangal's wounding*. 4th — condemned*, divine power, poison. 5th — greater command*, inquisition*.

Domain Spells Prepared (Death, Evil): 1st — protection from good. 2nd — death knell. 3rd — animate dead. 4th — unholy blight. 5th — profane stare**.

* From **Relics & Rituals**.

** From **Relics & Rituals 2: Lost Lore**.

Creating A Forsaken Priest

"Forsaken priest (Unhallowed)" is a template that can be added to any humanoid creature (hereafter referred to as the "base creature") that has levels in the cleric class, followed one of the gods of good and used his influence in the clergy to lead worshippers of his god away from the god's tenets.

A forsaken priest has all the base creature's statistics and special abilities except as noted here.

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

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

Speed: Increase base speed to 60 ft.

Armor Class: The forsaken priest has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Special Attacks: A forsaken priest retains all the special attacks of the base creature and gains those described below. Save DCs are equal to 10 + 1/2 forsaken priest's HD + forsaken priest's Charisma modifier unless otherwise noted.

Pleasing Illusion (Su): The forsaken priest is capable of concealing her undead features with clever illusions, allowing her to change appearance at will. For this reason, these creatures have an effective Charisma of +4 when determining reaction rolls, followers, etc. (this is in addition to the Charisma bonus listed below under Abilities). Victims may see through the illusion only with a successful Will save and only if they know to look for it specifically.

Sweet-Sounding Lies (Su): The forsaken priest spreads her corruption by seducing noble souls with blasphemous advice that nevertheless sounds sweet on the priest's tongue. The priest may whisper a suggestion, no matter how vile, into a person's ear, and the victim follows it unless he makes a successful Will save.

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

Unholy Arts (Su): The forsaken priest can no longer cast spells as a normal cleric. Though she still uses his normal spell preparation methods and spell list for a cleric of his level, his domains become Death and Evil, and he

may sacrifice any spell that he has prepared to spontaneously cast a spell from either of those domains.

Abilities: Increase from the base creature as follows: +2 Dexterity, +4 Intelligence, +6 Wisdom, +6 Charisma. The forsaken priest, being undead, has no Constitution score.

Skills: Forsaken priests gain a +4 racial bonus to Diplomacy and Gather Information checks.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as base creature +3.

Treasure: Standard

Alignment: Always lawful evil

Advancement: Same as base creature.

Level Adjustment: Same as base creature +5.

Unhallowed, The Treacherous Thief

Description

The treacherous thief was cursed by the gods for betraying those who trusted him, all for the sake of nothing more than petty greed. He used his skills to steal from those who had almost nothing to call their own, simply for the joy of taking what did not belong to him. He murdered people for nothing more than a handful of coins. And now, in death, there is no treasure in the world great enough to buy his way out of damnation.

The treacherous thief can disguise his hideous features with spells of illusion that allow him to take different faces at will. His powers of stealth and sleight of hand permit him to slip inside the best-guarded vaults or the most secure sanctums, allowing him to make away with whatever strikes his fancy. Unfortunately, to one who is centuries dead, wealth is nothing but a cruel joke. The thief now takes what pleasure he can by depriving others of precious or holy artifacts, or turns brother against brother by stealing from one and placing the blame on the other. Or worst of all, he earns the confidence of powerful nobles and corrupts them into a life of callous thievery as well.

The treacherous thief wears a pleasing face and rich attire, always dressing in the finest clothes to beguile his unwitting victims.

The treacherous thief is no fighter; if confronted, he flees or, better yet, uses gullible dupes to do the fighting for him. Then, when his foes are distracted, he fades into the background and delivers a devastating sneak attack in the confusion.

Sample Treacherous



Thief

This example uses a human 10th level rogue/3rd level assassin (as per the *DMG*) as the base creature

The Shrouded Knife

Little is known of the mysterious figure known only as the Shrouded Knife. The Shrouded Knife is presumed to be male, though many claim to know otherwise, and is thought to have been raised on the streets of Femulyae. The first account of his actions comes from shortly after the Druid War in the city of Femulyae, where he seemed to have been working for the Cult of the Ancients. In only a week, twenty-one men and women were dead—including four from the Cult of the Ancients. After those slayings, all sign of the Shrouded Knife disappeared, and it was thought that the cult took care of their own.

Several years later though, a rash of murders beset the town of Weyside. All were killed in the same signature style as the 21 in Femulyae. Since then, in cities around Ghelspad, murders happen from time to time that seem to be the work of the Shrouded Knife. The nature of the victims varies, and the reason the Shrouded Knife chooses his victims is unknown. But what is most peculiar is that no known organization or power seems to benefit from these deaths. Purses are left untouched and valuables are broken beyond use but never taken. The random nature of these acts has struck fear in noble and commoner alike, and even the more prominent thieves guilds have offered a reward to anyone who can stop this menace. So far, though, the Shrouded Knife remains unseen and untouchable.

The Shrouded Knife, treacherous thief human 10th-level rogue/3rd-level assassin

Medium Undead (augmented humanoid)

Hit Dice: 13d12 (84 hp)

Initiative: +13

Speed: 60 ft. (12 squares)

Armor Class: 22 (+8 Dex, +4 padded armor), touch 18, flat-footed 14

Base Attack/Grapple: +9/+11

Attack: *Shortsword of wounding* +19 melee (1d6+3) or light crossbow of shock +19 ranged (1d8+1 + 1d6 electrical)

Full Attack: *Shortsword of wounding* +19/+14 melee (1d6+3) or light crossbow of shock +19/+14 ranged (1d8+1 + 1d6 electrical)

Space/Reach: 5 ft./5 ft.

Special Attacks: death attack, pleasing illusion, sneak attack +7d6

Special Qualities: +1 save vs poison, evasion, improved uncanny dodge, poison use, rogue special ability (slippery mind), silent as the wind, trap sense +3, trapfinding, uncanny dodge

Saves: Fort +4, Ref +21, Will +4

Abilities: Str 14, Dex 28, Con —, Int 20, Wis 10, Cha 17

Skills: Balance +28, Bluff +8, Climb +12, Diplomacy +12, Disable Device +10, Disguise +10, Escape Artist +14, Forgery +10, Gather Information +8, Hide +33, Jump +8, Listen +5, Move Silently +33, Open Lock +22, Search +15, Sense Motive +5, Sleight of Hand +22, Spot +5, Tumble +25, Use Magic Device +15, Use Rope +14

Feats: Combat Reflexes, Improved Initiative, Lightning Reflexes, Dodge, Mobility, Weapon Finesse

Environment: Any land

Organization: Solitary

Challenge Rating: 16

Treasure: Normal

Alignment: Chaotic evil

Level Adjustment: +5

The Will save against this treacherous thief's pleasing illusion ability is 19.

Possessions: *Mantle of the Sun* (padded armor +3 of blinding), *Gaurak's fang* (shortsword +1 of wounding), *Serpentfang* (+1 light crossbow of shock).

Assassin Spells Prepared (3/1): 1st — *change self*, *obscuring mist*, *spider climb*. 2nd — *pass without trace*.

Creating A Treacherous Thief

"Treacherous thief (Unhallowed)" is a template that can be added to any humanoid creature (hereafter referred to as the "base creature") that has levels in the rogue or bard class and performed acts of great treachery.

A treacherous thief has all the base creature's statistics and special abilities except as noted here.

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

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

Speed: Increase base speed to 60 ft. The treacherous thief also receives a climb speed of 60 ft.

Armor Class: The treacherous thief has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Special Attacks: A treacherous thief retains all the special attacks of the base creature and gains those de-

scribed below. Save DCs are equal to 10 + 1/2 treacherous thief's HD + treacherous thief's Charisma modifier unless otherwise noted.

Pleasing Illusion (Su): The treacherous thief is capable of concealing his undead features with clever illusions, allowing him to change appearances at will. These creatures therefore have an effective Charisma of +2 when determining reaction rolls, followers, etc. (this is in addition to the Charisma bonus listed below under Abilities). Victims may see through the illusion only with a successful Will save and *only* if they know to look for it specifically.

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

Silent as the Wind (Ex): The treacherous thief can blend into shadows and move so silently that none can detect his approach. The treacherous thief receives a die result of 20 when Hide or Move Silently rolls are required.

Abilities: Increase from the base creature as follows: +2 Strength, +10 Dexterity, +4 Intelligence, +4 Charisma. The treacherous thief, being undead, has no Constitution score.

Skills: Treacherous thieves gain a +8 racial bonus to Balance, Hide, Move Silently, Open Lock and Sleight of Hand checks. They also gain a +8 bonus to Climb checks.

Environment: Any land

Organization: Solitary

Challenge Rating: Same as base creature +3.

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Same as base creature.

Level Adjustment: Same as base creature +5.

Appendix Two: Races of the Scarred Lands

What follows is a revision of the PC race information from both the *Scarred Lands DM's Screen* and the *Scarred Lands Gazetteer: Termana*, collected in one location for easy reference and updated for 3.5 rules.

Dwarves

The precise origins of the dwarves of the Scarred Lands are generally unknown, though many scholars say that dwarves were originally crafted by Golthagga to aid him at his forge — though this is said of many creatures.

The years following the Divine War have not been kind to the dwarves, and as a result they commonly come across as a defiant, tenacious and bitter lot, doing their best to hold onto what few possessions they have left to them, reduced to city states and underground fortresses.

Ghelspad and Termana are home to three dwarven subraces. The most prominent of the three matter-of-factly refer to themselves as the dwarven race, while other races often call them “mountain dwarves” to distinguish them from the other dwarven subraces. Mountain dwarves are located primarily in the city-state of Burok Torn, though quite a few have managed to emigrate to other lands throughout the whole of the Ghelspad continent.

The second dwarven race stands in stark contrast to the nobility of the mountain dwarves of Burok Torn, existing as a festering shadow that reaches out to corrupt everything it touches. These are the black-skinned charduni, who worship the tyrannical god Chardun and seek to recreate their empire on Ghelspad. Though their heavy losses in the Divine War dismantled their influence within Ghelspad, the charduni yet rule a mighty empire in the eastern

reaches of Termana, inspiring fear in those who know of them.

The last of the dwarven races, an offshoot of the mountain dwarves now known only as the forsaken dwarves, dwells deep within the Kelder mountains, inside the living rock of their fortress kingdom of Krakadöm. All but the most foolish of travelers avoid the home of this brutal and territorial race.

Charduni

The origins of these dwarves are hidden from the races of Ghelspad. One day centuries ago, the first charduni scout frigate appeared on the shores of southwestern Ghelspad. The charduni presence on Ghelspad changed quickly from ships raiding the coastal towns for fresh slaves to invasion fleets that proved to be the vanguard of the charduni forces that would force all of southwestern Ghelspad to submit to their tyrannical rule.

Then came the Divine War. The charduni — once a scourge upon the other divine races of Ghelspad — proved to be one of the continent's saviors from the



titanspawn forces. Pitted immediately against the forces of the titans at the outset of the war, the Charduni Empire on Ghelspad crumbled.

The charduni encountered now in Ghelspad are a bitter but no less tyrannical lot. Raised in a strict society, charduni expect everyone to know their social station. Superiors are obeyed, respected and feared; inferiors are scorned, mistrusted and brutally punished for any failing. Charduni pride leads them to consider almost any stranger to be beneath the charduni in station; outsiders will be treated as inferiors, or even made into slaves, depending on the circumstances. This is not to say that the charduni are without social graces toward those who might be useful to them, but who cannot be put into slavery... yet.

Charduni are a militaristic race first and foremost, so warriors earn great station in charduni society. The respect afforded the race's warriors is surpassed only by the honor given those who are priests to the race's namesake god Chardun. Many high-ranking charduni began their careers as warriors and later turned to the priestly path. Like other dwarven races, the charduni also have some affinity for arcane magic, but for these dwarves that affinity is expressed through darkest necromancy.

Charduni are taller and thinner than the dwarves of Burok Torn, but their bodies are considerably denser, making them quite a bit heavier than their more approachable cousins. Their skin is a sickly shade of grey at birth, darkening with age until it becomes black as pitch. They dress in simple hides and furs, but adorn themselves with trinkets of iron and bone or, among the nobility, silver and gemstones. These latter items are often quite exquisite in workmanship, and serve as one of the charduni's few legitimate sources of commerce.

Regions: The charduni capitol of Chorach lies on the continent of Termana; presumably, the dwarves are rebuilding their empire on that continent first and foremost. Their sphere of influence on Ghelspad remains limited to the southwestern portion of the continent and they are most often encountered there — though, like any race, they may be found anywhere.

Despite their hunger for power and their history of conquest, by outward appearances the charduni seem resigned to advancing their goals in sly and cunning ways instead of military domination by force. Where charduni are found on Ghelspad, they continue their traditions of slavery and necromancy even as Vesh's Vigils try desperately to uncover the extent of the charduni plots. Further, the recent overtures of diplomacy between King Virduk of Calastia and First Minister Asrixthic of Dunahnae lead some to wonder if the charduni are not also involved in these negotiations. Some even postulate that Dunahnae itself is but a puppet state whose strings stretch back to Chorach.

Racial Abilities: Charduni have the following racial traits:

- **-2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma.** Charduni are resilient and cunning, but known for their rock-like slowness and surly demeanors.
- **Medium:** As Medium creatures, charduni have no special bonuses or penalties due to their size.
- **Charduni base speed is 20 feet.** However, charduni can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

- **Darkvision:** Charduni can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight and charduni can function without penalty with no light at all.
- **Stonecunning:** This ability grants charduni a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A charduni who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a charduni can use the Search skill to find stonework traps as a rogue can. A charduni can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Charduni have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- **Weapon Familiarity:** Charduni may treat spiked chains and warscepters as martial weapons, rather than exotic weapons.
- **Stability:** Charduni are exceptionally stable on their feet. A charduni gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison and disease.** Charduni show remarkable resistance to sickness, whether caused by pestilence, venom or plant toxin.
- **+1 racial bonus on saving throws against spells and spell-like effects.** Some theorize that the charduni resistance to magic, inherent in all dwarves, has been weakened by their near constant exposure to necromantic energies.
- **+2 bonus to Profession (mining) checks.** Charduni mining practices are as brutal as their institution of slavery — but also effective.
- **+2 racial bonus on Appraise checks that are related to stone or metal items.** The charduni have a natural eye for these materials that are dearest to them, worked or unworked.
- **+2 racial bonus on Craft checks that are related to stone or metal.** A thorough understanding of these materials improves the quality of charduni craftsmanship.
- **Skin of Rock:** Charduni skin becomes harder and denser as the dwarf ages, granting a natural armor bonus of +0 to +6 depending on age. Generally, every 40 years of life adds +1 to the bonus, beginning at birth with +0 and culminating at +6 when the dwarf reaches 240 years of age.
- **Automatic Languages:** Common (Ledean or Termanan) and Dwarven.
- **Bonus Languages:** Any non-secret languages.
- **Favored Class:** Cleric or Fighter. A multiclass charduni's cleric or fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see PHB, Chapter 3, "Multiclass Characters"). The ties between the charduni and their patron deity are strong, and necromantic cleric/fighters are especially common among their ranks. The choice of cleric or fighter as a character's preferred class must be selected as soon as the character acquires a level in either the cleric or fighter class, and it cannot be changed thereafter.

Forsaken Dwarves

Long ago, before the Divine War, a race of dwarves lived in the wintry peaks of the World's End mountains, along the northern coasts of Ghelspad. The opening volleys of the war annihilated the dwarves' cities and forced them to undertake an arduous trek in search of a new homeland. Unwilling to once again endure the fate handed to them in the Divine War, the dwarves chose to settle in the most remote, forbidding area they could find. The name of this place was Krakadöm, the tallest and most treacherous mountain in all of Ghelspad, and perhaps the entire world. The dwarves have been there ever since, savagely repulsing any who dare to trespass on their lands.

While considered evil by most people of the world, the forsaken dwarves still possess a strong sense of honor and duty, and tend to remember slights and kindness in equal measure. Their paranoia and despair are amplified by the living mountain which now serves as their home, however; they are rapidly descending into a realm of dementia and madness that few people in the Scarred Lands could comprehend or endure.

To an even greater extent than other dwarves of the Scarred Lands, the people of Krakadöm appear primitive and lost. They have lost the smithing techniques that give the other dwarves of the Scarred Lands an edge in relations with other races, and rely on weapons inherited from their ancestors to ward off intruders. They are otherwise identical to normal dwarves.

Regions: Forsaken dwarves are found only in the depths of Krakadöm. They are extremely territorial, and quite self-sufficient. Thus, they see no need to travel anywhere, and violently repulse any and all intruders in their territory.

Racial Abilities: Forsaken dwarves have the following racial traits:

- **+2 Constitution, -2 Charisma.** Forsaken dwarves are sturdy folk known for their hatred of outsiders.
- **Medium:** As Medium creatures, forsaken dwarves have no special bonuses or penalties due to their size.
- **Forsaken dwarf base speed is 20 feet.** However, forsaken dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Forsaken dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight and forsaken dwarves can function without penalty with no light at all.
- **Stonecunning:** This ability grants forsaken dwarves a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A forsaken dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a forsaken dwarf can use the Search skill to find stonework traps as a rogue can. A forsaken dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Forsaken dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

- **Weapon Familiarity:** Forsaken dwarves may treat heavy and light repeating crossbows as martial weapons, rather than exotic weapons.
- **Stability:** Forsaken dwarves are exceptionally stable on their feet. A forsaken dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison and disease.** Forsaken dwarves show remarkable resistance to sickness, whether caused by pestilence, venom or plant toxin.
- **+1 racial bonus on saving throws against spells and spell-like effects.** The living energy of Krakadöm erodes the normal dwarven resistance to magical energy.
- **+1 racial bonus on any non-forsaken dwarf that they fight while on or in Krakadöm.** The forsaken dwarves fight interlopers tenaciously.
- **+4 dodge bonus to Armor Class against creatures of the giant type:** This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants.
- **+2 racial bonus to Intimidate checks.** Forsaken dwarves are territorial in the extreme, and this makes them frightening to even hardened adventurers.
- **+1 racial bonus on Appraise checks that are related to stone or metal items.** The loss of smithing technology has diminished the expertise of the forsaken dwarves, but an appreciation for what has been lost remains with them.
- **+1 racial bonus on Craft checks that are related to stone or metal.** Some fraction of traditional dwarven techniques is still known to the forsaken dwarves.
- **Trap-mastery:** +2 racial bonus to Craft (trapmaking). Note this bonus stacks with the racial bonus for craft checks involving stone or metal. Forsaken dwarves may attempt Disable Device skill checks even if they are not trained in this skill (normally this skill may not be used without training).
- **Automatic Languages:** Common (Ledeon) and Dwarven.
- **Bonus Languages:** Terran, any non-secret languages.
- **Favored Class:** Fighter or Rogue. A multiclass forsaken dwarf's fighter or rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see PHB, Chapter 3, "Multiclass Characters"). Forsaken dwarves excel in the arts of war; they have also learned the methods of stealth and trap-construction necessary to ensure that their seclusion remains uninterrupted. The choice of fighter or rogue as a character's preferred class must be selected as soon as the character acquires a level in either the fighter or rogue class, and it cannot be changed thereafter.

Mountain Dwarves

Ghelspad's dwarves favor subterranean homes built below mountainous areas, particularly the Kelder mountain range. They have a deep and divine connection to the earth, and are known for their serious demeanors, impressive tactical skills and superior craftsmanship — particularly metalworking such as armor and weaponsmithing. Mountain dwarves also have a rich magical tradition, and count many wizards among their ranks. Dwarven wizards have expanded their formidable powers since the Divine War through research into the runic magic that they acquired during the conflict. In addition, mountain dwarves have a strong bond to their demi-god Goran, and dwarven society

respects their priests as much as their warriors. Their mastery of all forms of magic, coupled with their raw tenacity and superior equipment, has allowed the dwarves to survive in Ghelspad despite decades of war with both the Calastian Hegemony and the dark elves of Dier Drendal.

Mountain dwarves tend to be short and stocky, weighing roughly the same as an average human but substituting girth and muscle mass for height. Beards are socially important to male dwarves, but they rarely adorn them or tend to them beyond the requirements of good grooming. Female dwarves have clear complexions and no facial hair until they reach old age, at which time they usually have slight facial hair growth. Dwarves prefer to dress in hides and furs to keep themselves warm; only wealthier dwarves possess finer clothing, typically bought from humans. Dwarves have little skill with tailoring and loom work, nor do they raise the animals or plants necessary for producing thread. They do have a long and highly respected craft tradition, which they demonstrate via ornamentation such as finely made jewelry. They also have a tradition that predates the Divine War of using their runic language for ornamentation. Calligraphy, sculpture, and metal crafting tend to be among the most (though hardly the only) respected art forms among mountain dwarves.

Regions: Following the Divine War, Ghelspad's dwarves had many holdings in the Kelder region; unfortunately, recent conflicts with the Calastian Hegemony have reduced that influence to the single city of Buruk Torn. However, the dwarves' expertise in the arts of metalsmithing coupled with their need for linens and other items typically found above ground has resulted in strong trade relationships with the human nations of Ghelspad, and as a result dwarves can be found in nearly every civilized region on the continent.

Racial Abilities: Mountain dwarves have all of the following racial traits:

- **+2 Constitution, -2 Charisma.** Mountain dwarves are tough and hearty, but territorial and reserved.
- **Medium:** As Medium creatures, mountain dwarves have no special bonuses or penalties due to their size.
- **Mountain dwarf base speed is 20 feet.** However, mountain dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Mountain dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and forsaken dwarves can function without penalty with no light at all.
- **Stonecunning:** This ability grants mountain dwarves a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A mountain dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a mountain dwarf can use the Search skill to find stonework traps as a rogue can. A mountain dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Mountain dwarves have a sixth sense about

stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

- **Weapon Familiarity:** Mountain dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** Mountain dwarves are exceptionally stable on their feet. A mountain dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- **Runic Heritage:** The innate magical nature of mountain dwarves and their racial mastery of runic magic grants them the following spell-like abilities: 2/day — *detect magic*, *arcane mark*. These abilities are as the spells cast by a sorcerer of a level equal to the dwarf's character level. Dwarves use *arcane marks* for a variety of purposes, from invisible battlefield instructions, to warnings left in deep tunnels, to marking possessions with their clan name. Dwarves also use such marks on themselves, their clothing and their armaments as decoration, inscribing baleful tidings in their enemy's own language before entering battle with their foe, or inscribing their clan name, clan history and prayers before religious and political ceremonies.
- **+2 racial bonus on saving throws against poison and disease.** Mountain dwarves show remarkable resistance to sickness, whether caused by pestilence, venom or plant toxin.
- **+2 racial bonus on saving throws against spells and spell-like effects.** Dwarves have an intrinsic toughness that allows them to shrug off the worst of most magical attacks.
- **+4 dodge bonus to Armor Class against creatures of the giant type:** This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants.
- **+2 racial bonus to melee attack rolls if another dwarf is within 5 feet.** Ages of tunnel fighting have made the dwarves masters of close-quarters teamwork tactics, and this knowledge is passed down to each generation.
- **+2 racial bonus on Appraise checks that are related to stone or metal items.** The mountain dwarves have a natural eye for these materials that are dearest to them, worked or unworked.
- **+2 racial bonus on Craft checks that are related to stone or metal.** A thorough understanding of these materials improves the quality of dwarven craftsmanship.
- **+2 racial bonus on Handle Animal checks that are related to dwarf hounds (see the entry in this book).** Mountain dwarves also gain a +4 bonus to their Will saves to resist the deafening bark of the dwarf hound (as noted in that entry).
- **Automatic Languages:** Common (Ledeana) and Dwarven.
- **Bonus Languages:** Draconic, any non-secret language.
- **Favored Class:** Fighter or wizard. A multiclass dwarf's fighter or wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Dwarves are known for their heritage as a warlike folk, as well as their mastery of powerful runic magic. The choice of fighter or wizard as a character's preferred class must be selected as soon as the character acquires a level in either the fighter or wizard class, and it cannot be changed thereafter. Many mountain dwarves eventually become members of the dwarven defender prestige class — indeed, it might be said that the survival of Buruk Torn is in part due to their might.

Elves

Created long before the Divine War by the Titan Denev, elves are the longest-lived of the Scarred Land's races. Where dwarves have a deep connection to the earth itself, elves are connected instead to the web of life that gives the world growth and sustenance. While the races of elves differ considerably in terms of culture and appearance, one fact remains true for all of them: The Divine War crushed them, and the years since have been very difficult indeed. How each of the elven races has chosen to deal with this burden is a reflection of their inner character.

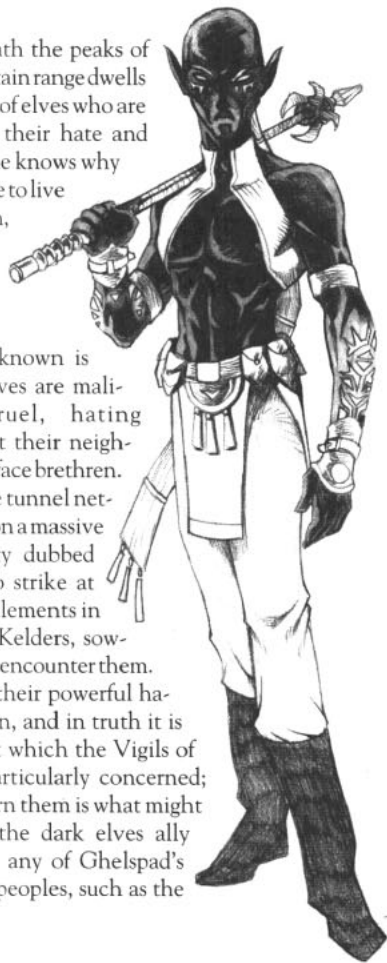
Three major elven races populate the wilderness regions of the Scarred Lands. The forsaken elves, once called the high elves, inhabit the continent of Termana, pursuing the mystical arts. Haughty and severe, they have been extremely isolationist since the end of the Divine War.

Wood elves, the most common elves on Ghelspad, remain close to their titanic roots, worshipping Denev and pursuing the paths of druidic magic from the depths of the Ganjus. While they have many philosophical differences with the rest of the divine races, they remain the most approachable race of the Scarred Land's elves.

Lastly, the dark elves of Dier Drendal live deep underground, stabbing at the dwarves of Burok Torn in order to fulfill some strange agenda that even the dwarves claim not to know. The true extent of the dark elves' plots and influence is unknown, and the fact that the dwarves refuse to share what information they possess regarding the elves only serves to complicate the issue further.

Dark Elves

Deep beneath the peaks of the Kelder mountain range dwells a malignant race of elves who are known only for their hate and treachery. No one knows why these elves choose to live beneath the earth, not even the dwarves who constantly do battle with them. What is known is that the dark elves are malicious and cruel, hating everything about their neighbors and their surface brethren. They use massive tunnel networks, centered on a massive underground city dubbed Dier Drendal, to strike at travelers and settlements in and around the Kelders, sowing fear in all who encounter them. The reasons for their powerful hatred are unknown, and in truth it is something about which the Vigils of Vesh are not particularly concerned; what does concern them is what might happen should the dark elves ally themselves with any of Ghelspad's more aggressive peoples, such as the



charduni, or the humans of Calastia or Dunahnae.

The dark elves dress in the resplendent leathers so common among the wood elves of Vera-Tre, re-dyed into hues as extreme as their temperaments — bone white, pitch black, blood red and deep purple. They also wear resized armor stolen from their dwarven neighbors. The result is a cold, bewitching beauty, one that suits their cruel natures well. They are also known for wearing a variety of tattoos. These are purely decorative, without the spiritual connotations of wood-elven skin-art, and they are relatively common among those dark elves encountered outside of their cities. These tattoos are often faintly luminescent, a feature used by the dark elves to frighten their prey when surprise is judged to be less important than sheer terror.

Dark elves tend to be rogues and sorcerers. The druidic paths so favored by their woodland kin are almost completely unknown among the dark elves, abandoned long ago in favor of more arcane pursuits, though rumors whispered in Burok Torn tell of a strange circle of dark elves that have abandoned the ways of their city-bound brethren and work to heal the earth from within its very depths. These rumors aside, it is known that the dark elves are not a race of titanspawn — though indeed individuals may be corrupted like any other race. Indeed, the name Nalthalos has been heard in relation to dark elven worship, though whether this is a god, a demon or a high priest of some kind is unknown.

Regions: Dark elves are found exclusively in their underground homes beneath the Kelder mountains. They have no known trade patterns with other aboveground races; consequently, they are not found in other parts of Ghelspad.

Racial Abilities: Dark elves have the following racial traits:

- +2 Dexterity, –2 Constitution, +2 Intelligence, +2 Charisma. Dark elves are quick and willful, and are powerful spellcasters.
- *Medium:* As Medium creatures, dark elves have no special bonuses or penalties due to their size.
- Dark elf base speed is 30 feet.
- Immunity to magic *sleep* spells and effects. Dark elves simply do not sleep, and no magic can force them to do so.
- *Darkvision:* Dark elves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight and dark elves can function without penalty with no light at all.
- +2 racial bonus on Listen, Search and Spot checks. Elven senses are finely honed. A dark elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.
- +2 racial bonus on Will saves against spells and spell-like abilities. The blood of sorcerers is strong in dark elves' veins, and resisting most spells is a trivial matter for them.
- *Spell-Like Abilities:* 1/day — *blur*, *mirror image*. These abilities are as the spells cast by a sorcerer of the dark elf's character level. Dark elves are known for using these abilities before entering battle, swelling their ranks with illusions and confusing the eye of the enemy. These tactics often gain them the upper hand in battle against those unprepared for them.
 - *Automatic Languages:* Common (Ledean) and Elven (dark).
 - *Bonus Languages:* Dwarven, any titanspawn language.

- **Favored Class:** Rogue or Sorcerer. A multiclass dark elf's rogue or sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Some dark elves have mastered their innate magical abilities; others find the stealth their folk are known for more natural. The choice of rogue or sorcerer as a character's preferred class must be selected as soon as the character acquires a level in either the rogue or sorcerer class, and it cannot be changed thereafter.
- **Level Adjustment:** +1. Dark elves are more powerful and gain levels more slowly than most of the other common races of Ghelspad. When creating a character of this race, add this level adjustment to class levels to determine character level — thus, a dark elven character with four levels in sorcerer (Sor4) and two in rogue (Rog2) is a 7th level character.

Forsaken Elves

Forsaken elves — a name used for the remnants of the high elven race by outsiders — are a rare sight on Ghelspad, due to the fact that their primary home is on the continent of Termana. Unlike the wood elves of Ghelspad, the high elves worshipped a demigod before the Divine War. They favored arcane magic over the titan-oriented practices of druids, and were known as fierce and proud warriors and wizards. The Divine War changed all of that, however, as their patron was killed and the elves themselves were infected by the titan Chern with an insidious disease. The malady persists to this day and corrupts the elves' offspring, killing them within days of being born.

Despite the tragedies afflicting their race, forsaken elves retain a noble bearing, and carry themselves with a dignity — and, some say, arrogance — utterly lacking in the other races of the Scarred Lands. Their culture is known for its wealth and magical might. Most forsaken elves dress in fine robes and tunics of a sort that puts human garb to shame, and do their best to ignore the goings-on of other races.

Regions: Forsaken elves live almost exclusively in Termana, though some lost souls make their way to the shores of Ghelspad. Few of these remain on the human-dominated continent for long, however.

Racial Abilities: Forsaken elves have the following racial traits:

- **–2 Strength, +2 Dexterity, –2 Constitution, +2 Intelligence:** Forsaken elves, like their high elf forbears, are graceful and magically adept, but their slight frames make them somewhat frail.
- **Medium:** As Medium creatures, forsaken elves have no special bonuses or penalties due to their size.
- **Forsaken elf base speed is 30 feet.**
- **Immunity to magic *sleep* spells and effects.** Forsaken elves simply do not sleep, and no magic can force them to do so.
- **+2 racial saving throw bonus against Enchantment spells or effects.** Sharp senses and strong wills make the forsaken elves difficult to bedazzle.



- **Low-light Vision:** Forsaken elves can see twice as far as a human in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these conditions.
- **Proficient with longsword, rapier, longbow (including composite longbow) and shortbow (including composite shortbow).**
- **+2 racial bonus on Listen, Search and Spot checks.** A forsaken elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. A forsaken elf's senses are so keen that she practically has a sixth sense about hidden portals.
- **Chern's curse:** Very few elves today are of adventuring age. Most of the younger generation died in the Divine War, and those who survived have found themselves unable to bear healthy children. As a result, forsaken elves typically begin play as middle-aged or older characters (see *PHB*, Chapter 6, Table 6–5: Aging Effects) and must be at least 150 years old.
- **Curse of the Forsaken:** Forsaken elves have lost their ties to their deity, and consequently may not advance very far as clerics. Regardless of clerical class level, they may never cast spells above 2nd level. A very few forsaken elves have turned to the worship of other deities and receive spells from them; but these are outcasts from elven society, and are viewed as disrespectful at best, and heretics at worst.
- **Wealth:** Forsaken elves are typically wealthy and begin play with +50% more gold. In addition, they may select one masterwork weapon or suit of armor.
- **Automatic Languages:** Common (Termanan) and Elven.
- **Bonus Languages:** Any non-secret languages.
- **Favored Class:** Cleric or Wizard. A multiclass forsaken elf's cleric or wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Many forsaken elves are skilled in magic, be it arcane or divine. The choice of cleric or wizard as a character's preferred class must be selected as soon as the character acquires a level in either the cleric or wizard class, and it cannot be changed thereafter.

Wood Elves

Wood elves are the only titanspawn race to actively support the gods during the Divine War, for they did so at the behest of their Mother, Denev. They are also the only ones to openly worship a titan now. This earns them little love among the victors of the Divine War, particularly the humans of Calastia. Still, their quick and decisive action in the Druid War solidified their place among Ghelspad's peoples, and they are currently afforded the respect they deserve, even if humans, dwarves and halflings look on them with some amount of suspicion.

The events of the Druid War, still fresh in the memories of most of today's elves, have made the elves of Vera-Tre distrustful of the other races, and of humans in particular. The good relations they enjoy with the humans of Vesh keep this mistrust from blooming into full-blown hatred, but the Calastian betrayal has ensured that relations between the two species will never be as genial as they were before the Druid War. The elves are thus somewhat reserved in demeanor,

fiercely loyal to their kin and the forests they call home, and distrustful of all who live beyond their borders.

Elves tend to dress in fine leathers, which are often brightly colored with powerful dyes. They also adorn themselves with tattoos of both mundane designs and powerful arcane glyphs. These traditions and customs from before the Divine War remain strong, both because they were not based on technology to begin with and because the elves are long-lived enough that many who live today still remember the days before the war.

Not surprisingly, elves prefer the classes of ranger and druid to all others; indeed, it is said that an order of druids guides the nation of Vera-Tre. It is extremely rare for an elf to become a cleric or a paladin, as it is impossible to draw power from Denev — she is a titan, not a god. Elves choosing such classes have thrown their lot in with one of the gods, and as such have little, if anything, to do with elvish society on Ghelspad; the few who retain their place in society usually serve the Huntress Tanil.

Rumor tells of the elves of the island nation Uria, who wear resplendent arms and armor and ride the great harriers, massive birds of war. What is known about these elves is scarce — they were once normal wood elves in service to Denev, but during the Divine War Corean's nobility and sense of sacrifice moved them. With Denev's blessing, they left their home of Vera-Tre and swore themselves to Corean's service; in return, the god outfitted the elves and their mounts with mighty arms and armor befitting his champions. Little else is known about them.

Regions: Wood elves live primarily in and around the Ganjus forest, congregating in small villages clustered around Vera-Tre (the de facto capital of elvish society in Ghelspad). Their ties with the other godling races send many to human dominated lands, however, and elves can be found in some numbers throughout Ghelspad.

Racial Abilities: Wood elves have the following racial traits:

- +2 Dexterity, –2 Constitution. Wood elves are lithe and thin folk, considered frail by many others.
- *Medium:* As Medium creatures, wood elves have no special bonuses or penalties due to their size.

- Wood elf base speed is 30 feet.
- Immunity to magic *sleep* spells and effects. Wood elves simply do not sleep, and no magic can force them to do so.
- +2 racial saving throw bonus against Enchantment spells or effects. Their magical nature makes wood elves highly resistant to spells that would make them lose their way.
- *Low-light Vision:* Wood elves can see twice as far as a human in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these conditions.
- Proficient with longspear, shortspear, quarterstaff, longbow (including composite longbow) and shortbow (including composite shortbow). Wood elves are deeply tied to the land, and as such are always familiar with these weapons. Indeed, those wood elves that become druids may use these weapons without violating their druidic oaths.
- +2 racial bonus on Listen, Search and Spot checks. A wood elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. A wood elf's senses are so keen that he practically has a sixth sense about hidden portals.
- +2 racial bonus on all Craft (tattoo) checks. Wood elven culture marks rites of passage and similar important events with skin-art; they have a strong tradition of decorating one another with tattoos, and many eventually become masters of the art.
- *Automatic Languages:* Common (Ledean) and Elven.
- *Bonus Languages:* Sylvan, Treant, any non-secret language.
- *Favored Class:* Druid or Ranger. A multiclass wood elf's druid or ranger class does not count when determining whether he suffers an XP penalty for multiclassing (see PHB, Chapter 3, "Multiclass Characters"). Wood elven culture teaches a union with and study of nature; hence many come to practice the magics inherent in it, or take up a life of defending those wilds. The choice of druid or ranger as a character's preferred class must be selected as soon as the character acquires a level in either the druid or ranger class, and it cannot be changed thereafter.

Gnomes

The race of gnomes is unknown on Ghelspad, but is found in substantial numbers in the jungles of southern Termana. These jungle gnomes are semi-nomadic, traveling the jungle from hunting ground to hunting ground, spending the rainy season in villages or cave complexes.

Jungle gnomes worship a complex pantheon of jungle spirits, and are capable of casting druidic magic without following Denev or any of the other titans. Though they are aware of the existence of the gods, the gnomes nevertheless refuse to acknowledge them as anything other than especially powerful spirits, and prefer to pay homage to their native deities instead. A tradition of illusion-casting wizardry seems to pervade gnomish culture, with its practitioners recording their spells as elaborate mandalic artwork scribed upon hides, burnt into wood, painted upon walls, or even tattooed into their very flesh.

Gnomish tribes can contain up to 500 members, but usually number around 50 or 60. They are a peaceful race,

subsisting on hunting and gathering the bounty of the jungle. Despite this, the gnomes are sometimes forced to fight. Occasionally, a neighboring human or terali tribe will intrude on traditional gnomish hunting grounds or attack the gnomes for reasons of their own. When this happens, quarter is neither asked nor given, and the gnomes fight selflessly. They favor the shortspear, club, blowgun and bow, and are adept at blending into the jungle and attacking from ambush.

Most gnomes prefer to remain safe in their jungle homeland. Tales of the horrors that lie beyond the Gamulganjus are told and retold, gaining new, terrifying details with each repetition, until the average gnome believes the Scarred Lands to be a place of blood, demons and death.

Regions: Gnomes are native to the Gamulganjus region of Termana. They are sometimes found outside this region as slaves, or as a result of wanderlust and the desire to see the world beyond the jungle.

Racial Abilities: Jungle gnomes have all of the following racial traits:

- +2 Constitution, –2 Strength. Jungle gnomes are toughened up by their rough lifestyle, but they are only as strong as their smaller stature allows.
- *Small:* As Small creatures, jungle gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than human use and their lifting and carrying limits are three-quarters of those of a Medium character.
- Jungle gnome base land speed is 20 feet.
- *Low-light Vision:* Jungle gnomes can see twice as far as a human in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these conditions.
- *Weapon Familiarity:* Jungle gnomes may treat blowguns (see *Player's Guide to Fighters and Barbarians*) as martial weapons, rather than exotic weapons. This means, among other things, that jungle gnomes are not at risk of poisoning themselves when using poison blowgun darts.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by jungle gnomes. Their innate familiarity with these effects make their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +2 racial bonus on saving throws against illusions. Their innate familiarity with this style of magic gives jungle gnomes a better chance to resist these effects.
- +1 racial bonus on attack rolls against gnolls and terali. Jungle gnomes battle these creatures frequently and practice special techniques for fighting them.
- +2 racial bonus on Listen checks. Jungle gnomes have keen ears.
- +2 racial bonus on Craft (herbalism) checks. Nearly every facet of their life in the jungle has to do with plants and the properties thereof. (See *Player's Guide to Clerics and Druids* for more information on herbalism.)
- *Automatic Languages:* Gamuljan, Gnomish.
- *Bonus Languages:* Common (Termanan), Terali.
- *Animal Tongue:* Once per day a gnome can use *speak with animals* as a spell-like ability to speak with any species of jungle bird or Tiny mammal. This ability is innate to jungle gnomes, and is as a spell cast by a 1st-level caster.
- *Spirit Weaving:* Gnomes with Intelligence scores of 10 or higher may cast the 0-level spells (cantrips) *dancing lights*, *ghost sound* and *prestidigitation*, each once per day. These are arcane spells, and are as those cast by a 1st-level caster.
- *Favored Class:* Druid or Bard. A multiclass gnome's druid or bard class does not count when determining whether she suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Gnomish culture teaches its children to see and listen to the spirit world and its meaning to their culture, whether they are serving the spirits or furthering their culture. The choice of druid or bard as a character's preferred class must be selected as soon as the character acquires a level in either the druid or bard class, and it cannot be changed thereafter.

Gnolls

Though they are generally considered to be nomadic savages who ravage the lands of central and western Termana, a few gnolls have settled down, living in relative peace. Several gnoll tribes thrive in the Gamulganjus jungle, living alongside — and occasionally going to war with — the humans, gnomes and terali of that region. Gnoll adventurers are not unheard of, and are sometimes encountered in the wildernesses of Termana.

Regions: Gnolls are found throughout Termana, but are most common in mountain and plains regions, where they live in rough tribal bands and subsist on hunting, and raiding neighboring tribes or settlements.

Racial Abilities: Gnolls have all of the following racial traits:

- +2 Constitution, +4 Strength, –2 Charisma, –2 Intelligence. Gnolls are feared for their brute strength and their ability (and willingness) to eat anything to survive. They are not known, however, to be particularly smart or cautious.
- *Medium:* As Medium creatures, gnolls have no special bonuses or penalties due to their size.
- Gnoll base speed is 30 feet.
- *Darkvision:* Gnolls can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight; gnolls can function without penalty with no light at all.
- *Tough Hide:* Gnolls gain a +1 natural armor class bonus. A gnoll's shaggy coat turns aside some blows that might otherwise strike true.
- *Automatic Language:* Gnoll.
- *Bonus Languages:* Common (Termanan), Terali.
- *Favored Class:* Barbarian or Ranger. A multiclass gnoll's barbarian or ranger class does not count when determining whether he suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Gnoll culture teaches its members to either embrace their natural capacity for rage, or to master the wilds and use them as a weapon against one's foes. The choice of barbarian or ranger as a character's preferred class must be selected as soon as the character acquires a level in either the barbarian or ranger class, and it cannot be changed thereafter.
- *Level Adjustment:* +2. Gnolls are more powerful and gain levels more slowly than most of the other common races of Termana. When creating a character of this race, add this level adjustment to class levels to determine character level; thus, a gnoll character with four levels in ranger (Rgr4) and two in druid (Drd2) is an 8th level character.

As part of this level adjustment, however, gnolls begin with a base 2d8 Hit Dice (applying the Constitution modifier to the roll of each die); a +1 Base Attack Bonus; a Fortitude save of +3; 7 skill points to split among Listen and Spot (all other skills are considered cross-class skills); and the Power Attack feat.

Half-Elves

Most of the half-elves in Ghelspad come from the areas around the Ganjus, especially those areas known for their alliances with the elven folk of Vera-Tre — places such as the Bridged City, Amalthea and Vesh. In such areas, having elven blood is no hindrance. Indeed, in many such areas, it is a positive thing, something of a symbol of the alliance between human and elf that allowed the Druid War to be won.

Things are not quite so idyllic for the half-elves of Termana, the majority of whom descend from the forsaken elves. Cursed by the titan Chern in the latter days of the Divine War, elves from this part of the world are unable to bear healthy children in pairings within their race; in their desperation, they often steal human infants (belonging to settlers brought to Termana as part of Virduk's Promise), raising them among the elves to serve as breeding stock. These stolen humans are used to perpetuate the elves' own dying bloodlines, in hopes that their half-elven progeny might partially offset the effects of the vile curse plaguing their people.

Though they have difficulty finding acceptance among either humans or elves, these half-elves do have considerable value in conflicts, and as such find ready acceptance among the legions of King Virduk. This of course upsets the elves who bred the half-elves to begin with, but since the forsaken elves treat their offspring like half-breed lepers it should come as no surprise that the half-elves seek their fortunes elsewhere.

Because of their origins, half-elves lead hard lives; accordingly, they favor no profession in particular. They strive for acceptance wherever they can find it, and are happy to resort to thievery if acceptance is not forthcoming. Though sometimes despised by both humans and elves alike, it is clear that half-elves tend to exhibit some of the best traits of both species. The more enlightened leaders of human and elven nations recognize this potential, and will train half-elves who are willing to serve their causes.

Indeed, many Termana-born half-elves have heard of the greater level of acceptance that their kind can often find in those areas around the Ganjus and have begun moving there in slowly increasing numbers. Though they are welcome in the area, the leaders of Vesh and Vera-Tre wonder how many of these half-elves are genuinely seeking new lives and how many are there under Virduk's employ as spies.

Finally, the elves of Uria have been known to mingle occasionally with the folk of Karria. Such unions are always brief romances, but some occasionally leave a human woman pregnant to raise a half-elven child in Karria. Those female elves who sport with the human men of Karria have been known to stay with him long enough to bear him a child, disappearing one night

shortly after the child is weaned. These half-elves are never treated any differently from the other citizenry of that island nation.

Regions: On Ghelspad, half-elves are found in very small numbers in most regions of the continent, but particularly in areas like Amalthea and the Bridged City. Even in these cities they are not especially common, but they are more numerous here than just about anywhere else. Virduk's willingness to employ them as warriors and sorcerers, however, has brought half-elves here in some numbers, where many promptly turn on their patron and join in the battles being waged for freedom by Virduk's dwarven foes. Half-elves of this sort typically wind up in Durrover, which is in the process of being absorbed into the Calastian hegemony. Once this occurs, where the Termanan half-elves will wind up is anyone's guess.

Racial Abilities: Half-elves have all of the following racial traits:

- **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base speed is 30 feet.
- Immunity to *sleep* spells and effects. Although half-elves require sleep, they retain the elven resistance to these effects.
- +2 racial saving throw bonus against Enchantment spells or effects. The remnants of the magical nature of elves make it difficult to entrance a half-elf.
- **Low-light Vision:** Half-elves can see twice as far as a human in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks. Like their elven parents, half-elves have razor-sharp senses. A half-elf does not have the elf's ability to notice secret doors by simply passing near them. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on Diplomacy and Gather Information checks. Half-elves learn to get along with most folks.
- **Elven Blood:** For all special abilities and effects, a half-elf is considered an elf.
- Half-elves get one additional skill point at each additional level (but no bonus skill points at 1st level). Half-elves inherit the tendency to dabble from their human parents.
- **Automatic Languages:** Common (Ledean or Termanan) and Elven.
- **Bonus Languages:** Any non-secret languages.
- **Favored Class:** Any. When determining whether a multiclass half-elf suffers an XP penalty, her highest-level class does not count (see *PHB*, Chapter 3, "Multiclass Characters"). Half-elves find that they can excel in any profession they set themselves to.

Half-Orcs

Once, the orcs were mighty. Each titan claimed a number of tribes of the orcish folk, and they fought with one another and preyed upon the weaker races around them. But now, it's a rough time to be an orc in the Scarred Lands. The last of the titanspawn races with any real presence on Ghelspad, orcs are hated and reviled by the whole of the divine races. Even King Virduk and the dwarves of Burok Torn agree on one simple fact: Orcs are the enemy, and must be destroyed. Tolerance is not something for which the victors of the Divine War are well known, and hence nearly every orcish settlement outside of the Plains of Lede

has been rooted out and destroyed. Yes, it is a bad time indeed to be an orc in the Scarred Lands.

An orc's *child*, on the other hand....

In contrast to their orcish parent, half-orcs are not typically killed on sight in most of the civilized regions of Ghelspad. This is because the two most common origins for half-orcs are fairly unpleasant: they are either bred for slave labor in lands such as Dunahnae, or are the result of orcish raids upon those settlements near the Plains of Lede. Indeed, some orc tribes have taken to keeping breeding harems of human women that they have carried off for the express purpose of breeding strong shock troops for their tribes. Half-orcs who make their way to more civilized lands have often escaped one fate or the other, and they garner a

fair bit of sympathy from those they encounter. This does not mean they are treated well — far from it. Rather, they are simply allowed to live and make their own way in the world like everyone else.

When enough half-orcs gather in a particular region, they tend to form communities, to the best of their abilities. These improvised societies are rarely allowed to remain in one place for long, as they become rowdy fairly quickly. Interestingly, some half-orc communities have turned this fact into an advantage, becoming nomadic groups of entertainers, laborers and mine-workers who descend upon a town for a fortnight seeking to put their prodigious physical talents to good use. Given the half-orcs' talents with hard physical labor, such groups are typically tolerated wherever they choose to go (and in at least one case, that of Mullis Town, the half-orcs were officially recognized as citizens, and allowed to remain part of the town permanently). Unfortunately, due to their inclination toward brawling and thieving, they are rarely allowed to stay for very long.

Half-orc adventurers tend to be scrappers, and their appearance shows it. They own only the things they can beg, borrow or steal, and they are typically not clever or wealthy enough to create their own wares. Oddly enough, the tight-knit nature of their communities ensures that none live in abject poverty, with no one individual becoming either particularly wealthy or obscenely poor. Half-orcs of a more militaristic bent will seek out the Ledean war colleges of Darakeene, hoping to become mercenaries or elite warriors. The calling seems to suit them well, as the Legion of Ash has been recruiting more and more half-orc troops into its ranks in recent years. The Legion's harsh regimens of physical training and proclivity for ritual scarification give the half-orcs a way to constructively express their orcish heritage, without forcing them to abandon human societal mores.

Regions: Half-orcs are typically found in either the Plains of Lede or the slave pits of Dunahnae. In these regions, they are nothing more than slaves, and have little in the way of a future to look forward to. Those who can escape, however, make their way to human-dominated lands, and settle in places like Darakeene or Mullis Town and the surrounding environs. While officials in such regions complain about the problems they cause, the half-orcs can be tireless workers who contribute substantially to these regions' economies. Half-orcs who are unwilling to put up

with human prejudice often settle in Zathiske, mainly because of its shaky government and overwhelming half-orc presence (half-orcs being the most populous race in this region). Many half-orcs in this region wind up serving in Calastia's armies, which give them steady pay and a something many half-orcs are denied — a respected place in human society.

Racial Abilities: Half-orcs have all of the following racial traits:

- +2 Strength, -2 Intelligence, -2 Charisma. A half-orc's orcish parentage shines through in his impressive musculature, but also in his reduced mental faculties and brutish features.
- *Medium:* As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base speed is 30 feet.
- *Darkvision:* Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal; half-orcs can function without penalty lacking any light at all.
- +2 racial bonus to Bluff, Intimidate and Sense Motive checks. Surprisingly, half-orcs are very good at talking their way out of trouble, and have managed to survive in the Scarred Lands despite the titan blood running through their veins. Growing up in an orc society based on bullying and dominance, or in a human society where they are oppressed and scorned, has forced half-orcs to become adept at these skills.
- *Orc Blood:* For all special abilities and effects, a half-orc is considered an orc.
- *Automatic Languages:* Common (Ledean) and Orc.
- *Bonus Languages:* Any non-secret languages. Half-orcs are usually well traveled (as no one lets them settle down anywhere for very long), and smart half-orcs pick up whatever languages they happen to encounter.
- *Favored Class:* Barbarian or Rogue. A multiclass half-orc's barbarian or rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Half-orcs are scrappers, and find at a young age that the ways of a berserk rage come naturally them; just as many learn to avoid notice and steal to survive, however. The choice of barbarian or rogue as a character's preferred class must be selected as soon as the character acquires a level in either the barbarian or rogue class, and it cannot be changed thereafter.

Halflings

Few peoples in the Scarred Lands have suffered to the extent halflings have, and none of those were victors of the Divine War. Small and weak, halflings have never had much to offer the other races of the Scarred Lands. As a result, their neighbors consistently bully and abuse them, taking advantage of every opportunity to disenfranchise the smaller folk. On Ghelspad, the worst offenders in this regard are dwarves and human. Humans take advantage of the fact that halflings are agrarian, and thus tend to have good, hearty land suitable for human use. Dwarves, on the other hand, feel that halflings are weak and stupid, unwilling to stand up to human oppression and thus unworthy of kindness. To the dwarves' way of thinking, if the halflings won't fight they shouldn't be taking up valuable resources and space that can be put to better use.



Despite these unkindnesses, halflings remain resolute in their desire to lead peaceful lives. Sadly, this desire for peace left their lands ripe for invasion, a fact King Virduk took full advantage of when he chose to occupy halfling lands. Unwilling to be bullied by dwarves, and unafraid of humans and dwarves alike, the halflings simply accepted their fate and did their best to move on. As a result, they have become willing slaves in Calastia's war machine, supplying food and labor in exchange for a chance at peace. They eagerly lap up the platitudes bestowed upon them by King Virduk, even though they know his words are insincere. The truth of the matter is irrelevant to them; they have been taken for granted for so long, trampled beneath the heels of so many different races that even false kindness is like meat and drink to them. And even those who do know of Virduk's falsity are quick to

compare him to others who have outright abused the halfling folk for so long. Perhaps, they argue, it is a matter of degrees.

The abuses heaped upon them have not robbed halflings of their most enduring characteristic: a quiet humility and resolve unseen in the rest of the Scarred Land's races. In some, this resolve leaves them incensed over the indignities heaped upon them, and moves them to take whatever action they deem necessary to secure a better future for their people. Sometimes this results in open revolt, but more often the halflings' rebellion manifests in quieter, subtler ways. Damaged goods may be sent to a Calastian noble, for instance, and a particularly oppressive warlord might find a slow poison taking his life where no blade ever could. True it may be that halflings are rarely skilled in direct confrontation, but that does not mean they cannot fight.

When not being crushed under the foot of tyranny, halflings enjoy the finer qualities of life. Indeed, they are perhaps the most indulgent of all of the Scarred Land's races in this respect. While their clothing and accoutrements are rarely ornate, they are nonetheless exceedingly comfortable, a fact that Calastian nobles have noticed and exploited for their own ends. Halflings adore ostentation and wealth because they are accustomed to poverty. The alleviation of poverty in some form or another seems to be a common thread in many halfling tales, so much so that "rags to riches" type stories and songs are often called "halfling yarns." Halfling foods and wines are deservedly popular, and the small folk have come up with innovative ways to produce fine goods even though they have little to work with.

Regions: Halflings are most common in the southern regions of Ghelspad, particularly in Ankila, the Heteronomy of Virduk, New Venir, and Zathiske. Small halfling populations have spread north to Darakeene and Vesh, but none populate the northlands in significant numbers.

Racial Abilities: Halflings have all of the following racial traits:

- +2 Dexterity, -2 Strength. Halflings are incredibly dexterous, but their small frames aren't very strong.

- *Small:* As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than human use and their lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, Listen and Move Silently checks. Halflings are necessarily adept at these different ways of avoiding conflicts.
- +1 racial bonus on all saving throws. Though the halflings are limited physically, the gods gifted them with phenomenal luck.
- +2 morale bonus on saving throws against fear. The halflings' calm response to measures calculated to induce fear enrages their foes and oppressors. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +2 racial attack bonus with thrown weapons and slings. Halflings are poorly equipped for melee combat and too short to use heavy bows effectively, so they become highly skilled with handy, distance weapons.
- +2 racial bonus on Bluff checks. Halflings are good at talking their way out of rough situations.
- Halflings are typically quite poor and start with 25% less gold than normal.
- *Automatic Languages:* Common (Ledian or Termanan) and Halfling.
- *Bonus Languages:* Dwarven, elven, any titanspawn language. Smart halflings learn the languages of their enemies, as well as those of any titanspawn races in the area.
- *Favored Class:* Ranger or Rogue. A multiclass halfling's ranger or rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, "Multiclass Characters"). Halflings are stealthy, and skilled at finding ways of surviving in their environments, whether those places are wild or urban. The choice of ranger or rogue as a character's preferred class must be selected as soon as the character acquires a level in either the ranger or rogue class, and it cannot be changed thereafter.

Humans

Of all the races of the Scarred Lands, the humans were hit the hardest by the Divine War. All of their technological and magical knowledge, all of their traditions, and seemingly the entirety of their civilization were crushed between the massive armies of the titans and the gods. In the end, all that was left of the once proud human kingdoms were bands of refugees. They found themselves struggling to survive against the might of the remaining titanspawn armies, and hoping for allies among the divine races, who were dubious about the merits of humankind. With the end of the Divine War, humanity's struggle for survival began.

Surprisingly, the humans rose to the challenge, and used their innovation and rapid maturation to best advantage. Human settlements grew quickly, depending on large families and extended clan-units that are, to this day, a mark of humankind. The remnants of old nations were swept away (or, if possible, restored to proper working order), and in their place grew new traditions, new alliances and new economies. In the years before the Druid War, humanity laid the foundations for explosive growth and development, and that war proved to be the crucible in which the current world order was forged. The nation of

Albadia was all but destroyed, its few cities leveled; its survivors returned to the nomadic ways of their ancestors in order to survive. The nations of Dunahnae and Darakeene took isolationism to new heights. The kingdom of Vesh did much to help its elven and dwarven neighbors, while the kingdom of Calastia gathered its forces and solidified its hold on smaller nations to its south. In the years following the Druid War, Calastia annihilated the remnants of titanspawn in the southern kingdoms, crushed the dwarven presence in the Kelder mountains, and subjugated the halflings in what is now the Heteronomy of Virduk. Humanity's recovery was complete. Currently, humanity reigns supreme on Ghelspad, challenged only by dwarven stubbornness and internal human divisiveness.

No matter their point of origin, humans seem to be better equipped than most other races in the Scarred Lands, particularly in terms of textiles and other, non-metal ornamentations. Though the secrets of smithing were lost during the Divine War (kept alive only by the dwarves of Burok Torn), humans have since regained a mastery of smithing, thanks greatly to the efforts of Corean's priesthood. Few but Albadians decorate their skin as the elves do, but those societies compensate with fine fabrics and intricate jewelry of various sorts. Many, especially those near

the Plains of Lede, have taken to wearing rings of metal through their ears, noses and other parts of their body as decoration.

Human ingenuity is apparent in just about everything they do. They seem to excel at nothing, but are instead competent at nearly everything. They vary tremendously in terms of customs and temperament, with some nations embracing the most heinous aspects of slavery and domination while others stand as bastions of righteousness and cooperation. Unsurprisingly, humans do not seem to be particularly inclined to favor any one class as adventurers.

Regions: Humans are found all over Ghelspad, much to the consternation of most other races. They are especially dominant in the southern regions, where the Calastian Hegemony rules with an iron fist. To the northeast, the humans of Vesh enjoy good relations with most of their neighbors, while the barbarians of Albadia and the merchants of Darakeene hold their own against invasion from all sides. Despite their numerous current conflicts, the position of humans on Ghelspad seems quite secure.

Humans are known for their vast variety — indeed, it is practically the mark of the humans that two humans might have fewer traits in common with one another than said human and a member of another race. Humans enjoy great physical diversity, which depends on their place of origin — those humans of eastern Ghelspad, from Calastia to the Plains of Lede, seem to have darker, slightly olive complexions. Southwestern Ghelspad sees a darker complexed appearance, while the northwest's pale hair and skin is epitomized in Albadia. The humans of Termana tend to darker skin tones than even the newly arrived Calastian settlers.

While they are the most common race on Termana, humans are bitterly divided there, scattered about the western half of the continent in petty, squabbling kingdoms like Azale and Thorvalos. Most are descended from Ghelspadan slaves who threw off the shackles of the Charduni Empire; they have had to develop their skills in nation building and governance over the past century and a half. For the most part, they are provincial, insular and quarrelsome. The outgoing folk of Azale and the noble paladins of Silverisle are exceptions to this, however, and can be boon companions if given the chance. In addition, colonists in Virduk's Promise have begun to add a more sophisticated Calastian outlook to the continent.

In the southlands of Termana, however, is another breed of humanity. A tall, dark-skinned and well-favored folk, the humans of these lands populate the jungles of the Gamulganjus, the Iron Sands Desert and the Centaur Plains. Many of the civilizations of these folk are long-gone, and they have returned to a nomadic, barbaric lifestyle, save for the residents of the ancient tepuje cities. It is noteworthy that many folk of southern Ghelspad — especially in the areas of Zathiske and Shelzar — bear the blood of these southern Termanans, though the precise nature of that intermingling seems to have been lost to the past.

Racial Abilities: Humans have all of the following racial traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- 1 extra feat at 1st level, because humans are quick to master specialized tasks and are varied in their interests. (With the

GM's permission, players of human characters may use the Variant Rules described in "Humans by Region," below.)

- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Humans tend to dabble in a broad range of skills. (The 4 skill points at 1st level are added on as a bonus, not multiplied in.)
- **Automatic Language:** Common (Ledeane or Termanan).
- **Bonus Languages:** Any non-secret languages. Humans have spread to every corner of Ghelspad, and thus may learn any language they encounter.
- **Favored Class:** Any. When determining whether a multiclass human suffers an XP penalty, her highest-level class does not count. (see PHB, Chapter 3, "Multiclass Characters," *Experience for Multiclass Characters* subsection). Humans find that they can excel in any profession they set themselves to.

Variant Rule: Humans by Region

Using this variant rule, humans from various regions may have bonuses and penalties to ability scores rather than the additional beginning feat granted to human characters. Those who choose to take this option (assuming the GM approves, of course) tend to be looked upon as the "epitome" of the folk in their areas — no one familiar with the look of his folk could ever mistake him as anything but one of them.

Ghelspad

- **Calastia & the Sweltering Plains:** -2 Wis, +2 Charisma. *Weapon Familiarity:* bastard sword.

The dark-toned, dark-haired, green-eyed charmers who come from Calastia and Shelzar are known throughout the Scarred Lands for their dashing personalities and lack of common sense. Those bardic tales that feature an unfaithful lover usually paint that character with these features.

- **Gascar Cities & Dunahnae:** -2 Str, +2 Int or Wis. *Weapon Familiarity:* spiked chain in Dunahnae; bastard sword elsewhere.

Dunahnae and the three scholar-cities of the Gascar Peaks (Lokil, Hollowfaust and Glivid Autel) are known for their pale, dark-haired scholars and philosophers who are weak in body but strong in mind. Indeed, it is not uncommon to find the citizens of these areas dying their hair black and avoiding the sunlight, in order to conform to this ideal all the more. These modifiers also apply to the titanspawn-tainted nation of Khirdet.

- **Karria, Darakeene & Albadia:** +2 Str or Con, -2 Int or Wis. *Weapon Familiarity:* two-bladed sword in Albadia; bastard sword elsewhere.

Though they are known for coming from "barbarian stock," the tall, strong, fair folk of Ghelspad's northwest are rarely underestimated. Known for strength of body, though not necessarily of mind, folk who match this appearance are becoming less common in Darakeene, as that civilized nation breeds among other peoples. Albadians, however, often meet these criteria, especially among the tribes of the north.

- **The Plains of Lede:** +2 Dex, -2 Cha. *Weapon Familiarity:* orc double-axe.

The folk of this part of Ghelspad (which actually includes the Bridged City) have skin of the same olive-tones as the rest of eastern Ghelspad. However, they tend to grow their hair long, and are known for their quick, clever hands and their surliness. They are found both among the nomadic horse-tribes of Mansk as well as the folk of the Bridged City.

• **Vesh, Cordrada & the Repose Peninsula:** –2 Int, +2 Wis. *Weapon Familiarity:* bastard sword.

The religious nature of these places is evident — most folk strive to understand the teachings of priests, be they clerics or druids. Book learning and raw intelligence are less important in these places. This includes Mullis Town, Ontenazu and Amalthea.

• **Durrover & the Kelders:** +2 Con, –2 Cha. *Weapon Familiarity:* dwarven waraxe.

There are many towns scattered throughout the Kelders and Durrover. Most of these are known for the hardy but surly folk they produce. Some suggest that this may be due to close association with the dwarves of the Kelders, but others point out that it is rare that even dwarves are as unfriendly as these folk tend to be.

Termana

• **Crilos & the Gray Isle:** +2 Strength, –2 Intelligence. *Weapon Familiarity:* bastard sword.

The bandits, cut-throats and barbarians of these isles are known for their strength, as well as their simple ways. They tend toward light skin, as do the humans of the Termanan northwest who are descended from the escaped slaves of the charduni; they

also have dark hair, though a few occasionally boast red or auburn hair.

• **Kingdoms of the West:** –2 Wisdom, +2 Charisma. *Weapon Familiarity:* bastard sword.

The folk of the Termanan northwest kingdoms are known for their charm — whether used in debauchery as in Azale, or for persuasion as do the leaders of Karsian. They tend to have dark-colored hair and olive complexions, with green eyes.

• **Tehlashos:** +2 Constitution, –2 Charisma. *Weapon Familiarity:* dire flail.

The Tehlashos are the dark red- or mahogany-hued folk of the Iron Sands Desert and Centaur Plains, nomadic folk with the ability to withstand some of the harshest environments known in Termana. They are also known for being somewhat reserved in their dealings with others.

• **Tepuje Cities and Gamulganjus:** +2 Dexterity, –2 Wisdom. *Weapon Familiarity:* blowgun (see *Player's Guide to Fighters and Barbarians*).

The tall, lithe folk of the southern jungles and tepuje cities are quick of hand and foot; they are also known as somewhat simple and merry folk. The tone of their skin is less dramatic than that of the Tehlashos, being dark without the overtly red tones that the nomads are known for.

Terali

Deep in the jungles of southern Termana dwells a race of creatures who resemble upright, bipedal leopards. They are known as the terali, and in recent years they have been seen more often outside their forest homeland.

Materially primitive, the terali are nevertheless a highly spiritual race. They live in tribal groups of up to 200 members. Like the jungle gnomes, the terali are semi-nomadic, building villages for shelter during the rainy season then wandering the jungle and living in temporary shelters during the drier hunting season. Terali are fierce warriors, fighting with spears, dart throwers and wooden clubs lined with the teeth of predatory animals.

Hereditary chiefs lead the tribes, advised by elders and tribal sorcerers. About one in 20 terali is born with a black pelt; these individuals are, for some reason, the only terali who are capable of becoming sorcerers. These sorcerers, known as “marked ones,” are thought to have considerable spiritual power, and their counsel is always sought and heeded.

From time to time a marked one will decree that a certain terali must wander the world and seek wisdom. Terali so chosen sometimes make their way out of the Gamulganjus and into Termana proper, occasionally even finding work as mercenaries or bodyguards. These terali return to their homeland with a greater understanding of the outside world, and they usually become highly influential due to the riches that they bring back. Other wandering terali shun the jungle and choose to stay in the outside world, but this is rare.

As inhabitants of the Land with No Gods, the terali worship neither god nor titan; they instead revere the spirits of their ancestors, and follow the tenets of unique tribal spirits of the land who are said to speak only to chieftains and marked ones.

Regions: The terali are highly territorial and defend their traditional hunting grounds fiercely. Today, they are mostly found in the Gamulganjus region of Termana.

Racial Abilities: Terali have the following racial traits:

- +2 Dexterity, –2 Wisdom. Terali are faster than humans, but are prone to give in to their instincts.
- **Medium:** As Medium creatures, terali have no special bonuses or penalties due to their size.
- Terali base speed is 40 feet.
- **Low-light Vision:** Terali can see twice as far as a human in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these conditions.
- **Natural Weapons:** Terali can make two claw attacks per round with no off-hand penalty, inflicting 1d3 points of damage each; or one bite attack that inflicts 1d4 points of damage. If a terali is armed with a weapon or carries a shield, she may not make any natural weapon attacks. Note that because terali culture has ceased to rely on tooth and fang, terali still provoke attacks of opportunity when using their natural weapons, unless the terali has the Improved Unarmed Strike feat. Also, use of these natural weapons follows the normal rules for fighting with two weapons.
- +2 racial bonus to all Listen, Search and Spot checks. The eyes and ears of the terali are as sharp as those of the jungle cats they resemble.
- +2 racial bonus to all Survival checks when in jungle or forest terrain. Terali are great hunters, and have an almost supernatural affinity for their jungle homeland.
- **Automatic Languages:** Terali.
- **Bonus Languages:** Common (Termanan), Gnomish.
- **Favored Class:** Druid or Ranger (marked terali have Sorcerer as their sole favored class). A multiclass terali's druid or ranger class does not count when determining whether she suffers an XP penalty for multiclassing (see *PHB*, Chapter 3, “Multiclass Characters”). Terali culture embraces the ways of the land around them, holding it close rather than mastering it brutally, the way gnolls are wont to. The choice of druid or ranger as a character's preferred class must be selected as soon as the character acquires a level in either the druid or ranger class, and it cannot be changed thereafter.

Appendix:

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